

MALL OF HORROR

FAQ V.1.0

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Q: How many spots are available in the supermarket? On the map there are four pushpins shown, plus two more. Does that simply mean six characters can occupy it?

A: *Six people can go there, but it can only defend against four zombies; the supermarket's too big to defend all the entrances.*

Q: At the setup phase for the characters, the merciless dice roll sent one of my characters to the parking lot. When the Chief of Security rolled the dice and placed zombies, one ended up in the parking lot with my character. What happens to the hapless character at that beginning point? Are they eaten in the parking lot even before the first vote occurs?

A: *There is no zombie attack during setup - you'll search the truck, elect a Chief of Security and move before the zombies attack the first time.*

Q: When the Chief of Security rolls and sets up the very first round of zombies, what happens when one of the dice shows a zombie should go to an already-closed area (Cachou in a three-player game is supposed to be closed at the beginning, per the rules.) Do you re-roll that dice or do you just not use a zombie for that bad roll?

A: *Zombies rolled for closed locations are not placed (as much as we'd like to place them!).*

Q: My group played this game for the first time last night and we disagreed on whether or not talking and negotiations are allowed.

A: *Talking is the whole point of the game. Threatening, reasoning, bribing, etc.*

Q: If the security center becomes closed due to eight or more zombies being there, does the person who's Chief of Security remain so for the rest of the game?

A: *Yes, but he can't see the dice anymore, unless he uses a Security Camera card.*

Q: What if a player has a character in the parking lot, and other characters elsewhere? Is he allowed to say that he is moving the character in the parking lot, and keep him in the parking lot, or does he have to move one of his other characters into the lot?

A: *When your destination is full and you already have someone in the parking lot, you can indeed choose this character as the one moving out of the parking lot, then bounce back into it.*

Q: When a player loses his last playing piece he can "plant" a zombie in front of a location of his choice. But is this only the round where their last playing piece got slain, or every "add Zombies" phase thereafter?

A: *You only add one zombie, during the next movement Phase D, choose your location.*

Q: First vote. Only people in the security room can vote. Do they have to vote for the people (colours) in the room, or can they vote for anybody (colour) ?

A: *You can only vote for people present in the security room. Only a chief present there can look at the security TV.*

Q: What if, during the first turn, the eldest player remains Chief of Security because no one entered the security room, and no one was elected. Do they get to look at the dice?

A: *The rules are specific - the Chief of Security can only look at the dice if they have been VOTED IN on the current turn. Nobody votes for the initial Chief of Security. Therefore, the initial Chief of Security does not have the right to check the dice, unless their authority is challenged by a newcomer and they are voted in.*

Q: Can the Chief of Security and players who have used a Security Camera card publicly reveal this information? Additionally, can people with this information selectively share it ? IE, To parking lot winner: "Give me an item of parking lot loot, and I'll secretly tell you the location of a 'clean' room" ?

A: *Mall of Horror is all about negotiation. But there is one thing that you cannot do: show the dice. But you can do anything else you want. You can offer one of the three parking lot cards you have just drawn in exchange for information etc. This is the only time you can offer cards, you may not otherwise exchange cards.*

Q: If the zombies do NOT eat someone, do they leave the parking lot or not? The rules don't seem clear on this.

A: *Yes they leave the parking lot. The parking lot must be empty after the end of the turn.*

Q: How many players can be in the parking lot? There are no blue pushpins to indicate this. Is it unlimited?

A: *Any number of characters can be in the parking lot.*

Q: Our security center got attacked by two zombies vs. two characters. Both players dropped "hide" cards. Do the zombies get removed, as they successfully attacked? Or do they remain on the board and attack again next turn, because their hunger hasn't been satiated?

A: *The Zombies don't feast and remain outside the location.*

Q: Does the game end immediately if there are only 4 characters?

A: *You have to finish the turn. The game doesn't end immediately!*

Q: I died with my badge on, the security room was flooded with dead, and no one dared enter the security room for the rest of the game. My question is of the remaining players, how do you determine who goes first next round?

A: *Play continues clockwise with the next player. There is no Chief of Security until a vote has been passed.*

Q: Can a Hidden card be played by someone after the vote goes against them??

A: *The Hidden card must be played BEFORE the vote.*

Q: Can anyone explain what the extra tacks at the supermarket location signify? I've read the rules several times, and either I'm missing it or it got lost in the translation.

A: *There are six tacks, four dark blue, two light blue. The six tacks represent the fact that up to six characters can be in the supermarket at one time. The four dark blue tacks represent the fact that it only takes four zombies outside the supermarket to get in and attack, even if there are five or six characters inside the supermarket.*

Q: If the die roll comes up a closed location - either at the start of the game in a 3-4 player game (when location 2 is closed) or later on - is the die re-rolled, or do the zombies just not come on?

A: *Zombies for those dice are simply not placed.*

Q: The Chief of Security can lie about his destination and then choose somewhere else. Yes or no? I mean, the game says "survival is in the betrayal", but just wanted to be sure.

A: *If a Chief of Security has been elected this round, he must choose his destination before the other players and tell the other players his choice.*

Q: Two gunmen in the restroom location and three zombies outside. How is it decided which gunman is to be eaten if the 2nd vote is tied?

A: *you determine randomly who gets eaten - Roll a die or something.*

Q: What happens if the market is empty when the 4th zombie is added? Do the zombies stay outside and continue to accumulate, or do the zombies disperse as if they had eaten a player?

A: *They stay outside until they either feast or gather to 8, at which time the Supermarket closes.*

Q: Threat card gives you +1 vote for one vote. If there is a re-vote, do you still keep the +1 vote, or is this considered a different vote and you lose the bonus?

A: *A Threat card is also valid for the re-vote! However you cannot add more Threat cards to increase the initial level played.*