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INTRODUCTION

If you can read these words, there is still hope. On these sketch cards you will find my recounting of The Last Days of our World.

Did it start in the water? The food? As a bio weapon? I never found out.

I was touring Washington D.C. when the President declared a National Emergency and the Army barricaded the streets. Trapped in my hotel room, I watched Apache helicopters firing wave after wave of rockets into the shambling masses surging up Pennsylvania Avenue. I sketched what I witnessed on the cards you are holding now. For two days, the helicopters came, and my towering hotel shuddered from the ever approaching blasts. The third day was the worst. I awoke from a troubled sleep to silence. Just before dusk of the fourth day, flames engulfed the White House. It burned throughout the night. At dawn, our flag over the White House had fallen.

I raided the hotel's kitchen for food and supplies and began my trek out of the city. For six days, I slept in sewers, slunk down alleys, and peered out of garbage dumpsters, sketching deep into the night to preserve my sanity. Seeing was never a problem. Something was always on fire. They were everywhere. Swarming. Searching with mindless eyes and rending flesh with outstretched hands.

They never slept. They never stopped feeding.

They mindlessly stalked the living. That's all they did.

I met other survivors along the way, but they each fell to the mindless hords through carelessness or misplaced courage.

On the seventh day, I found this house. I call it my Safe House. It was fortified with boarded windows and barbed-wire around the front yard. I met the guy who did the work. He was a construction worker before things went bad.

There are more of them every day, and it is dangerous to sneak out for food. I don't know how much longer I can stay here. I saw an Army helicopter circling the park on the other side of town yesterday. If I see another one, I'm making a run for it. I asked the construction worker if he wanted to come with me, but he said he'd stay here for a while and wait for the Army. I wish him well.

I'm leaving my sketches behind as a sign of hope. All is not lost. We will survive.

-Gordon

KICKSTARTER

This game began as a kickstarter.com project and we are very grateful to the backers who pledged their support to fund the game. The most generous backers contributed pledges that entitled them to have their card ideas included in the game. The names of the backers appear on their cards. Many thanks to all of you!

LEARNING THE GAME

When you start playing *Rise of the Zombies!* you will start the digital timer that is included with the game. You do not stop the Timer for any reason.

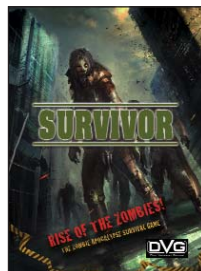
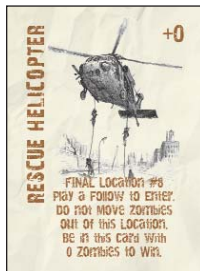
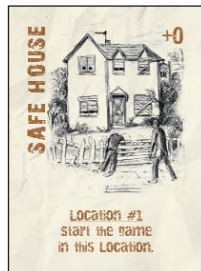


To set the Timer, press the “M” and “S” buttons as needed to set the proper amount of time. The times are noted in the Game Duration section of these rules. To clear the Timer, press both the “M” and “S” buttons at the same time. To Start the Timer, press the “Start/Stop” button.

In preparation, punch out the counters and place them off to the side. Many of the game's terms can be found in the Card Keywords section of this rulebook.

PREPARING TO PLAY A GAME

There are several types of cards included in the game. You can tell them apart by their backs. Separate the cards into different piles: the Safe House card, the Rescue Helicopter card, Survivor cards, Action cards, and Zombie cards.



Ask each player to select the Survivor card they want to play. Place any Survivor cards not selected off to the side. You will not use them during the game.

Place the Safe House card on the table where you would like the Survivors to begin the game. Throughout the game, you'll be building a path of cards from the Safe House to the Rescue Helicopter. The game starts with no Zombies in the Safe House. Place the Rescue Helicopter card to the side or about 7 card lengths in front of the Safe House. The Rescue Helicopter is always the 8th Location card.



Insert each of the tall Survivor counters selected for the game into one of the plastic stands.

Place the selected Survivor stands on the Safe House card.

Shuffle the Action cards and form a deck. Place the deck face down on the table within easy reach of all players.

Assign one player the task of drawing Zombie cards during the game. This player plays the game as a normal Survivor. He simply has an extra task of also drawing Zombie cards as needed. Shuffle the Zombie cards and form a deck. Place the deck face down on the table within easy reach of the player that will draw Zombie cards.



Example: Table layout for a 3 player game.

CARD TEXT AND DECKS

Each player may choose to keep the cards in their hand secret, or not secret throughout the game. Each player has complete control over how they want to reveal their card information to the other players.

When the card text contradicts the rulebook text, the card text takes precedence.

When a deck is depleted, pick up the discards of the deck, shuffle them, and form a new deck.

GAME DURATION

Before beginning a new game, you must determine the Rescue Helicopter's Departure Time.

The number of starting Survivors and the Difficulty level you choose, determines how many real world minutes you

have to reach the Rescue Helicopter.

Select a Difficulty level and determine the Helicopter's Departure Time using the table below.

| Difficulty | Starting Survivors | | |
|--------------|--------------------|--------|--------|
| | 5 or more | 4 or 3 | 2 or 1 |
| Introductory | 95 | 85 | 75 |
| Standard | 85 | 70 | 55 |
| Expert | 60 | 50 | 45 |
| Insane | 50 | 45 | 40 |

Example: You have 70 minutes to reach the Rescue Helicopter in a Standard game with 4 Starting Survivors.

STARTING THE GAME

Start the Timer and place it on the table in easy view of all players. The game ends when the Timer reaches the Rescue Helicopter's Departure Time.

GROUP COUNTER

There are 3 double-sided Group counters in the game. These counters show you the Survivor Health and the Zombie Infestation modifier.



Number of Survivors - On the left.

Health and Hand Size of each Survivor - Top-right corner.

Location Infestation modifier - Bottom-right corner.

Survivors have a Hand Size equal to their current Health. Deal each Survivor a number of Action cards equal to their Health.

Example: The above Group counter is for 3 Survivors. The Survivors start with a Health and Hand Size of 5 and all Locations have a +1 Infestation value.



Example: In a game with 5 people, each Survivor has a Health and Hand Size of 4 and all Locations have a +3 Infestation value.

Select the counter that shows the number of starting Survivors in your game.

Place the appropriate Group counter next to the Safe House. Place the other Group counters off to the side.

If Survivors die during the game, replace the Group counter with the appropriate Group counter based on the number of remaining Survivors. Replace the Group counter after any step in which a Survivor dies. Doing so instantly changes the remaining Survivor's Health, Hand Size, and Infestation modifier.

If Survivors die, do not adjust the time remaining to reach the Rescue Helicopter.

Example: The Expert Difficulty game started with 3 Survivors. Two Survivors die. Replace the Group counter for 3 Survivors with the counter for 1 Survivor. That Survivor now has an unwounded Health and Hand Size of 8, and he still has the time remaining from the original 50 minutes to reach the Rescue Helicopter.

VICTORY

Figuring out Victory is easy. If your Survivor is in the Rescue Helicopter at the end of the game, you win! If a Zombie eats you, or you are not in the Rescue Helicopter when the game ends, you lose!

The game ends when you meet the first of 3 conditions: (1) The last Survivor dies. (2) All remaining Survivors are in the Rescue Helicopter card and there are no Zombies in the Helicopter card. (3) You run out of time. If there are Zombies in the Helicopter card, everyone dies. If you are not in the Helicopter card, you die. If you are in the Helicopter card -and- there are no Zombies in the Helicopter card, you live.

If your Survivor dies from time to time, or even if your entire group dies, don't worry about it. This is after all, the Zombie Apocalypse.

SURVIVOR CARDS

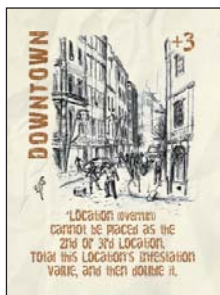


The Survivor cards detail the game information for your Survivor character. Place your Survivor card in front of you, face up on the table.

Type of Survivor - Top-left edge.
Survivor's Inherent Weapon and Attack Chart (if any) - Bottom-left corner.

Survivor's Special Ability (if any) - Bottom-right corner.

LOCATION CARDS



The Location cards detail the areas you travel through on your way to the Rescue Helicopter. They are part of the Action deck. Play each Location card face up on the table, adjacent to the last Location card played, to continue the path.

You will build a line of Location cards from the Safe House to the Rescue Helicopter.

The text on a Location card only applies to that Location card.

Name of Location - Top-left edge.

Dangerous Location Card Draws - Top-right corner. Draw this number of cards when you enter a Location.

Flavor Description - Bottom. Describes the Card Effect.

Card Effect - Bottom.

Attack and/or Follow Symbols - Left edge.

READYING A CARD



Some Action cards have an Experience cost that must be paid before those cards can be Readied or played.

An Action card's Experience cost is shown in its top-right corner.

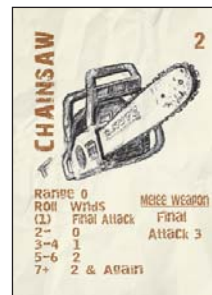
To Ready or play the card, pay the cost by discarding that number of Experience points you have previously earned. You can only discard your own Experience points.



You earn Experience points by Killing Zombies.

Example: To Ready a 2 point Chainsaw, discard 2 points of your Experience counters.

WEAPON CARDS



Weapons inflict Wounds on Zombies. They are part of the Action deck.

When you Ready a Weapon card, pay its cost and place it next to your Survivor card face up on the table. It remains with you until you or a game effect discards it, or you give the card to another Survivor.

Name of Weapon - Top-left edge.

Experience Cost to Ready Weapon - Top-right corner.

Weapon Range and Attack Chart - Bottom-left corner. Each Wound inflicted removes 1 Health from the targeted Zombie.

Weapon Type and Special Notes - Bottom-right.

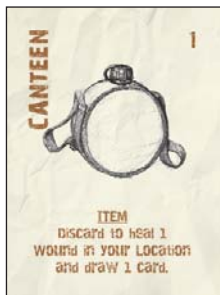
Final Attack Information (if any) - Bottom-right.

Attack and/or Follow Symbols - Left edge.

Example: You play the Baseball Bat card from your hand. It has an Experience cost of 0, so you do not need to discard any Experience points to pay for it. You place the Baseball Bat next to your Survivor card.

Example: A Weapon with Range 0 can only attack Zombies in your same Location card. A Weapon with range 0-2 can attack Zombies in your Location card, an adjacent Location card, and the Location card adjacent to that one.

ITEM CARDS



Items aid your Survivor in reaching the Rescue Helicopter. They are part of the Action deck.

When you Ready an Item card, pay its cost and place it next to your Survivor card face up on the table. It remains with you until a game effect discards it or you give the card to another Survivor.

Name of Item - Top-left edge.

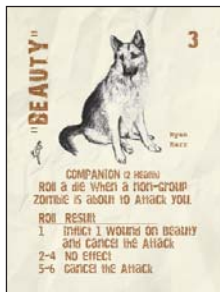
Experience Cost to Ready Item - Top-right corner.

Card Effect - Bottom.

Attack and/or Follow Symbols - Left edge.

Example: You play the Canteen card from your hand. It has an Experience cost of 1, so you need to discard 1 Experience point to pay for it. You place the Canteen next to your Survivor card. During any Play Cards step, you can discard the Canteen to gain its effect.

COMPANION CARDS



Companions are friends you encounter in the game. These cards aid your Survivor in reaching the Rescue Helicopter. They are part of the Action deck.

When you Ready a Companion card, pay its cost and place it next to your Survivor card face up on the table.

Zombie cards do not Engage Companion cards, but after resolving a Zombie Attack, you can redirect the Wounds targeting you to your Companion. Redirect the Wounds 1 at a time. Stop redirecting Wounds if the Companion is reduced to 0 Wounds.

Companion cards have 2 Health. Treat Companions the same as Survivors for the purposes of Healing. A Companion dies if its Health equals 0. If a Companion card dies, remove it from the game. If your Survivor dies, discard any Companions you have.

Treat Companion cards that can Attack as being an independent Attack. They do not benefit from your cards such as In the Zone and Slayer, or from cards with an Attack symbol. You do receive the Experience for the Zombie cards your Companion Kills.

Name of Companion - Top-left edge.

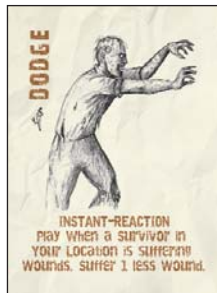
Experience Cost to Ready Companion - Top-right corner.

Card Effect and Health - Bottom.

Attack and/or Follow Symbols - Left edge.

Example: You play the Beauty card from your hand. It has an Experience cost of 3, so you need to discard 3 Experience points to pay for it. You place the Beauty card next to your Survivor card.

INSTANT CARDS



Play Instant cards from your hand. They are part of the Action deck.

Play the Instant card face up on the table and declare what you are doing for all to hear. Apply the effects of the card, and then discard it.

Name of Instant Action - Top-left

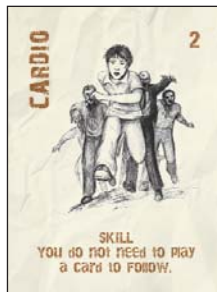
edge.

Card Effect - Bottom.

Attack and/or Follow Symbols - Left edge.

Example: You play the In the Zone card from your hand on the table for all to see. You discard it when the Player Turn ends.

SKILL CARDS



Skill cards permanently enhance your Survivor. They are part of the Action deck.

When you Ready a Skill card, pay its cost and place it next to your Survivor card face up on the table. The card and its effect remains with your Survivor throughout the remainder of the game.

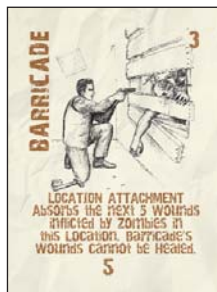
Name of Skill - Top-left edge.

Experience Cost to Ready Skill - Top-right corner.

Card Effect - Bottom.

Example: You play the Cardio card from your hand. It has an Experience cost of 2. You must discard 2 Experience points to pay for it. You place the Cardio card next to your Survivor card.

LOCATION ATTACHMENT CARDS



The Location Attachment cards modify the Location cards in the game. These cards alter a Location in a lasting way. They are part of the Action deck.

When you Ready a Location Attachment card, pay its cost and place it next to your Location card face up on the table.

It remains with the Location card. If you

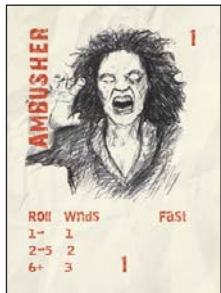
are later Killed, do not discard the Location Attachment. They continue to affect the game as normal.

Name of Attachment - Top-left edge.

Experience Cost to Ready Attachment - Top-right corner.
Card Effect - Bottom.

Example: You are in the Corner Store Location card. You play the Barricade card from your hand. It has an Experience cost of 3, so you need to discard 3 Experience points to pay for it. You place the Barricade card next to the Corner Store. Later, you leave the Corner Store. The Barricade remains with the Corner Store.

ZOMBIE CARDS



Zombie cards detail the game information for Zombies you encounter on your way to the Rescue Helicopter. As you draw them from their deck, place them face up on the table for all to see.

Some Zombie cards are named for their attributes, such as “Ambusher”. Other Zombie cards are named for people you knew that are now zombies, such as “Frank”.

Type of Zombie - Top-left edge.

Experience Points - Top-right corner. Gain this number of Experience points when you kill the Zombie.

Zombie Attack Chart - Bottom-left corner. Each Wound inflicted removes 1 Health from the targeted Survivor.

Zombie's Health - Bottom middle. You must inflict this number of Wounds to Kill this Zombie.

Zombie's Special Ability (if any) - Bottom-right corner. For an explanation of Zombie Abilities, see the Card Keywords rule section.

EPIC CARDS

There are several cards in the game with the Epic trait. If you win the game, you are victorious, however winning the game while burdening yourself with Epic cards makes it all the more heroic and gives you bragging rights. You can achieve a normal Victory, or a level 1 through 4 Epic Victory based on how many Epic cards you overcome during the game.

The Scientist Survivor - If you select the Scientist, and he safely exits the game in the Rescue Helicopter, you earn 1 level of Epic Victory.

The Sewers Location - If you choose to place the Sewers Location and you win the game, you earn 1 level of Epic Victory.

The Graveyard Location - If you choose to place the Graveyard Location and you win the game, you earn 1 level of Epic Victory.

The Mutated Prisoners Zombie - If you choose to place the Mutated Prisoners Zombie card, Kill the card, and you win the game, you earn 1 level of Epic Victory.

SEQUENCE OF PLAY

PLAYER TURN

All players perform these steps simultaneously.

Discard Cards - You can discard 0 or more of the cards in your hand.

Draw Cards - Draw cards until the number of cards in your hand equals your Survivor's current Health points.

Play Cards - Play cards and Attack at the same time as the other players. Stay in this step until all players say they are done playing cards. You can also purchase cards and trade Weapon and Item cards during this step. Unless a card specifies otherwise, this is the only time you can play cards, trade cards, use card effects, or discard cards to gain an effect.

ZOMBIE TURN

Zombies Move - Move all Zombies 1 card closer to the nearest Survivor. If a Zombie is already in a Survivor's card, do not move it.

Zombies Attack - Resolve Attacks for all Zombies in the same Location cards as Survivors.

Zombies Spawn - Draw 1 Zombie card and place it in the Location card behind the rearmost Survivor. If the rearmost Survivor is in the Safe House, place the Zombie in the Safe House.

DRAWING CARDS DUE TO CARD EFFECTS

You can always draw cards due to a card effect, even if the card puts you in excess of your Hand Size.

Example: You have a Health of 5 and 5 cards in your hand. You play a Canteen card. You still get to draw a card into your hand.

You do not ever need to discard due to having too many cards in your hand.

Your ability to draw a card is only limited during the “Draw Cards” step of the Player Turn. During that step, you cannot draw a card if it would put you in excess of your current Hand Size limit.

Example: You started the game with 6 Health and a hand size of 6. You have suffered 3 Wounds, so your Hand Size is now 3. When you draw cards during the Draw Cards step, you cannot draw a card if it would be your fourth or higher card.

MOVEMENT

Your Survivor starts the game in the Safe House card. You need to play and move into 6 Location cards played from a Survivor's hand. You then enter the Rescue Helicopter card as the eighth Location card.

Your Survivor will always be in a Location card.

Each Survivor can only move once during each Player Turn.

Your Survivor can move even if you are Engaged with a Zombie. You cannot Advance if a Zombie you are Engaged with has the Blocks trait, or if there is a Group Zombie in your Location card with the Blocks trait.

Example: If you are Engaged against Shamblers and a Crawler, you can move.



Example: If you are Engaged against a Hulk, you cannot move because it has the Blocks trait. If there is a Herd in your Location card, you cannot move because it has the Blocks trait.

PLACING A NEW LOCATION

One Survivor in the Safe House must play a Location card to Advance toward the Rescue Helicopter.

Place the Location card on the table above the Safe House card to form a path and move your Survivor stand-up counter from the Safe House to your new Location card. Regardless of how many Survivors are in the game, only 1 new Location card can be placed during each Player Turn.



Example: You played the City Hall card to extend the path toward the Rescue Helicopter.

During future Player Turns, continue to play Location cards to extend the path.



Example: During a later Player Turn, you play the School Bus card to continue the path out of City Hall.

ZOMBIE INFESTATION

Zombie Infestation only occurs when you place a new Location card.

When you place a new Location card, move your Survivor stand-up counter onto the new Location card, and then start drawing Zombie cards from the Zombie deck.

A Location has an Infestation value equal to its place in the path. Include the Safe House when counting.



Example: The School Bus card is the 3rd Location card on the path. The School Bus has an Infestation value of 3.



Draw Zombie cards one at a time and keep an on-going total of the Experience points you have drawn. When you draw a Zombie card bringing your Zombie's total Experience points equal to, or greater than, the Location card's Infestation value, stop drawing Zombie cards.

Example: You just entered the 3rd Location card. The card has an Infestation value of 3. You draw Shamblers (value 2), the Loner (value 0), and The Pack (value 2). You stop drawing cards because the total Experience points are equal to or exceed the Infestation value of the Location card.

Place all the Zombie cards you drew, including the last Zombie card, next to the new Location card.



INFESTATION MODIFICATION

Larger groups of Survivors will encounter more Zombies. Adjust the Infestation values of each Location card based on the Infestation modifier on the Group counter that you placed next to the Safe House at the start of the game.



Example: You start a game with 5 Survivors. All the Location cards have an Infestation value 3 higher than normal. This means Location card number 3 has an Infestation value of 6.

FOLLOWING



If a Location card is already in place adjacent to your current Location card, discard an Action card with a Follow symbol to move into the adjacent card. Do not Infest a card when you Follow to move into a previously placed Location card.

Example: All the Survivors are in the Safe House. Another player plays the City Hall Location card, places it next to the Safe House, and then moves their Survivor into the City Hall card. After Infesting the Location, you discard an Action card with a Follow symbol and move your Survivor into the City Hall card.

DANGEROUS LOCATIONS

All Location cards have a Card Draw value in their top-right corner. If the value is “+0”, you do not receive any Action cards for entering the Location. If the value is “+1”, “+2”, or “+3”, each Survivor receives that number of Action cards the first time they Advance into the Location card. You do not draw additional Action cards if you Retreat and re-enter the Location.

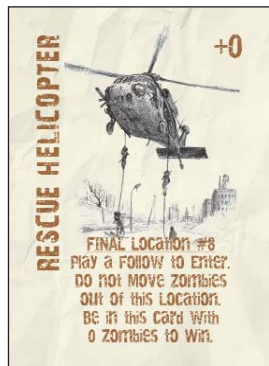
Example: You Advance into the Downtown Location card for the first time. You draw 3 cards. Place the cards into your Hand.

NEW LOCATION CARD SEQUENCE

Perform the following steps when you play a new Location card.

- Place the new Location card on the table.
- Advance the Survivor who played the Location into the card.
- Draw Dangerous Location Action cards.
- Draw Zombies equal to the Location’s modified Infestation value.
- Fast Zombies Attack the Survivor.
- Other Survivors may move into the Location by discarding cards with Follow symbols.
- Draw Dangerous Location Action cards.
- All Survivors play cards as normal.

RESCUE HELICOPTER CARD



To put the Rescue Helicopter into play, you must be in the 7th Location card, and not be Blocked.

If you meet these 2 conditions, discard a card with a Follow symbol from your hand and attach the Rescue Helicopter to the 7th Location card to complete the path.

The normal limit of only being able to move once per Player Turn still

applies for this move.

When the first Survivor enters the Rescue Helicopter card, draw Zombie cards for Infestation as normal.

If you are in the Rescue Helicopter card, and there are no Zombies in the Rescue Helicopter card, you win if the time runs out.

If all the remaining Survivors are in the Rescue Helicopter

card, and there are no Zombies in the Rescue Helicopter card, immediately end the game, all Survivors in the Rescue Helicopter card win.

ASSIGNING ZOMBIES

When you place a new Location card and move into it, all the non-Group Zombie cards drawn for that card automatically Engage you.

Example: You place and enter a Location card. You draw Shamblers (a Group), The Pack, and a Loner. The Pack and the Loner Engages you.

It is a helpful reminder to move your Survivor Stand-Up next to the Zombie(s) Engaged against you.

Example: You place and enter a Location card. You draw Shamblers, The Pack, and a Loner. Move your Stand-Up near The Pack and the Loner to show they are Engaged on you.

Group Zombies Engage all Survivors in their Location card.

If you attempt to Attack a non-Group Zombie card in your Location, even if your Attack inflicted 0 Wounds, move the Zombie to Engage you. This includes Attacks performed by cards you have played, such as Wall of Fire.

Example: Another Survivor is Engaged against a Hulk. You shoot at the Hulk and miss. Move the Hulk to Engage you.

Example: You previously played a Wall of Fire and inflicted 1 Wound on each Zombie in your Location. All the surviving non-Group Zombies move to Engage you.

Zombies that are in a Location card without Survivors, do not Engage.

If a non-Group Zombie moves into a Location card containing Survivors, randomly determine which Survivor the Zombie Engages.

If you leave a Location, all the Zombies remaining in that Location Disengage from their Survivors.

ATTACKING

You receive 1 Free Attack during each Player Turn. Many Survivors have an Inherent Weapon built into their Survivor card. Survivors can also use a Weapon card they have Readied. You receive a total of 1 Free Attack. You do not receive 1 Free Attack with each of your Weapons.

Example: Your Scout has an Inherent Knife Weapon. You also have a Readied Pistol. You can use your Free Attack to Attack with the Knife -or- Pistol, not both.



You also receive 1 Attack for each Action card you discard that has an Attack symbol. There is no limit to the number of Attacks you can make each Turn as long as you have the cards to discard.

HOW TO ATTACK

When you Attack a Zombie, use your Inherent Weapon or a Readied Weapon card's Attack chart.

When Zombies Attack you, use the Attack chart on each Zombie card.

The process for resolving an Attack works the same for both Survivors and Zombies.

If you are Attacking a Zombie, declare which of your Readied Weapons you are using and which Zombie you are Attacking.

To use a Weapon, the Zombie must be within the Weapon's Range. A Weapon's Range is shown above its Attack chart.

Your Inherent Weapon is always Readied. Roll a die. Compare the roll to the Attack chart. The result is the number of Wounds inflicted on the Zombie. You must inflict all Wounds on the same Zombie.

| Range 0 | |
|---------|--------|
| Roll | Wounds |
| 2- | 0 |
| 3+ | 1 |

Example: You Attack a Zombie with your Readied Pistol. You roll a 4 and consult the Attack chart on the Pistol card. You inflict 1 Wound.

You can use the same or a different Readied Weapon with each Attack.

Example: You use your Free Attack to Attack with a Readied Machete card. You discard any card with an Attack Symbol, then Attack with your Machete again.

Example: You use your Free Attack to Attack with a Readied Machete card. You discard any card with an Attack Symbol, then Attack with your Readied Shotgun.

You can target the same or a different Zombie with every Attack as long as the Zombie is within the Range of the Weapon.

FINAL ATTACKS

If a Weapon card has a Final Attack notation, you can discard the Weapon to perform a Final Attack. Final Attacks do not expend a Free Attack or Attack symbol. You can freely perform them. Inflict the noted number of Wounds on any Zombies within the Weapon's range, then discard the Weapon card.

Example: You perform a Final Attack with a Rifle. It inflicts 3 Wounds. The Rifle has a Range of 0 or 1. You allocate 1 Wound against a Howler 1 Location card away and Kill it. You allocate 2

Wounds on a Herd in your Location card. You then discard the Rifle.

You can even perform a Final Attack with a Weapon that you previously rolled a Reload result for.

ZOMBIE ATTACKS

If a Zombie is Attacking you, roll a die and compare it to the Zombie's Attack chart. The result is the number of Wounds the Zombie inflicts on you.

| Roll | Wounds |
|------|--------|
| 1- | 0 |
| 2-5 | 1 |
| 6+ | 2 |

Example: You are Attacked by Shamblers. You roll a die, get a 3, and consult the Attack chart on the Zombie card. You suffer 1 Wound.



Record the Wounds you suffer by placing Wound counters on your Survivor card. Remove the counters as you Heal. You are free to exchange counters as needed to record the proper Wounds inflicted on your Survivor.

NON-KILLING ATTACKS



If your Attack does not Kill the Zombie card, place Wound counters on the Zombie card to record the Wounds you inflicted on the Zombie.

You and/or other players can continue to Attack the Zombie card as normal. Zombies do not Heal Wounds.

KILLING ATTACKS

If your Attack inflicts the final Wound needed to Kill a Zombie card, place the Zombie card face up next to you for later spending or exchange the Zombie card for Experience point counters.

Example: You Attack a Creeper with a Pistol using your Free Attack. You roll a 5, and inflict 1 Wound. You discard a card with an Attack symbol and roll another Pistol Attack. You roll a 1, missing. You discard another card with an Attack symbol to use your Readied Shotgun, roll an Attack, and get a 6, inflicting 2 Wounds. You Kill the Creeper with 1 of the 2 Wounds. The second Wound inflicted by the Shotgun is wasted and not applied to another Zombie. Place the Killed Creeper card next to your Survivor card.

Discard Zombie cards you have Killed, or Experience point counters you have collected, to purchase Action cards with an Experience cost.

If you and another Survivor happen to roll and Kill a Zombie at the same time, decide who gets the Kill. The other Attack is wasted.

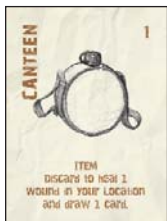
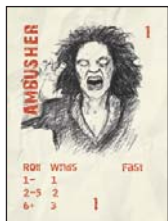
SURVIVOR WOUNDS

You have a Hand Size equal to your current Health. This means that as you suffer Wounds you can hold fewer Action cards.

Example: At the start of a 1 player game, you had a Health of 8. You have now suffered 3 Wounds so your Hand Size is currently 5.

If you ever have 0 remaining Health, you are dead. Discard all your cards and stop participating in the game as a player. You can still do helpful things though, like Spawning Zombie cards and rolling for Zombie Attacks.

EXPERIENCE



You can purchase cards during the Play Cards step by discarding your previously Killed Zombies and Experience point counters.

The Experience points you gain from Killing a Zombie card is also its value for purchasing Action cards. The cost to purchase an Action card is located in the Action card's top-right corner. When you purchase an Action card, remove it from your hand and place it face up on the table next to your Survivor.

Example: Previously, you Killed an Ambusher card (1 point). You have the card placed next to you on the table. You discard the Ambusher into the Zombie discard pile and Ready a Canteen (costing 1 point). You move the Canteen from your hand and place it on the table next to your Survivor.



Exchange Experience point counters as needed when you make purchases. More than one player cannot contribute his Killed Zombies to purchase an Action card.

TRADING CARDS

You can give Readied or Unreadied Weapon or Item cards to other Survivors in your Location card during the Play Cards step. They always place the card in their hand even if you handed them a Readied card.

Example: You have a Readied Shotgun. You hand the card to another player in your Location card. That player places the card in their hand. They must pay its Experience cost to Ready the Shotgun.

Each Weapon card can only be used to Attack by one Survivor each Turn. Other players can still use its Attack symbol.

Example: The Cheerleader Attacks using a Pistol card. She hands the Pistol to the Scoundrel. The Scoundrel places the Pistol in his hand, and then Readies it. The Scoundrel cannot Attack with the Pistol this Turn.

Example: The Cheerleader Attacks using a Pistol card. She hands the Pistol to the Scoundrel. The Scoundrel places the Pistol in his hand. He then discards it to use its Attack symbol

to Attack with his Baseball Bat.

You can only give Weapon and Item cards to other Survivors. You cannot give another Survivor any other type of Action card.

You may move a Readied Weapon or Item back to your hand during the Play Cards step. You cannot move other types of Action cards back to your hand.

Example: You have a Readied Pistol. You Attack with it. You move the Pistol back to your hand. You discard the Pistol to use its Attack symbol to Attack with your Inherent Weapon.

You may have an unlimited number of Readied Weapons and Items.

ZOMBIE TURN

ZOMBIES MOVE

Move all Zombies one Location card closer to the closest Survivor. If there is more than one Survivor in equally close Location cards, randomly select which Survivor the Zombie moves toward.

If a non-Group Zombie moves into a Location card containing Survivors, randomly determine which Survivor the Zombie Engages.

Example: A Creeper moves into a Location card with your Cheerleader, a Biker, and a Paramedic. Roll a die. On a 1 or 2 the Creeper Engages your Cheerleader, 3 or 4 it Engages the Biker, and 5 or 6 it Engages the Paramedic.

ZOMBIES ATTACK

Resolve an Attack for each Zombie in the same Location card as a Survivor. Each Zombie Attacks the Survivor it is Engaged with.

Example: A Screamer is Engaged with your Scout. Roll a die for the Zombie's Attack against your Scout.

Group Zombies Engage all Survivors in their Location card. Resolve an Attack against each Survivor in the Group Zombie's Location card.

Example: A Herd is in a Location card with the Scout, the Scientist, and the Scoundrel. Roll an Attack for the Herd against each of the Survivors.

You can have more than one Zombie Engaged against your Survivor.

Example: Your Survivor is Engaged against a Loner, Hulk, Shamblers, and The Pack. Roll an Attack for each of the 4 Zombie cards against your Survivor.

ZOMBIES SPAWN

Draw a Zombie card from the Zombie deck and place it 1 Location card behind the rearmost Survivor (the Survivor that is farthest from the Rescue Helicopter). If a Survivor is in the Safe House, place the Zombie in the Safe House.



Example: Your Scout and the Biker are in the School Bus. The Scoundrel is in City Hall. The new Zombie card Spawns in the Safe House.

Example: All Survivors are in the School Bus. The Zombie Spawns in City Hall.

Example: The Graveyard Location is in play, so you draw 2 Zombie cards during each Spawn step.



CARD KEYWORDS

The following game terms appear on the cards. Here's what they mean...

| Range 0 | |
|------------|---|
| Roll Wnds | |
| (1) Reload | |
| 1- | 0 |
| 2-3 | 1 |
| 4-6 | 2 |
| 7+ | 3 |

(#) - This notation appears on some cards. This result happens when you roll the natural unmodified number that is in the parenthesis. If you roll the noted number, do not apply die roll modifiers, and resolve the noted result.

Example: You Attack with a Rifle and roll a "1". Even though you are a Slayer and have played an In the Zone card, the natural roll is still a "1". Do not apply your modifiers. Your Rifle suffers the Reload effect.

Example: You Attack with a Chainsaw and roll a "1". You must immediately perform a Final Attack with the Chainsaw.

Example: The Historian rolls a "1" with a Scoped Rifle, she can use her ability to re-roll the Attack.

Advance - When you move to a Location card that is closer to the Rescue Helicopter.

Again - Perform another Attack. If your Survivor receives the effect, you may target the same, or a different Zombie. If a Zombie receives the effect, it will attack the same Survivor. If the Survivor died, ignore the effect.

Attract - Draw a Zombie card and place it in the Location card of the Survivor or Zombie that activated the Attract effect. Zombies drawn due to an Attract effect do not count toward the Infestation value or Spawn cards.

Blocks - If you are Engaged with a Zombie card that has the Blocks trait, you cannot Advance out of the Location card. You may still Retreat.

Companion - An Action card that aids the Survivors in reaching the Rescue Helicopter.

Enter - When a Survivor or Zombie moves into a Location card.

Epic - Describes a harder than normal Victory. Also used during Campaigns to score additional Campaign Points.

Experience - The points you collect and spend by Killing Zombies.

Fast - Fast Zombies immediately Attack when they Spawn, Infest, or Move into a Location card with Survivors.

Example: During the Zombie Move step, a Fast Zombie enters a Survivor's Location. The Fast Zombie Attacks once upon entering the Location, and a second time during the Zombie Attack step.

Final Attack - Declare a Final Attack for one of your Readied Weapon cards. Discard the Weapon card, and then inflict the number of Wounds noted. Do not declare a target for your Attack. You may freely distribute the Wounds to any Zombies within the Weapon's range. A Final Attack does not expend your Free Attack or require an Attack symbol.

Free Attack - Each Survivor receives 1 Free Attack during each Player Turn.

Group - Zombie cards that represent more than 1 Zombie. Group Zombies Engage all Survivors in their Location card. When Group Zombies Attack, they Attack all Survivors in their Location card. Each player rolls the Group Zombie's Attack against their Survivor.

Example: A Herd is a Group Zombie card. If 4 Survivors are in the Herd's Location card, the Herd Engages and Attacks all 4 Survivors. The Herd also Blocks all 4 Survivors.

Hand Size - Your Hand Size is equal to your current Health. You cannot draw cards during the Draw Cards step if you hold cards in your hand equal to, or in excess of, your current Hand Size.

Heal - Recover lost Health. Healing can never increase a Survivor's Health above their normal maximum.

Health - The number of Health points your Survivor has. A Survivor is Killed if their Health is reduced to 0.

+ Infestation - Adjust the Location card's Infestation value by the noted amount.

Infestation Value - The number of Experience points worth of Zombie cards you draw for a newly placed Location card.

Instant Action/Reaction - A type of card found in the Action card deck. Play to perform the noted Action.

Example: You can play a Dodge card in Reaction, at the time you are about to suffer a Wound.

Kill - When a Survivor or Zombie suffers Wounds that equal or exceed its maximum Health points.

If an Attack chart lists “Kill” as a result, Kill the target if you roll the result.

Location - A type of card found in the Action card deck. These cards form the path that leads from the Safe House to the Rescue Helicopter. Unless the text specifies otherwise, a Location card’s text only applies to Survivors in that card.

Location Attachment - A type of card found in the Action card deck. Attach these cards to Location cards to gain a benefit.

Melee - Close-in hand-to-hand combat. A trait referenced by other cards.

Example: You inflict 1 Wound with a Baseball Bat Attack (a Melee Weapon), and then play a Hay Maker card. You inflict a total of 3 Wounds.

Moves 2 - During the Zombie Move step, move the Zombie up to 2 Location cards closer to the closest Survivor.

No Experience - If the effect of a No Experience card Kills a Zombie, place the Zombie card in the discard pile instead of claiming its Experience points.

One Use - These Weapon cards can only perform one Attack, and then discard them. Treat as a Final Attack.

Player Turn - The step in the Sequence of Play when the Survivors perform their Actions.

Range - The distance from your Survivor to a Zombie, measured in Location cards. A Zombie in your Location is at Range 0.

Ranged - Long distance combat involving projectile weapons. A trait referenced by other cards.

Readied - A card you have moved from your hand and placed next to your Survivor after paying the noted Experience cost.

Reload - No Survivor can Attack with the Weapon card again during the current player turn, except for a Final Attack. You can still use the card’s Attack and Follow symbols.

Retreat - When you move to a Location card that is farther

away from the Rescue Helicopter.

Skill - A type of card found in the Action card deck. These cards permanently enhance your Survivor.

Spawn - Draw 1 Zombie card from the Zombie deck. Place the Zombie in the Location card behind the rearmost Survivor. If there are Survivors in the Safe House, place the Zombie in the Safe House.

Suffering Wounds - When a Survivor or Zombie inflicts Wounds, a Zombie or Survivor must record the Wounds by placing Wound counters on their card.



Symbol, Follow - This symbol appears along the left edge of some Action cards. If a card has a Follow symbol, you can discard the card in order to move your Survivor into a previously placed Location card that is adjacent to your current Location card. Ignore the card’s Experience cost and all other text when you discard a card to use its Follow symbol.



Example: Your Survivor is in the City Hall Location card. You can discard a Dodge card (using its Follow symbol) to move into the School Bus or Safe House.



Symbol, Attack - This symbol appears along the left edge of some Action cards. If a card has an Attack symbol, you can discard the card in order to perform an Attack with your Survivor’s Inherent Weapon or a Readied Weapon card. Ignore the card’s Experience cost and all other text when you discard a card to use its Attack symbol.

Total of - You can divide the points, but their total cannot exceed the specified number.

Example: If you can Heal a total of 6 Wounds, you could Heal 3 Wounds for 1 Survivor, 2 Wounds for another Survivor, and 1 Wound for a third Survivor.

Unmodified - These die rolls cannot be modified.

Example: When rolling for an Ambush, do not modify the rolls.

Unreadied - A card that has the potential to be Readied, but is still in your hand.

Your Location - The Location card currently occupied by your Survivor.

OTIS RULE (OPTIONAL)

This is an Optional rule. To use this rule, all players must agree to use this rule at the start of the game.

This rule allows players to Attack other Survivors during the Play Cards step. Use the normal Attack rules as if you were Attacking a Zombie to resolve your Attacks and the targeted Survivor's Reactions.

Attacking another player tends to be a dramatic moment in the game. We recommend you do not get bogged down in sequencing, but rather resolve the event like a movie scene.

Example: The Cheerleader declares "I am discarding a Fire Axe card to get an Attack with my readied Shotgun to attack the Paramedic." Using normal game rules, the action is declared, the card has been discarded, and the player would roll for the Attack. In this situation however, we recommend giving the Paramedic a chance to respond before the Cheerleader's Action becomes "real". The Paramedic picks up a die and says, "If you attack me, I'll use my free attack to attack you with my Chainsaw!"

Both players freeze, dice held high, ready to roll. Do they roll? Do they stare at each other as the timer ticks down? All very dramatic stuff, and sure to ruin friendships. So, let it play out as dramatically as possible.

CAMPAIGN GAME

A Campaign is a set of 3 games. The results of one game do not carry over to the next, and you can switch Survivors between games. It is okay for different numbers of players to play in each game. Your goal is to earn as many Campaign points as possible during the 3 games.

SCORING EACH GAME

- If all the Starting Survivors live, score 2 Campaign points.
- If not all the Starting Survivors live, but at least 1/2 the Starting Survivors (rounding up) live, score 1 Campaign point.
- Score 1 Campaign point for each "Epic" card's challenge you overcome.

OVERALL EVALUATION

At the end of the 3 games, total your Campaign points and compare them to the chart below.

| Point Total | Result |
|-------------|-----------|
| 12 or more | Legendary |
| 8 to 11 | Great |
| 5 to 7 | Good |
| 3 or 4 | Adequate |
| 2 | Poor |
| 1 or less | Dismal |

Example: You are playing a 5 Survivor Campaign. In the first game, 3 Survivors live, so you score 1 point. In the second game, 2 Survivors live, so you score 0 points. In the third game, all the Survivors live and the Scientist (Epic) was part of your group, and survived so you score 3 points. You score a total of 4 points for the Campaign, which is an "Adequate" result.

STOPPING THE TIMER

Once you start the Timer, never, ever, ever stop it for any reason whatsoever until the end of the game.

Now you would think that using words like "never, ever, ever" is pretty clear, but we know gamers. They are a special breed of people. Here are a few common questions they will ask, followed by the proper response.

Is it okay to stop the game timer if...

We need to shuffle the cards?

No.

We need to look up a rule?

No.

Someone spilled their drink all over the table?

No. But you should force him to use a sippy cup in the future.

Someone has to go to the bathroom?

No.

Doorbell?

No.

Phone call saying a close relative has died?

Did they rise from the dead as a flesh eating zombie?
Um, they didn't say.

I think they would have mentioned it. So no.

Microwave dinged because the tasty snacks are done?

No.

The die fell on the floor and rolled under a heavy cabinet?

No. Great time for teamwork though.

The dog just vomited on the carpet?

No. Yuck, but no.

A real world zombie apocalypse has broken out?

No. But I would recommend gathering guns and ammo while the other players are playing cards.

CREDITS

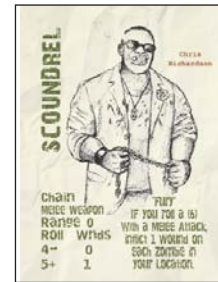
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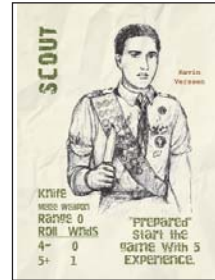
Here are the Kickstarter backers and DVG pre-order fans who supported and believed in this project. Thank you!:

Sergio "Sergut" Gutierrez-Santos, Erik Yapple, Rolf Laun, Steven Ellis, Peter duchak, YoYo-Pete, JR Geronimo, Devin Hales, Don Witzel, John Hovey, Terry Knipe, 365ZED, Victor Hutcherson, Cory Hodge, Sheila Davis, Jac, Sam DiRocco, Mark Hickernell, Michael Danger Benningfield, Schleprouque, Albert Hernandez, Bob Menzel, Evan Rattner, Robert Lee Mayers, Lindsea Hanselmann, Kurt Wasserman, World Metagames, Wilfred Walker, Stephen Foley, Dominic Savio, Conrad Weidenkeller, Marcus Polk, J. Christian, Ian O'Neil, Reid Smith, Theodore Barnett, Mark Wendelborn, Cheryl, Joshua Southerland, Andrew Hoskins, Rich Dodgin, James Gerbino, Ed Kowalczewski, Joe768, Rochesson, Frank Raskow, John Sokolowski, Martin, DJ Crisman, Paul Phillabaum, Glenn Mochon, Lawrence Brown, Corey Coleman, Jeremy Haas, James Silsby Jr., Jake the Gaming Robot from the Future, Chris Cagle, Simon Sherwood, Kirk Bauer, Michelle Scott Roark, Jason, Paul A Kowal, Josh Jones, Ben Chidester, Rebecca Truax, John Dietrich, Shawn Hayden, Robert Slaughter, Lemuel Chin, Dante Gagne, Mark Bisignano, Ken Scheuber Jr, CaptainNorway, Damian McCarthy, Brad Schaffbuch, Anne Imundo, Chris Shockey, Rob Winslow, David W. Bauer, Dwight Maxwell, David Spangler, Timothe Loya, Ryan Dougherty, Joe Norris, Jim Perry, Elric Chou, Eirik Wilkinson, Filip Van Boxelaer, Scott Key, Richard Pardoe, Andy Kluessendorf, Nicholas Compton, LTC Shannon Espinoza, Cindy Nowak, Matt Leitzen, Stephen Elliott, KWasmuth, SpinDisc, Chibby, Cyril & Séb Castelbou, Cal Corum, Michael Masser, Robert Caya, ArcPretzel, David E Knepper, Tom Dobie, Andreas Tillberg, Jon Costello, Cory DeJardin, Mike Burt, Leslie Guelker, Chris Richardson, DisOrd3r, Paul Cooper, Geoffrey Squire, Jeremy LeCounte, John Akin, Samuel Bass, Dustin Jessup, Stuart Williams, Patrick Anderson, Christopher Sziklas, Davis McGhee, John Bindas, Tim Porter, K. Bergwall, Nicholson Games Club, Jason Trupkin, Ryan Karr, Neil Day, Robert Smith, Geektropolis, Seth Fine, Mike Davis, Drake Coker, Robert Mayfield, J. Black (G_Q), Amy Carter, Jay Q. (Gumby) Sturgell, Lee Eeles, Edson Smith, Col Gary Libby, Lee Eeles, Doug Donakowski, Joe Linder

SAMPLE GAME



This is a Standard Difficulty 4 player game. The four Survivors are the Cheerleader, Scoundrel, Scout, and Paramedic.



We have 70 minutes to reach the Rescue Helicopter.

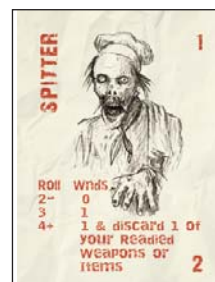


With a Health and Hand size of only 4, it's going to be a challenging game. The Infestation modifier is +2, so we will be encountering a few extra Zombies.

We begin in the Safe House. After scouring our initial hands of cards, we notice that the Scoundrel has drawn the Private Home Location card. We could play it, but we only have a couple Weapons to Ready. We decide to wait, and move next turn.

The Cheerleader plays a 0 Experience cost Pistol card from her hand and places it next to her Survivor card.

It is now the Zombie's time to act. We skip the Zombie Move step because there are no Zombies in play. We skip the Zombie Attack step because there are no Zombies in our Location. We resolve the Zombie Spawn step, and a new Zombie spawns into the Safe House. We draw the top card from the Zombie deck and lay it face up on the table. It's a Spitter.



We roll a die to find out who the Spitter Engages, and it Engages the Cheerleader. During the next Player Turn, we discard and draw, and then we Attack in no set order. It is a flurry of declared Actions and die rolls. The Scout uses his Free Attack to stab with his inherent Knife, rolls a 1, and misses. The Cheerleader, Scoundrel, and

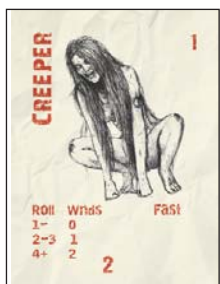
Paramedic are looking through their cards, and the Scout discards a Rifle card to use its Attack symbol. He swings again with the Knife, rolls a 5, and inflicts 1 Wound. He then plays a Head Shot to inflict a second Wound. That is enough to Kill the Spitter. He places the Spitter card next to

him. He has a Canteen in his hand with an Experience cost of 1. He discards the Spitter to use its 1 point to buy the Canteen. He places the Canteen next to his Survivor card. We have 65 minutes to go!



The Scoundrel plays the Private Home and moves into that Location. When he enters, he draws 1 card. As noted on the Private Home card, we must deal with +3 Infestation.

Once in, he draws 7 points of Zombies. 2 points because the Private Home is the second card along the path, 3 points because of the card text on the Location card, and 2 more points from our Group counter's Infestation modifier. Things are not looking good!



We draw the Zombie cards and the Scoundrel finds himself up against the 2 point Shamblers, a 1 point Creeper, a 1 point Runner, 2 point Responders, and a 2 point Hulk. The Creeper has the Fast trait. That means that as soon as she appears, she attacks the Scoundrel! The Creeper, Hulk, and Runner Engage the Scoundrel. The Shamblers and

Responders are Group Zombies, so they automatically Engage the Scoundrel as well as any other Survivors that come into the Location card.

The Scoundrel rolls for the Creeper's Fast Attack, and he rolls a 3. Unfortunately, she inflicts 1 Wound on the Scoundrel.

Each of the rest of us discard a card with a Follow symbol to move from the Safe House to the Private Home. We each draw 1 card. We are now all in the Private Home.

We roll for our Attacks and inflict some Wounds. It is then the Zombie's turn to act. There are no Zombies to move. We roll for the Zombie attacks and they inflict some Wounds on us. We then Spawn in a new Zombie in the Safe House.

We start a new Player Turn by discarding and drawing cards. We resolve our Attacks and Kill the remaining Zombies.

Only 53 minutes until the Rescue Helicopter leaves us behind to die!

Alright, we can't keep getting smacked around like this or we'll be goners. Every Wound the Survivors takes is a hit to their Hand size. Hand size equals options. The Cheerleader suffered 2 Wounds. Now, she can only draw until she holds 2 cards in her hand.

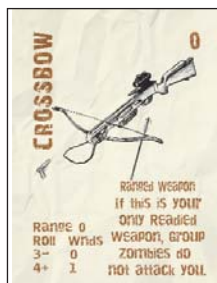
We suffered some major wounds during the fight, but we have a few Experience points to spend on some much needed Items and Weapons.

Laying out our supplies and Experience points we decide to stock up on some healing items like some Beef Jerky, Canteens, and whatever we can get our hands on. Bless those First Aid classes, the Paramedic has an inherent ability. She can choose to use her Free Attack to heal one Wound for someone in her Location.



We decide to buy some 2 point Beef Jerky with our slain 2 point Hulk. Someone else buys a 1 point Canteen with their 2 point Shamblers and grabs a 1 point Experience counter. Both of these will be very beneficial for our healing.

We move a couple more times and bash enough Zombies to buy some pretty decent weapons. The Cheerleader is rocking the Shotgun and the Paramedic has a Crossbow.

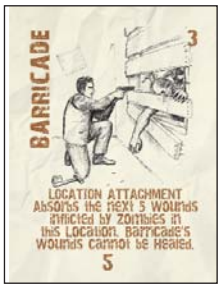


As long as the only Weapon the Paramedic is carrying is that Crossbow, the Group Zombies swarm the other survivors, and she can pick them off at a distance. She's not a very combative Survivor, so this weapon is perfect for her. The Scout is using his machete and Slayer Skill combo which gives him +1 on all of his Attack die rolls. That means

an almost automatic hit, and a chance of straight out killing anything! The Scoundrel is cutting the Zombies down with a Chainsaw. 21 minutes until the Helicopter takes off without us!



We gotta get moving, Zombies are building up behind us. The Scoundrel plays a Location Card and most of us move by discarding Follow Cards. One problem, the Cheerleader doesn't have a Follow card. Now the group has a hard choice. We have a mass of Zombies behind us, so, leaving her behind is almost certainly killing her off. Luckily the Paramedic has a Flashlight. She hands the Flashlight to the Cheerleader. The Flashlight has a Follow symbol on it so the Cheerleader can stay with the group, just ahead of the oncoming Zombies.



The Zombies behind us move one Location card closer to us every turn as they try to get at us! We are in a desperate situation, even for zombie apocalypse standards. We have to slow down and grab some cards to prepare for the next big fight. Luckily, the Scoundrel has a Barricade Card. He

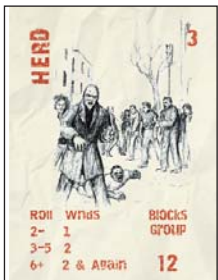
buys it with some Experience points he's saved up and attaches it to the Police Station we are in, which is thankfully our 7th card. We are one card away from the Rescue Helicopter card which is in card number 8.

We hold up for a while in the Police Station fighting off a huge mass of Zombies. In the end we vanquish the Zombies that have been following us since the beginning. Now we have to fight the most challenging battle of the game, the struggle to climb aboard the Helicopter. We only have 15 minutes!

The brave Scout plays a Follow to enter the Rescue Helicopter card. He draws the 10 points of Zombies and suffers 2 Fast Attacks. The rest of us then each play a Follow card to enter the Helicopter card.

We see a Howler who brings Frank to their ranks. We are also swarmed by Crawlers, 2 Shamblers, Spitters, an Ambusher, a Creeper, and a Herd. We are down to the wire!

Saying we have a problem in an understatement. We are in the biggest fight so far. We'll be throwing everything we have at them! We use our weapons and every Attack symbol card we have. We even do our Final Attacks in pure desperation. 5 minutes to go!



At the end of the blood bath, there is one last Zombie card standing between us and the Helicopter. The dreaded Herd with 7 remaining Health. By this point we are pretty much out of Weapons... but, the Scoundrel pulls through for us, and plays that wonderful Ambush card. Now is the time to band together. We have to discard all of the cards

remaining in our hands, but we get to roll one Ambush Attack for each card we discard. We get to roll 6 Attacks. Referencing the Attack chart on the Ambush card, we roll and inflict 9 Wounds, Killing the Herd!

With the Herd Killed, we drag ourselves into the Helicopter with the last of our strength. Seconds later the buzzer goes off, our time has ended, and we fly away to safety!

SURVIVOR BIOS



We've decided to record our stories in this sketchbook as a record of our lives and what we have endured. Somewhere out there, there's a man named Gordon. He left this sketchbook for us, and we're leaving it and our stories for you.

My rig answered a frantic 911 call from a mansion with a BMW in the driveway. Outside, an old man was sprawled lifeless. As we eased him on to the gurney, he suddenly sat up and bit my partner's arm. We sedated and restrained the old man and loaded him into the ambulance. Blood soaked my partner's shirt sleeve. I patched him up enough to get them both to the hospital. Even with the bite, he insisted on driving. After a minute or two he swerved. He was sweaty and going pale. I told him to pull over and let me drive, but he ignored me. He swerved again, this time completely driving off the road. I pulled the wheel to straighten us out. While I was focusing on steering, he lunged at me. His seatbelt held him in place, but his arms reached out for me, his teeth chomping inches from my face. Panicked, I flattened myself against my door. The rig was completely out of control. I saw an embankment ahead. There was no way to avoid it. I grabbed a first aid kit as I pushed open the door and jumped. When I stood up, smoke and flames were billowing out of the rig. I ran.

I didn't know where I was going. I was just trying to get away. A woman saw the accident and ran from her garage to see if I was hurt. We saw three men, all with the same sweaty, pale faces shambling in our direction. We ran into her house, watching her garage door slowly lower until it closed. They pounded on the garage for hours. Finally, a car roared down the street on its way to safety. The three pasty men turned and followed.

I stayed with her for a week. Her husband had driven off to pick up the kids from school. He never came back. One day, she went outside to find help. It was a mistake. She ran back to the front door, but I had locked it. The fresh bite was obvious on her shoulder. She was hurt and desperate to get back inside. She pounded on the door. I told her to wait for a few minutes and I would unlock it. She screamed that it was HER house and to open up! A few minutes later, it was MY house and I was alone. Days later, I ran out of food and had to make a run for it.

For two weeks, all I did was run and hide. It didn't take long to realize it was the same everywhere, so I headed back to the house. Then I found this place. I'm tired of running. I hope I never have to see another half eaten body again. Never again.



I should have seen this coming. I remember programming the virus to kill cancer cells. Attack, kill, rebuild, that's what I had designed it to do! When we gave the rats the correct dosage, the cancer receded and they returned to being healthy rats.

Then we started the human trials. That's when things went in an unexpected direction.

The test subjects died. We all thought the experiment had failed, but just as we were disposing of the bodies, they began to wake up. Everyone on my team was ecstatic until the subjects turned violent. They attacked my team, infecting them. I hid in a

storage closet and watched my subjects as they fed on my colleagues. I was horrified. I observed that it took only a few minutes for them to die, reanimate, and start feeding. They didn't find me in the closet. I heard screams and chaos down the halls and all around me. I felt sorry for my subjects. I had created a perfect regenerating organism. I needed to study them. I needed to show the world that they were actually an improvement.

Hours later, guards found me. They helped me to my feet and led me to safety, shooting my undead children as we went along. Each of their shots put a crack in my heart, in my life's work. I had created an amazing creature! A being both dead and alive. My heart pounded with excitement. I had created life! As my guards guided me to the door, I watched my undead creations band together. They were so beautiful to watch...

That's when it hit me! My creations were like my viruses, hunting down the living as if they were cancer cells in need of consumption. I was in awe. I was living in a world that all my life I had only viewed through the lens of a microscope!

The guards drove me away in a large armored vehicle. We sat in silence as echoing thumps pounded on the vehicle's hull. They were killing my children! We came to a sudden stop. The guards jumped out, firing at the hoard blocking our path. I stayed put, watching my children overwhelm the guards. I secured the doors and left the few remaining guards to their fate. The walls were cold, the metal screeched with the touch of each undead hand. I waited and waited. Days went by, but I didn't dare open the doors to look outside.

There were MREs inside, dry, disgusting food, but it was all I had. I fell asleep when I could, but a random thump would sometimes shock me to awareness. I stayed in the vehicle for I don't know how many days.

Suddenly, the door swung open. A man yelled that I was alive. A group of harried survivors huddled around the door. After explaining who I was, they brought me to their safe house. I looked through this sketchbook left behind by someone who had "survived" so far.

These survivors are going to find a Rescue Helicopter in a miserable attempt to extend their pitiful lives. I do not care about survival, but I do want to see how this grand experiment unfolds!



When I was a young boy my father taught me everything about the sea. We would take long trips out into the open ocean, just the two of us in a sailboat. He told me stories about the great mysterious creatures living below the murky surface. He would even let me steer the ship home if I knew where I was going. Of course, my father had taught me well, so I always knew the way home. Once, after steering us safely through a rocky channel, he said I'd be the greatest navigator in the world one day. I loved my father and I love the sea.

I wouldn't have had any problems with this "Apocalypse" if I'd stayed by the water. I've sailed through storms and hurricanes with only my instinct and cunning, and I'm certain the abominations can't swim. I told these people that heading for the water would be best, but everyone else thinks we should try and

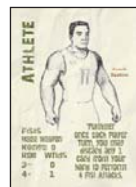
reach this helicopter some other survivor wrote about in this sketchbook. They better be damn right about this or we'll all be dead.



Now I don't know about the rest of these other, "survivors" but I'm thinkin' this whole zombie killing spree is a sign that we did something wrong. What with all the wars going on and all these people killing each other, I'm surprised this didn't come any sooner! Everyone keeps saying that this is just some science experiment gone wrong or radiation making people go crazy, but I think it's someone punishin' us for all the bad things we've done. It's like those homeless fellas and their signs telling us the "end is near!" They knew all along!

If you ask me, this is a kill or be killed situation. This aint no game we're playin' anymore and I have a feelin' some of these fellas don't have the guts to kill any of these man eatin' things that used to be their friends and neighbors.

That one guy, with the ponytail fancies himself quite the Leader, but I'm not so sure about him. He just loves to boss everyone around like he knows everything about everything. Me, I don't say much, and I don't like people who keep talkin' when there's work to be done. This is no time for those "tellers" that made it big before everything went crazy. The "doers" will be in charge in the new world after we get to safety, and I'm gonna be one of them!



So many people got bitten by those zombie things walking around. Thousands must be mindless meat-eaters by now. I was sent home from track and field practice early when it first started. Our coach said something "bizarre" was going on nearby so he told us to go home for the day. Walking down the road to my house I noticed a lot of sirens screaming in the distance. I finally got home after dodging a few of them. The construction guy who had been repairing the roof let me in when he heard me at the front door. My roommate was nowhere to be found and the world had gone crazy. I found out why on the news.

The lady broadcasting was talking about "infected" people running around, killing people all over the city! I didn't believe it at first, but when she was attacked and eaten on live TV, I believed. I closed the windows and doors and waited for some more news, but the TV station went dead after an hour or so. When the internet finally went down a few hours later I decided to go outside. I could see those things walking around my neighbors' houses. They were slow and didn't notice me so I kept moving toward campus. I went across the softball field toward the locker rooms when a baseball bat swung toward my face. I ducked away and saw a cheerleader from the school readying another swing for me. I told her I wasn't one of them and she put it down. She brought me to the lockers where the bloody body of some football player was laying.

We hung around by the campus cafeteria, where there was plenty of mystery food to eat. We'd pick off each zombie as it came a little too close for comfort. A couple weeks passed before the food ran out, and I told her we should ditch campus and go to my house where I had more food.

We made it back to my house with no problem, she was very agile. When we got here, we met up with the construction guy

who was fortifying the place. I guess some artist was here for a while and left his sketchbook for us. It was addressed to "Fellow Survivors" and it said there was a helicopter landing in the park across town. We've decided to go to the park and find that helicopter so we can get the hell out of here!



Long distance head shots are harder than most people realize. With a sure-kill radius of only 2.6 inches, there is a lot of head you can hit that will only make an enemy mad. Lucky for me, it doesn't matter if I'm hitting the best military "minds" in the desert, or a zombie in the street. The shot size is the same and I've been well trained to hit it.

When this all started, I had just returned home from a quick hop mission in Whatever-stan to kill some millionaire I had never even heard of. My weapon was clean and my ammo box was full enough to keep my street messy for days. It didn't take long to realize that this situation wasn't going away on its own. I needed to group up and get organized. I saw a helicopter fly over yesterday. THAT was my new mission. On the third day, I found this house.

These other "survivors", as they're starting to call themselves, want that helicopter too, but they're not sure how to get there. I know what I'm doing here, it's survival of the fittest and it's clear that I'm the fittest to make it out of here alive.



When I saw the zombies for the first time I was working late in a Japanese History Museum pricing artifacts for auction. I heard the security guard yell, so I decided to head over to see what happened. When I got to the security desk no one was there. I figured he'd handled it, so I headed back to the storage room where I was working.

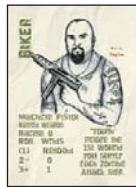
I heard the guard walk in a few minutes later, but in response to me asking what happened, I felt his cold slimy hands wrap around me. He dragged me back out of the chair. In the struggle, I clawed for the table to grab something to use as a weapon. Luckily, I was pricing an artisan katana. I gripped the handle tight and swung it behind me. His grip loosened, and I looked back to see his skull split open and bite marks covering his arms and neck. After I called 911, and got nothing but an, "All lines for this number are busy" message, I searched the rest of the museum to make sure no one was there. Something had bitten the guard and I wanted to know what. I heard footsteps every once in a while but I never found the source. I went back to the storage room and laid a blanket over the guard's body. I waited there till morning when I thought someone would come for me, but no one came.

I decided to take the guard's keys and take a look outside. When I got to the large doors at the front of the museum, I heard car alarms going off outside. When I finally got up the courage to open the doors, I saw cars crashed and on fire everywhere along the wide street. There were hundreds of those undead creatures wandering mindlessly through the city. At first they didn't notice me, but they came my way when I ran for my moped. I started it up as fast as I could and screamed down the road. As long as I went fast, I could pass them easily.

I rode a few miles until I entered the suburbs, less populated, fewer zombies. I went from house to house for a week or two. Staying in one place for a night or two and then moving on to

the next one. Each one I searched for any supplies I might need. Then I came upon a house that wasn't like the rest. It had boarded up windows and locked doors. I knocked and a guy in a track uniform answered the door, he looked down at me and let me inside. There were more people inside.

They're planning on going to a park on the other side of town and catching a helicopter that lands there every week. I'm in. Anything to get out of this Hell we used to call home.



This whole dead coming back to life insanity is getting to me. I never thought I'd have to shoot-up half my crew when I woke up with one of them trying to chew on my leg! I panicked, so I used my gun to mow them down before they could get to me. I saw a dumb-ass mini-van crashed a few hundred feet up the road. It must have been

carrying the people who infected my crew. I wasn't about to stick around, so I rode my Harley to a gas station a few miles down the road and filled her up.

I headed east a while. I saw more crashed cars and heard some faint, grotesque moans coming from them. After an hour of riding I got to the city.

More undead, but more stuff I'd need. I was busy jacking a half destroyed mini-mart when some gangbanger came along and started talking with me. Told me he was gonna go for the suburbs to find somewhere safe to stay till everything blows over. I felt like he didn't get how bad this is, but going to the suburbs was as good a plan as any.



I was always taught "Be Prepared" but what could have prepared me for the zombie apocalypse? Still, I'm carrying on, fighting them off when they're in small groups, but when they bunch up, I stay in the shadows, nothing but me and my trusty knife.

I've met a few survivors along the way, but they've been so out of it, a few even opened fire on me! My scout uniform has helped in some cases. When people see it, the uniform reminds them of the old world, and I've gotten shelter some nights.

I like to help people when I can, it's in my nature. If I see someone hurt or about to be swarmed, I do what I can for them. That's how I got this scrape on my arm. Thank God it wasn't a bite. I got it while leading a group of people to a pick-up truck in a corner store parking lot. That was an awesome day. The whole truck was filled with food! Too bad the next day went so badly.

I showed up here a couple days ago. They let me in after checking for bites. There's a Helicopter on the far side of town, and I'm going with the group to get out of here.



Zombies are SO not okay. They reek, they are everywhere, and I totally trashed my awesome sweater with their gross and slimy bits. Up side - totally easy to kill.

On Z-Day these things started busting into classrooms on campus. I was in the locker room after cheer practice when people, really gross people, ran into our changing area. They were dead looking and smelled like old

meat. They bit the girls closest to the door, and there was a lot of screaming after that. I couldn't move. I just stared at them. Then the cheer captain in front of me got her throat ripped out. I screamed and ran to the boy's locker room for help where my boyfriend was changing after football practice. No help in there! I saw my boyfriend being chewed on by one of his teammates. A few of the jocks were already zombified. I grabbed a baseball bat and started smashing heads. Awesome move on my part, but I got brain juice all over my uniform! I tried to help my boyfriend, but he started to attack me! I backed up and swung at him, God it was so hard. He just wouldn't die! I had to keep hitting him over and over until his head caved in! I collapsed to the tiled floor in shock and tried to ignore the stench filling the room. I hid in a bathroom stall, sobbing for hours.

I heard an emergency broadcast on the school's intercom that the military would be all helpful if you could get to them. I knew the soldiers would be few and far between so I made my own plans to go home. I ran to the parking lot and tried to get into my convertible, but someone had crashed into it! By the way, car keys only work on ONE car. Ugh! It was too far to walk home, so the bat and I were stuck on campus. The Cafeteria sounded good, lots of food, but I couldn't get to it. Those things were all over the place! I headed back to the locker room. Good thing that guy on the track team showed up!

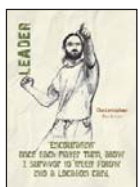


So here's how it all went down: I'd made life real simple for myself. I would get the "goods" from the fellas, and sell them to the local stores. We had it all smoothed out. Plenty of money for everyone. And plenty of rich folks who were always looking for a good deal, with no questions asked.

The day it went down was goin' great, I made a run over to a pawn shop to sell a T.V. to my usual guy, and he showed me a security tape. It was one of my rivals wandering around his store the previous night, banging his head off walls and hissing like some snake. I figure he'd O.D.ed or was going nuts, but hey, less competition for me, right?

I went back home and crashed after a few beers. The next day, I woke up to a guy breaking down my front door! I reached for the closest thing I could grab, a big-ass chain I used when people needed persuading. I yelled at him to back up, but he kept coming. I swung and smashed his head in and ran outside, but the street was filled with more crazy people. They saw me, and gave me the hungriest eyes I've ever seen. I ran passed them. There was no going back. They were all over.

The more I ran, the worse it got. I made my way to the city, staying in stores along the way. I hid in a liquor store for a while until I heard a motorcycle ride up. A scary ass biker dude parked his ride in front of the shop. I thought he was going to shoot me at first, but he was cool. We got to this place a few days ago as the bike sputtered and ran out of gas.



I know everyone's freaked out about this end of the world zombie apocalypse, but as long as we hold together, nothing can stop us. Everyone's alive and healthy so getting to the helicopter shouldn't be a problem. They all survived and made it here so it's not like we're inexperienced with re-killing the dead. If it comes to it though, I'll show them a few moves I picked up.

Everyone was a bit down when I first got here, so I got up and started talking, getting everyone's morale up for the fight. The better members of the group listened and applauded, some of the other survivors didn't even look. I know they don't believe in the power of our group, but we'll be able to overcome any odds no matter what.

I'll need to pay special attention to some of these people if I'm going to get all of us to safety.



I was working on this house near a university when this infection started. I had been working all day doing roofing for some rich guy renting out the house to college kids. I noticed something going on across the street. A man seemed to have fallen down, but an ambulance had just showed up so I continued working. I saw the man being loaded

into the ambulance when he got up and bit the paramedic. They drove away but I saw more people being bitten down the road. I tried to call 911, but it was busy. I had no idea what was going on, but I didn't want to be standing around and get bit. I ran into the house and shut all the windows and doors. I could hear people screaming from far away and the sirens of ambulances blaring as I sat in the silence of the house.

I began to board up the windows of the house the next day. As a final touch, I added some barbed wire to the front fence. I was careful to keep the noise down so they wouldn't come, but they were always around. I boarded all the windows and put extra locks on the front and back door. I thought this would be a good safe house to stay in, so I took my pick-up truck to a market. The roads had only a few of those zombies so I could either dodge or run them over easily. I ran into the little store on the corner and loaded up my truck with food. I went in for one last load, and when I headed for the door I saw them. A herd of zombies outside the market were trying to get in. They must have heard the truck and followed me here. I pushed the lotto machine down in front of the doors and hid in the manager's office.

I stayed there the night hoping they'd be gone in the morning, but they had me trapped for over a week. One night, some survivors snuck their way into the truck. I didn't even know they were there until I saw its taillights fading in the distance. The dead things followed the truck, so I made a run for the safe house.

The next day, there was a knock on the door. I'm not kidding, an actual knock. Like an idiot, I opened it and said, "Hello." It was an insane situation that I still laugh about.

Turned out to be an artist named Gordon. He stayed for a few days and then said he'd take his chance making a run for an Army helicopter that had been landing from time to time in the park across town. He left his sketchbook in case he didn't make it.

Others started showing up. If you make a house look safe, people looking for safety will come running. More arrive everyday. We'll be heading for the chopper tomorrow. If anyone finds this house after we leave, I hope it keeps you safe. There's a baseball bat in the corner. It isn't much, but it will help until you find something better. Good luck.

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