Game Geek

Zombies !!!

Avalon Games

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I can still remember my first encounter with zombies; I was 9, up late watching TV with the lights out. Everyone else had gone to bed and I sat there on the floor in front of the glowing screen of the TV when it came on, Night of the Living Dead, directed by George Romero. Now I was no newbie to the whole monster thing, nope I had partaken of it all, Frankenstein, Vampires, Werewolves and more. Giant insects of the 50's Sci-Fi, comics, you name it, I ate up monsters like they were candy. Nope, I could handle this old movie, wasn't scared at all. Course my little nine year old mind and soul was not ready for the rape it would suffer from this black and white movie, nope, not at all. By the end of the flick I was scared, really scared. I had never been scared by a movie before but this one took me over the edge. I crawled into bed, and didn't sleep a wink. That was it, I was hooked and have been a fan of the walking dead ever since. Be it movies, comics, art or games, if its got a zombie in it, I'm sold.

So here we go then, my top ten best zombie list, the coolest stuff I have come across in the many years of zombie love…

1. Night of the Living Dead

Ok there had been zombies before Romero, but the man more or less invented the whole zombie apocalypse genre and at the same time scared the shit out of me. The top of the list belongs to him and him alone. Dawn of the Dead, also by the master Romero, the sequel to Night of the Living Dead, took a more tongue and cheek look at the genre, and made a lot of commentary on society as a whole and consumerism. Great having everyone hidden away in the mall.

2. World War Z: An Oral History of the Zombie War

World War Z, by Max Brooks, is a follow-up to his previous book, The Zombie Survival Guide, but while the first book was a spoof on the zombie genre, World War Z took the concept and made it a wonderful book. A must read if you want to be thrilled, spooked and wowed all at the same time. The Zombie Survival Guide is a great book on how to survive the zombie plague. Written as a serious guide to survival, the fun is in that serious mood. Great little read.

3. The Walking Dead

By Image Comics, one of the best graphic novels and comic series out there today and also a wild zombie story, you can see more on it later on in this issue of Game Geek. Too make it even better, I hear AMC is making a T.V series of the books, so watch out...

4. Year of the Zombie

As far as RPG's go there are not too many that have delved into the zombie genre, but Year of the Zombie by UKG publishing has taken it all the way. A great setting for a game, it has lots of supporting material. If you want to run a zombie based RPG, then this is the one to look at.

5. Dawn of the Dead

The 2004 remake of Romero's Dawn of the Dead, took zombies from the slow waking flesh eaters and made then nasty, mean and fast. This movie really got me, just like the Night of the Living Dead did, but now I was an adult. Had nightmares for several days about how I was going to save my family from the monsters coming for them. Great fun, still freaks me out when I watch it of DVD.

6. Shaun of the Dead and Zombie Land

Is a 2004 British romantic zombie comedy film directed by Edgar Wright and starring Simon Pegg, this was fun, fun, fun. A must see if you like comedy, spoofs and British humor. As it and Dawn of the Dead came out at the same time, 2004 turn out to be a great zombie year. An even better flick is 2009's Zombie Land, way cool, and way great.

7. The Zombie

The second episode to air in the Night Stalker TV Series was the Zombie. While not part of the whole Romero zombie mythos, it still was one of Kolchak's better adventures. The huge, lumbering zombie chasing the reporter around a car junkyard was all very cool.

8. Xombie

This started off as a flash animation comic on the web and has now turned into a full-fledged comic book, action figures and more. A wild take on the zombie genre, we watch the adventures of Dirge, a freethinking zombie as he tries to lead a little lost girl, Zoe, to safety and home. Great stuff, good art and full of fun excitement.

9. Resident Evil

This brought zombies to the masses. Video games, then books, comics and ultimately three great films, the series while a slightly different take on the whole undead walking genre, still delivers a lot of wild zombie fun.

10. Dead Alive

Called Braindead in New Zealand, and directed by Peter Jackson, this takes the out of this world zombie idea and goes all the way. By far one of the grossest films ever made, when the hero takes a lawn mower to the walking dead, well, there's a lot of blood and flesh flying about.

As an honorable mention I have to include a great little game, Zombies!!!! By Twilight Creations, Inc and Avalon Game's own Graveyard Dash. Both take the zombie genre and make them cool board games.

Behind the Game

Graveyard Dash, the Mall

As it's a zombie filled issue, so we thought why not add some more walking dead, so here you go, a new map board for our very first Mini-Game, Graveyard Dash. As a note of love and respect to George Romero, we have set this map board near the only exit of a zombie filled mall. The human players must of course escape out this door before being dragged down and devoured by the hungry zombies.

All the normal rules for Graveyard Dash apply, save those added below. So have fun and try to keep from being lunch for some hungry zombies.

Movement
The following objects block movement, Potted Plants, Benches and the Merchants Wagons.

Shops
Players may enter a door, by using 2 movement points. They then may spend a turn search the shop for goods. Zombies may not enter a shop, but may park themselves in front of the door, which means that the human inside must fight their way out once then re-enter the map board. Any player that is inside a shop for more then three turns is caught inside and devoured and thus removed from the game. Thus player may not camp out in a shop, but have a very limited time within.

While in a shop a player may roll once a turn on that shops chart to see what goods they find.

Merchant Wagons
Any player next to a wagon may search said wagon for goods.

Items
A play may carry but a single item at a time.

Victory
To win the game, the humans must exit the mall by the door at E. If all players are able to exit, then the zombie play loses the game.

Shops and Merchant's Carts

Inline Skate Carts (Marked as "A" on the Map Board)
Here they sell inline skates. Any human that picks up a set of these and then spends a turn putting them on (You thus must do noting for a full turn after you reach the cart), may then add 1 to their movement rate.)

Sporting Goods Store (Marked as "B" on the Map Board)

Roll 1D6

1. **Golf Club (+1 to Hit)**
2. **Catchers Mask (Cannot be stunned)**
3. **Nothing**
4. **Base Ball Bat (+1 to Hit)**
5. **Nothing**

Energy Bar (Heal on hits of damage)

Pet Shop (Marked as "C" on the Map Board)

May grab a small pet, puppy, kitten, and hamster. You may then throw this critter at any one Zombie, stunning the Zombie as it stops to eat the new, chewy snack.

Toy Cart (Marked as "D" on the Map Board)

Roll 1D6

1. **Base Ball Bat (+1 to Hit)**
2. **Nothing**
3. **Action Figure (May be thrown at a zombie, which will pick it up and try to eat it and thus may not move next turn)**
4. **Nothing**
5. **Nerf Bat (+1 to the Push Through Zombie Roll)**
6. **Nothing**

Avalon Games

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If you like this product, try other games from Avalon Games

Arcanum
An exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters. Now with four great expansions.

Board Games
Avalon makes some great board games, great games at a great price. Arcanum, Mystic Adventures, Dragon Lords and Junkyard Wars are but a few of our great titles.

Battle Tiles
Battle Tiles, Avalon Games, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less then fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Avalon Clip Art
Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

Character Portraits
Need a fast picture of what your character looks like. These professional, full color works will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get 'em.

Mini-Games
Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

Worlds of Wonder
Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

Worlds of Wonder Expansions
Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

Arcana
Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek
Avalon's Monthly game magazine, inside you will find tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe and Arcana. Great game stuff each and every month.

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S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and orcs, or blast off into the cold hard future with space marines and aliens.

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.

If you liked this game, then try one of Avalon Game's Mini-Games, such as the popular Dark Dungeon Series of Solo Adventures.

(Click here to visit this product's page at RPGNow)

Jord watched as the elf peered around the corner into the dark chamber before them. The dwarf warrior did not like the smell that was coming out of the dark room, it reminded him too much like his wife's cooking. By the Gods the woman could burn toast he thought, hell that was why he was always seeking out these dark dungeons, any excuse to eat something other then her gruel.

The elf signaled that the way was not guarded by a trap, and so the dwarf and the small human sorceress took up a position near the entrance while the burly human warrior and the elf entered. As soon as the two stepped into the chamber the whole place lit up with a bright light and the laughter of the necromancer that waited within. Damn Jord cursed as he watched the hoard of skeletons rush him and his companions. Maybe he should have stayed home today and eaten the roast his wife was burning.

This is Dark Dungeon, Another great Mini-Game presented by Avalon Games. Hire mercenaries and adventurers and then send them out to explore the many dungeons and adventurous locations about the great city of Mordenhelm. See if you can outlast, out fight and outsmart the many monsters, tarps and dangers that wait for you in the Dark Dungeons of this city.

Dark Dungeon is a sole game, using a fast, fun system of encounters and adventurous situations. See if you can meet the challenge and return with the glory you deserve.