

ZOMBIES BATTLE GUIDE

RANK 1 - ZOMBIE	WRESTLER - RANK 1
	OR LOWER RANK
RANK 2 - RUNNER	CHEATER - RANK 2
	OR LOWER RANK
RANK 3 - BRUTE	GIANT - RANK 3
	OR LOWER RANK
RANK 4 - N/A	SHOOTING STAR - RANK 4
RANK 5 - NECROMANCER	LUCHADOR - RANK 5
DESTROY ONE OPPONENT'S RANK 1 AND REVIVE ONE DESTROYED DICE AS A RANK 1 ZOMBIE	LUCHADOR CAN COMBINE WITH ONE RANK 1 WRESTLER AND DESTROY ANY DIE
RANK 6 - HORDE	RING - RANK 6
REVIVE UP TO 2 OF YOUR DESTROYED DICE AS RANK 1 ZOMBIES	MAKES ALL PLAYERS RALLY. HIGHEST ROLLER WINS. ALL OTHERS DESTROY ONE DIE.

WRESTLERS BATTLE GUIDE

RANK 1 - WRESTLER	ZOMBIE - RANK 1
	OR LOWER RANK
RANK 2 - CHEATER	RUNNER - RANK 2
	OR LOWER RANK
RANK 3 - GIANT	BRUTE - RANK 3
	OR LOWER RANK
RANK 4 - SHOOTING STAR	N/A - RANK 4
	OR LOWER RANK
RANK 5 - LUCHADOR	NECROMANCER - RANK 5
COMBINE WITH ONE RANK 1 WRESTLER AND DESTROY ANY DIE	CAN DESTROY AN OPPONENT'S RANK 1 AND REPLACE IT WITH A ZOMBIE RANK 1
RANK 6 - RING	HORDE - RANK 6
ALL PLAYERS RALLY. HIGHEST ROLLER WINS. ALL OTHERS DESTROY ONE DIE	HORDE CAN REVIVE UP TO 2 OF THEIR DESTROYED DICE AS RANK 1 ZOMBIES



ZOMBIES VS WRESTLERS

RULES

Object of the Game: To Rule the World!

Whether you are playing as the Zombies or the Wrestlers, your goal is to destroy your opponent and decide who is better once and for all!

Game Includes!

- 18 Dice (9 Dark Green Zombie dice, 9 White Wrestler dice)
- 2 Cups and Lid Attachment
- 4 Interchangeable Battle Guides
- Instructions

The Dice!

The faces of the dice represent the weapons you have at your disposal in your quest for world domination. Each unit has a different rank or value:

Note: The Zombie Faction has a second Rank 1 Unit on its dice instead of a Rank 4.

Carrying Case!

Take Zombies VS Wrestlers anywhere you go! Use the lid included with the game to attach the dice cups together to create a carrying case.



Army VS Aliens is a registered trademark and Zombies VS Wrestlers is a trademark of AB Games. Used under license. © 2013 All rights reserved. Wiggles 3D Incorporated Komoka, Ontario Canada N0L 1R0 866-801-GAME (4263)



- AGES 8+ KIDS
- 2 PLAYERS
- 15 MINUTES

WARNING:
CHOKING HAZARD - Small parts
Not for children under 3 years



Go to www.armyvsaliens.com for more information!
For more great Wiggles 3D games visit www.wiggles3d.com

ZOMBIES		WRESTLERS	
	RANK		
Zombie	1		Wrestler
Runner	2		Cheater
Brute	3		Giant
	4		Shooting Star
Necromancer	5		Luchador
Horde	6		Ring

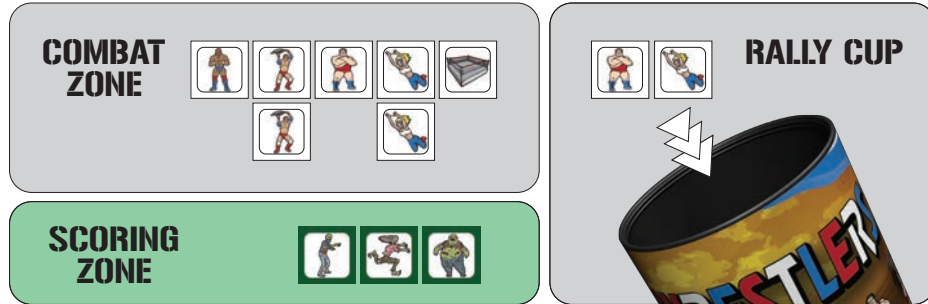
Getting Started!

Separate the dice into Zombie and Wrestler factions and place them in the appropriate cups. Randomly determine who will play each faction. Both players roll all 9 of their dice into their Combat Zone. Sort all dice by ranks.

Zones!

There are three gameplay Zones on each side:

- **Combat Zone:** This is where dice can attack or use special abilities during an Attack action.
- **Rally Cup:** This is where used dice are placed until they are re-rolled with a Rally action.
- **Scoring Zone:** When units are destroyed, place them into an area off to the side. Both players share this zone. Be mindful not to change the face of the destroyed dice since they may be used later for scoring.



Heroes!

Player may only have 1 Hero (Rank 5) in the Combat Zone at any time. If more than one Necromancer or Luchador is ever in play at any time, change the additional copies to Rank 1 (Zombies or Wrestlers) including all re-roll abilities ie: Luchador and Ring.

Going First!

The player who has rolled the most Rank 1's goes first. In case of a tie, check the next higher rank to break the tie. Continue checking higher levels until the tie is broken.

Game Play!

During each turn, a player MUST perform one action: **Attack or Rally**. (You may not pass on your turn, if you cannot attack, you must roll at least 1 die.)

► **Attack!** There are 5 ways to attack:

(See *Battle Guides* on back page, cards, or on the dice cups for additional dice details.)

- 1) Move 1 of your dice with a Rank 1-4 to your Rally Cup to destroy any enemy die of a lower or equal rank.
Ex: Brute (Rank 3) can be used to destroy a Giant (Rank 3), a Cheater (Rank 2) or a Wrestler (Rank 1).
- 2) Move a set of 3 matching dice with a Rank 1-4 to your Rally Cup to destroy an enemy die of exactly 1 Rank higher.
Ex: 3 Brute (Rank 3) can be used to destroy a Shooting Star (Rank 4).
- 3) Move 1 Necromancer or Luchador (Rank 5) to your Rally Cup and use their special ability.
For more information see "Special Abilities."
- 4) Move 1 Horde or 1 Ring (Rank 6) to your Rally Cup and use their special ability.
For more information see "Special Abilities."
- 5) Move 3 Horde or 3 Ring (Rank 6) to your Rally Cup and use their special ability.
For more information see "Special Abilities."

Move any enemy units destroyed by your units to your Scoring Zone. Your turn is over.

► **Rally!**

If you do not want to attack or cannot attack you must rally. To rally, choose any number of your dice in the Combat Zone and all of your dice in your Rally Cup and roll them back into your Combat Zone. Your turn is over.

Winning!

Turns continue back and forth with players rallying and attacking until one player destroys the other player's last die. That player is the winner.

Draws!

If 5 turns go by without any dice being destroyed the game is over. The player with the most dice wins the game. If there is a tie, players add up the ranks of the units they have destroyed. The player with the highest total wins. If the totals are equal, the game is a Draw.

Special Abilities!

 Using a special ability is considered an attack.

Necromancer – Destroy an opponent's Rank 1 and replace it with a Zombie Rank 1. To use this ability, place 1 Necromancer die into your Rally Cup. You must have at least of your zombie dice in the Scoring Zone.

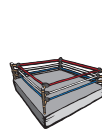


Horde

- (1 die) – Move 1 of your dice from the Scoring Zone back into the Combat zone as a Zombie (Rank 1). To use this ability place 1 Horde die into your Rally Cup. You must have at least 1 die in the Scoring Zone.
- (3 dice) – Move 2 of your dice from the Scoring Zone back into the Combat zone as a Zombie (Rank 1). To use this ability place 3 Horde dice into your Rally Cup. You must have at least 1 die in the Scoring Zone.



Luchador – Destroy any single die in play. To use this ability, place 1 Luchador die and 1 Wrestler die (Rank 1) into your Rally Cup



Ring

- (1 die) – Challenge any one opponent's die to a "Roll Off". To use this ability re-roll 1 Ring die and any opponent's die. The higher Rank die remains in play and the lower rank die is destroyed. You win ties.*
- (3 dice) – Challenge all players to a "Roll Off". All players immediately re-roll all dice in their Combat Zones and Rally Cups. The player with the most Rank 6's wins, all other Players must destroy one die. If there is a tie, you decide the winner. To use this ability place 3 Ring dice into your Rally Cup.*

* *Reminder: When you have a Luchador (Rank 5) in play, if you roll another Luchador (Rank 5) during the challenge its the same as rolling a Rank 1 since all duplicate Heros are immediately turned into Rank 1's.*

Visit www.armyvsaliens.com for exciting game variations and multiplayer formats.



For even more fun, mix or combine Army VS Aliens, Pirates VS Ninjas, and Robots VS Dinosaurs with Zombies VS Wrestlers for ultimate battles.