

# ZOMBIE TOWN 2

## ROAD RAGE

A BOARD GAME EXPANSION FROM THE LIGHT CREATIONS

Well...The neighborhood has certainly gone down hill since you've arrived. Property values have bottomed out. Food is in short supply. Your neighbors are trying to kill you. Ammunition is running low. And let's face it, the recent zombie invasion has made it really hard to get around town.

If only you could remember where you put your car keys...

### **OBJECTIVE:**

Survive the 10 days, have the most stuff and do the most things. (You know, have the most points after ten days!)

### **GAME COMPONENTS:**

12 key tokens  
12 car tokens  
Damage counters  
30 Hidden Agenda cards



**Sample Car Token**



**Sample Key Token**



**Sample Damage Token**

### **SET-UP:**

- Set up the game as noted in the Zombietown rules.
- Place one car token on the driveway next to each house.
- Take the key token that corresponds to the car that is in the drive way of your home base.
- Take the remaining key tokens, place them face down and mix. Place one key token on each house card not occupied by a player.
- Shuffle the Hidden Agenda cards and deal two to each player. If a player is dealt duplicates, they may show the other players, discard a card of their choosing and re-draw until they no longer have duplicate cards.

## **GAME PLAY:**

### **Cars:**

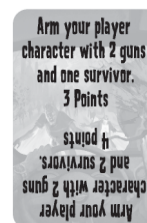
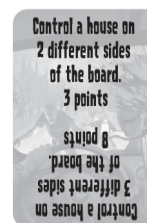
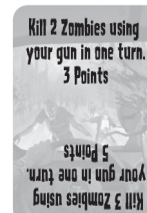
- **Keys:** When you enter a house, you may look at the key token in that house and replace it face down or spend an action to take it. You may use a car only if you have the corresponding keys to the car (same color). You may only look at a key in the houses that your player character occupies.
- **Driving the car:** To use the car, move into the space with the car. You must spend an action to get into the car and start it (place your pawn on top of the car token).
  - You may not get into a car unless you have the matching keys.
  - You must spend another action or your free movement to move while in the car.
  - While in the car your movement is six spaces per action. Your car can move forward, backwards, or diagonally, but not laterally.
  - Survivors may not drive the cars, but any survivors with your player character are considered to get into a car when your player character does.
- **Killing zombies with the car:** When you enter a space with one or more zombies, your car takes one damage per zombie and you add that zombie(s) to your collection.
  - When a car receives damage, place a damage counter under the car token.
  - Once your car has four damage tokens, it no longer works.
  - If you enter a space with more zombies than damage you have remaining on the car, you may only use the car to kill zombies until it reaches 4 damage.
- **Leaving the car:** You do not have to spend an action to get out of the car.
  - When exiting the car, remain on the same square as the car until you move.
  - When exiting a car, you must combat any zombies on your current square.
- **Using the cars as barricades:** You may park a car in front of or on the side of a house.
  - Zombies may not enter a house through any square that contains a car, even at the beginning of the game.
- **Staying in the car:** You may stay in a car as temporary refuge from any zombies in the area.
  - Zombies on the same square as a car you occupy will not attack

you until there are enough zombies on the square to exceed the number of damage remaining on the car. At that time, the zombies exceeding that number attack you. When you leave the car, you must fight the zombies on that square or take a damage and move three squares away.

- **You may shoot at a player in a car as normal.**
- **You may NOT use a car to harm other players. You may drive through spaces containing other players.**

**Hidden Agendas:**

- Each player starts out the game with two hidden agendas.
- Once the agenda has been fulfilled, place it face up in front of you with the agenda that was fulfilled at the top of the card.
- Once you have fulfilled the requirements for a hidden agenda and played it on to the table, it remains in play even if you no longer meet the requirements.
- Once you have played a Hidden Agenda, you may not play the same card again for the rest of the game.
- Unless otherwise specified, hidden agenda cards are not part of your normal hand and action cards do not affect them.
- When an agenda is fulfilled and placed in front of you, you may draw another agenda card (but you don't have to).
- Each turn, you may spend one action to discard an agenda. If you wish, you may immediately draw another agenda card, but drawing a new card is not mandatory.
- The only way you may draw a new agenda card is by fulfilling an objective or spending an action to discard and redraw a card.
- You may never have anymore than 2 agendas in your hand.



**Sample  
"Hidden Agenda"  
Cards**

**WINNING THE GAME:**

- After the tenth day, each player counts up their points as in the original game. Additionally, each player gets 1 point for each car that still works (has less than 4 damage), for which they possess

the matching key. Players also get points according to the agendas that were fulfilled. Players lose points for each agenda card in their hand that was not fulfilled (subtract the least amount of points as noted on the card).

### **Frequently Asked Questions:**

**If I have a Gun card with “draw 2” on it, do I draw 2 Event Cards and discard 1 or just get 2 cards? Also, does it happen when you equip the gun or when you draw it?**

Actually, when this gun is used in combat the “draw 2” goes into effect. When shooting this gun you draw 2 combat cards and use the best one.

**If I have a survivor attached to my player and I get attacked by a zombie, can I sacrifice my survivor and retreat my player token 3 spaces instead of taking 1 damage?**

Yes. Exactly.

**If I’m carrying around an empty gun, does it take an action to drop it?**

No. You can drop an empty gun at any time.

**If your Survivor has a gun, can you choose to have them fight instead of your character?**

Unless you are fighting a player who specifically targets your character, your survivor can fight for you even if you initiate combat with an action.

**If you enter a house with another player, and don’t want to fight them, but they DO want to fight, are you forced to spend an action to fight them?**

No, if you choose not to attack but your opponent wishes to do so, it’s a reaction and not an action for you.

**If I enter a house and kill the survivor that is protecting it, do I have to tear down all remaining barricades in order to claim the house?**

No. In order to claim a house, you must play a survivor or a barricade at that location. You may add a barricade to the ones that are currently there. Otherwise, the original owner retains control of the house until all the barricades are torn down. Even if all of the barricades are removed you must still play a barricade or survivor at that location in order to take ownership.

**When a player dies, do all of their cards in play get removed from the game?**

The player character, any guns attached to the player as well as any survivors hanging out with the player character are discarded. Everything else stays in play.

**What happens in the event of a tie?**

The person with the most zombies killed wins, between the tied players of course.

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