

The number of supplies tokens that a given human can pick up and carry depends on the number of stars currently shown on this human's marker. It means that the Mechanic or the Kid who are healthy can carry up to 3 supplies tokens, the Nurse and the Banker - up to 2, while the Logger and the Cop - just 1 token. Any wounded human has one star less, so such human can pick up and carry one token less. If a human already carrying some supplies tokens suffers a wound, he does not discard any tokens.

When a human carrying any supplies tokens is turned into a zombie, the tokens should be placed on the space, where a given human died. In order to pick up the tokens, another human must enter the space containing them. Zombies can move through and stop on any spaces containing supplies tokens according to the normal rules.

SUPERMARKET

If a human wishes to pick up any supplies tokens from the supermarket, such human must exit the board through one of the two spaces containing the supermarket entrance (indicated in the illustration with green arrows).

All humans inside the supermarket are safe - zombies do not have them in their line of sight and they cannot bite them - but such humans cannot use their personal actions or abilities. The only exceptions are the Nurse (when inside the supermarket, she may heal herself or any humans inside the supermarket) and the Kid (she may move diagonally when exiting the Supermarket). The supermarket can only be exited through one of the two spaces containing the supermarket entrance. If a given space is blocked by a zombie, a human exiting the supermarket must push such zombie according to the normal rules. There is no limit to the number of humans who can be inside the supermarket simultaneously. Entering and exiting the supermarket does not end a given human's activation.

TRASH CONTAINERS

If a human wishes to pick up a supplies token hidden inside a trash container, such human must enter one of the two spaces of a given trash container (see the illustration).

Only two humans may be inside a trash container simultaneously. All humans inside a trash container are safe - zombies do not have them in their line of sight and cannot bite them - but such humans cannot use their personal actions or abilities. The only exceptions are the Nurse (when inside a trash container, she may heal herself or another human inside the same trash container) and the Kid (she may move diagonally when exiting her trash container). A single human may move through trash container spaces normally. A trash container can be exited by moving to a space adjacent to the container space occupied by the moving human. If a given space is blocked by a zombie, the human exiting a trash container must push such zombie according to the normal rules. Entering and exiting a trash container ends a given human's activation.

ESCAPE CAR

Humans may occupy spaces containing the escape car token. Each escape car space can contain up to two humans. Humans may move through and / or stop on the escape car spaces normally, but the Human Player must remember that a single escape car space cannot contain more than two humans simultaneously. All humans inside the escape car are safe - zombies have no line of sight and cannot bite them - but such humans cannot use their personal actions or abilities. The only exceptions are the Nurse (when inside the escape car, she may heal herself or any humans inside the escape car) and the Kid (she may move diagonally when exiting the escape car). Storing (placing back) supplies tokens inside the escape car costs 0 AP. The escape car can be exited by moving to a space adjacent to the escape car space occupied by the moving human. If a given space is blocked by a zombie, the human exiting the escape car must push such zombie according to the normal rules. Entering and exiting the escape car does not end a given human's activation.

MANHOLE

Playing the "Sewers" special card allows a human to carry supplies tokens off the board through the space containing the manhole. Such tokens are placed in front of the Human Player just like the tokens stored inside the escape car. A human who has escaped through the manhole counts as one of two humans that the Human Player needs to win the game.

ZOMBIE

ZOMBIE TERROR

In this scenario, the terror marker has a different function. It is not used to count down the rounds remaining until the end of the game, but allows the Zombie Player to spawn (place) one additional zombie on the board during the Spawning Phase. After this ability is used, the terror marker should be moved one space to the left along the terror track. Once the terror marker moves off the zombie track, the Zombie Player can no longer spawn any additional zombies (it means that up to five additional zombies may be spawned during the game using this ability).

DRAWING A CARD OR USING THE TERROR MARKER

Once at any point of his turn, the Zombie Player may do **one** of the following:

1. Draw into his hand 1 card from the top of his special cards deck (he may play it according to the normal rules for special cards) **OR**
2. Move the terror marker one space to the left along the terror track: each time the terror marker is moved, the Zombie Player may spawn one more zombie on the board during the Spawning Phase. Such zombie may be placed on any half of the board on any valid, empty space or on any empty space adjacent to a valid space next to a bus, the guard booth or the escape car (if any valid space is created next to it). **Important:** If the zombie pool is empty, instead of spawning a new zombie, the Zombie Player takes any zombie marker from the board and places it on the originally chosen space.

MUTATED ZOMBIE

The mutated zombie appears on the board when one of the following conditions is met:

1. Any human exits the supermarket carrying at least 1 supplies token **OR**
2. The terror marker moves off the terror track (if the mutated zombie is already on the board, the Zombie Player spawns a normal zombie instead).

During the Spawning Phase of his turn, the Zombie Player introduces the mutated zombie into the game. The mutated zombie is represented by a special zombie marker. The guard booth (marked by a red arrow on the illustration) should be removed from the board and the mutated zombie should be placed on its space. This zombie has 3 AP (it can still turn only once when moving) and **it cannot be eliminated in any way**. This zombie follows all the rules for line of sight, line of shooting, forced movements, number of activations and the inability to push other zombies. The mutated zombie must reach as quickly as possible any space adjacent to the escape car. The Zombie Player wins the game if he manages to do this before the Human Player fulfills his goal.



ENDING THE GAME

One group wins immediately if any winning condition described below is met.

The Human Player wins if:

- He gathers in front of himself at least four supplies tokens **and** enters any escape car spaces with at least two humans (alternatively, he can do this with just one human, but only if another human plays the "Sewers" special card and escapes from the board through the space containing the manhole).

The Zombie Player wins if:

- The fifth human is turned into a zombie **OR**
- The mutated zombie is on any space adjacent to the escape car **OR**
- The Human Player has no possibility to gather four supplies tokens necessary for winning the game.

SCENARIO 1: DEFEND THE BARRICADES!

Once the car door was shut behind the last survivor, everyone inside felt a deep relief. The monsters chasing them could do nothing more than harmlessly scratch thick, van glass. However, precious seconds passed, but the silence interrupted only by thuds resonating through the bodywork was not broken by the soothing sound of the starting engine. The passengers looked at John sitting in the driver's seat and holding the steering wheel, his knuckles white with strain.

- The keys... - he whispered looking blankly at the road ahead. - The keys were in the briefcase...

GOAL OF THE GAME

The Human Player: Get the car keys, return with them to the escape car and enter any escape car spaces with at least two humans.

The Zombie Player: Stop the Human Player from fulfilling his goal.

GAME SETUP

- Place the board with its **B side** face-up.
- Next, players prepare the board based on the illustration on the right, placing on the board **obstacle tokens**, a **manhole token**, a **guard booth token**, **bus tokens**, the **escape car token** and the **car keys token**.
- The Zombie Player takes all zombie markers, places some of them on the board as shown in the illustration on the right and then places all remaining markers in front of himself - this is the zombie pool.
- The Human Player takes all human markers and places them on the board as shown in the illustration on the right, with their "healthy" side face-up (so that the wound icon is not visible). The Mechanic's marker should be placed on the manhole token.
- Each player takes 6 special cards of his group. In this scenario players return some special cards into the box: the Human Player returns the "Sewers" special card, while the Zombie Player returns the "Zombie Horde" special card. Then, each player thoroughly shuffles his cards, draws 4 into his hand and keeps them secret from his rival. The remaining cards should be returned to the box without looking at them.
- Each player takes 1 reference sheet of his group. The Human Player takes 4 ammo tokens and places them next to his reference sheet. The Zombie Player places the terror marker in front of himself.

All remaining game components should be returned to the box - they will not be used in this scenario.

PLAYING THE GAME

The game is played using the normal rules. Additionally, there are some exceptions, changes and new rules described below.

HUMANS

Additional Common Action:

- Push off (Cost: 2 AP):** A human standing on a space adjacent to a barricade that contains a zombie pushes this zombie off this barricade. The zombie is eliminated and its marker is returned to the zombie pool.



Personal Actions and Abilities

- The Banker:** He does not have the briefcase token, so he cannot use it to protect himself.
- The Kid:** She cannot push zombies off barricades (but still keeps her basic ability allowing the diagonal movement).
- The Mechanic:** Besides his basic ability, he gains an additional ability - he may spend 1 AP to eliminate an adjacent zombie. This zombie cannot be facing him. Any zombie eliminated this way is returned to the zombie pool.

Important: Eliminating a zombie by pushing it off a barricade or using the additional, personal ability of the Mechanic does not result in spawning (placing) additional zombies during the Spawning Phase.

CAR KEYS TOKEN

When a human enters a space containing the car keys token, this human automatically picks up the token. The Human Player places the token on his reference sheet, next to the portrait of the human who picked up the token - from now on this human is carrying the car keys. The car keys token cannot be placed back on the board. When the human carrying the token is turned into a zombie, the token should be placed on the space, where a given human died. In order to pick up the token again, another human must enter the space containing the token. Zombies can move through and / or stop on a space containing the token according to the normal rules.



ZOMBIES

BARRICADES

All obstacle tokens, the guard booth token and the escape car token placed on the board around the space containing the manhole (see the illustration) are considered barricades. Humans cannot enter barricade spaces.

Any zombie can enter a barricade space when moving. In order to do this, there must be another zombie on a space adjacent to a barricade (i.e. a zombie can enter a barricade only by "crawling over" another zombie marker). A zombie cannot end its movement on a zombie adjacent to a barricade - he must do so on a barricade space.

If there is a human on a space adjacent to a barricade and a zombie enters a barricade space facing this human, it bites this human.

A zombie on a barricade must follow the normal rules, including the rules of forced movements and (with some differences) line of sight.

If a zombie starts its movement on a barricade space, it must move to a non-barricade space (hence, it cannot move through other barricade spaces nor turn when on a barricade). A zombie activated on a barricade space can only move to descend this barricade or can bite a human on an adjacent space. If there is an empty barricade space between a human and a zombie (no matter if this zombie is on a barricade or not), such human is considered outside this zombie's line of sight.

Any zombie climbing a barricade may perform a new action:

Push over a barricade (Cost: 0 AP): A zombie on a barricade can be pushed over it by another zombie that is climbing this barricade. If there is a zombie on a barricade space and another zombie enters the same barricade space, the one already on this barricade is pushed in the direction of the climbing zombie's movement to a space located on the other side of the barricade (assuming that such space is empty - if not, the climbing zombie cannot enter a given barricade space) or to the next barricade space (being pushed by another zombie over a barricade is the only possibility for a zombie to move from one barricade space to another).

When a zombie is pushed over a barricade, it is not considered activated (i.e. this zombie may be activated normally this turn). A given zombie may be pushed over barricades any number of times.

SPAWNING NEW ZOMBIES

During the Spawning Phase, the Zombie Player spawns new zombie markers on valid spaces. In this scenario, valid spaces are located along the edges of the board and next to buses, **with the exclusion of spaces marked in the illustration with a green line**. Spawning zombies on the space adjacent to the guard booth becomes possible only after destroying barricades (see "Zombie Terror" below).

ZOMBIE TERROR

In this scenario, the terror marker has a different function. When a zombie enters a barricade space for the first time, the terror marker is placed on the space of the terror track marked with number 1. Each time a zombie enters a barricade (but not if it is pushed over it), the terror marker should be moved one space to the right along the terror track. When the terror marker enters the space marked with number 6, all single barricades (obstacle tokens covering only one space) should be removed from the board. The manhole, the guard booth, double barricades (obstacle tokens covering two spaces), the escape car and buses stay on the board. Zombie markers that were on the destroyed barricades stay on the board on the same spaces.

From now on, at the beginning of his turn, the Zombie Player moves the terror marker one space to the left along the terror track and he does this no matter if, later during the game, any zombies enter barricade spaces or not. If the terror marker moves off the terror track, the game ends normally and the Zombie Player wins.

After the destruction of barricades zombies may still enter the remaining barricades, but it does not affect the terror marker.

MANHOLE

The space containing the manhole is a normal space for humans. They may move through and stop on this space (also, it does not affect line of sight or line of shooting). However, if a zombie enters this space, it is automatically eliminated (before it can bite a human on a space adjacent to the manhole) and its marker is returned to the zombie pool.

ESCAPE CAR

Only the human carrying the car keys can enter an escape car space - he must be the first human to do this. Other humans can only do it after this human. In order for a human to enter an escape car space, a given space must be empty. A human marker that has entered the escape car must be immediately placed on the Human Player reference sheet.

Once a human escapes from the board, this human cannot return to the game.

ENDING THE GAME

One group wins immediately if any winning condition described below is met.

The Human Player wins if:

- He manages to get the car keys, return with them to an escape car space **and** enter any empty escape car spaces with any two humans.

The Zombie Player wins if:

- The fifth human is turned into a zombie **OR**
- At the beginning of the Zombie Player Turn, during the Zombie Terror Phase, the terror marker moves off the terror track (after the destruction of barricades).

SCENARIO 2: RETURN TO THE "MARKET Z"!

As an experienced nurse, Miranda felt responsible for the whole group. She pointed the dying flashlight at the meager pile of supplies lying on the table. They had almost run out of bandages and food, not to mention drinkable water... There were lots of shops around to scavenge and find anything they needed to survive. Yet, no one seemed eager to enter the streets full of the walking dead.

GOAL OF THE GAME

The Human Player: Get four tokens representing supplies and bring them to the escape car or carry them off the board through the manhole **and** enter any escape car spaces or the manhole space with at least two humans.

The Zombie Player: Stop the Human Player from fulfilling his goal **or** bring the mutated zombie to any space adjacent to the escape car token.

GAME SETUP

- Place the board with its **B side** face-up.
- Next, players prepare the board based on the illustration on the right, placing on the board **obstacle tokens (including 2 trash container tokens)**, a **manhole token**, a **guard booth token**, **bus tokens**, the **escape car token** and **supplies tokens**.
- The Zombie Player takes all zombie markers as well as the special zombie token representing the mutated zombie and places all of them showing the same color in front of himself - this is the zombie pool.
- The Human Player takes all human markers and places them in front of him, with their “healthy” side face-up (so that the wound icon is not visible).
- Each player takes 6 special cards of his group. In this scenario the Human Player reveals the “Sawed-off Shotgun” special card and places it in front of himself, while the Zombie Player takes the “Evil Lurks Everywhere” special card into his hand. Then, each player thoroughly shuffles his cards, forms a deck and places it face-down within easy reach.
- The Human Player places all human markers on any spaces adjacent to the escape car token.
- The Zombie Player places 10 zombie markers on the board. He places 5 of them on any empty spaces on the half of the board showing the escape car and 5 of them on the half of the board with the supermarket. Zombie markers cannot be placed adjacent to other zombie markers nor to human markers.
- Each player takes 1 reference sheet of his group. The Human Player takes 4 ammo tokens and the briefcase token and places them next to his reference sheet. The Zombie Player places the terror marker on the space of the terror track marked with number 5.

All remaining game components should be returned to the box - they will not be used in this scenario.

PLAYING THE GAME

The game is played using the normal rules. Additionally, there are some exceptions, changes and new rules described below.

HUMANS

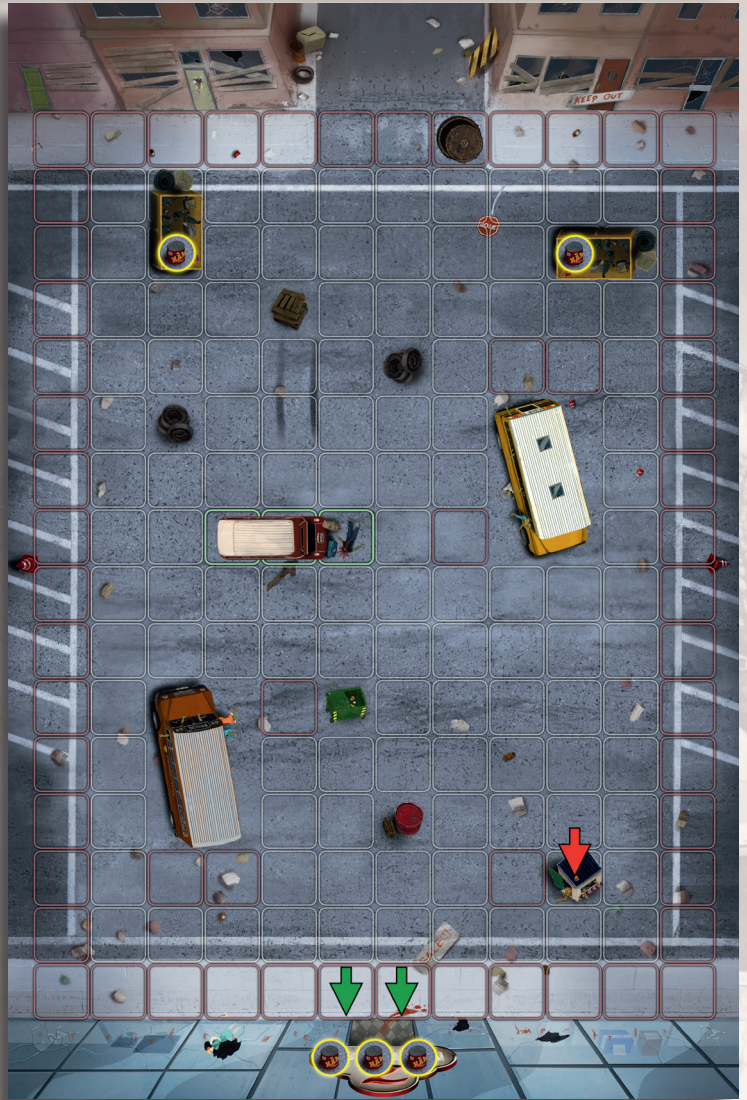
Personal Actions and Abilities

- **The Mechanic:** Besides his basic ability, he gains an additional special ability “Shoot the Shotgun”: once per turn, he may take a shot using the revealed “Sawed-off Shotgun” special card based on its game text (see below).

DRAWING A CARD OR "SHOOTING THE SHOTGUN"

Once at any point of his turn, the Human Player may do **one** of the following:

1. Draw into his hand 1 card from the top of his special cards deck (he may play it according to the normal rules for special cards) **OR**
2. Use the revealed “Sawed-off Shotgun” special card based on its game text, but with one limitation: the card may only be used by the



Mechanic (if he is eliminated, return the card to the box). Once the “Sawed-off Shotgun” card has been used, it should be rotated 90 degrees clockwise to indicate this. At the end of the Human Player Turn return the card to its original (vertical) position. The “Sawed-off Shotgun” may be used by the Mechanic again during the next Human Player Turn.

SUPPLIES TOKENS

Five tokens representing food supplies are placed on the board. Three of them are inside the supermarket and the other two inside trash containers (see the illustration above). When a human marker enters the supermarket or a space containing a trash container token, the Human Player decides if he wants a given human to pick up any supplies tokens. If he does, he places the token(s) on his reference sheet, next to the portrait of the human who picked up the token(s) - from now on this human is carrying the token(s). Picking up the tokens costs 0 AP. The tokens may be placed back on the board only when a human carrying them is on one of the three escape car spaces or when such human escapes from the board through the space containing the manhole. The Human Player takes all supplies tokens scavenged this way from his reference sheet and places them in front of himself.

