

ZOMBICIDE DISCORD SERVER PRESENT'S

# MURDER MANSION



A ZOMBICIDE-CLUE CROSSOVER



# A Zombicide-Clue Crossover

## ZOMBICIDE: MURDER MANSION

Solve the murder of your host Dr. Black while fighting zombies in order to escape the mansion!

This crossover uses the standard *Zombicide* rules except where specified. It plays like *Clue* (aka *Cluedo*) but instead of one inert dead body, you're dealing with a horde of walking corpses while you try to solve the mystery.

### #1 WELCOME TO MURDER MANSION

You received a mysterious invitation to attend a gathering at the foreboding estate of Dr. Black. You'd never met the eccentric man, but you came anyway. You and several other guests had just arrived at the impressive old mansion when the outbreak started. It didn't take long for the zombies to break through the rusty gates and start pouring into the courtyard. But that wasn't the only bad news.

While you were busy trying to find somewhere to hide from the undead, somebody murdered your host! To cover up their crime, they broke open some windows to let the zombies inside and then made their getaway amid the confusion. They locked the massive oak front door behind them, hoping the zombies would kill the other trapped guests. Their plan almost worked perfectly, but some of you are still alive.

You and a few other guests have escaped to the cellar and you've barricaded the stairs. You are safe for now, but you can't stay here forever. The ground floor is crawling with zombies and the only way out is through that locked front door. You have no choice but to go up there.

Unfortunately there's another problem; the door is too thick to break through and the only key is in Dr. Black's pocket. No one seems to know where his body is. For all you know he's shambling around in the mansion as a zombie. The only way to find him is to search the mansion for dead guests, weapons and clues.



It won't be easy; things are tense among the survivors. No one wants to get left behind. You don't trust any of them and they don't trust you. Looks like you're on your own. Everyone wants to be the first one to find the key and get out of here. And that is going to take some detective work and, of course, plenty of *Zombicide*!

## #2 OBJECTIVES

Just like *Clue*, the goal is to be the first player to solve the murder. You do this by process of elimination. Try to discover as many Clue Cards as you can during the game. The more you cross off the list, the better your guess will be, but remember you're in a race. Keep notes on your Deduction Pad any time you discover a clue. Watch the other players closely and pay attention to what they say and do.

But that's not all. Unlike ordinary *Clue* you also have to stay alive long enough to escape the mansion after you solve the murder.

You can choose to play competitively and be the first one out the door, or you can play cooperatively (or even solo) following the alternative rules at the end of this rulebook.

**There are three gameplay options for playing with the original *Clue* suspects:**

- 1) The suspects are **DEAD**: Discovering their Clue Cards represents locating their corpses (thus proving their innocence).
- 2) The suspects are **ZOMBIES**: Follow the *Rotten Suspects* rules in the Alternative Rules section.
- 3) The suspects are **PLAYABLE CHARACTERS**: Follow the *Classic Clue Survivors* rules in the Alternative Rules section.

## #3 MATERIALS NEEDED

You will need any core box of modern *Zombicide* and a version of the board game *Clue* (or *Cluedo* in Europe). **Custom content is provided, but it is optional!**

### FROM CLUE

- The Board
- The Solution Envelope (or some other envelope)
- Pencils
- Pad of Deduction Sheets
- The Game Cards (if not using the custom mini-sized cards)
- Character Pawns/Figures (if using certain alternate rules; if so you could also use color-matched *Zombicide* figures instead, such as a purple figure for Professor Plum)
- Weapon Pieces (optional, you may move them around the board as normal *Clue* or leave them out)

### FROM ZOMBICIDE

- Survivor and Zombie Miniatures
- Survivor ID Cards
- Search Deck Cards (not too many)
- 1 Item Card to Represent the Mansion Key (if you don't plan to use custom content)
- Spawn Cards
- Dice
- Door Tokens
- Objective Tokens (including 1 Blue Token)
- 3 Spawn Tokens
- Plus: whatever else you feel like incorporating into the game (noise tokens, special zombie types, etc.)

### CUSTOM CONTENT (OPTIONAL)

**If you prefer not to print custom content, there are optional alternate rules at the end of this rulebook.**

- **Clue Mini-cards**: Because Clue cards are much bigger than *Zombicide* cards, it is impossible to shuffle them into a single deck. This rule set comes with custom-made printable *Zombicide* size Clue Cards along with printing instructions.
- **Clue ID Cards**: For playing as the Clue characters using the *Classic Clue Survivors* optional rules.
- **Fire Tokens**: For keeping track of fire spread if using the *Playing With Fire* special rule.
- **Key Item Card**: This card is required to escape the mansion and win the game. If you are not using custom material, choose another unused card to represent the Master Key.
- **Custom Equipment Cards**: Just for fun, some murder-mystery custom items for the search deck.



## #4 SETUP

1 – Without looking, remove a Clue **Location**, **Weapon**, and **Suspect** card from the Clue deck and put them inside the Solution Envelope. These represent the murder weapon, the murderer, and the room where Dr. Black's body is hidden.

2 – Place the custom **Master Key** item card (or an unneeded card used to represent it) in the Solution Envelope along with the other three cards.

3 – Randomly, without looking, remove three cards from the Clue deck for each survivor.

4 – Randomly, remove one starting weapon card from the Zombicide search deck for each survivor.

**You can also use the Clue weapon cards for combat. If not using the custom mini Clue cards, you can use their stat profiles for the standard Clue cards, or you can choose profiles from the basic Zombicide starting weapons (for example a Pistol for the Revolver and melee weapons for everything else).**

5 – Shuffle and combine the remaining Zombicide search and Clue cards into a single deck. Make sure not to use too many Zombicide cards or it may be too difficult to find all the Clue Cards during the game. If not using custom cards, follow the *No Custom Cards* alternate rules.

6 – Give each survivor their cards and materials. (Be careful not to let the other players see your cards).

Each survivor randomly receives:

- 1 Zombicide starting weapon card
- 3 Clue Cards
- 1 additional card from the combined Zombicide search and Clue card deck (representing what they found downstairs, or what they witnessed during the murder)
- A Clue Deduction Sheet (a checklist of all the Clue Cards)
- Pencil

7 – Set up the Clue board and place the survivor figures on the stairwell space in the center (sometimes represented as the Cellar, Cloak Room or Pool).

8 – Place closed door tokens on the entrances to the named rooms (facing inward so they don't obscure the corridor floor tiles).

9 – Shuffle the Objective tokens, with the blue token hidden, and place one in each named room zone.



10 – If using the *Rotten Suspects* alternate rules, place the Clue character pawns on the corridor spaces at the edge of the board (labeled “Start” in original *Clue*), one pawn in each space. These pawns behave as **ordinary walkers**.

11 – Place three Spawn tokens on the board: with dice rolls, randomly select three of the corridor area windows (alcove spaces at the edge of the board, sometimes labeled “Start”) to designate as spawn points. Place Spawn tokens at the three designated locations. These represent the broken windows the zombies are scrambling through.

12 – Populate the mansion's interior with zombies: resolve one spawn and simulate two zombie phases before play to populate the mansion corridors. **These setup turns have special movement rules.** (See the exception under Zombie Movement rules on page 5).

Do not place any zombies in named rooms during setup; zombies will spawn in each named room throughout the game when the door is first opened, as in *Zombicide*.

## #5 RULES

**Zombicide: Murder Mansion** uses the standard *Zombicide* rules, including spawning, turn sequence, combat, movement, searching and so on, except for the special rules and adjustments listed in this section.

### IMPORTANT

It is strongly recommended that you familiarize yourself with the core rules of both *Zombicide* and *Clue* before reviewing these crossover rules.



## SPECIAL RULES

**Meticulous Searching.** Searching rooms for clues properly takes time. Before any other searches can be done in a room, you must collect the Objective marker. Taking an objective also counts as a Search Action and a card is drawn.

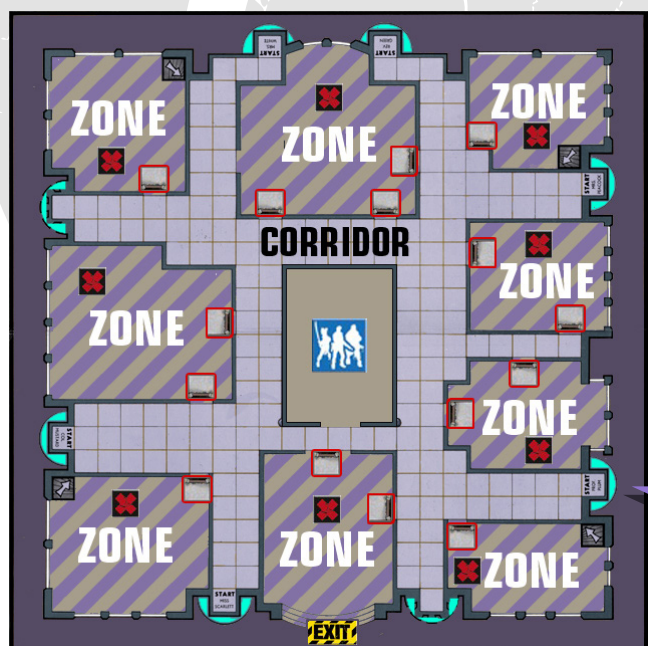
**Playing With Fire.** Using weapons that produce fire such as molotovs and flamethrowers is unwise inside an old mansion that you are trapped in. If you use such a weapon, the zone will catch fire at the end of your turn. The fire will spread in a radius of 1 zone or 1 corridor tile per round. Fire zones are impenetrable and block all movement. This can easily end your game.

**Blue Clue.** The player who turns over the blue Objective marker has stumbled upon a very valuable clue just lying in plain sight. Instead of a regular search, skip through the deck until you have drawn a Clue Card. Shuffle the skipped cards back into the deck. Since it didn't take any time, the search did not cost you an action.

## MOVEMENT AND ZONES

The mansion is made up of two types of movement zones: **corridors** and **named rooms**. The rooms are considered normal Zombicide interior zones. The rest of the board is corridor area and has special movement rules. The corridor area is divided into floor tiles (the small square spaces used for movement in regular *Clue*).

### EXAMPLE BOARD



**Corridors:** For movement purposes, corridor areas do not have zones. Instead, a survivor Move Action is resolved by rolling a d6 to determine how many floor tiles you may move. Diagonal movement is not allowed. Only one actor can occupy a floor tile at a time. Actors cannot pass through other actors. Zombies will stack behind each other.

Survivors may not pass through a tile or pass by an adjacent tile occupied by a zombie without killing it first (unless they have a skill such as Slippery). However, stopping to kill a zombie does not end their movement if they haven't completed their movement roll. For example; a survivor rolls a 4 for their Move Action and begins their movement, but they encounter a zombie after 2 spaces. Their Move Action is interrupted until the zombie is eliminated, then they may move the other 2 spaces. If they fail to kill the zombie before they run out of Combat Actions, the rest of their movement spaces are lost.

**Zombie Movement:** Zombies in corridors do not roll dice, and travel only one floor tile per Move Action.

**Exception:** during the simulated setup turns, instead of normal zombie movement, they follow the same movement rules as survivors do (each zombie moves with a d6). This is so they can spread out randomly into the building before the game begins. After the game starts, all zombie movement returns to the normal rule above.

Zombies will use standard Zombicide targeting priorities to determine movement path (during setup this means they will head toward the survivors' position in the center of the board).

**Rooms:** Entering/leaving a room costs one move action, but room interiors are considered regular zones. The doors are all locked and breaking in costs an action as usual. Doors (including the exit at the end of the game) cannot be opened until all zombies adjacent to or sharing a zone with the player's character have been eliminated.

**Passageways:** Traveling through the secret corner passageways requires 3 Move Actions: going in, traversing the passage, and coming out. Camping in passageways is not allowed - once you have entered the passageway, you must exit from either end with your next Action. Zombies cannot move through the secret passages.

Window:  
possible spawn  
point!

**NOTE:** When resolving spawns, the zombies will exit the spawn tile in standard targeting order; Walkers before Fatties and so on.

## SEARCHING AND CLUE CARDS

The combined Zombicide-Clue search deck contains every Clue Card not in the Solution Envelope or player hands. It must be thoroughly searched during the course of play for the game to be winnable.

**Rooms:** Named rooms may be searched according to the normal *Zombicide* rules. When a room is searched, draw one card from the deck. Rooms may be searched multiple times (until the cards run out). Remember, a room may not be searched until the room's Objective token is taken.

**Corridors:** Corridors cannot be searched, except with a **Body Search Action** (see Special Actions).

**When a search reveals a card marked “Clue”, you have discovered a clue that may help you solve the murder.** This information should remain secret unless you tell someone. There are three types of Clue Cards:

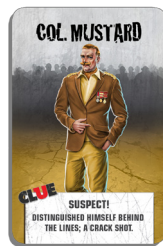
**Suspect Cards:** When a search reveals a Suspect card it means you've found the corpse of that guest and therefore they are innocent (or a clue exonerating them if using the *Rotten Suspects* rules).

**Weapon Cards:** Revealed Weapon cards prove they are not the murder weapon. These weapons can be used in combat, with profiles determined by the setup options you chose.

**Location (Room) Cards:** Location cards represent clues that prove the room wasn't the scene of the murder.



WEAPON



SUSPECT



LOCATION

**Inventory:** Of the Clue cards, only the Weapon cards take up inventory slots and may be discarded. Weapon cards may also be traded like regular item cards (following the usual *Zombicide* rules). Location and Suspect cards are information rather than inventory, so while they can be shown to other players, they cannot be discarded or traded. You may have a maximum of five inventory cards. There is no limit to other cards.

Keep your Clue Cards hidden and remember, if you choose to equip a Clue weapon the other players see it. If a Weapon is discarded, it must likewise be shown to all players.



## SPECIAL ACTIONS

All the normal *Zombicide* actions apply, with the addition of these Special Actions:

**Body Search:** Search a dead zombie in a corridor zone (draw a card). The zombie must have been killed the same turn and on an adjacent floor tile.

**Interrogate:** Instead of a standard Clue “Suggestion”, you may take an Interrogate Action. Ask the other players about a specific location, weapon and murderer. You must be in the room you are asking about. The player who controls the survivor whose turn order follows yours must privately show you one card you are interrogating them about (if they have one). If they have more than one, they may choose which card to reveal. If they cannot show you a card, the interrogation moves on to the next survivor in turn order until a card is shown or all the survivors have been interrogated.

Taking an Interrogate Action ends your turn. You must exit the room and re-enter, or enter another, before taking your next Interrogate Action.

**Solve:** You may attempt to solve the murder. This action consumes all your time and must be your first and only action for the turn. **You can only perform this action once per character per game.**

The survivor must be in the room where they believe the dead or undead body of Dr. Black to be hidden. If you are using the *Rotten Suspects* rules, the zombie suspect you are accusing must already be eliminated. If you are using the *Classic Clue Survivors* rules, the accused suspect must be present in the room (unless they have been killed). Use the standard *Clue* rules for summoning a suspect to a room.

To perform a Solve Action the player must declare their solution aloud to the other players. The guess must include 1) the murder weapon, 2) the murderer, and 3) the room where Dr. Black's body is hidden. They then **privately** look at the three secret cards in the Solution Envelope without revealing the contents to the other players.



**If the guess is correct:** The character finds Dr. Black's corpse and claims his key. The player attempts to secretly remove the Master Key card from the Solution Envelope and add it to their hand before returning the other three cards to the envelope (the Key card does not occupy an inventory slot). If they desire, they can also take the murder weapon. They may then choose whether to head straight for the exit, or try to deceive the other players into believing the guess was wrong.

Unlike regular *Clue*, where the game ends when someone solves the mystery, here the game does not end until someone reaches the exit with the key. The other players must pay attention to see whether the player performing the Solve Action takes the Master Key card. If they miss it they can only guess whether or not the player performing Solve was right.

Since there is only one key, if the other players believe the Solve Action was successful, there is no point in further investigation and they should hurry to be at the exit when the player with the key arrives or they may be left behind. Players who attempt Solve Actions after someone else has already guessed correctly will find no key in the Solution Envelope.

**If the guess is incorrect:** The player must return all four cards to the Solution Envelope. Since the player now knows the answer, they can no longer attempt to solve the murder. Instead they must wait for someone else to solve it before they can leave the mansion. However they can still fight zombies and respond to Interrogate Actions by other players.

Right or wrong, once the body suspected of being Dr. Black is disturbed, there is a high chance he will awaken as a zombie. On the next zombie phase after any Solve Action, the player who performed it must privately resolve a spawn in that room. If the Solve Action guess was incorrect, the player must resolve the spawn at the game's current Danger Level. However, if the guess was correct, the player may choose which Danger Level to resolve. In both cases, regardless of the number on the card, only a single zombie of the type indicated will spawn – since there is only one dead Dr. Black. Keep in mind, what spawns may tip off the other players about the guess result!

If the carrier of the Master Key is killed, it may be picked up from the body by another character.



## COMBAT

**Rooms:** Actors sharing a room zone follow the standard Zombicide combat rules.

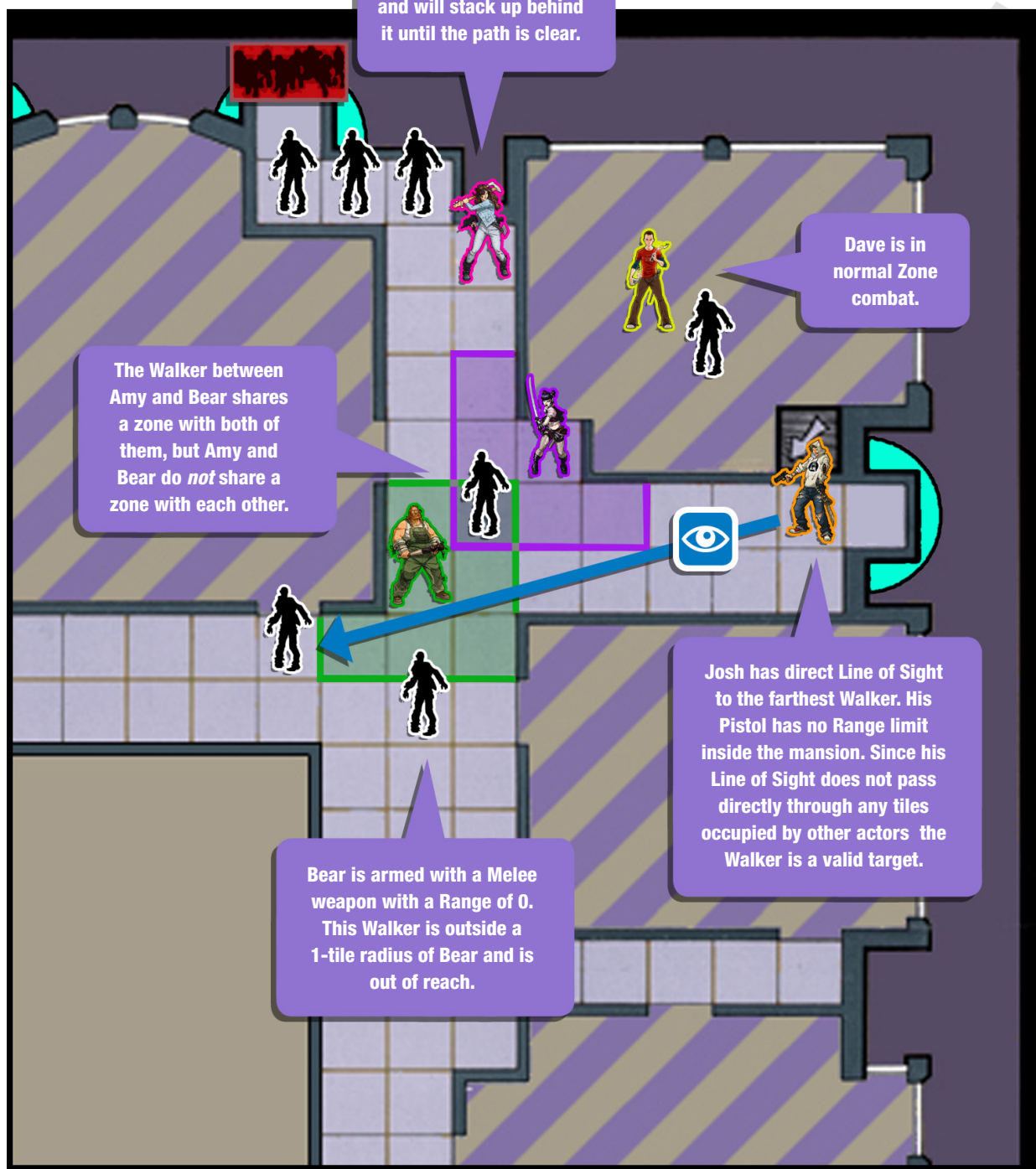
**Corridors:** All zombies adjacent (including diagonals) to a floor tile occupied by a survivor are considered to be sharing the zone with them. If a zombie occupies a floor tile between two survivors, it is simultaneously considered to be in both survivors' zones; however the survivors themselves do not share a zone (they are separated by 1 floor tile).

For corridor melee attacks, the combatants must share a zone (as defined above). This rule applies to both zombies and survivors, unless the melee weapon's range is greater than 0. For example a melee weapon with 0-1 Range can attack all floor tiles within a two-space radius.

Actual ranged weapons that use projectiles, such as guns and bows, have no range limit inside the mansion, regardless of their weapon profile. Any actor within Line of Sight is a valid target. Line of Sight can be diagonal, however any obstruction (like the corner of a room) in a straight view to the target blocks it.

If a survivor is killed, all cards belonging to that character (both inventory and non-inventory) must be revealed to the other players. However, the Master key and any other desired inventory cards must be collected from the survivor's body (requires an Inventory Action).

## COMBAT EXAMPLES





# #6 ALTERNATIVE & OPTIONAL RULES

## OTHER VERSIONS OF CLUE

This rule set should work with the most popular editions of *Clue*. Custom content has been provided for the following editions: original *Clue* and *Cluedo*, *Super Cluedo Challenge*, *Master Detective Clue*, *Limited Gift Edition (1997)*, and *Clue (2016)*. Content for further editions is planned for a future release. Spin-off games such as *Museum Caper* and *Super Sleuth* may not work with this rule set.

Of course, while the Location possibilities are limited by your *Clue* board, nothing is stopping you from using the custom Suspect & Weapon cards provided for other editions.

If the characters etc. in your version of *Clue* aren't represented by the custom content, follow the *No Custom Cards* suggestions below.

## NO CUSTOM CARDS

If you want to play the game with the normal larger *Clue* cards, keep them separate from the *Zombicide* cards; do not combine the search decks.

When you perform a Search Action, roll a die to decide which deck to draw from. You decide the odds, but it should be rarer to draw a *Clue* card.

You will need to substitute the custom Master Key card with another card. Don't use a *Clue* card that will be needed for the game. An unused *Zombicide* card makes a good a proxy.

You can find alternatives to the other custom materials in the relevant rule sections.

## NOT ENOUGH PLAYERS

Playing with few players can make this game very difficult, because there is not enough information being shared - too many clues remain in the search deck. Some editions of *Clue* (like *Master Detective*) have even more cards and require even more players. To counter this, have each player control more than one survivor, or increase the size of the starting hand and/or draw extra cards when searching. The five-card max inventory still applies, but even if you have to discard at least you got the clue. Also you can try some of the options in *Easy Mode*.

## EASY MODE

If the scenario proves too difficult, try using all or some of the following suggestions:

- Replace Abomination spawns with regular spawn draws.
- Ignore the *Playing with Fire* special rule.
- Use the *No XP* alternative rule below.

## NO XP

Because of the time required to solve the mystery, under standard XP rules Danger Levels may get out of hand and make winning impossible. Instead, do not count XP for killing zombies and only award it for taking Objective markers (5 XP each). If that's still too hard you can cap the XP points or ignore them altogether. You may customize the challenge to your preference.

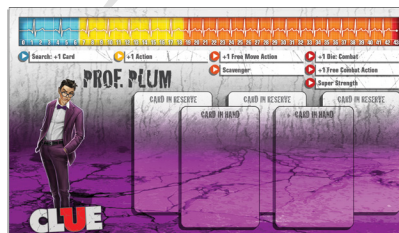
## CLASSIC CLUE SURVIVORS

Instead of *Zombicide* characters, you play as the classic *Clue* suspects. You may print out the provided *Clue* ID cards or just proxy with ID cards of existing *Zombicide* characters.

In this version, instead of the murderer escaping, they are locked inside with you. This time it was your host who locked the door. The killer attacked Dr. Black when they witnessed him locking you all inside. Dr. Black is the only villain here. The clues will help you track him and his key down. But you still need to find his killer first.

In this scenario, the suspects are not zombies and therefore do not need to be eliminated before being accused in a Solve Action. Instead they must be present in the room when they are accused (follow the normal *Clue* rules for summoning a suspect into a room).

If there aren't enough players to control all the guests, the non-player characters will remain barricaded downstairs until they are summoned. Once they have been drawn out into the mansion, you can play them as invulnerable (hiding), or you can attempt to protect them.



## ROTTEN SUSPECTS

The original Clue characters (suspects) are wandering around as Walker zombies. As in the above scenario, that means the killer didn't escape. Use the Clue pawns or appropriately colored Zombicide figures to represent them. Spawn the Suspect Walkers at the beginning of the game according to the optional rules described in *Setup*.

Any time a Suspect Walker is eliminated, the player who killed it gets an immediate free Search Action.

No Solve Actions involving a zombie Suspect may be attempted until that zombie has been eliminated.

## COOPERATIVE PLAY

Attempt to solve the murder and escape the mansion as a team. No hiding clues from each other. You must search every room on the board until you as a group are confident you have solved the mystery. All characters must escape the mansion for a complete victory.

Follow the normal game set up and rules except for the changes below...

- Use only one Deduction Sheet for the group. You are working together and sharing information to eliminate the possibilities.
- Keep the Clue deck separate from the Zombicide cards.
- Only give 1 Clue Card to each survivor.
- Divide the rest of the Clue Cards evenly between the number of rooms in your version of Clue and place the resulting stacks on the board, one stack in each room, either under the Objective token or off to the side of the board.
- Room searches draw from the Clue Cards placed in the room until there are no more. All other searches draw from the Zombicide deck.
- If a Solve Action proves unsuccessful, the usual consequences apply except you can continue investigating until you solve the mystery and find the key.

## SOLO PLAY

Follow the same rules as co-op mode, but one player controls all the characters.



## BLACK-OUT MANSION

At a certain point during the game, the power will go out. Any player without a light source such as the Candlestick or a Flashlight equipped will suffer penalties in the dark. Zombies are not affected.

You may use one of the following suggestions to determine when the power goes out (or use your own house rules):

- Roll a *d6* at the start of every round; if the result is 1 the power goes out. The power goes out at the beginning of the player phase before any actions are taken.
- Shuffle in an additional differently colored Objective token in place of a standard one. When this objective is revealed the power immediately goes out.

The power will stay out for two full rounds before the generator kicks in. Then the lights will come back on and everything returns to normal. Alternatively you can roll a  $d6 \div 2$  (round down) to determine how many rounds the power stays out.

Survivors located in named rooms with windows (or outside if applicable to your Clue board) have limited visibility and a -2 on Accuracy rolls. If that renders their current weapon unusable, they'll have to equip another weapon. Movement is also hampered and now costs two Actions instead of one (does not apply to opening doors and passageways).

Things are even worse for survivors in corridor areas too far away from windows. Survivors more than three floor tiles away from the edge of the board are beyond the light from the windows, and will have a -3 to Accuracy rolls and movement is impossible. Alternatively, you can use a scatter die or spinner to randomly determine the movement direction to simulate blindness (moving would still cost 2 Actions).

No Search, Interrogate, or Solve Actions can be performed in the dark.



# #7 ACHIEVEMENTS

**Escape from Murder Mansion:** Solved the murder and got away first.

**Deft Handed:** Solved the mystery and got the key without the other players realizing it.

**Chivalry Isn't Dead:** Got to the entrance with the key, but still waited for everyone else to escape.

**Big Game:** Killed an Abomination.

**Experienced:** Succeeded without using the *No XP* rule.

**Burning Down the House:** Started a fire and still got away (*Playing with Fire*).

**Blaze of Glory:** Started a fire and total mission failure (*Playing with Fire*).

**Maverick:** Complete victory (*Solo Play*).

**Private Eye:** Collected every Clue Card during play (*Solo Play*).

**Solidarity:** Complete victory (*Cooperative Play*).

**Forensic Team:** Collected every possible Clue Card as a group (*Cooperative Play*).

**Predator Vision:** Killed a zombie during a black-out (*Black-out Mansion*).

**Stealthy:** Survived a black-out without a functioning weapon (*Black-out Mansion*).

**Usual Suspects:** Successfully escaped the mansion (*Classic Clue Survivors*).

**Perfect Crime:** Played as the murderer and you got away with it (*Classic Clue Survivors*).

**Smooth Criminal:** Solved the murder and you were the murderer (*Classic Clue Survivors*).

**Hero:** Got all the non-player characters to the exit alive (*Classic Clue Survivors*).

**Left the Dead:** Successfully escaped the mansion (*Rotten Suspects*).

**Dead Man's Party:** Eliminated every Suspect Walker (*Rotten Suspects*).

**Celebrity Deathmatch:** Killed by a Suspect Walker (*Rotten Suspects*).

**Vigilante:** Killed the murderer (*Rotten Suspects* / *Classic Clue Survivors*).

**Victim:** Killed by the murderer (*Rotten Suspects* / *Classic Clue Survivors*).

## CREDITS

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### ACKNOWLEDGEMENTS:

The Zombicide Discord Community  
The Creators of *Zombicide*  
The Creators of *Clue/Cluedo*

### TEMPLATES:

Templates used to create this ruleset and custom material are available for download on the Zombicide Discord Server.

PLEASE SEE THE INCLUDED README FOR MORE INFORMATION & DETAILS.

### ZOMBICIDE: MURDER MANSION IS A FAN PRESENTATION OF THE ZOMBICIDE DISCORD SERVER FOR HALLOWEEN 2020

*Zombicide: Murder Mansion*  
First Release: October 2020

**THIS CROSSOVER RELEASE IS A WORK-IN-PROGRESS AND NEEDS MORE PLAYTESTING. FEEDBACK IS ALWAYS APPRECIATED!**

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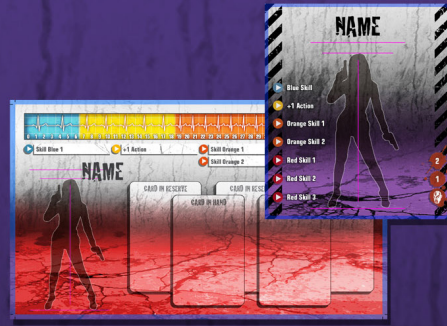
# MORE FROM ZOMBICIDE DISCORD



## ZOMBIES



## RESOURCES



## TEMPLATES

# COMING SOONISH...

**SURVIVOR CREATION KIT - MISSION TEMPLATE**  
**EQUIPMENT DECKS - SPECIAL DECKS - MARTIANS**  
**MORE TEMPLATES - MORE ZOMBIES - MORE DECKS**  
**MORE CROSSOVERS - MORE RESOURCES**  
**MORE MURDER MANSION**