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.
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!
Players 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). This includes the Luchador and Ring’s special abilities.

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: A 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 Brutes (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 Hordes or 3 Rings (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** – Zombify: Destroy an opponent’s Rank 1 and replace it with a Zombie (Rank 1). To use this ability, place 1 Necromancer (Rank 5) into your Rally Cup. You must have at least 1 of your zombie dice in the Scoring Zone.

- **Horde**
  (1 die) – Outbreak: 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) – Pandemic: Move up to 2 of your dice from the Scoring Zone back into the Combat Zone as Zombies (Rank 1). To use this ability place 3 Hordes into your Rally Cup. You must have at least 1 die in the Scoring Zone.

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

- **Ring**
  (1 die) – Cage Match: Challenge any one opponent’s die to a “Roll Off.” To use this ability re-roll 1 Ring and any opponent’s die. The higher Ranked unit remains in play and the lower rank is destroyed. You win any ties.*

  (3 dice) – Royal Rumble: 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. You decide the winner of any ties. To use this ability place 3 Rings into your Rally Cup.

* Reminder: During “Roll Off’s (Cage Matches and Royal Rumbles) make sure all dice are legal before resolving the Ability. For example, if a Wrestler player rolls more than 1 Luchador (Rank 5) change the additional Luchadors into Wrestlers (Rank 1) before determining the winner of the Roll Off.

Visit [www.armyvsaliens.com](http://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.