THE CHOPPING MALL

Rulebook

READ THIS FIRST

The rules to The Chopping Mall are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name below which is given (usually) a General Rule or Description which summarizes the rules in that section. This is usually followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the Major Section number.

Players should examine the map and counters and then quickly read the rules (without trying to memorize them). Then the game should be set up to play and a "trial run" made.

Rule sections

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Reference pages: charts and tables, game-piece guide, and replacement counters.

[1.0] Introduction

The Chopping Mall pits four human characters against a shopping mall full of zombies. Two of the characters (Roger and Peter) are former members of a heavily armed police force and are equipped with M-16 automatic rifles. Accompanying this pair are two friends (Steve and Fran), each with a pistol. They are not prepared to deal with the horror to come. The humans must attempt to clear the mall of its hellish infestation without falling victim to the flesh-eating zombies, so that they may set up a safe home; a fortress against the now savage world.

The Chopping Mall is a game for one or two players. In the two-player version, one player controls the humans (called characters) while the other controls the zombies. In the solitaire game, the player controls the characters while the zombies function in accordance with the solitaire rules (15.0). Rules Sections 2.0 through 14.0 concern the two-player game. Section 15.0 presents the changes to the preceding Sections necessary to play the solitaire game.

[2.0] Game Equipment

CASES:

[2.1] The game-map represents the shopping center where the battle occurs.

Also included is a key explaining the symbology used in showing the walls, glass doors, solid doors and other structural details of the shopping center.

The map is divided into squares, which serve to regulate the placement and movement of the playing pieces. Although some squares are larger than others, for game purposes all are considered to be equal in size. A square is considered adjacent to another square only if the two squares share a side. Two squares are not considered adjacent if they meet only at a point. Each square has a three digit identity number.

[2.2] The charts and tables are used to resolve certain game functions.

The Human Movement Point Cost Chart summarizes the various costs of actions undertaken by characters. The Shot Modifier Chart summarizes how certain map features affect attempts to shoot zombies. The Zombie Attack Table is used when resolving a zombie attack. The Zombie Entrance Table is used to determine when and where additional zombies enter the shopping mall. The Hidden Zombie Table is used only in the solitaire game.

[2.3] The playing pieces represent characters and groups of zombies.

The numbers on the counters represent character and zombie strengths and attributes. Each character is represented by two counters. Each side of the two counters represents a different status of the character: normal, stunned, infected, or super zombie. Only one of these is used at any one time. Each zombie counter (called a zombie unit) has an unknown side (with a common zombie symbol) and a known side (with a Zombie Value).

Fire Rate is the number of times a character may shoot while being moved. Panic Level is a measure of a character's ability to withstand terror.

Movement Allowance is the number of Movement Points that may be expended when moving a character. Zombie Value is the number of zombies represented by a single zombie unit. The Zombie Value of a zombie unit is only revealed in certain situations. The players may use their memories, but not pencil and paper to note Zombie Values.

[2.4] Game markers are used to record special status of characters, zombies and map features.

Marker examples are shown in the game-piece guide at the back of this rulebook.

[2.5] Each copy of The Chopping Mall should include the following parts:

- One 11" x 17" game-map

- One sheet of 100 die-cut playing pieces

- One rules folder

- Three six-sided dice

- One game box assembly

If any of these parts are missing or damaged, please fill out the enclosed Complaint Card and return it to SPI. Note that, although the process used to manufacture the counters sometimes results in minor imperfections, SPI can supply replacement parts only in cases of gross error and illegibility.

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so they can be answered by a simple sentence, word, or phrase. You must enclose a stamped, self-addressed envelope. Write to:
SPI
Rules Questions Editor for The Chopping Mall
257 Park Avenue South
New York, N.Y. 10010

[3.0] Setting Up for Play

GENERAL RULE:

The components should be spread out on a table with the two players sitting on either side. The counters should be punched out and each player's pieces separated from the game markers. The pieces are then set up on the map.

CASES:

[3.1] The zombie player sets up his units first.

The zombie player mixes together all 50 zombie units, with the Zombie Value side down. He then places 45 of the units on the game-map. Neither player should know the Zombie Value of the units. He places one unit in each square containing a Zombie Placement Symbol. He then uses a separate sheet of paper to write down secretly the identity numbers of five squares on the map in which he wishes to place hidden zombies. He may choose any five squares within the following restrictions.

1. A hidden zombie may not be assigned to a hall square.
2. A hidden zombie may not be assigned to a square containing a Character Placement Symbol, or a square adjacent to such a square (unless separated by a wall).
3. A hidden zombie may not be assigned to a square assigned to another hidden zombie, but may be assigned to a square occupied by an openly placed zombie unit.
4. No more than one hidden zombie may be assigned to Edwin's Sports Center.

The five zombie units not placed on the map are kept in the Hidden Zombie box with their unknown side up, to be used as hidden zombies in accordance with 9.0.

[3.2] The human player sets up his characters second.

The counters representing the four characters at normal status are placed in the squares containing a Character Placement Symbol, in any manner the human player chooses. However, only one or two characters may be set up in a single square. He then places the two hunting rifle markers in square 177 (in Edwin's Sports Center).

The other character counters and the game markers are placed aside for use as the game proceeds.

[3.3] All doors in the shopping center are open at the start of play.

Zombie and Character Placement Symbols have no effect on the play of the game once the setup is completed.

[4.0] Sequence of Play

The Chopping Mall is played in Game-Turns. Each Game-Turn is divided into a Human Player-Turn and a Zombie Player-Turn. In addition, each Zombie Player-Turn is divided into five Phases. All actions undertaken by the players in a Game-Turn must proceed strictly according to the sequence outlined below.

1. HUMAN PLAYER-TURN

The human player may move any one character or single stack of characters up to the limit of that character's Movement Allowance. Any character that was moved in the previous Human Player-Turn may not be moved this Player-Turn. A character that is being moved may pause to shoot zombie units up to a number of times equal to the character's fire rate. Under certain conditions, a character must check for panic when shooting a zombie unit. If a character panics, his movement must immediately cease for the Player-Turn. The movement of a character may be interrupted by the appearance of a hidden zombie.

2. ZOMBIE PLAYER-TURN

A. Berserk Zombie Phase

The zombie player checks each and every zombie unit that is currently berserk to see if it remains berserk. He then checks one non-berserk zombie unit of his choice to see if it goes berserk.

B. Zombie Reaction Movement Phase

All zombie units that are within sight of any square entered by the character that was moved in the previous Human Player-Turn must be moved in reaction. Each such unit is moved one square (or more in some cases) toward the character's current position (if possible). Exceptions: A zombie unit that occupies the same square as a character may not move in reaction. A super zombie and any zombie unit stacked with it need not be moved in reaction.

C. Zombie Free Movement Phase

The zombie player rolls one die to determine how many zombie units of his choice may be moved. He may then move this number of zombie units one square each. Super zombies, zombie units stacked with super zombies, and berserk zombies may be moved more than one square and do not count toward the limit determined by the die roll. Any unit moved during the Zombie Reaction Movement Phase may not be moved during this Phase.

D. Zombie Attack Phase

A zombie attack is resolved in each square occupied by characters and a zombie unit. Before resolving each attack, the human player checks the characters under attack for panic. Those characters that do not panic may shoot at the attacking zombie unit. If the zombie unit survives this fire, the attack is carried out in accordance with the zombie attack procedure.

E. Zombie Generation Phase

The zombie player rolls two dice and refers to the Zombie Entrance Table to determine if new zombie units enter the shopping center from any of the main doors. If so, he places the unit(s) in the square(s) adjacent to the appropriate door. The zombie player then rolls two dice for each infected character currently in play to see if the character becomes a super-zombie. (Exception: No dice roll is conducted for a character infected in the current Game-Turn.) A zombie unit or a super zombie placed in a character-occupied square in this Phase must immediately conduct a zombie attack.

One Game-Turn is now completed, and another is begun. The players continue repeating this sequence until one player or the other has fulfilled his victory conditions, thus ending the game.

[5.0] Human Movement

GENERAL RULE:

The human player may move one eligible character or stack of characters during the Human Player-Turn. A character is eligible to be moved if he was not moved in the immediately previous Human Player-Turn and is not stunned. Each character has a printed Movement Allowance which is the basic number of squares he may be moved (if eligible) in a single Human Player-Turn. A character that is not eligible to be moved may not expend Movement Points and may not shoot during the Human Player-Turn.

PROCEDURE:

Each character or stack of characters is moved from square to adjacent square (2.1) in any direction or combination of directions. Movement of a character into a square "costs" one Movement Point. While being moved, a character may pause to shoot zombies (which does not require the expenditure of Movement Points, 6.0) or to perform other non-movement actions (which do require the expenditure of Movement Points). As the human player moves a character, he keeps track of the number of Movement Points expended. When the character has expended a number of Movement Points equal to his Movement Allowance, the character's movement must cease for the Player-Turn.

CASES:

[5.1] A character's Movement Allowance may never be exceeded in a single Human Player-Turn.

If a character does not possess enough Movement Points to exit a square (5.4), enter a square, or perform some other action requiring the expenditure of Movement Points, the action may not be conducted. A character is not required to expend all his Movement Points when being moved but may not transfer or accumulate unused Movement Points.

[5.2] Eligible characters that begin the Human Player-Turn in the same square may be moved together, as a stack.

The Movement Allowance of a stack is considered that of the character in the stack with the lowest Movement Allowance. Once that allowance has been expended, no actions except shooting may be performed. Characters that are moving together (as a stack) must stay together for the duration of the move (they may not be moved to different squares). Characters that begin the Player-Turn in different squares may not be moved together. There is no limit to the number of characters that may be in a stack.

[5.3] A character may not be moved through a wall or a closed door.

A character may never be moved out of the shopping mall.

[5.4] A character may be moved into a zombie-occupied square.

In this case, the zombie unit is immediately flipped over, revealing its Zombie Value. To move out of a zombie-occupied square, a character must expend a number of Movement Points equal to the Zombie Value of the unit, plus one Movement Point for the square being moved into. After doing so, the zombie unit is flipped back over to its unknown side. As long as a character remains in a zombie-occupied square the Zombie Value remains revealed.

[5.5] A character may expend Movement Points to open or close a door.

Two Movement Points must be expended to open or close any door except a main door. A character must expend his entire Movement Allowance to close a main door, and thus may only close a main door if he begins the Human Player-Turn in square 004, 093, 117 or 212. Once closed, a main door may not be opened. A character may not open or close a door while in a zombie-occupied square.

When a door is closed, a Closed marker is placed on it. If the door is subsequently opened, the marker is removed.

[5.6] An eligible character that begins the Human Player-Turn in the same square as any other character may carry that character.

The human player declares which character will be carrying, and which will be carried. The carrying character must expend extra Movement Points for each square entered, depending on his identity (see the Human Movement Point Cost Chart, 5.9). A character being carried does not expend Movement Points at all and need not be eligible to be moved. Neither the carrying nor the carried character may not shoot zombie units or conduct any action other than actual movement. Carrying may only be commenced at the beginning of movement, but may be ceased at any point during Movement Point expenditure (after which the carrying character may expend remaining Movement Points in any manner).

[5.7] Any action taken by a character triggers Zombie Reaction Movement (see 7.0).

This includes opening or closing a door, picking up a hunting rifle (12.0), shooting and moving.

[5.8] The Human Movement Point Cost Chart summarizes the Movement Point expenditure required to conduct all movement related actions.

[5.9] Human Movement Point Cost Chart (see charts and tables)

[6.0] Shooting Zombies

GENERAL RULE:

Every character possesses a gun which he may use to shoot zombies. A character that is being moved may shoot a number of times equal to his printed Fire Rate. Such a character may pause at any point during his movement to shoot at a zombie unit in the character's square or in a square within the character's sight. Shooting a zombie unit may result in the elimination of that unit.

PROCEDURE:

At any point during the movement of a character, the human player may declare the character is shooting at a zombie unit. Each time a shot is announced, the human player declares the "target" zombie unit and the following steps are conducted in order:

1. The players determine if the target zombie unit is within sight of the character that is shooting. If not, the character may not shoot at that unit.
2. The character that is shooting must check for panic under certain conditions. If the character panics, he may not shoot.
3. If the character is not in the same square as the zombie unit he is shooting at, the human player must consult the Shot Modifier Chart (6.7).
4. The human player now has the character shoot by rolling one, two or three dice, depending on the character. The shot modifier (if any) is subtracted from the die or dice total to arrive at the shot result.
5. The target zombie unit is flipped over to reveal its Zombie Value (if not already flipped over). If the shot result is equal to or greater than the Zombie Value, the zombie unit is destroyed; remove it from the game-map. If the shot result is less than the Zombie Value, it is not affected by the shot; flip the unit back over. (Exception: See 5.4).

CASES:

[6.1] The human player must keep track of how many times a character that he is moving has shot at zombie units.

When a character has shot a number of times equal to his Fire Rate, his shooting must cease for the Player-Turn. He may however, continue to expend Movement Points if he has any remaining. Conversely, a character's Movement Allowance may be expended, but he may be able to continue shooting, if his Fire Rate has not been reached. There is no limit (other than a character's Fire Rate) to the number of times a single zombie unit may be shot at.

[6.2] Shooting does not require the expenditure of Movement Points; however, a character that is not being moved may not shoot.

A character that is expending Movement Points to perform actions other than actual movement (such as closing a door or acquiring a hunting rifle) may shoot. If the human player does not wish to move any eligible characters at all in a Human Player-Turn, he may still use one such character (or stack of characters) to shoot zombie units. Doing so triggers Zombie Reaction Movement (7.3).

[6.3] A character may not shoot at a zombie unit in a square occupied by another character.

A character that is in the same square as a zombie unit may shoot at that unit (even if another character is in the square), but may not shoot at any other zombie unit. A character may not shoot through a square occupied by a zombie unit or a character.

[6.4] A character may shoot at a zombie unit only if that unit is within his sight.

A zombie unit is within a character's sight if an imaginary line drawn from the center of the character's square to the center of the zombie unit's square does not pass through a wall square side without a door or with a closed solid door. A straight edge, or the edge of a piece of paper may be easily used to determine sight in questionable situations.

Sight may be traced through a wall square border containing a glass door (open or closed) or an open solid door only if the character's square and/or the zombie unit's square contains the wall square side in question. Example: Sight may be traced from square 024 to square 062 (or vice versa), but not from square 024 to square 082. Sight may not be traced through two doors.

Wall corners block sight. Example: Sight may not be traced from square 098 to square 079.

[6.5] The human player checks to see if a character panics by comparing the result of one die roll to the character's Panic Level.

In the following situations a character must be checked for panic prior to each shooting dice roll (see Procedure). Depending on circumstances, his Panic Level may be temporarily increased.

1. Shooting a zombie unit in the same square (no increase).
2. Shooting a berserk zombie unit in a different square (no increase).
3. Shooting a berserk zombie unit in the same square (increase by one).
4. Shooting a super zombie in a different square (increase by one).
5. Shooting a super zombie in the same square (increase by three).

If the die result of a panic check is less than or equal to the character's adjusted Panic Level, the character panics. A panicked character may not shoot and his Movement Allowance (and that of any characters moving with him) is considered expended. The characters with him may continue to shoot, unless they panic also. A character that panics in the Human Player-Turn remains panicked until the end of that Turn. A character that panics during a zombie attack remains panicked until that combat is finished.

[6.6] The human player rolls two dice when resolving a shot by Peter or Roger. He only rolls one die when resolving shots by the other characters.

The human player may roll two dice when resolving a shot by Steve or Fran if that character has acquired a hunting rifle (12.0).

[6.7] The Shot Modifier Chart (see charts and tables) lists subtractions that must be applied to the shot die roll.

As noted on the Chart, one is subtracted for each square lying between the character and the target zombie unit. These squares are counted by including the zombie unit's square but not the character's square. Example: Three would be subtracted from the die roll if a character in square 167 was shooting at a zombie unit in square 170.

Squares may not be counted diagonally for this purpose. Example: A character in square 019 is two squares away from a zombie unit occupying square 039.

The Chart also lists subtractions for shooting through an open door (solid or glass) and for shooting through a closed glass door. If a character shoots through a closed glass door it is considered destroyed (10.5).

[6.8] When a stack of characters is being moved, they may shoot separately or together.

If two or more characters are shooting at the same zombie unit, the human player rolls a number of dice equal to the characters' allowed shot die rolls and totals the results of these rolls. Example: If Steve and Fran were shooting a zombie unit together (assuming neither of them has a hunting rifle), two dice would be rolled. If Steve and Peter were shooting together, three dice would be rolled. No more than three dice may ever be rolled for a single shot. Thus, if Peter and Roger were shooting together, three dice (not four) would be rolled.

When characters are shooting together, each must check for panic separately (if necessary). Shot modifiers are applied to each gun separately. Thus if two characters in square 115 were shooting a zombie unit in square 113, four would be subtracted from the dice total (two for each gun).

[6.9] A character may attempt to shoot a zombie unit that is attacking him (8.0).

This is the only time, except when being moved, that a character may shoot a zombie unit. Shooting in this situation does not count against the character's Fire Rate. Characters may shoot together when under attack. However, each character must be checked for panic separately before shooting.

[7.0] Zombie Movement

GENERAL RULE:

The zombie player must move zombie units in reaction during the Zombie Reaction Movement Phase. He may move a variable number of zombie units during the Zombie Free Movement Phase.

PROCEDURE:

1. During the Zombie Reaction Movement Phase: The zombie player checks every square entered by a character or stack of characters during any point of their movement in the immediately preceding Human Player-Turn. Each and every zombie unit that is within sight of any such square must be moved one square towards the square currently occupied by that character(s).
2. During the Zombie Free Movement Phase: The zombie player rolls one die. He may then move a number of zombie units equal to the die result one space in any direction. Zombie units so moved are of his choice. (Exception: 7.4).

A zombie unit is moved from square to adjacent square (see 2.1). Zombie units do not possess or expend Movement Points, may not be moved through a wall square border (unless it contains an open door), may not open or close doors, and may not be moved outside the shopping center.

CASES:

[7.1] Whether or not a zombie unit is "within sight" of a square entered by a character is established in accordance with Case 6.4.

[7.2] A zombie unit is exempt from moving in reaction under the following conditions:

1. The zombie unit is in a character-occupied square.
2. The move would require the zombie unit to cross a closed-door square side.
3. The move would be into a zombie-occupied square. If two or more zombie units are directed to move into the same square, only one unit (of the zombie player's choice) is moved.
4. The unit is a super zombie or is in the same square as a super zombie (under this condition, the unit may, but is not required to move in reaction).

[7.3] An action by a character other than actual movement triggers Zombie Reaction Movement.

This action includes opening or closing a door, acquiring a hunting rifle, or shooting zombies. Any zombie unit within sight of the square occupied by character(s) taking any of these actions would be moved toward them in reaction.

[7.4] A zombie unit moved in reaction may not be moved during the Zombie Free Movement Phase.

This situation includes zombie units that were required to move in reaction but were not able to because of a restriction in 7.2.

[7.5] Normally, a zombie unit may only be moved one square per Zombie Player-Turn.

A berserk zombie unit (see 10.0) may be moved two squares. A super zombie may be moved three squares. A berserk zombie unit must be moved in reaction if required and, when doing so, must move two squares (if possible). A unit that may move more than one square may move through a zombie-occupied square but may not end its move in such a square. (Exception: 11.1).

[7.6] A zombie unit may be moved into a square occupied by a character.

However, a zombie unit (including berserk and super zombies) may never be moved out of a character-occupied square. A zombie unit may never end its move in a zombie-occupied square.

[7.7] The zombie player may not inspect the Zombie Values of zombie units he is moving.

The Zombie Value of a unit is only revealed when the unit is in the same square as a character (5.4) or super zombie, when the unit is being shot at (6.0, Procedure), or when attempting to destroy a glass door (10.4 and 10.5).

[8.0] Zombie Attacks

GENERAL RULE:

During the Zombie Attack Phase, a zombie attack must be conducted in every square that contains one or more characters and a zombie unit. Under certain circumstances, zombie attacks must also be conducted in the Zombie Generation Phase. A zombie attack may result in the elimination of the attacking zombie unit, or may result in one or more of the attacked characters becoming stunned, infected or, in some cases, killed.

PROCEDURE:

In each square where a zombie attack occurs, the following steps are undertaken in order.

1. The character(s) in the square may attempt to shoot the attacking zombie unit. If this results in the elimination of the zombie unit, the zombie attack is not conducted.
2. If there is more than one character in the square, the zombie player declares how many of the characters (but not which characters) the zombie unit is attacking.
3. If the zombie player has declared that not all the characters in the square are being attacked, the human player names the specific characters to be attacked; the number of characters named must equal the number declared by the zombie player.
4. The Zombie Value of the attacking zombie unit is divided by the number of characters under attack to arrive at the strength with which each character will be attacked. Round fractions down.
5. The attacks against each character in the square are resolved separately, in any order the zombie player desires. For each attack, he rolls two dice and consults the Zombie Attack Table (8.8). The dice result is cross-referenced with the calculated zombie strength to yield an attack result, which is immediately applied to the character under attack.

CASES:

[8.1] All characters in a square where a zombie attack is occurring may shoot at the zombie unit before the attack is carried out.

The zombie shooting procedure is used (6.0) and the restrictions of that Section apply, specifically Case 6.9. A character that is not in the square where the attack occurs may not shoot.

[8.2] The Zombie Attack Table (8.8) is referred to each time the zombie player rolls the dice in a zombie attack.

One of three results will be incurred by the character under attack when using the table: stunned, infected or no effect.

[8.3] When a character incurs a stun result, his counter is flipped over.

A stunned character may not expend Movement Points in any manner and may not shoot at all. A stunned character remains stunned until another character is moved into the square occupied by the stunned character. When this occurs, the stunned character's counter is immediately flipped back to the normal side. A character that is in a square when another character becomes stunned does not fulfill this requirement (however, if he was moved out of the square and then back in, he would fulfill the requirement).

[8.4] When a character incurs an infect result, his counter is replaced with the corresponding Infected Character counter.

Once a character becomes infected, he may never regain his normal state. He may however, become a super zombie (11.0). The human player may continue to use an infected character with the Fire Rate, Panic Level and Movement Allowance printed on the counter.

[8.5] A stunned or infected character is killed if he incurs a stun or infect result in a subsequent zombie attack.

A killed character's counter is immediately removed from play. He has been eaten.

[8.6] A character in a square where a zombie attack occurs is in no way affected by attack results incurred by other characters in the square.

[8.7] Under certain conditions, zombie attacks may occur in the Zombie Generation Phase.

A zombie unit that enters the shopping center in a character-occupied square must immediately conduct a zombie attack (13.0). A super zombie created in a character-occupied square must immediately conduct a zombie attack (11.0)

[8.8] Zombie Attack Table

(see charts and tables)

[9.0] Hidden Zombies

GENERAL RULE:

The zombie player assigns one hidden zombie unit to each of five squares before beginning play (3.1). A hidden zombie unit must be revealed the first time a character enters its square. The zombie player may also reveal hidden zombie units during his Player-Turn. Once in play, a hidden zombie unit behaves as a normal zombie unit.

PROCEDURE:

When a hidden zombie unit is revealed, the zombie player picks one at random from among the hidden zombie units placed in the Hidden Zombie box at the start of play (not from zombie units previously eliminated). The unit is placed in the assigned square unknown side up (unless a character is in the square, in which case it is placed with the Zombie Value side up).

CASES:

[9.1] A hidden zombie must be revealed the moment a square that has been assigned a hidden zombie is entered by any character for the first time. (Exception: 9.3).

This event may occur at any point during a character's movement. The square is now considered zombie-occupied (5.4). If the character wishes to shoot at the just-revealed zombie unit, he must check for panic first (6.5).

[9.2] The Zombie player may (but is not required to) reveal a hidden zombie during the Zombie Reaction Movement or Zombie Free Movement Phases of his Player-Turn.

A hidden zombie may only be revealed during the Zombie Reaction Movement Phase if it would be eligible to be moved in reaction once placed (7.0). A hidden zombie revealed during the Zombie Free Movement Phase may (but need not) be moved as one of the zombie player's allowed free moves (7.0).

[9.3] A hidden zombie may not be revealed in a square that is currently occupied by a zombie unit.

When the square is no longer zombie-occupied, the hidden zombie may be revealed. Once a hidden zombie has been revealed in a given square, no other hidden zombie may appear in that square. The zombie player should cross out the identity number of the square on his hidden zombie list.

[9.4] Until a hidden zombie is revealed, it is not considered to be on the map and thus does not affect play, and occurrences in the game do not affect it.

However, if all zombie units on the map are eliminated, the zombie player must reveal all his remaining hidden zombies at the earliest possible opportunity.

[10.0] Berserk Zombies

GENERAL RULE:

Zombie units may go berserk during the course of the game. A berserk zombie unit may be moved two squares whenever eligible to be moved and, under certain conditions, may attempt to destroy a closed glass door. A character must always check for panic when he/she shoots at a berserk zombie.

PROCEDURE:

During the Berserk Zombie Phase, the zombie player may check any one zombie unit on the map to see if it goes berserk. He rolls one die. If the die result is 4 or less, the unit goes berserk; a Berserk marker is placed atop the unit. The zombie player also checks each zombie unit that is already berserk to see if it remains berserk during this Phase (using the same procedure, before checking for a "new" berserk zombie unit). If a 5 or 6 is rolled in any berserk zombie check, the unit is no longer berserk; the unit's Berserk marker is removed.

CASES:

[10.1] The zombie player may not check to see if a zombie unit goes berserk if that unit stopped being berserk in the current Berserk Zombie Phase.

[10.2] A berserk zombie unit must be moved in reaction if required (7.6).

[10.3] A berserk zombie unit that is moved during the Zombie Free Movement Phase does not count toward the limit of zombie moves allowed the zombie player.

A berserk zombie moved in reaction may not be moved in this Phase.

[10.4] A berserk zombie unit may attempt to destroy a closed glass door if any character is within the unit's sight through the glass door (6.4).

Destruction of a glass door may be attempted only if the berserk zombie unit begins its move in a square with the door to be destroyed on one of its sides. The attempt is considered a move (reaction or free) for the attempting berserk zombie unit. An open glass door, a solid door or a main door may not be destroyed.

A berserk zombie unit may attempt to destroy a glass door during the Zombie Reaction Movement Phase only if the unit's reaction move is blocked by the glass door (7.2). A berserk zombie unit may attempt to destroy a glass door during the Zombie Free Movement Phase if the other conditions of this Case are met.

[10.5] The zombie player resolves an attempt to break a glass door by rolling two dice and comparing the result to the attempting unit's Zombie Value.

If the dice result is less than the Zombie Value, the attempt is successful; flip the door's Closed marker over to the destroyed side. A destroyed glass door is always considered open, and may never be closed. If the dice result is equal to or greater than the Zombie Value, the attempt has failed; however, the attempt still counts as a move for the berserk zombie unit. When a berserk zombie unit attempts to destroy a glass door, it is flipped over to reveal its Zombie Value. When the attempt is completed, the unit is flipped back over to its unknown side.

[10.6] One is added to the Panic Level of a character shooting at a berserk zombie unit in the same square.

[11.0] Super Zombies

GENERAL RULE:

An infected character may possibly become a super zombie. A super zombie is controlled solely by the zombie player (i.e., switches sides) and may be moved by and perform other actions for him.

PROCEDURE:

During the Zombie Generation Phase the zombie player rolls two dice for each infected character currently in play. If the dice result is a "2" or "12," the infected character becomes a super zombie; flip his counter over. On any other dice results, the character remains infected. The zombie player may roll for infected characters in any order he wishes; however, he may not roll for a character that became infected in the current Game-Turn.

CASES:

[11.1] A super zombie may stack with a zombie unit, during or at the end of movement.

The zombie player may inspect the zombie value of each and every zombie unit occupying a square that a super zombie is moved through.

[11.2] A super zombie may be moved three squares.

Any zombie unit that begins the Zombie Player-Turn in the same square as a super zombie may also be moved three squares, as long as the unit and the super zombie are moved together.

[11.3] A super zombie has a Zombie Value of 2.

The Zombie Values of a super zombie and a zombie unit in the same square are added together when being shot at and when attacking. If a character wishes to shoot a super zombie stacked with a zombie unit, he must shoot at both of them. A shot die roll result equal to or greater than their combined values eliminates the super zombie and the zombie unit. A lesser die roll does not affect either zombie.

[11.4] A super zombie may be moved in the Zombie Reaction Movement Phase or the Zombie Free Movement Phase (but not both).

A super zombie, and any zombie unit stacked with it, is never required to move in the Zombie Reaction Movement Phase. A super zombie, and any zombie unit stacked with it, does not count toward the limit of moves allowed the zombie player in the Zombie Free Movement Phase.

[11.5] A character must always check for panic when shooting at a super zombie.

One is added to the character's Panic Level for the check. Three is added to the Panic Level of a character shooting at a super zombie in the same square. If a super zombie and a zombie unit are in the same square, only one panic check is made.

[11.6] A super zombie stacked with a zombie unit may destroy a closed glass door.

This is considered a move for both zombies and is conducted in accordance with 10.4 and 10.5. However, a character need not be in sight and the attempt automatically succeeds, no die roll is necessary.

[11.7] A super zombie may not go berserk.

[11.8] A super zombie created in a square occupied by a character must immediately conduct a zombie attack.

The attack is conducted in accordance with the procedure in Section 8.0. If a zombie unit is in the square, it must be included in the attack.

[12.0] Hunting Rifles

GENERAL RULE:

The human player may acquire hunting rifles for Steve and Fran from Edwin's Sports Center (square 177). If one of these characters possesses a hunting rifle, two dice are rolled (instead of one) when he/she shoots a zombie unit. A hunting rifle does not increase the Fire Rate of a character.

PROCEDURE:

Two Hunting Rifle markers are located in square 177 (3.2). An eligible character that begins a Human Player-Turn in this square may acquire one Hunting Rifle marker by expending his entire Movement Allowance in the square. If this is done, the marker is placed atop the character. When the character is moved in subsequent Human Player-Turns, the hunting rifle is moved with him at no extra Movement Point Cost and the character may use the rifle to shoot zombies.

CASES:

[12.1] Peter and Roger may never acquire a hunting rifle.

Steve and Fran may not acquire more than one hunting rifle each. A hunting rifle acquired by a particular character may only be moved with that character, and only he/she may use it to shoot zombies.

[12.2] Acquiring a hunting rifle is considered a move.

A character may acquire a hunting rifle only if he/she is eligible to be moved (that is, if he/she is not stunned and was not moved in the previous Human Player-Turn), if he/she begins the current Human Player-Turn in square 177, and if square 177 is not zombie-occupied. Although a character is not actually moved when acquiring a hunting rifle, all his/her Movement Points are expended and the action may trigger Zombie Reaction Movement (7.3).

[12.3] Once acquired, a hunting rifle remains with a character as long as he/she is in play and controlled by the human player.

The character no longer possesses the pistol he/she used prior to acquiring the rifle. If a character is killed or becomes a super zombie, the hunting rifle is removed from play.

[13.0] Random Zombie Entrance

GENERAL RULE:

Eliminated zombie units may be brought back into play through any of the four main doors of the shopping center in accordance with the Zombie Entrance Table (13.5).

PROCEDURE:

During the Zombie Generation Phase, the zombie player rolls two dice and locates the dice result on the Zombie Entrance Table to determine if zero, one or two zombie units will enter play and through which main doors they will enter. If a zombie unit(s) enters play, it is placed in the square that has the appropriate main door as one of its square sides (square 004, 093, 117 or 212).

CASES:

[13.1] Results on the Zombie Entrance Table may call for a zombie unit to enter play from any one main door; or for one zombie unit to enter at each of two main doors.

[13.2] A result that calls for a zombie unit to enter a closed main door, or to be placed in a zombie-occupied square is ignored.

The Table is not used again until the next Zombie Generation Phase. The Zombie Entrance Table is not used if all four main doors are closed and/or all four squares where an entering zombie may be placed are zombie occupied.

[13.3] Zombie units that enter play from main doors are taken from among those previously eliminated.

As each unit is eliminated it should be mixed, unknown side up, with other eliminated units. When a zombie unit enters play through a main door, the zombie player draws one at random from this pool and places it in the appropriate square without revealing its Zombie Value. Zombie units to be used as hidden zombies may not be used for this purpose (9.0). If no previously eliminated units are available, no zombie units are received.

[13.4] An entering zombie unit that is placed in a character-occupied square must immediately conduct a zombie attack.

The attack is conducted in accordance with the procedure in 8.0.

[13.5] Zombie Entrance Table

(see charts and tables)

[14.0] How the Game Is Won

GENERAL RULE:

Each player has different conditions he must fulfill to win the game. The player who fulfills his conditions first is declared the winner.

CASES:

[14.1] The zombie player wins the game if any three characters are killed and/or become super zombies.

If Fran becomes infected or killed, only one other character need be killed (or become a super zombie) for the Zombie Player to win the game.

[14.2] The human player wins the game if all the following conditions are fulfilled.

1. All four main doors are closed.
2. Steve and Fran each possess a hunting rifle. This requirement does not apply to a character who has become a super zombie or is killed (it does apply to an infected character).
3. All zombie units and super zombies are eliminated.
4. The zombie player's victory conditions have not been fulfilled.

[15.0] Solitaire The Chopping Mall

GENERAL RULE:

In the two-player version of The Chopping Mall, the human player is faced with many more strategy decisions than the zombie player. In fact, many players enjoy playing the game solitaire, attempting to win with the characters while moving the zombies about in the "spirit" of the rules. The game is quite enjoyable when played this way; however, without the following amendments to the rules, it requires a bit of a split personality (especially when trying to forget where you placed those hidden zombies as you move the characters). These changes are suggestions; as you play the game solitaire, you may be able to dispense with (or improve upon) them.

CASES:

[15.1] The hidden zombies are not assigned to squares at the start of play.

The five hidden zombies are mixed together with the zombie units eliminated during play. A hidden zombie may appear at the beginning of each Zombie Player-Turn, in accordance with the Hidden Zombie Table (15.8). When called on to appear, a hidden zombie is taken from among the eliminated zombie units.

[15.2] The Hidden Zombie Table is consulted at the beginning of each Zombie Player-Turn, before the Berserk Zombie Phase.

The Player rolls one die to determine which column of the Table he refers to, then rolls one die again to find the result in that column. If the result is a number, a zombie unit is placed in the square containing that number as the third digit of its identity number nearest to the character(s) that just moved. This distance is measured in Movement Points. If two such squares are equidistant, the player should place the unit in the square he feels is most advantageous for the characters. If the result received on the Table is not a number, no hidden zombie is placed on the map this Game-Turn.

Once a hidden zombie is placed on the map, it is subject to all rules governing zombie units. It may be checked to see if it goes berserk in the immediately following Berserk Zombie Phase, within the restrictions of 15.4.

[15.3] A hidden zombie may not be placed in a hall square or a square occupied by another zombie unit.

If a zombie unit is directed to be placed in such a square by a result from the Hidden Zombie Table, locate the next nearest square containing the proper last digit in its identity number and place the unit there. A hidden zombie may be placed in a character-occupied square.

[15.4] During the Berserk Zombie Phase, the zombie unit occupying the square closest to the square occupied by the characters who have just moved is checked to see if it goes berserk.

This distance is measured in Movement Points. If two or more zombie units are equidistant, the player should assign each unit an equal number of die results and then roll the die to determine which unit will be checked. Example: If three units were equidistant, unit A would be checked if a 1 or 2 was rolled, unit B if a 3 or 4 was rolled, or unit C if a 5 or 6 was rolled. This procedure replaces the zombie player's choice of a unit to be checked. As in the two-player game, zombie units that are already berserk at the beginning of this Phase are checked to see if they remain berserk.

[15.5] During the Zombie Free Movement Phase, after rolling the die to determine how many zombie units may be moved, that number of units is moved in accordance with the following priorities:

1. Each unit that would end its move in a character-occupied square must be so moved.

2. Each unit in a square with an open main door as one of its sides is moved into another square. If all squares the unit could move into are zombie-occupied, the minimum number of zombie units must be moved so that the move from the main door square may be executed.
3. Each unit that is within sight of any character must be moved toward that character (closest character if in sight of more than one).
4. Each unit that would end its move within sight of a character if moved, must be so moved.
5. The unit not meeting any of the above priorities that is closest to any character must be moved toward that character. When determining which zombie unit is closest, count each hall square as one square and each store square as two squares. Note: If moving a unit in accordance with priority 4 or 5 would place it in a main door square, the move is not conducted; a different unit is moved instead.

Each of these priorities must be met by all eligible zombie units before going on to the next priority. If more zombie units meet a single priority than may be moved, the player should move those units that would be least advantageous to the characters. As in the two player game, a zombie unit moved in reaction may not be moved during the Zombie Free Movement Phase.

[15.6] If a zombie attack is being resolved in a square occupied by more than one character, a die is rolled to determine how many of those characters will be attacked.

If two characters are in the square, a roll of 1, 2 or 3 would mean that one character is attacked while a roll of 4, 5 or 6 would mean that both characters are attacked. If more characters are in the square, the player assigns each numerical possibility an equal number of die results and rolls as above.

[15.7] If a super zombie is moved into or through a square occupied by a zombie unit, the player may not inspect the Zombie Value of that unit.

[15.8] Hidden Zombie Table

(see charts and tables)

OPTIONAL THREE AND FOUR PLAYER VERSIONS

The Chopping Mall may be easily played by three or four players. Each player controls one character (if three are playing, one player controls both Fran and Steve). The zombies are moved according to the solitaire rules (15.0). The players work together to fulfill the Human Victory Conditions. The players discuss which character or stack of characters will be moved each Human Player-Turn (within the restrictions of 5.0), and then the player or players controlling the chosen character(s) conduct the move. If the game ends in a Human Victory, all the players win. If the game ends any other way, all the players lose.

Charts & tables

[5.9] Human Movement Point Cost Chart

Action	Movement Point Cost
Enter square	1
Exit zombie-occupied square	Zombie Value of unit (a)
Open or close door (except main door)	2 (b)
Close main door	Entire Movement Allowance (b)
Acquire hunting rifle	Entire Movement Allowance (b)
Carry another character: Peter or Roger	2 (c)
Carry another character: Steve	3 (c)
Carry another character: Fran	4 (c)

a. This cost is in addition to the one Movement Point expended for moving into the square.

b. This action may not be conducted in a zombie-occupied square.

c. This cost is per square entered and is in addition to the one Movement Point that must be expended to enter the square. An infected character may not carry another character.

[6.7] Shot Modifier Chart

When shooting...	Reduction to shot die roll
From a square other than the square occupied by the target zombie unit	-1 per square away (see 6.7)
A zombie unit in the same square	0 (a)
Through an open door	-2
Through a closed glass door	-3 (b)

Modifiers are cumulative. If characters are shooting together, the modifiers are applied to each gun separately.

a. The character must be checked for panic (see 6.5).

b. The door shot through is considered destroyed (see 10.5).

[8.8] Zombie Attack Table

Cross-reference the two-dice result with the attacking Zombie Value.

Dice	1	2	3-4	5-6	7-8	9-13
2	I	I	I	I	I	I
3	S	S	I	I	I	I
4	S	-	S	I	I	I
5	-	-	-	S	S	I
6	-	S	-	S	S	S
7	-	-	S	-	-	S
8	-	-	-	-	S	S
9	-	-	-	-	I	I
10	-	-	-	-	-	-
11	-	-	-	S	-	-
12	-	I	I	I	-	S

Results

I = Infected. If the character is already infected or stunned, he is killed.

S = Stunned. If the character is already infected or stunned, he is killed.

- = No effect.

See 8.0 for the attack procedure.

[13.5] Zombie Entrance Table

Dice	Main door where zombie unit enters
2	North and West
3	North and East
4	None
5	East
6	North
7	None
8	South
9	West
10	None
11	South and West
12	South and East

See 13.0 for procedure.

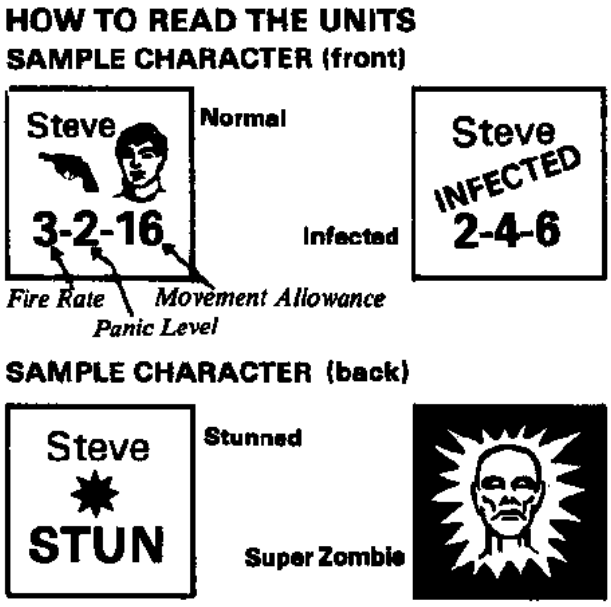
[15.8] Hidden Zombie Table

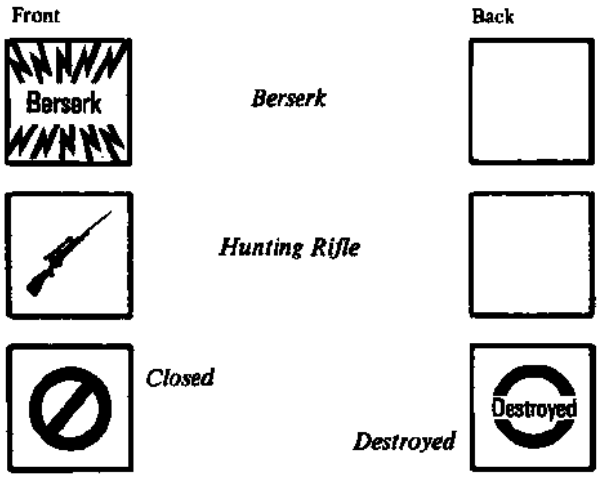
Solitaire game only. Choose the column with the first die and the row with the second die.

Second die	First die: 1-3	First die: 4-6
1	1	6
2	2	7
3	3	8
4	4	9
5	5	0
6	-	-

A number is the last digit of the identity number of the square in which the hidden zombie is placed. A dash means no hidden zombie is placed. See 15.1 and 15.2 for explanation of use.

Game-piece guide





Design credits

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Replacement counters

The playing pieces for The Chopping Mall are reproduced here to assist players in replacing lost or damaged originals.

The Chopping Mall - Front **The Chopping Mall - Back**

