

ZOMBIE SURVIVAL

THE BOARD GAME

Introduction

The mysterious event that has animated the dead has also given them an unhealthy hunger for your brains! The only way to survive is to fortify your house and make your stand. How long can you survive?

Contents

4 Houses
16 Yard Pieces
4 Cheat Sheets
4 Tracker Cards
3 Tile Sheets (Items)
52 Glass Beads (For use on the tracker cards and as barricades.)
54 Town Item Cards
20 Event Cards
6 Six-Sided Dice
140 Zombies
Instructions

Object of the Game

The goal of *Zombie Survival* is to survive the zombie apocalypse while all others perish!

Game Setup

1. Sort the item tiles into stacks of similar items (including the person tiles) in the middle of the table. For example: place all liquor items in one stack, all gas items in one stack, etc.). It is recommended that you also place all weapon items near each other. Place the damage tiles to the side. If you are playing a two-player game: Remove half of each item (rounding up: If there are three of an item, remove two).

If you are playing a three-player game: Remove one of each item.

For a more challenging game, only use a number of portable generators and rifles equal to the number of players minus one.

2. Give each player a random house, a front yard piece, a back yard piece, and two side yard pieces. Assemble your house and yard in front of you.

3. Give each player a tracking card and a cheat sheet. Place a glass bead on the "5" space of each item on your tracking card.

4. Place the lid of the box with the open side up (so the zombie inside is showing) in the middle of the table. Place the dice next to the lid.

5. Separate the cards by location and shuffle each stack of cards. Place them in the middle of the table. During the game, if one of the decks is depleted, shuffle the discard pile to form a new draw deck.

6. Take out the event card that says *Night* and shuffle the rest of the event deck. Add the *Night* event card randomly into the middle of the shuffled deck. Place it beside a randomly chosen "first player."

Playing the Game

A game of *Zombie Survival* is divided into two parts. In the first part, you will prepare your house and supplies as you plan your own personal survival strategy. Once all players have finished the first part, the zombie apocalypse begins!

PART I: Preparing Your House

Follow these steps to prepare your houses:

1. The first player takes any **one** item or person tile from the middle of the table and places it on his house. Each tile will cover a number of squares, based on the size of the tile. You can only place items over the squares shown in your house. You must leave the squares with icons on them open (first aid, refrigerator, pantry, lumber bin, and water). Your house can hold a total of thirty squares worth of additional items. Once an item is placed in your house, you cannot move it!

Remember, the person tiles are taken along with all the rest of the tiles. You can have as many people in your house as you wish, but keep in mind you have to be able to take care of them. (This includes feeding, healing, etc.)

Note: The size of the item tiles is determined by the usefulness of the item, not the item's physical size! It does not matter where you place the items in your house, except the car must go in the garage. You can use all your items regardless of their location.

2. The next player, going clockwise, now takes one item and places it on his house.

3. When all players have each taken one item, the last player to choose takes a second item. Going *counter-clockwise*, each player takes a second item until it reaches the first player again.

Note: If your house is full when it is your turn to take an item, you must pass.

Repeat steps 1 to 3 until all players have filled all spaces in their houses. Return any unused items back to the box.

Your house is now set for the game. The size limitations are no longer applicable. Specifically, you can add more things that you pick up in town or from event cards and the amount of room you have in your house does not matter from here on out.

Part II: The Zombie Apocalypse

Once the zombies begin to attack, the game is played over a series of rounds. The game starts during the "day." It remains day until an event card indicates that it is "night."

Follow these steps each round:

1. The first player rolls one die. *Each* player must place one zombie on *each* of his yard pieces, on the square that matches the number rolled. Each player will place four zombies each round. (See "Zombie Movement" for more details.)

2. The first player turns over the top event card, which takes effect immediately. (See "Event Cards.")

3. All players may now build or tear down barricades by spending actions. (See "Barricades.")

4. Starting with the first player and going clockwise, each player combats zombies, both at range and in hand-to-hand, by spending actions. (See "Fighting Zombies.")

5. Players may now send people into town, shop if they are already in town, or return home from town, by spending actions. (See "Going to Town.")

6. Each player, starting with the first player, can now spend any remaining actions to place zombies in his opponents' yards. Choose a yard piece and roll the die: Place a zombie on the space rolled. (See "Unwelcome Guests.") These zombies are taken from the zombie pool, not your board. You may only spend a max of 4 actions per turn to send zombies to other players' boards.



This illustration shows a typical house layout with the surrounding yard pieces and some items (but not necessarily all items) placed in the house.

Your House

During the zombie apocalypse, your entire house is considered to be "one square" (area) for purposes of combat and zombie movement. All the yard spaces adjacent to the house are considered 1 space away. The yard spaces not adjacent to the house are considered 2 spaces. Remember that it does not matter where you put the item tiles in your house, but there can only ever be one item tile (or part of a tile) on each square.

The interior walls of your house do not affect game play whatsoever, including placement of item tiles.

Everyone starts the game with electricity and running water in their house.

Zombie Movement

New zombies are always placed on the numbered outer square of a yard. If there is already a zombie in that space, the old zombie moves forward one space. If that space is also occupied, that zombie is moved as well, and so on.

Note: There can only ever be one zombie per square!

If the space closest to the house is occupied when a zombie moves into that square, the zombie in that space will move in one of two ways:

1. If there is an unbarricaded window or door next to that space, the zombie will move into the house!
2. If not, the zombie moves into a space of your choice to the left or right (along the edge of the house). This may force another zombie to move to the left or right as well.

Important: If there are now three zombies on the three squares adjacent to any barricaded door or window, that barricade comes down!

If there are no more zombies when the die is rolled, advance the zombie on that square one space. If there is not one there, advance a zombie in the same fashion as when you move them. Specifically, the one adjacent to the house will move to either side or into the house. If there are no zombies in the spaces corresponding to the number rolled or the square in front of it, nothing happens.

Event Cards

Each round one event card is turned over. All events take effect immediately. Follow the instructions on the event card. All events affect all players. If an event card targets people, they will target only the people in your house.



Zombie movement – In the above illustration: The zombie (Z) on space 4 will move forward one space (yellow arrow) if another 4 is rolled and a zombie must be placed on its current space.

If a 5 is rolled, the zombie on the 5 space will move forward. The zombie currently on that space will move to the empty space to the left (blue arrow) and a new zombie will be placed on space 5.

In the event that a six is rolled, a new zombie would be placed on the empty 6 space.

In the illustration below, if a 4 or a 5 is rolled it would force all zombies to move forward with 1 zombie entering the unbarricaded door (green arrow).



Example: *Roadblock* is drawn. No player can move by car this round. The card also says "Food = 1" and "Fatigue = 1." Each player must feed all of his people. If you have four people and a working stove, you must spend either 1 refrigerated item or 1 canned food. Also, one of your people is fatigued this round, and cannot perform an action.

If your house catches fire due to an event or Molotov Cocktail next to or in the house, and you cannot extinguish it with 2 bottled water or a fire extinguisher, you must flee your house! You lose the game automatically!

The game begins during the daytime. When the *Night* event is drawn, it becomes nighttime, and remains night for the rest of the game. All actions that normally allow more than 1 die roll now has a 1 die penalty. For example, if you are using your rifle and normally roll 4 dice, you would only roll 3 dice at night.



This illustration shows the proper placement of zombies (Z) to knock down a barricade (B) or prevent one from being built. Only the green area is considered adjacent to that particular door.

A flashlight will negate this penalty for all people in your house, but when shooting outside it does not negate the penalty. If you walk outside for combat, the flashlight will negate the penalty. Keep in mind, all other actions inside the house will have a penalty if the flashlight is outside.

If you have a running generator, you do not have any penalties for actions inside the house, but if you are shooting outside the house there is still a penalty.

In addition to the event text, each event card may have a **maintenance cost** which shows how much water, food, first aid, etc. is required to survive. The maintenance costs are listed at the bottom of the card and are independent from the event text on the card:

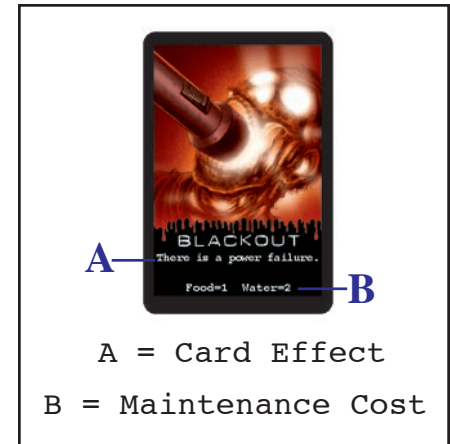
Batteries: The number on the event card is the number of battery-operated items that die in each house. You must place another battery on the item in order to use it again.

Fatigue: The number on the event card is the number of people in each house that cannot take an action this round (your choice).

Food: Each player must spend enough food to feed every person in his house (if you cannot feed anyone, that person is removed from the game). You only feed people when it is on an event card.

Sick: The number on the event card is the number of people in each house that have become sick. You must spend 1 first aid kit for each sick person in your house. If you cannot, the sick person is removed from the game. If you spend a first aid kit for a sick person in your house, that person may take actions normally.

Water: All houses have an unlimited supply of water **until** the water has been contaminated by *The Water Tastes Funny* event card. If the water is contaminated, each player must spend a number of water as stated on the card no matter how many people you have (move the glass bead on your water track). Bottled water is the only water that can be used to put out fires.



A = Card Effect

B = Maintenance Cost



The zombies (Z) in this illustration would not knock down the barricade (B) because only the green area is considered adjacent to the door on the left. The blue area is adjacent to the garage door on the right.

Event Clarifications:

Blackout - The blackout lasts for the remainder of the game. A generator will power the appliances and the lights inside the house.

Night - When night comes, you will need a generator to turn your lights on and power the appliances. If you do not have a generator, you must take a darkness penalty and your appliances no longer work.

Actions

Each round, you may spend 1 action for each person in your house. Actions are spent in steps 3 through 6 of the round. Any people going to or returning from town in step 5 cannot take any other actions that round.

A fatigued person cannot perform any actions.

Using First Aid, putting out fires, and anything not included in steps 3 through 6 do not require an action to be spent. Using a Molotov cocktail requires an action during the combat round but putting out the fire does not.

Barricades

You can use barricades to block the doors and windows of your house and keep the zombies out. You only need one barricade for each window or door.

Normally, you must spend 1 lumber to barricade 1 door or window. If you have a handsaw (token), you may use it to barricade 2 doors and/or windows with only 1 lumber if they are on the same side of the house. It takes one action to barricade both, and they have to be barricaded on the same turn (you can not save half a lumber for another turn).

It costs 1 action to put up a barricade. Place a glass bead on the barricaded door or window. Move your lumber tracker down one space.

Additionally, you may not build a barricade if there are three zombies on the spaces associated with that door or window. (See illustration.)

A barricade is removed when there are zombies on all 3 yard squares adjacent to the barricaded window or door. (See the illustration.)

If you wish, you can unbarricade 1 door or window by spending 1 action (remove the glass bead).

You can not enter or exit a house through a barricade, but you can shoot out of a barricaded window or door.

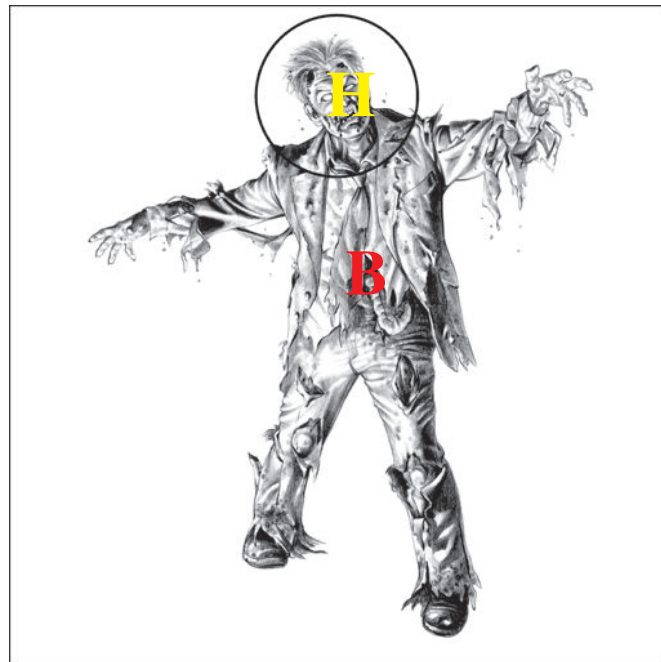
Fighting Zombies

You can combat any zombies in your house or yard, using a ranged weapon or fighting hand-to-hand (with a melee weapon).

Choose your target and indicate which weapon you will be using. Each weapon can be used only once per round. Each person in your house can only use one weapon for his action each round. **You cannot attack a zombie if you do not have a weapon!**

If the zombie is more than 1 square away from the attacker, there is a -1 die penalty for each square beyond the first.

Each weapon shows a number of dice. Take the dice shown (subtracting the range penalty and nighttime penalty, if applicable). Roll the dice into the box lid (onto the zombie pictured there). When rolling the dice, your entire hand **must** stay above the top of the box lid. You may roll the dice into the box any which way you like (dropping them, bouncing them against the side, etc.), but any dice that roll out of the box lid automatically miss.



This is the zombie combat illustration found on the inside of the box. Following the combat rules, any die that lands on or in the circle (H) surrounding the zombie's head is an automatic kill.

Any dice touching any other part of the body (B) also score a kill if the total of all the faces of the dice touching the body equal 6 or more.

Dice landing anywhere else or outside the box are considered a miss.

If you are rolling 7 or more dice, roll the first six and pick a die that missed and roll that until you reach your total.

If any of the dice rolled land in the head area of the zombie (inside the circle around his head, even if it is touching the line) the zombie is killed instantly!

If you do not hit the head, add the value of all dice that landed on any part of the zombie. If the total value is six or higher, the zombie is killed.

If the zombie is killed, remove it from the board. If it is not killed, and you used a weapon that makes **noise**, you must add a zombie to your yard. (See "Making Noise.")

If you were attempting hand-to-hand combat (with a melee weapon) and you do not kill the zombie, the person who attacked is wounded!

You have the option of stepping out of an unbarricaded door or window to attack zombies (on that yard section adjacent to the unbarricaded door or window) hand-to-hand. You move back into the house immediately following combat whether or not you are injured. You may not step out of the house and use a ranged weapon.

Example: As an action, you use a rifle with a laser sight. You choose to shoot at a zombie that is two squares from the house. You roll 4 dice (4 dice for the rifle, +1 for the laser sight, -1 for being 2 squares away). One die lands on the zombie's arm with a "4," and another lands on the leg with a "2." Since the total is 6 or better, you kill the zombie!

Wounded People

If a person in your house is wounded, you may spend a first aid immediately to heal them. If you do not, that person is killed (remove him from the game). Using a first aid does not require an action.

Zombies Entering Your House

Once a zombie enters your house, you have one combat phase to kill the zombie or you take a wound. Specifically, after step 4 of the turn sequence, if there is a zombie left, it will wound one person. If there is more than one zombie after step 4, the number of people equal to the number of zombies will be wounded. If the wounded person cannot be healed immediately, they are removed from the game.

If there are more zombies than people in the house, a person will be attacked multiple times in a round. A first aid must be spent for each wound.

Going to Town

You can send people from your house into town to get supplies. In order to go to town, you must place your car beside your board. **You can use both melee and long ranged weapons in town.** Place all the people who are going to town and any weapons they are taking on your car (these do not count against your car capacity). You may take weapons that have already been used this round. You must spend one gas token or card per round trip (one gas to go back and forth).

If there are any zombies in the driveway when you leave, you must kill them with the car (this is automatic). Place 1 damage counter on the car for each zombie you kill in the driveway and remove the zombies from the board.

It takes one turn to get to town, and one turn to come back.

Once you have people in town, you draw 2 cards from one location for each person who went to town if it is still daylight. You only draw 1 card per person at night, unless you brought a flashlight (with batteries). Draw cards for each individual person separately. You do not have to draw cards for everyone who goes to town, but you do have to draw two cards during the day even if you just want the first card you draw.

If one of your people encounters a zombie on any card you draw, they must fight it immediately (as above). If they lose the combat with the zombie (whether using a ranged weapon or a melee weapon), they take a wound but they can keep the other card drawn if it is an item. If a person is wounded in town, you must get them back to your house during the next round and spend a first aid, or that person is removed from the game. A maximum of one zombie per person in town can be encountered in this way.

If you draw any items, you may only take 1 item per person you have in town. Each car has a maximum capacity listed on it. You may not carry more items than this capacity. Any weapons your people carry do not count against this limit. You may also discard items to pick up something different. If you find a person in town, their actions may not be used until they go back to the house. The person cards found in town do count towards your car capacity.

Your people may remain in town as long as you choose. But, if at any time there are no people left in your house, you lose the game!

The cards that you bring back are placed beside your house. If and when they are used, discard the card. The cards may not be used until you get back to the house. Each food, water, lumber and first aid cards are worth 5 units on your tracker. These can be added when you return from town or when you need them.

When you return to your house, **if there are any zombies in the driveway** you must kill them and your car takes damage, just like it did when you left. Place 1 damage counter on your car for each zombie in the driveway and remove them from the board. Your car can only reenter the house through the garage door, and the garage door *must* be unbarricaded.

If your car is destroyed by the zombies in your driveway, you may attempt to fight your way into the house. If your people can kill enough zombies to create a safe path to an unbarricaded door (i.e., a path without any zombies), they can re-enter the house. This must be done in the round that they return from town. Each person in the car gets one fight action to try to clear a path to the house if they have a weapon. If they can clear a path, they are moved into the house. If they cannot, they are all killed and removed from play. Any item cards in the car left in the driveway are discarded, including the person cards.

Going To Town Example: Marissa decides that she wants to send some of her people to town. She takes two people, a handgun and a short sword along with a gas token and places them on her car, moving her car to the side of her board. As she moves it, she takes one damage to the car (placing a damage token on the car) for the zombie in her driveway and removes the zombie from the board. She then rolls 1d6 and places a zombie in the yard piece containing the driveway. On the next turn, she draws two cards for one person from the hospital. One is a first aid and the other is a person. She chooses the first aid and places the card next to her car. For her second person, she draws two more cards from the hospital. The first is a person and the second is a zombie. She places the person card next to her car and fights the zombie. She rolls a 2d6 for her handgun into the lid. One die hits the chest with a 5 showing and the second die hits outside the zombie. She takes a wound. On the following turn, she heads home with her wounded person, her first aid kit along with the extra person she picked up at the hospital. When she gets to her driveway, there are two zombies in the driveway. She takes the damage to the car for the one zombie (removing it from the board), but the car cannot make it into the garage because it can only take two damage. Her two people get out of the car, and combat the remaining zombie in the driveway to get into the house. She rolls a 2d6 for the handgun and hits inside the head for a kill. Her people get into the house and immediately spend a first aid. Unfortunately, Marissa had to leave the first aid kit and the additional person in the car because it didn't make it into the garage. Sorry about your luck!

Making Noise

Any action or item that makes noise when it is used causes another zombie to show up in your yard. Roll 1 die and place a zombie on the designated space of the yard piece where the noise occurred. This follows the normal zombie placement and movement rules. For example, when a player starts their car it makes noise. A die is then rolled immediately and a zombie is placed on the corresponding space of the yard piece that contains the driveway. You do make noise when shooting a zombie that is inside your house and if you miss, a zombie enters the yard on the side of the house where the zombie entered.

Unwelcome Guests

If you have any actions left in step 6 of the round, you can spend them to send zombies to your opponents. Each zombie you send costs 1 action. Choose an opponent and pick a side of his house where the zombie will appear. Roll 1 die and place a zombie in the matching square on that side of the house. **You may do this a maximum of 4 times per turn**, as long as you have actions left.

Loss of People

You lose a person if:

1. They take a wound and they cannot be healed immediately or healed when returning to the house from town.
2. A *feed* or *water* comes up on the event card and there is not enough food or water. You lose the people that are not fed. If you do not have a water, you lose all of your people. If a water 2 comes up and you have only one, you lose half of your people (rounded up).
3. If a *sickness* comes up on the event card and they cannot be healed immediately.

The End (of the Game)

If at any time you have no people left in your house, you lose and you are out of the game. If your house catches fire and you cannot put it out, you also lose.

The game ends when there is only one player left, or if all players have been eliminated. The last player to survive is the winner!

If all remaining players perish at the same time, the player with the most people in his house at the beginning of the last round wins.

ITEMS

Here is a list of the various items in the game. Remember that each item can be used only once each round. Items listed on your tracking card are considered to be multiples of the same item, and you can use more than one of them each round (i.e., you can spend 2 *Canned Food* to feed people).

Batteries: Used in Flashlights, Laser Sights, and Night Vision Scopes. Place the battery on top of the item to indicate that the item is operational. This can be done anytime once the Zombie Apocalypse has started.

Cars: Each player may only have one car, but you are not required to take a car. Of note, all cars create **noise** when starting:

Medium-Sized Car: Can take 2 damage before being destroyed. Can carry 4 items.

Minivan: Can take 3 damage before being destroyed. Can carry 5 items.

Small SUV: Can take 4 damage before being destroyed. Can carry 6 items.

Full-Size SUV: Can take 5 damage before being destroyed. Can carry 7 items.

Fire Extinguisher: Puts out Fires. Discard after use.

First Aid Kit: Used to heal a wounded or sick person.

Flashlight: You have no penalties to actions taken at night. Requires Batteries to use.

Food, Canned: Kept in your pantry. 1 Food feeds 4 people if you use the stove, otherwise it only feeds 2. You have a stove if there is electricity in the house. If not, a portable stove can be used.

Food, Refrigerated: Kept in your fridge. 1 Food feeds 4 people if you use the stove, otherwise it only feeds 2. Spoils at the end of the round if you do not have electricity.

Gas: It costs 1 Gas token to run a Portable Generator for the entire game. It costs 1 Gas token to use a Portable Stove. It costs 1 Gas token for each trip into town. Can be used the same way as Liquor to kill zombies. Discard after use.

Handsaw: Allows you to barricade 2 windows using only 1 Lumber.

Laser Sight: Attached to a Ranged Weapon (excluding crossbows). Adds +1 die to attacks with that weapon. Requires Batteries.

Liquor: Used to make Molotov Cocktails. (Destroys all zombies on two adjacent squares (two touching squares) up to two squares away (your choice). Works automatically – no die roll needed.) If used for a zombie adjacent to your house or inside your house, your house catches fire! You must spend 2 bottled Water or 1 Fire Extinguisher to put it out. Discard after use. Liquor cannot be brought to town to kill zombies.

Lumber: 1 Lumber barricades 1 door or window. It takes 3 zombies to remove a barricade. The lumber item token and the lumber card both add 5 lumber to your tracker.

Night Vision Scope: Attached to a Ranged Weapon (excluding crossbows). Adds +1 die to attacks made at night. Requires Batteries.

Pantry: Allows storage of canned food. Add 5 canned food to your tracker.

Portable Generator: Costs 1 action to start. Runs all appliances and lights in the house. Requires one Gas to operate for the entire game.

Portable Stove: Cooks food, allowing you to feed more people. Requires one Gas to operate for the entire game. You do not have to use it until you have lost power in your house.

Refrigerator: Allows storage of perishable food. Requires electricity. Add 5 refrigerated food to your tracker.

Silencer: Attached to a ranged weapon (excluding crossbows). That weapon no longer makes **noise**.

Water: If the water supply is contaminated, you must spend water from your tracking card if an event requires it. Water can also be used to put out fires. You must spend water from your tracking card to put out a fire, even if the water supply is not contaminated.

Weapons, Hand-to-Hand (melee): Can only be used in the same square as a zombie, inside or outside.

Weapon: Dice Rolled:

Sword 4d6

Short Sword 2d6

Machete 2d6

Weapons, Ranged: All Ranged Weapons lose a die for each square of range beyond the first.

Weapon: Dice Rolled: Special Rules:

Rifle 4d6 Must be at least one square away, can only be used outside, makes **noise**.

Shotgun 2d6 Can only be used in the same square or one square away, makes **noise**.

Handgun 1d6 Can only be used in same square or one square away, makes **noise**.

Crossbow 2d6 Must be at least one square away, can only be used outside.

Note: You may attach a Laser Sight, a Night Vision Scope, and a Silencer to any Ranged Weapon (except crossbows). You can even add all of them to the same weapon if you wish!

Your Tracking Card

You have a tracking card where you record your supplies of food, water, first aid kits, and lumber. You start the game with five of each of these items on your tracking card. You can gain additional supplies if you place extra Refrigerators, Pantries, or Lumber in your house or find them in town. Each of these item tiles or cards (from town) are worth five items each (move your tracker for that item five spaces). Each player may have a maximum of 12 of any one item on the tracking card.

Rules for One Player

- You may choose from all of the item tiles when supplying your house.
- Follow the normal rules.
- If you survive for one turn after the last event card is drawn, you win the game.

Rules for playing with two or more sets:

You can play Zombie Survival with more than 4 players by adding additional sets. Keep the "in town" cards from each set separated but only use one event deck for all players.



This illustration shows which squares on the yard pieces are considered adjacent to their respective doors and windows. Zombies only destroy a particular barrier if they fill all three spaces in one of the colored boxes. Any other configuration of zombies does not destroy a barrier.

Once three zombies occupy the spaces in a particular colored box, the barricade is destroyed. If any zombie on these spaces is subsequently forced to move using the normal movement rules, it enters the house. This movement occurs through the associated door or window. Please see the Zombie Movement section for more details.

FAQ

GAME SETUP:

Q: How many people do I start with?

A: You pick people with the items picked at the beginning of the game.

YARDS AND ZOMBIE PLACEMENT:

Q: We are playing a 4 player game and run out of zombies. What do we do?

A: Place any remaining zombies equally. For example, if there are four players but only nine zombies, each player places two zombies on two of their yard tiles. the remaining zombie is placed in the middle of the play area. When more zombies become available, place them in the middle as well.

Also, if there are not enough zombies to place, all players must make up the difference by advancing one zombie occupying the space corresponding to the number rolled, toward their house. So, in our example, each player would move two zombies already on their yard tiles closer to their house. Keep in mind that these are zombies NOT PLACED this turn and this could move zombies into the house.

TOWN ACTIONS:

Q: When I have two people in town and draw 2 zombies first and then two items, do I have to fight both zombies and take both items?

A: No, treat each person seperately. So, the first person has to fight one zombie (of the two) and the second person takes one item.

Q: How do I move to town?

A: You choose your person, or people tiles and the weapons they will carry. Place them on the car tile and move the car to the side of the board indicating that it's in town. Additionally, you must discard a gas token and add a zombie to the yard piece adjacent to the garage door for the noise the car makes.

Q: When I bring items back from town, do I take the matching tile when I get home?

A: No, unless it is added to your tracker, just leave the cards in front of you to indicate your new items.

Q: If I bring two waters back from town and already have 5 on my tracker, do I lose the excess?

A: Yes.

Q: When can I use the items that I get in town?

A: When you return to the house.

Q: How many items can I take back from town? Does this include the people I find?

A: You can take as many items as noted by the car you drive. This does include additional people you find.

Q: When I'm returning from town with items and my car is damaged and can't make it to the garage, what happens to my items?

A: You lose the items that are in your car. You just can't carry that much stuff.

WEAPONS:

Q: The night vision scope adds +1. Does this just negate the night penalty?

A: Yes.

COMBAT:

Q: I need to throw 7 dice and only have six in the box - what do I do?

A: Pick up a die that missed and throw it again.

Q: It doesn't state how many dice I roll for combat without a weapon. Is it just one die?

A: No. There is no combat without a weapon. Zombies are a little too strong for that.

BUILDING BARRICADES:

Q: When I use the handsaw but only need one lumber, can I save half for later?

A: No because there is no real way of keeping track of it.

Q: Can I use the handsaw to build barricades on a door and window on the same side of the house?

A: Yes.

NIGHT ACTIONS:

Q: It is night and I have a running generator. When I run outside to fight a zombie, am I penalized for night?

A: Yes. The inside lights are not effective outside.

EVENTS:

Q: Do the events affect the people in town?

A: No. When you feed and/or someone gets sick, etc., it only affects the people in your house.

SENDING ZOMBIES TO OTHER PLAYERS:

Q: When I send a zombie to another player's board, do I use one from my board or from the zombie pool?

A: You send one from the zombie pool.

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