

ZOMBIE SURVIVAL 2

THE BOARD GAME

ZOMBIE SURVIVAL II

Contents:

Item tiles
3 additional Store Decks
Fate Deck
Damage tokens (used for Flak Jacket)
Zombies

Set-Up:

1. Set up the base set as noted in the base set rules.
2. Add the additional tiles to the tiles in the base game for the first part of the game (selection of items for your house). These are picked along with the original items. Place the damage tokens to the side.
3. Shuffle the store decks and place them next to the store decks for the base set.
4. Shuffle the fate deck and place within reach of all players.
5. Add the additional zombies to the zombie pool from the base set.

Playing the Game:

Part I: Preparing Your House:

Items are selected as in the base game with the additional items added to the selection. Even though the new items are outside items, they are placed in the house until all houses are filled. Once the houses are filled and before part II, place the outside items in the yard where they will stay for the rest of the game. See "Outside Items" for more detail. Once all players do this, move on to part II.

Once houses are filled and the outside items are placed outside, take all remaining tiles out of the house and place to the side of the board to be used during the game. Place any person tiles in the house in a location that you want them to start the game (see people movement below).

Part II: The Zombie Apocalypse

Game Play Sequence:

1. Roll the die and each player places a zombie on the corresponding number of each yard piece.
2. Draw an event card.
3. Movement. Each person in your house can move up to six squares. They cannot move through walls and cannot move diagonally. Only one person per square.

4. All players build barricades.
5. All players combat, starting with a random player.
6. All players do town actions (going to town, shopping or returning from town).
7. Any actions left can be used to send zombies to another player's board or draw one card from the fate deck (see fate deck rules below).
8. Flip your people tiles back over and the turn ends.

OUTSIDE ITEMS:

The new item tiles in this set are all outside items. The outside lights are placed on any side of the board. When it is night time, there is no combat penalty against zombies on that side of the board.

All the other outside items are obstacles. They are placed on any yard piece, the row furthest from the house. They cannot be placed next to the house. A zombie on a square containing any obstacle will not advance until there are two zombies on the square. Specifically, these squares can contain two zombies at one time and will only advance once another zombie is added to the square.

PEOPLE MOVEMENT:

Each person in your house can move six squares per turn. They may not move through walls and cannot move diagonally.

LINE OF SIGHT:

Line of sight makes a difference in this expansion. A person can only shoot at a zombie from a window or door into the half of the yard (six squares) that corresponds to the window or door. See illustration.

A person can shoot a zombie in the house that is in the line of sight. (You may not shoot through walls or around corners. You can shoot through doors). Distance penalties apply. All weapons can be used inside now, except grenades or Molotov cocktails.

FATE DECK: A player may draw a card from the Fate Deck for an action. You can only spend one action per turn to draw a card. And only one Fate card can be played per turn. The Fate cards do not have to be used on the same turn that it is drawn.

Some Fate cards take effect immediately (say "immediate" after the title) and some Fate Cards have a maintenance cost which takes effect immediately and affects all players. Example: Food poisoning: When this card is drawn, each player must feed their people 1 ration whether they drew the card or not.

Clarifications

Fate Cards:

Knock Knock - A mechanic shows up at your door. You offer him 1 food to remove 2 damage from your car.

Knock Knock - Nurse shows up at your door. Offer her 1 food to add 2 to your first aid tracker.

Brains Are Always Bloodier - Move 2 zombies from your board to target player's board, any outside squares.

Explosion - Target player - One gas blows up. Target player must put out the fire - spend a fire extinguisher or 2 water.

Overrun - Play on one store deck after a player has chosen to shop there. They may not shop at the store and cannot draw from another store for this turn.

ZOMBIES IN THE HOUSE:

- If there are zombies in your house at the beginning of the turn, at least one person in your house must get in range to combat the zombie.

- If there are zombies in your house at the end of the combat round, add another zombie to the house from an unbarricaded door or window closest to the zombie already in the house. This rule replaces the "automatic

damage" rule from the base set. (For more information on taking damage in your house, see below.)

- If there are zombies in your house at the end of the turn, those zombies will move one square closer to the nearest person. Zombies can share a square with a person. Zombies will not move through a square with another zombie. Zombies will also not move diagonally or through walls.

- If there is a zombie on your square at the end of the combat round, that person takes a wound (must spend a First Aid or is removed from the game).

- Just like when outside, if you attempt ANY combat with a zombie in your house and miss, that person takes one damage.

- All doors in the house are considered open.

TOWN ITEMS:

Sawed-Off Shotgun - Target two adjacent zombies. Roll 3d6 for each one separately.

Skates - One person doubles their movement in the house. This is a permanent item.

Sniper rifle - 5d6 for combat. Target must be 2 or more squares away. You may target a player's barricade by rolling like a regular combat (in the box - head shot automatic success, 6 damage to body also success).

Grenade - Use to kill two adjacent zombies. Any adjacent barricade is removed. No fire after use. This may not be used in the house.

Rules Illustrations

• "D" denotes the positions of all of the doors on the inside of the house. These doors must be used when moving from room to room inside the house. Remember, each person in your house can move up to six spaces per turn.

• A player at window "1" can shoot at any zombies in the blue area of the yard. A player at window "2" may shoot at zombies in the yellow area of the yard. This same "line of sight" division applies to all sides of the house regardless of whether the player is shooting from a window or door.

