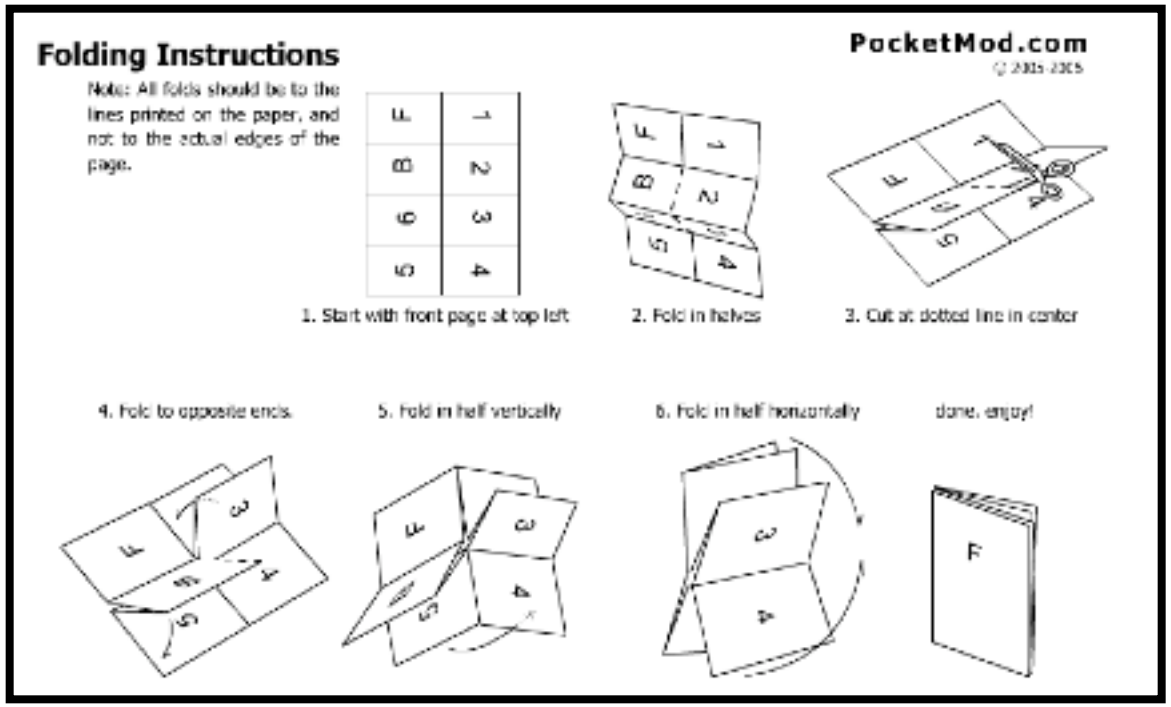


On a quiet and lonely night, the dead are beginning to wake. Nearly resembling their former lives as human beings, these creatures, these Lonely Dead shamble across the countryside seeking living flesh to satiate their perverse and rotting guts. There are soon reports that these beasts are not only ravenous and seemingly unstoppable, but contagious as well, as the ones newly dead but still partially intact rise up and follow their decaying kin toward fresh victuals.

As news spreads of this hideous and ever-growing horde, a small group of Survivors hunker down in an old building and wait in terror for the Zombie onslaught to commence...

Instructions for folding the conveniently-fits-in-a-pack-of-cards-sized **Quick Reference Guide**:



The Lonely Dead

By J.L. Paul



Quick Reference Guide

The Game

Take control of the Zombie Horde and descend upon the Survivor's Safehouse as they fight for their very lives!

Supplies

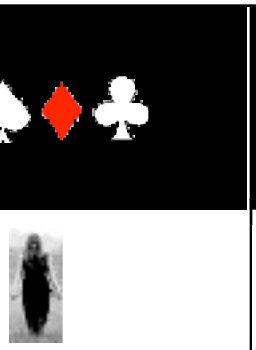
- 52-card deck + 1 joker
- Handful of six-sided dice (aka "D6") -- probably no more than 6
- Handful of coins to mark wounds -- max. 12

Survivor Wounds

Jacks - 2 **Kings** - 3 **Queens** - 3 **Aces** - 4

Item Effects

- Heals 1 wound
- Roll 1 extra fight dice
- Instant kill
- Draw a new Item



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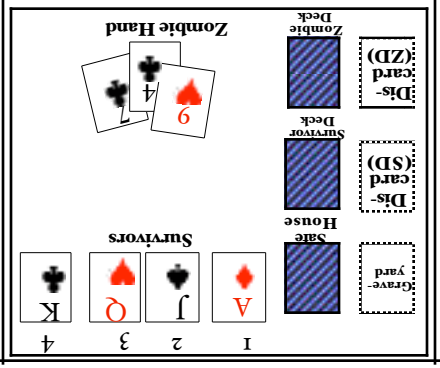
Setup

- Separate face cards incl. Aces (**Survivors**) from numbered cards (incl. 1 Joker).
- Roll 1 D6 and remove that many face cards from the **Safehouse**
- Deal number cards into two piles - the **Survivor Card pile** and the **Zombie Card pile**
- Lay down 4 **Survivors**
- Deal 3 cards to your hand (**Zombie Hand**)



Round -- Phase Order

1. Horde Replenish - Draw up to 3 cards into hand (Max. 3 cards in hand)

2. Zombies Attack - Match Zombie suits with Survivor suits (discard hand to Survivor Discard pile if unable to make a valid attack)

3. Fight Phase - Roll 2 D6 for each Zombie on each Survivor and resolve all battles, taking into account any applicable Items

4. Survivor Search - Roll 1 D6 and place card from Survivor Deck on respective Survivor (from left to right -- 1 to 4, if 5 or 6 card is discarded to Zombie Discard pile)

5. Worsening Infection - Decrease the value of dice on all Infected Survivors by 1

Play

- Zombies attack by matching suits in their hand with that of a Survivor (to a max. of 3)

Strong Zombie - Zombies may attack with two cards of a matching suit and the Survivor must roll higher than the combined total of these two cards

Contagious Zombie - Zombies may attack with two cards of a matching number (or add matching number to a card in play in a later round) and the Survivor defends only against the value of one card. BUT if they are wounded by this Zombie they are Infected

- Heroes defend by rolling 2 D6:
  - Dice Roll > Zombie Card = Zombie is fended off but remains on Survivor
  - DR < ZC = Survivor is wounded and all Zombies on that Survivor are returned to Zombie Discard pile
  - DR > ZR w/doubles = Zombie is killed and removed to Survivor Discard pile
  - DR < ZR w/ doubles = Survivor avoids a wound but the Zombie remains

Misc. Wonderful Infections

- If a Survivor is Infected by a Contagious Zombie or by a Zombie Joker, roll 1 D6 and place it on the Survivor being attacked along with a wound
  - -During each *Worsening Infection Phase* (except the one during the round in which the infectious wound was received), reduce the die's value by 1.
    - If the Survivor's Infection die reaches 0, the Survivor is placed in the Graveyard, with their Items removed to the Survivor Discard pile.
    - -If you kill the Infected Survivor before the die's value reaches 0, the Survivor becomes a Zombie Survivor and is placed, along with their items, in the Zombie Discard pile.

Zombie Survivors

- When attacking with a Zombie Survivor, suits must be matched as before. Values:

Jack - 11 Queen - 12 King - 13 Ace - 14

*Can be Contagious but not Strong

Jokers Discard from game after use

Zombies Wounds and infects 1 Survivor

Survivors Kills all in play Zombies

Play - Continued

- If Survivor rolls a number (individual or combined) that matches a value of one of their Items they may use that Item's effect and discard it to the Survivor Discard pile
  - -Survivor's suit makes it so that 1 may be added to or subtracted from any dice roll (or their combined total) to use an Item with the same suit as the Survivor (a Survivors "Affinity")

Then...

- Draw a card from Survivor Deck and place on relevant Survivor or Zombie Discard pile (see *Survivor Search* in **Round -- Phase Order**)

- If Survivors are infected, decrease their die now (see *Worsening Infection in* **Round -- Phase Order and** *Infection* section)

Ending

The game is ended when the Survivors are all dead or the Horde (you) have no more matchable cards in hand or pile.