

On a quiet and lonely night, the dead are beginning to wake. Nearly resembling their former existence 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...

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

The Setup

- Separate the 52-card deck (plus 1 joker) into face cards (the **Survivors**) and numbered cards, with the aces in the face card pile and the joker in the numbered cards pile.
- Roll 1 D6 and remove that many face cards from the face card pile. The remaining face cards make up the **Safehouse** of Survivors in reserve.
- Survivors may endure the following number of wounds before succumbing to their doom:
  - -- **Jacks** - 2
  - -- **Queens** - 3
  - -- **Kings** - 3
  - -- **Aces** - 4

  -A face card's suit represents that Survivor's **Affinity**. When determining if an **Item** card can be used, the Survivor may add or subtract 1 to/from the dice rolled (more on Items below)
- Deal the numbered cards (including the Joker) into two separate piles, one making up the **Survivor Deck** and the other, the **Zombie Deck**.
- Deal out 4 Survivors from the Safehouse.
- Pick up 3 Zombie cards from the Zombie Deck to make up your **Zombie Hand**.



The Setup - Continued

At this point, your table ought to look something like this:

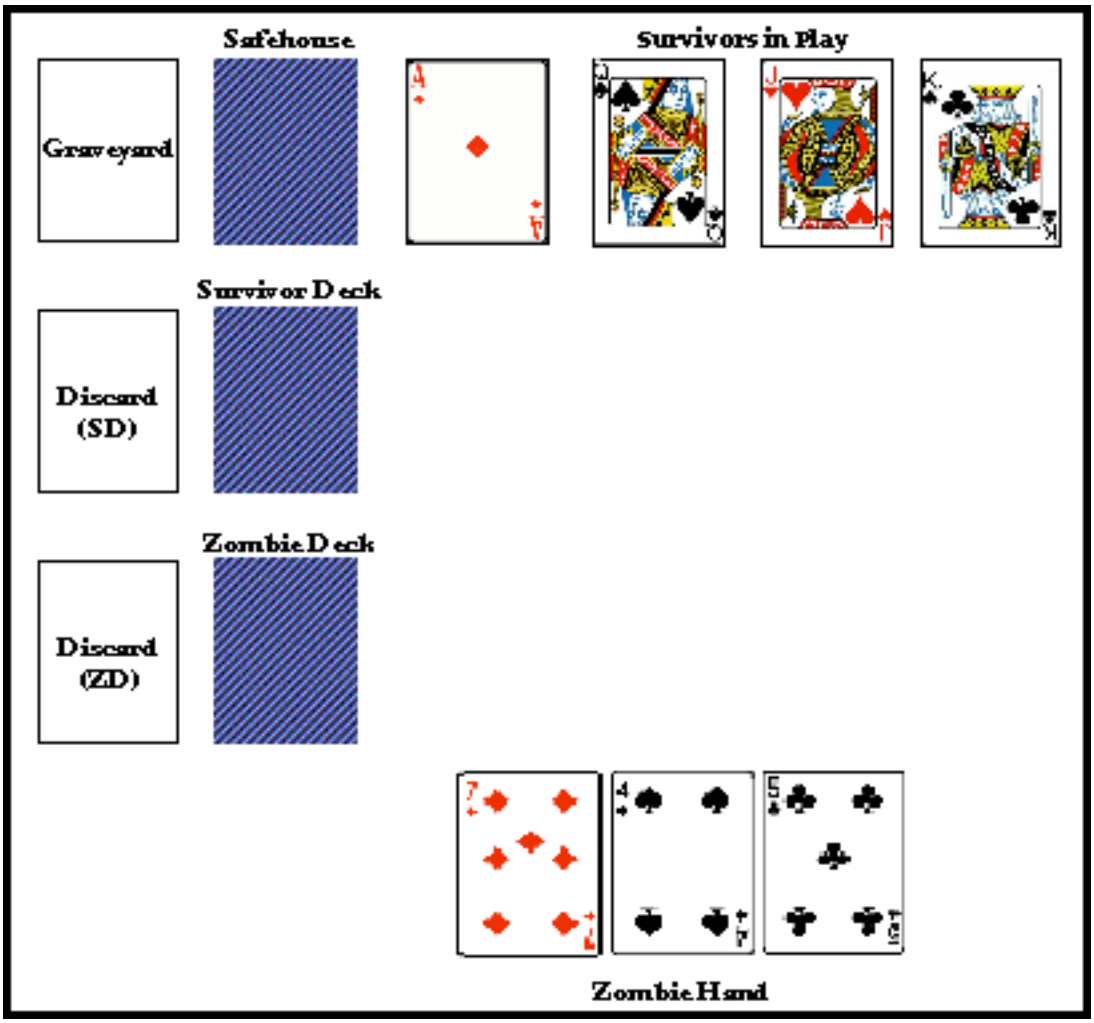


Fig. 1 - Selecting the mightiest of their group, the Survivors mount a Defense...

♦♣♥♠

PART A - Of Rounds and Phases

A single **Round** consists of the following **Phases**:

1. **Horde Replenish Phase**
2. **Zombies Attack Phase**
3. **Fight Phase**
4. **Survivor Search Phase**
5. **Worsening Infection Phase**

PART A - Continued

1. Horde Replenish Phase

• Draw up to 3 cards from the Zombie Deck to replenish your Zombie Hand (to a maximum of 3 cards in-hand).

Note: If the Zombie Deck is empty, reshuffle the Zombie Discard pile and there you go. New Zombies. (you Necromancer, you...)

2. Zombies Attack Phase

• You (the Horde) attack by matching the suit of a card in your Zombie Hand with the suit one of the Survivors. In the diagram on page 2, the **7**♦ can attack the **A**♦, the **4**♣ can attack the **Q**♠, and the **5**♣ can attack the K♣.

Note: Excluding **Special Attacks** (discussed below), you may only attack a Survivor with one card per round.

Note: A maximum of 3 Zombies are permitted to be attacking any one Survivor (i.e. 3 Zombies attacking one Survivor in 3 Consecutive rounds).

2-A. Special Attacks

• You may play two cards from your Zombie Hand on a single Survivor in the following cases:

Strong Zombie - You have two cards that are the same suit. In this case, the total value of these two cards is taken into account during the **Fight Phase** (see below).

Contagious Zombie - You have two cards with the same numerical value, and one of their suits matches that of a Survivor. In this case, the values are not totalled. A Survivor wounded by this Zombie becomes **Infected** (discussed in "**Infection**").

Note: In the case of Contagious Zombies, and unlike Strong Zombies, you may match a Zombie Hand card's value with a Zombie Card currently in play on a Survivor.

Note: In both cases, these doubled cards are considered a single Zombie.

2-B. No Valid Attacks

• If no card's suit in your Zombie Hand matches that of an in-play Survivor and you have no joker and no cards that can combine to form a Contagious Zombie (see above), the entire Zombie Hand is discarded to the Survivor Discard pile.

3. Fight Phase

• Roll 2 D6 for each of your Zombies attacking a Survivor with a Zombie card.

• For each fight, combine the values of the dice.

-If the number is higher, the Zombie is fended off (no wound), but the Zombie remains until the next round.

- If the number is lower, the Survivor is wounded -- place a marker on the Survivor, remove all Zombies attacking the Survivor and place them in the Zombie Discard pile.

-If the Survivor Rolls doubles:

--If the doubles total is higher, the Zombie is killed and placed in the Survival Discard pile

-- If the doubles total is lower, the wound is avoided but the Zombie remains until the next round

Note: Zombies always win on ties.

****See Fig. 2 in Part D for a demonstration of the *Fight Phase*.**

PART A - Continued

3-A. Use of Items

•If a Survivor has any Item cards (obtained during the *Survivor Search Phase* discussed below), the rolled dice determine which Item (if any) may be used. If the number on either die, or the combined total thereof, matches an Item, the Item's effect is taken into account and the Item is discarded into the Survivor Discard pile. Where applicable, this effect is resolved before a wound is delivered.

• An Item's effect is determined by its suit:

♦ - The attacking Zombie is killed, removed to the Survivor Discard pile, and no wound is taken (even if the rolled total is less than the Zombie card's numerical value).

♣ - The Survivor rolls an additional die and adds this total to their original roll. If doubles are present and the total is higher, the Zombie is killed and discarded to the Survivor Discard pile. If lower, the wound is avoided but the Zombie remains until the next round.

♥ - If the dice total is higher than the Zombie card's value, the Survivor may heal one of their wounds. If lower, the wound is avoided but the Zombie remains until the next round.

♠ - The Item card is discarded and a new one is immediately drawn. If the new Item card's numerical value matches any die's value (or the roll's combined total), its effect is resolved.

Note: Multiple Items in the possession of a single Survivor must be resolved where the dice dictate. In the case of the ♣ bonus ("roll an additional D6"), more Items may become usable.

Note: Don't forget - a Survivor's Affinity allows the Survivor to add or subtract 1 from either D6 or their combined total to try and make good on any Item card with a suit that matches the suit of the Survivor.

4. Survivor Search Phase

• After all fights are resolved, roll 1 D6 and draw a card from the Survivor Deck.
- If the D6 roll's value is 1 - 4, a Survivor has found an Item. Place the Item card above the respective Survivor (see Startup Diagram for Survivor numbers)
- If the D6 roll is 5 or 6, the card is actually a Zombie (!) and is placed in the Zombie Discard pile.

Note: If there are only 3 Survivors left, a D6 roll of 1 - 3 provides the respective Survivor with an item, while 4 - 6 yields a Zombie. So too if there are 2 Survivors (1, 2 = Item / 3 - 6 = Zombie) and 1 Survivor (1 = Item / 2 - 6 = Zombie)

Note: If the Survivor Deck is empty, reshuffle the Survival Discard pile.

5. Worsening Infection Phase

• Decrease the value of all Survivors' Infections in progress by 1 (soon to be discussed...)



PART B - Misc. Wonderful

Infections and Zombie Survivors

• If a Survivor is Infected by a Contagious Zombie (as discussed in *Special Attacks*) or by a Zombie Joker (discussed below), roll 1 D6 at the time of the wound to determine the infection's virulence. Place the D6 with its rolled value facing up onto the infected Survivor.

• 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 executed by the rest of the Survivors and 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.

-- When attacking a Survivor with a Zombie Survivor, suits must be matched as before. The values of these cards are:

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

Note: Zombie Survivors of matching suits are not able to be combined into gigantic Megazord zombies. However, two Zombie Survivors of matching values do equal one Contagious Zombie Survivor.

Jokers

• **Zombies:** If the Joker is drawn for your Horde during the *Horde Replenish Phase*, it may be played on the Survivor of your choice, whereupon said Survivor is instantly wounded (remove all other attacking Zombies there) and Infected (see above). No Items may stop this from happening. If this wound causes the Survivor to die, the Survivor instantly becomes a Zombie Survivor and is placed (along with all their Items) into the Zombie Discard pile.

• **Survivors:** If the Joker is drawn during the *Survivor Search Phase* and is placed on a Survivor by the roll of 1 - 4 (etc.), it is actually some manner of explosive device of mass explosion and all Zombies currently in play are exploded and removed to the Survivor Discard pile (if no Zombies are in play, it has no effect and is a relief for you, the Horde).

Note: The Joker is indeed relinquished to your Zombie Discard pile if the Survivors do not roll the number of a Survivor during the *Survivor Search Phase*.

Note: The Joker is only used once per game. It is thus removed from the game entirely once utilized by either the Survivors or the Zombies.

PART C - Of Ends and Endings

• When a Survivor is killed (and does not become a Zombie Survivor), they are placed in the Graveyard and immediately replaced by a new Survivor drawn from the Safehouse.

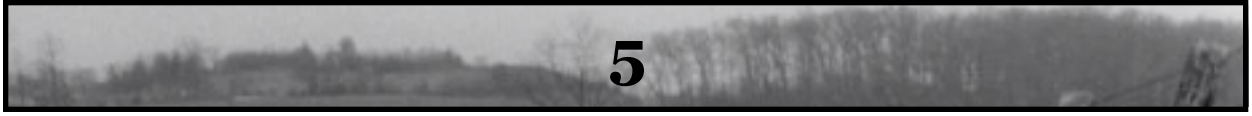
• The game is ended when either:

- All Survivors are dead or Zombified (so long, goodbye)
- The Horde has no remaining matchable cards in hand or pile.

Note: If you have no more matchable cards in hand, you must discard them and draw new ones. You may also continue attacking Survivors with any Zombies in play. This means you may enter a sort of endgame when you are left with very few Zombie cards to utilize. Keep playing it out until you are satisfied (or frustrated) with your inability to make any further valid plays (thus losing. Miserably).

--Remember that you can occasionally play unusable cards if their value matches that of one already in play (to form a Contagious Zombie).

--Also, don't forget the *Survivor Search Phase*. As their numbers dwindle, the Survivors are more likely to find Zombies.



PART D - Of Scenarios and Demonstrations

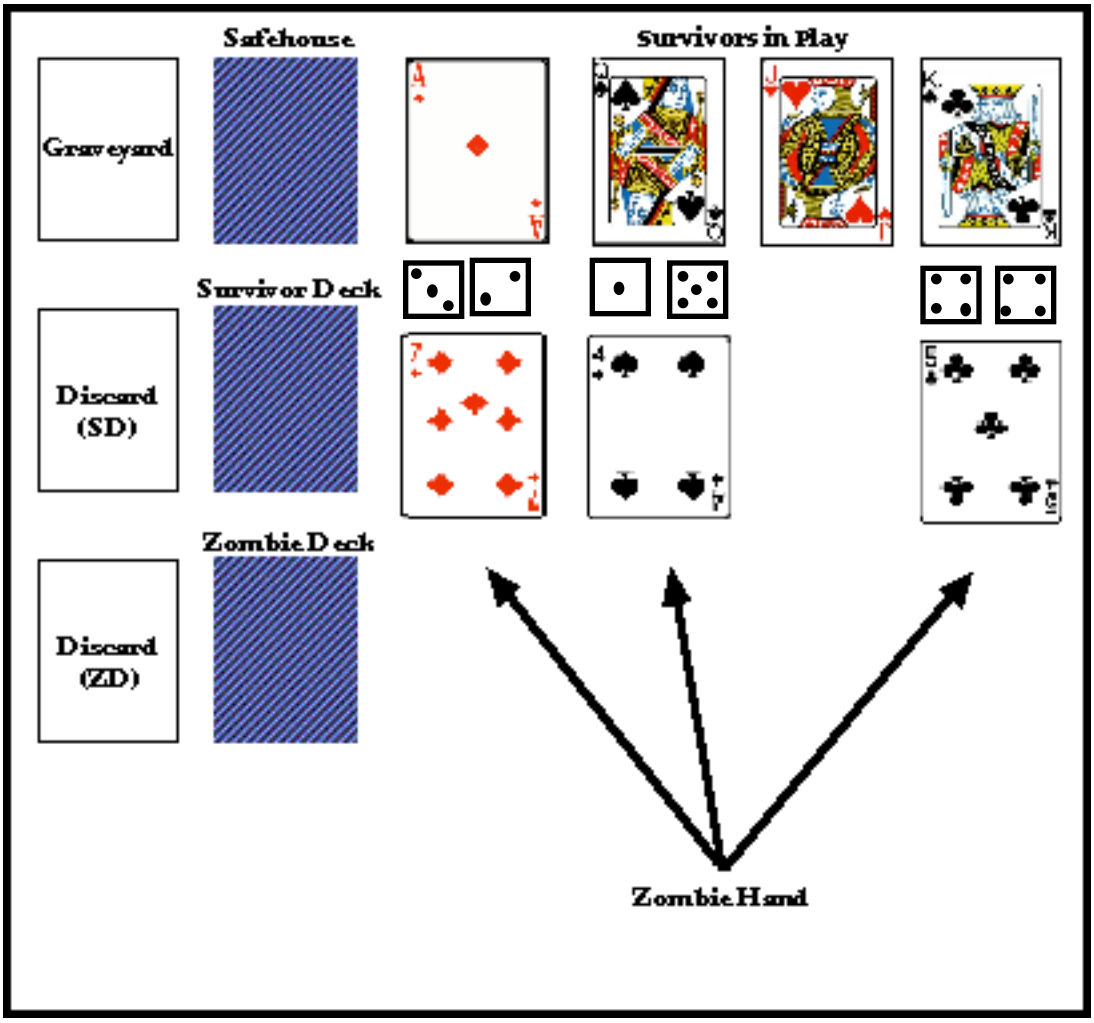


Fig. 2 - The Horde hovers, a horrible herd...

Fig. 2 - Fight Diagram

• In the Diagram above, you have attacked the Survivors as per the *Fight Phase*. The 7♦ has attacked the **A**♦, the **4**♠ has attacked the **Q**♠, and the **5**♣ has attacked the K♣. The Jack is safe at the moment.

• You have rolled for the Survivor's defense (even though you want to eat them), with the following results:

- The **A**♦ rolls **5,** lower than your Zombie's **7**, and so must take a wound. (Zombie is discarded to the Zombie Discard pile)
- The **Q**♠ rolls **6**, higher than your Zombie's **4** but without rolling doubles, and so fends off your Zombie but does not kill it. (Zombie remains until the next round)
- The **K**♣ rolls **8**, higher than your Zombie's **5** and has rolled doubles - your Zombie is thus killed and discarded to the Survivor Discard pile (you will get your revenge...)

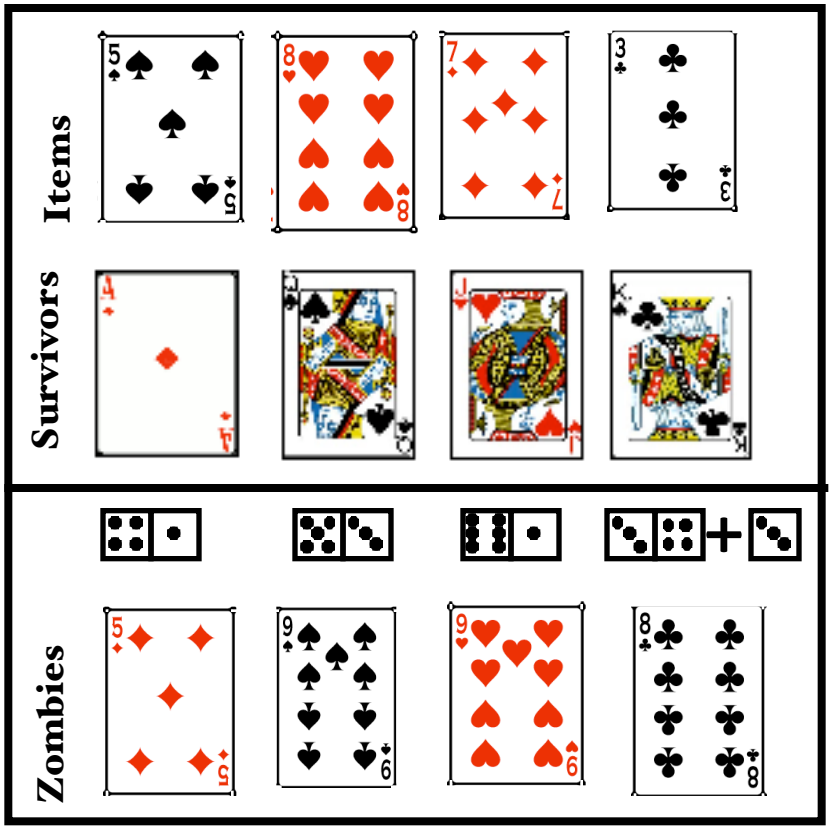


Fig. 3 The Survivors fend off the Dead with scavenged Items...

Fig. 3 - Item Diagram

Here, you have attacked the Survivors, each having found an Item in a previous Search, and the dice are rolled.

1. The **A**♦ has rolled a total of 5, and so can make use of their **5**♠**.** The Item is discarded to the Survivor Discard pile, and a new card is drawn from the Survivor Deck. If the number value of this new card is either **4** or **5** (4 + 1), the new Item card may be utilized.
2. The **Q**♠ has rolled a total of 8, and can use their **8**♥. In this case, the Zombie's value is 9, higher than the dice roll, but by utilizing their ♥ Item card the Survivor avoids a wound.

   Note: In another case, if the the **Q**♠ had a wound and the Zombie card was lower than the roll, the **Q**♠ could heal a wound by discarding their ♥ Item card.
3. The **J**♥ has rolled a total of 7, and, discarding it to the Survivor Discard pile, utilizes the effect their **7**♦. In this case, even though the Zombie card is higher than the Survivor's roll, the Item card makes for an instant kill and your Zombie is banished to the Survivor Discard pile.
4. The **K**♣ has rolled a total of 7, with a 3 and a 4 on the dice. The 3 makes it so that the Survivor can use their Item card. In this case, the **3**♣ is discarded to roll an extra D6 - here the roll is 3. This leads to a total dice roll of 10 with doubles, and so your Zombie is killed. :(

PART E - Variations, Alternatives, and Advanced Rules

In the development of this came, many ideas and plans for ideas came up. Please feel free to do the same while playing! The following are some variations and alternatives to change the nature of the game if so desired. (Maybe try the game as-is a few times before trying these adjustments. I'm just sayin'...)

There are also rules developed for an additional advanced element, **Barricades**. Feel free to implement at your peril.

Zombie Survivors Alternate Rule - instead of being combinable to become Contagious, Zombie Survivors are always Contagious. Once they have wounded a Survivor (and thus Infected them), they are removed from the game (discarded to the Graveyard. Or an alternate Zombie Survivor Graveyard, if you believe the manky dreadfuls might carry off their dead. Like ants.)

Ending Variations - to add scenario-type elements, take out 4 cards of any number. These 4 cards are special items and if all 4 come into the possession of any combination of Survivors, they have discovered some secret weapon against your Hordes (or keys to a truck or something) and automatically WIN! You Lose.

-Also, try limiting a game to a certain number of rounds, to simulate a single night/week/month of the Zombie Uprising, after which the Survivors are miraculously rescued, or find the cure, or some such thing.

Advanced - Barricades

- Remove all 2s and shuffle solely into the Survivor deck.
- If drawn for a Survivor in the *Survivor Search Phase*, the 2 is placed sideways and face-up across the Survivor. The Survivor has **Barricaded** their stronghold!
- Whenever that Survivor would be wounded by a Zombie, the Barricade is instead placed face-down on the Survivor and all Zombies remain there. If a wound would be had and the Barricade Card is face-down, it is removed from the Survivor (you have broken on through), and Zombies remain. Any Zombies still yet to roll do so now.
- If a Survivor rolls doubles while protected by a Barricade (even if equal to or lower than your Zombie card), the Zombie is immediately killed and banished to the Survivor Discard pile. Being up against a Barricade is just more dangerous for you. And your Undead Brains.

That's it! Have fun! Go on and **Get those Survivors!**



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