

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: **MALL OF HORROR**

Pub: **Asmodee (2005)**

Page 1: **Rules summary**

Page 2: **Reference**

v1.1

Dec 2008

For best results, print on card, laminate and trim to size.

MALL OF HORROR

SURVIVAL IS IN THE BETRAYAL

SETUP

1. **Choose Characters** Each player chooses a color and gets the matching **Pin-Up**, **Tough Guy** and **Gunman** characters and a **Voting Wheel**. Players in a 3 player game also get the **Little Girl** character.

Each player gets one **Action card** and the remaining cards are placed face down next to the board.

2. **Chief of Security** The oldest person takes the **Chief of Security** badge and is the first player. **All group actions start with the Chief of Security.**
3. **Close zombies if required** Close **Cachou** (Location 2) in a 3 or 4 player games.
4. **Place characters** Starting with the Chief and proceeding clockwise, each player rolls 2 dice and places one of his characters in a location matching one of the dice. Continue until all characters are placed. If both dice indicate full locations, then the player may choose any location that has room.
4. **Place zombies** The Chief rolls 4 dice and places a zombies in front of each location indicated by a die.

VOTING

When voting, players use their Voting Wheel and choices are revealed simultaneously. You may vote for yourself.

If a player has several characters in the same location, he has that many votes. If his colour is chosen, he can choose which of his characters is selected.

In the case of a tie there is a **re-vote**, and players who do not have characters in the location are allowed a single vote. Only characters in the location may be voted for.

Gunmen

Gunmen get an **extra vote** when they are present.

Threat cards

Players may discard any number of **Threat** cards before any single vote to receive an extra vote per card.

Negotiation

A player may never show the dice or cards to another player. Except after searching the truck, a player may never give cards to another player.

ORDER OF PLAY

A. SEARCH THE TRUCK

All characters in the Parking Lot (Location 4) vote to decide who searches the truck.

The winner looks at the top three Action cards, keeps one card and gives one card to *any other* player. The third card is placed at the bottom of the deck.

Ties in the second vote result in no cards being distributed. Ignore the phase if there are no cards.

B. ELECT THE CHIEF OF SECURITY

All characters in the Security HQ (Location 5) vote to decide who will be Chief of Security this round.

Ties in the second vote result in no one being elected Chief of Security, and the current Chief of Security remains.

C. ARRIVAL OF THE ZOMBIES

The Chief rolls the dice under cover of the dice box.

A Chief of Security may view the dice only if he was *elected this round*. A player may use a **Security Camera** card to view the dice.

D. CHOOSE DESTINATIONS

A Chief of Security *elected this round* must choose his destination first and tell the other players.

All other players use their wheels to select a destination where they will move one of their characters.

No location may take more people than push-pins.

E. MOVE CHARACTERS

Reveal destinations simultaneously. **The Chief places the zombies according to the dice.** If location 2 is indicated in a 3 or 4 player game, this die is ignored.

An empty location with 8 or more zombies is **condemned**. The Parking Lot (Location 4) can never be condemned. All the zombies are removed.

Move characters to their chosen destinations.

If a character is moved to a full location, then the character must go to the Parking Lot (Location 4).

A player must move a character, but may discard a **Sprint** card to change his destination, even returning to the location he left.

F. ATTACK OF THE ZOMBIES

Place an extra zombie on the location with the most characters.

If several locations have the same maximum, none attract an extra zombie.

Starting with Location 1 and ending with Location 6, resolve the Zombie attacks.

If the number of zombies are *greater than or equal to* the number of characters at the location (Tough Guys count as 2), they enter the location. All players with at least one character there vote to decide who loses a character at that location to the zombies.

Ties in the second vote result in a random character colour being selected.

In the **Supermarket** (Location 6), 4 zombies are enough to enter no matter how many characters are there.

Before the vote, each player may discard one or more **Action cards** which may reduce the zombies to a safe number so they cannot enter.

If the Zombies do enter and feed, they are all removed from the location.

In the **Parking Lot** (Location 4) every zombie feeds. A vote is taken for each Zombie, one at a time. All Zombies are removed from the Parking Lot after this phase.

CARDS

Hardware

Holds off one extra zombie. Can't be used in the Parking Lot (Location 4), or to stop 4 or more zombies entering the Supermarket (Location 6).

Weapon

Immediately kills one or two zombies depending on the number of zombie shadows on the card.

Hidden

A character (token) may not be a victim, but also may not vote. This character still counts towards keeping the zombies out. The Hidden card may be used for *all* votes at the Parking Lot (Location 4) for one round.

Every card played is immediately removed from the game.

PLAYER BECOMES A ZOMBIE

If at the end of an Attack (Phase F) a player is left with no more characters, then he can no longer play.

However, he may still participate in group votes (second votes in the case of a tie) and may on the next round only, return as a Zombie by placing a Zombie at the location of his choice at the end of the choose Destinations phase (Phase D).

GAME END

The game ends if all remaining characters are at the same location, except for the Parking Lot (Location 4), or there are only 4 remaining characters (6 in a 6 player games).

The winner is the person with the most Victory Points (total the numbers on the surviving character tokens). Ties are broken by the number of unused cards.

PIN-UP MODEL

VP 7

**STRENGTH: 1**
VOTE: 1F: Zombie Attack:
Attracts 1 extra zombie**TOUGH GUY**

VP 5

**STRENGTH: 2**
VOTE: 1F: Zombie Attack:
Keeps out 2 zombies**GUNMAN**

VP 3

**STRENGTH: 1**
VOTE: 2Any voting phase:
Counts as 2 votes**LITTLE GIRL**

VP 1

**STRENGTH: 1**
VOTE: 1**3 PLAYER GAME ONLY****ACTION CARDS**

CARDS PLAYED ARE IMMEDIATELY REMOVED FROM THE GAME

**PLAY WHEN:**
F: Zombie Attack before vote.**EFFECT:**
Immediately kills number of zombies shown on card.**PLAY WHEN:**
Before any vote.**EFFECT:**
Gain one additional vote.**PLAY WHEN:**
F: Zombie Attack before a vote.**EFFECT:**
Keeps 1 additional zombie out.**PLAY WHEN:**
C: Arrival of the Zombies.**EFFECT:**
May secretly look at the hidden dice after the Chief of Security.

Can't be used in the Parking Lot (Location 4) or to stop 4 or more zombies entering the Supermarket (Location 6).

**PLAY WHEN:**
Before any vote.**EFFECT:**
A character cannot be chosen, but also may not vote.**PLAY WHEN:**
E: Move Characters.**EFFECT:**
May change destination (even back to where you left).Can be used for *all* votes at the Parking Lot (Location 4) for one round. Character still counts towards number required to keep zombies out.**GAME SEQUENCE****A: SEARCH THE TRUCK**

All characters in Parking Lot vote.

Winner takes 3 cards: keep 1, give 1, return 1 to bottom of deck.

A: ELECT THE CHIEF OF SECURITY (CoS)

All characters in Security HQ vote for CoS this round. Winner takes CoS badge.

On 2nd tie current CoS remains.

C: ARRIVAL OF THE ZOMBIES

CoS rolls the hidden dice.

May secretly look at result only if he was elected this round.

D: CHOOSE DESTINATIONS

If elected this round CoS selects his destination first and reveals to all.

All players secretly select destination for one of their characters.

E: MOVE CHARACTERS

All players reveal selected destinations simultaneously.

CoS reveals dice and places zombies.

All players, in turn order, move a character to chosen destination. If the location is full must move to Parking Lot.

An empty location (except the Parking Lot) with 8+ zombies is condemned and all zombies removed.

F: ZOMBIE ATTACK

Extra zombie on location with most characters.

Extra zombie on location with most Pin-Ups.

If several have the same maximum, none attract an extra zombie.

Starting with Location 1 and continuing in numeric order, if zombie strength is greater or equal to human strength then vote for victim.

4 zombies are strong enough to enter the Supermarket.

If victim claimed remove all zombies from that location.

Every zombie in the Parking Lot claims a victim by vote.

If zombies remain in the Parking Lot but no more characters, all zombies removed from this location.

G: RESCUE HELICOPTER ARRIVES?

Game ends if either:

All characters alive are in same location.

Only 4 characters are left alive (6 in a 6 player game).