RULEBOOK

LAST NIGHT ON EARTH™

THE ZOMBIE GAME



FLYING FROG™ PRODUCTIONS

A Zombie Horror Board Game
for 2-6 Players, Ages 12 and up

LAST NIGHT ON EARTH
The Zombie Game

By
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When night begins to fall on the sleepy, rural town of Woodinvale, the shadows and fog rolling in bring with them more than just a chill shiver. A living nightmare erupts as the once peaceful community is overrun with the restless dead... scratching and clawing their way to the surface with an insatiable hunger for human flesh. Now only a handful of unlikely Heroes are left, banding together to fight for their very lives. On a night that never ends, the only thing worse than death... is becoming infected.

Game Overview

Last Night on Earth, The Zombie Game is a fast-paced game of brain-eating Zombies, small town Heroes, and horror movie action. Players take on the role of either the Heroes or Zombies. To survive, Hero players must use their cunning and ingenuity (as well as a bit of luck) to make it through the night. Only by working together can the Heroes hope to fend off the hordes of Zombies and find some way to stop them or escape.

While some players fight for survival, others have already fallen to the rotting plague and now hunger to feed their hatred of the living. As a Zombie player, you get control of the unending waves of Zombies spreading over the town like a sickness. You also have the ability to sow dissent amongst the Heroes as fear and primal instinct for self preservation take over. Heroes that fall will often rise again to join your Zombie ranks and terrorize their former friends.

With a cast of horror movie archetype Heroes and hordes of blood-thirsty Zombies, each Scenario is designed to play out like the plot of a movie; desperate Heroes racing against time to accomplish their goals... sometimes it's as simple as just trying to live through the night.

So put down that popcorn, grab your shotgun, and hide your brain; the Zombies are coming and this could be your Last Night on Earth.

Gameplay Breakdown

Each Game Round is split into two Turns, the Zombie Turn and the Hero Turn. During the Zombie Turn, the Zombie player(s) get to move and attack with their Zombies as well as possibly spawn new Zombies. During the Hero Turn, each Hero gets to take a Move Action (move, or Search if in a building) and attack, in any order they wish. The game ends when either the objectives of the Scenario are completed or when the Sun Track Marker reaches the end of the track.

Mature Themes

Last Night on Earth, The Zombie Game contains graphic horror-movie imagery and some mild adult themes (though it is most often presented in a tongue-in-cheek fashion). For this reason, the game is aimed at an audience aged **12** to **100** (sorry, if you're over **100** you're probably already a Zombie; in which case you would certainly have an unfair advantage). You have been warned!

Game Contents

- **1** Full Color Rulebook
- **1** Town Center Game Board
- **6** L-Shaped Outer Boards
- **8** Unique Hero Figures (Grey)
- **14** Zombie Figures (**7** Green, 7 Brown)
- **40** Card Hero Deck (Basic Game)
- **40** Card Zombie Deck (Basic Game)
- **20** Advanced Cards for the Hero Deck
- **20** Advanced Cards for the Zombie Deck
- **6** Reference Cards
- **8** Large Hero Character Sheets
- **5** Large Scenario Cards
- **2** Full Color sheets of Die-Cut Counters
- **16** Dice
- **1** CD Soundtrack of Original Music

Players

Last Night on Earth, The Zombie Game can be played by **2-6** players (there are always at least **1** Hero Player and **1** Zombie Player). The total number of players determines how many will play as Heroes and how many will play as Zombies. Consult the chart below.

2 Players	1 Zombie player 1 Hero player with all four Heroes
3 Players	1 Zombie player 2 Hero players with two Heroes each
4 Players	2 Zombie players 2 Hero players with two Heroes each
5 Players	1 Zombie player 4 Hero players with one Hero each
6 Players	2 Zombie players 4 Hero players with one Hero each

Note that there are always **4** Hero Characters, regardless of how many players are playing as the Heroes.

Game Components

Dice

The game comes with **16** standard six-sided dice that should be divided amongst the players. Often cards will refer to the terms D6 and D3. D6 is just another name for a six-sided die. D3 means to roll a six-sided die and consult the following chart:

D6 Roll	Result
1 – 2	1
3 – 4	2
5 – 6	3

Wound Markers

Several red Wound Markers are included to keep track of damage that characters take during the game. These markers are placed on the Hero Character Sheets to show when they have been wounded.



Sun Track Marker

The Sun Track Marker is placed on the Sun Track at the start of the game and moved down the track one space each turn to keep count of how many turns have been played (and how many turns are left).





New Spawning Pit

Occasionally the Zombies will gain additional Spawning Pits which are used to bring new Zombies onto the board. This is usually caused by a card effect.

Taken Over

Sometimes a building will be overrun with Zombies to the point that the Heroes can't enter it anymore. This is usually caused by a card effect. When this happens, a Taken Over Marker is placed on the building.





Lights Out

When the Zombies cut the power (usually by tripping over something or chewing through the lines), you know you're in trouble. Lights Out Markers are placed on buildings to indicate this as directed by certain card effects.

Gas Marker (Advanced Game Only)



Gas Markers are only used in the Advanced Game and are covered in more depth later.

Old Betsy (Advanced Game Only)



Old Betsy, the farm dog, is only used in the Advanced Game and is covered in more depth on the Old Betsy Hero Card.

The Truck (Advanced Game Only)

The Truck Marker is only used for the *Escape in the Truck* Scenario in the Advanced Game.

Zombie Hero Marker (Advanced Game Only)



In the Advanced Game, sometimes when a Hero is killed they may be turned into a Zombie. When this happens, a Zombie Hero marker is placed under the figure and moved with them as a reminder that the former Hero is now a brain-hungry Zombie.



Assorted Counters (Advanced Game Only)

Several additional counters have been provided. These are not needed for the main game but can be used for house rules, homemade Scenarios, and new Official Scenarios to come.

Playing Pieces



There are 8 unique Hero figures (Grey), each matching one of the Hero Character Sheets. There are also 14 Zombies (7 Green, 7 Brown). If there is only one Zombie Player, these Zombies are combined to form a single Zombie Pool. If there are two Zombie Players, each player gets their own Zombie Pool of 7 Zombies each (one player gets Green, one gets Brown).



Last Night on Earth Soundtrack

Last Night on Earth, The Zombie Game comes with it's own CD Soundtrack of original music to listen to while you play the game. It is not necessary and does not affect the game play in any way, but you may find that it enhances the experience.

Card Types

There are two decks of cards, Hero Cards and Zombie Cards. In the Basic Game, these decks are 40 cards each. There is also an extra set of 20 Advanced Cards for both the Hero Deck and the Zombie Deck. For now, set these extra cards aside (they will be used later, in the Advanced Game).

Hero Cards

Hero Cards represent Items and Weapons that Heroes can find throughout the game as well as Events used to surprise your opponents.

Hero Card Breakdown



Items (Green bordered, or Grey bordered for Weapons) are cards that are played face-up on the Hero who found them. These are discussed in greater detail later on.

Events (Gold bordered) are taken into the player's hand and kept secret from the Zombies. They can be strategically played on any Hero to give them an edge or save them from a grizzly fate.

Zombie Cards

Zombie Cards work a little bit differently than the Hero Cards. The Zombie Player(s) have

a hand of cards at their disposal to use against the Heroes as they see fit. They also get to draw back up at the start of each new Zombie Turn. There is really only one kind of Zombie Card and that is the Zombie Event (Wood bordered). These represent a host of different abilities that the Zombies can use to attack, torment, and generally terrorize the Heroes.

Zombie Card Breakdown



Play Immediately

Some cards are listed as Play Immediately. As it sounds, these cards must be played as soon as they are drawn. If more than one Play Immediately card is drawn at the same time, you may choose in which order to resolve them (as long as they are all resolved before moving on to the next step in the current turn).

Remains in Play

Some cards are listed as Remains in Play. Again, as it sounds, this means that the card stays in play, face up on the table, and continues to affect the game until something causes it to be discarded.

Hero Character Sheets

Each of the different Heroes is represented by a Hero Character Sheet that lists their unique abilities and information.



Scenario Cards

There are five different Scenarios, each represented by a large Scenario Card that lists all of its important information and objectives.





Game Boards

There are two types of game boards, the Town Center and the L-shaped Outer Boards.

The Town Center

The Town Center board is always placed in the center of the table and has larger spaces to allow for faster movement across the middle of the board. These spaces work exactly like other smaller spaces, there are just fewer of them.

On the reverse side of the Town Center board is the Manor House. The Manor House is only used in the Advanced Game Scenario *Defend the Manor House* as detailed later.

Outer Boards

There are **6** L-shaped Outer Boards. These boards represent the surrounding buildings and various areas of the town. At the start of each game, **4** of the Outer Boards are chosen at random and placed around the Town Center to form the complete, square game board.

Spaces

The Board is divided into a number of spaces that the Heroes and Zombies move through. Every space is either an Outdoor Space or a Building Space (those within building walls).

There is no limit to the number of models that can be in a space at once (Heroes and/or Zombies).

As mentioned earlier, the spaces on the Town Center Board are significantly larger than those on the Outer Boards. These spaces are treated exactly the same. The larger spaces in the center just allow models to move across the game board much faster.



Walls

Walls run along the edge of certain spaces to show the border of a building. Walls block Hero movement as well as Line of Sight for Ranged Attacks (more on that later).



Doors

Doors are marked by a break in the Wall and allow a Hero to move through that Wall in a given space. Heroes may not move diagonally through a Door.

Zombie Spawning Pits

The red X's on the L-shaped Outer Boards represent Zombie Spawning Pits. These spaces are where the Zombies enter the board and are usually exactly where the Heroes don't want to hang out (unless of course they are thinking of becoming a Zombie). Each Outer Board has one Zombie Spawning Pit on it.



Special Areas and Buildings

Some buildings and areas of the board have special rules associated with them. These rules are listed on the board.

Pick Up:

Although Heroes can Search in any building to draw a Hero Card, some buildings have the additional ability to instead pull a specific card out of the Hero Discard Pile. These buildings are noted as having a Pick Up:.

For example, the Police Station building says 'Pick Up: Pump Shotgun'. This means that a Hero Searching in the building may either draw a card off of the top of the Hero Deck as normal, or they may search the Hero Discard pile and just take a Pump Shotgun card (if there is one).

The most important note about the Pick Up: ability is that to be able to use it, the listed card must already be in the Hero Discard Pile (you do **NOT** get to pull it out of the deck).

The Basic Game

For your first game, it is recommended that you play the Basic Game. The Basic Game focuses more on the core rules of the game and is a good introduction for new players or a fast paced alternative for more experienced players.

Set aside the two sets of Advanced Cards (20 Hero Cards and 20 Zombie Cards marked with the Advanced symbol) or remove them from the decks if they have previously been integrated. These will be used later in the Advanced Game.

Scenario

In the Basic Game, there is only one Scenario - *Die Zombies, Die!*. Set aside the other Scenario Cards and place the *Die Zombies, Die!* Scenario face up on the table near the Hero Players, where everyone can see it.

In this Scenario, the Heroes have **15** Turns to kill **15** Zombies. The Zombie Players win if the Heroes fail to kill enough Zombies, or by killing **2** of the Heroes. This Scenario Card has all of the objectives on it as well as a set of numbers. You can use the circular red marker with the hole punched in the center to keep track of killed Zombies.

Setting Up

Create the Game Board

Place the Town Center board on a large table and randomly (face down) choose four of the six L-shaped Outer Boards to be placed around the town center. Once placed, flip these boards over to create the full game board as shown in the diagram on the following page. Place the Sun Track near the board where everyone can see it.

Shuffle and Place the Card Decks

Shuffle up the Zombie Card and Hero Card decks and place them near their respective players.

It is very important to thoroughly shuffle each deck of cards before every game.



Draw and Place the Hero Characters

The Hero players then randomly draw four of the Hero Character Sheets to form their Hero team. Place these character sheets on the table face up so that every one can see them and take the selected Heroes' playing pieces out of the box.

Each of the Hero playing pieces is now placed on the board in their Start: location, listed on their Hero Character Sheet. The model may be placed in any space of the listed Building (Hero Player's choice).

If a Hero's Start: building is not present on the board, the model is placed in the center space of the Town Center Board and, as a bonus, they start with a free Hero Card drawn from the top of the Hero Deck. If it is an Item it is placed near the Hero's Character Sheet, if it is an Event it is taken into the Player's hand as normal.

Create Zombie Pool

If there is only one Zombie Player, take all **14** of the Zombies (Green and Brown) and set them in a group off to the side. This is the Zombie Pool. You can go through any number of Zombies during the game, but you can never have more than **14** Zombies on the board at once.

> When Zombies are removed from the board, they are placed back into the Zombie Pool.

If there are two Zombie Players, each of them has a separate Zombie Pool of **7** Zombies each. One player takes all of the Green Zombies, the other, all of the Brown Zombies. Players may never use Zombies from the other player's pool (only their own color of Zombie).

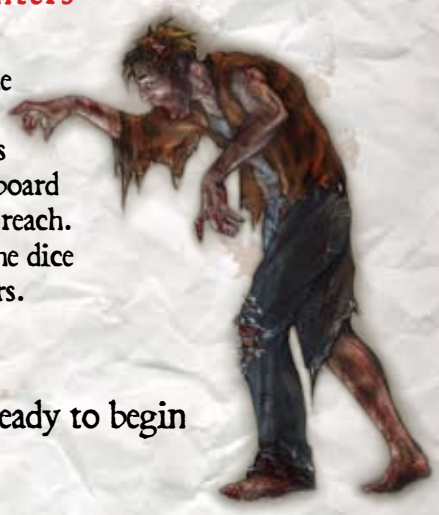
Place Starting Zombies

The Zombie Player starts the game with **2 D6** Zombies on the board (or **1 D6** each if there are two Zombie Players). Place the rolled number of Zombies on the board from your Zombie Pool. Zombies are placed on the board at the Zombie Spawning Pits (the big red X's on the L-shaped Outer Boards).

When placing Zombies, you must divide them as evenly as possible amongst all of the Zombie Spawning Pits. No Spawning Pit may have **2** Zombies until every pit has at least **1**, etc. If there are two Zombie Players, they are only limited in this way by their own color of Zombie (that is, the two players may double up Zombies on a Spawning Pit before each pit has a Zombie on it).

Prepare Counters and Dice

Place all of the Wound Markers and other counters in a pile near the board that everyone can reach. Also, distribute the dice between the players.



You are now ready to begin the game.



The Game Round

Each Game Round is split into two Turns, the Zombie Turn and the Hero Turn. During the Zombie Turn, the Zombie player(s) get to move and attack with their Zombies as well as possibly spawn new Zombies. During the Hero Turn, each Hero gets to take their actions, in any character order they wish. The game ends when either the objectives of the Scenario are completed or when the Sun Track Marker reaches the end of the track (the sun on the horizon).

Game Round
I) Zombie Turn
II) Hero Turn

The Zombie Turn

Each Zombie Turn has six steps that must be completed in order.

1) Move the Sun Track Marker
2) Draw New Zombie Cards
3) Roll to Spawn New Zombies
4) Move Zombies
5) Fight
6) Place Newly Spawned Zombies

1) Move the Sun Track Marker

In the first turn of the game, instead of moving the Sun Track Marker, the Zombie player(s) place the marker on the track at the number equal to the Turns: listed on the Scenario Card.

For example, the Scenario Die Zombies, Die! is listed as Turns: 15 so the Sun Track Marker is placed on the track at number 15.

At the start of each following Zombie Turn the Sun Track Marker is moved one space forward on the track (counting down). If this moves the marker off of the last space of the track (the number 1), the game immediately ends. This usually represents the sun setting and the Zombies coming out in full force to overrun the town (though in some Scenarios it represents the Heroes surviving till sunrise).

2) Draw New Zombie Cards

The Zombie player has a hand of Four Zombie Cards (Two cards each if there are two Zombie players). At the beginning of each Zombie Turn, the Zombie player(s) draw up new Zombie cards until they have a full hand. These cards are secret from the Hero players but if there are more than one Zombie player they may show each other their cards and discuss strategy.

Before drawing up, each Zombie player may discard up to one card from their hand if they wish.

3) Roll To Spawn New Zombies

To see if new Zombies spawn this turn, roll 2 D6 and add them together.

If you roll *higher* than the number of Zombies you have on the board, then you get to spawn additional Zombies at the *end* of your turn.

If there are two Zombie players, each of them instead only rolls 1 D6 , needing to roll over the number of Zombies that they personally control on the board.

Note that this roll is always made after all *Play Immediately* Zombie Cards are played, as they may affect the number of Zombies on the board.



4) Move Zombies

After re-filling your hand of Zombie Cards and rolling to spawn new Zombies, it's time to do what Zombies do best... mill about and try to eat some brains.

You may move each of your Zombies one space on the board in any direction (forward, back, sideways, or diagonally). Unlike Heroes, Zombies may even move through Walls (crawling through windows or up through floor boards).

> **Zombie Hunger** - The only restriction to Zombie movement is that Zombies have an unquenchable appetite for human flesh. As such, a Zombie may never move out of a space with a Hero, and if adjacent to a Hero, the Zombie must move into the Hero's space (if there is more than one adjacent Hero, the Zombie player may choose).

Sometimes a card will allow a Zombie to move more than one space (such as the card *Shamble*). Zombies moving more than one space are still restricted by Zombie Hunger above (if during their move they become adjacent to a Hero, any additional movement must take them into the space with that Hero, etc).

Once all Zombies have been moved, it's time to fight.

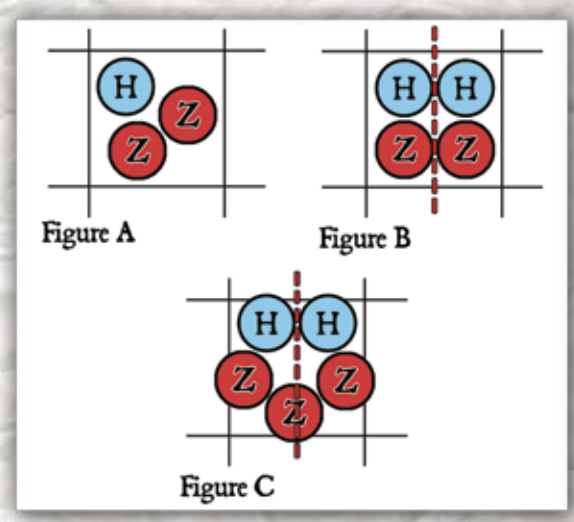
5) Fight

Any Hero in a space with one or more Zombies must now fight. (See the section *Fights* below for specific details on how combat is resolved).

If there are more than one Hero in the same space with a single Zombie, the Heroes may choose which one of them has to fight.

In the case that there are more than one Hero and more than one Zombie in the same space, they are paired off as evenly as possible. If uneven, it is the Hero's choice as to who has to fight more Zombies.

The Hero player(s) may always choose in what order fights take place.



In Figure A above, the Hero has 2 Zombies in his space and so must fight each of them. In Figure B, there are 2 Zombies and 2 Heroes in the same space. Each Hero must fight one Zombie. In Figure C, there are 3 Zombies and 2 Heroes. Each Hero must fight one Zombie, and one of the Heroes must fight a second Zombie (the Heroes may choose who has to fight the second Zombie).

6) Place Newly Spawned Zombies

Once all fights have been resolved, it is time to place newly spawned Zombies (if you did not roll high enough at the start of the turn to get more Zombies, skip this step).



Roll a D6 (or a D3 if there are two Zombie players). You may now place up to that many Zombies from your Zombie Pool onto the board at the Zombie Spawning Pits. Remember, as with the initial set up of the game, when placing new Zombies, you *must* divide them as evenly as possible amongst *all* of the Zombie Spawning Pits on the board.

The Hero Turn

During the Hero Turn, each of the Heroes may take their turn in any order they wish. However, only one Hero may take their turn at a time and must finish before the next Hero begins. During their turn, each Hero individually completes all of the following steps in order.

1) Move Action
2) Exchange Items
3) Ranged Attack
4) Fight Zombies

1) Move Action (Move or Search)

The Hero's Move Action allows them to either Move around the board, or Search if they are already in a building.

Move -

To Move, the Hero player rolls a D6 and may then Move the Hero a number of spaces up to the number rolled (you do not have to move the full amount).

> A Hero may always roll to see how far they could Move before deciding whether to Search or Move.

Heroes have no facing and may move in any direction or combination of directions (forward, back, sideways, or diagonally). Only two things stop a Hero's movement, Zombies and Walls.

If a Hero enters a space with one or more Zombies in it, the Hero's move immediately ends. That Hero will most likely be fighting this turn.

A Hero who starts in a space with one or more Zombies *may* move away.

Also, unlike Zombies, Heroes may *not* move through Walls, they must go around them. Heroes can however move through a Wall using a Door (the openings cut into the Walls).

Heroes may NOT Move diagonally through a Door, they must go straight through.

Search -

Instead of moving, a Hero that is already in a Building Space may use their Move Action to Search. Searching allows the Hero to draw a Hero Card from the top of the deck. If the card is an Event, the player keeps it secret and may play it whenever it is appropriate. If the card is an Item, it is placed on the table face up next to the character sheet of the Hero who found it.

Note that Events are not associated with any one Hero, but instead are held by the player to be used whenever is appropriate (some cards are listed as *Play Immediately*. These cards often have an effect that is used for the Hero currently taking their turn).

2) Exchange Items

After a Hero has completed his Move Action, he may exchange any number of items with other Heroes in the same space.

This is a back and forth exchange, so all Heroes in the space may both give and receive Items with the Hero who is currently taking his turn.

3) Ranged Attack

If the Hero has one or more Items with a Range: listed on it, they may now use one of them to make a Ranged Attack.

Choose a target within a number of spaces equal to or less than the Range: of the Item being used and follow the instructions on the Item card to see if the attack is successful. (Range may always be counted using the shortest possible number of spaces).

The Hero must be able to see the enemy or space that they are going to target with their attack. Other models do *not* block sight, but Walls do, even if there is a door (as shown in the diagram on Page 13). A Hero may however see through any Wall that they are touching (it is assumed that there are windows or such that the Hero can attack through if close enough to the Wall).

A Hero may always make a Ranged Attack at a target in the same space.

A Hero may make a Ranged Attack with an Item that they got this turn, either through Searching or an Exchange (though no Item may be used by more than one Hero in the same turn).

> A Hero may only make one Ranged Attack per turn, regardless of the number of Items with Range: that they possess.

When a Ranged Attack is successful, the Item will say whether the target is Hit or Killed. These are defined as follows:

Hit - The Target Takes one Wound

(Enough to remove a normal Zombie from the board).

Killed - Fills up all remaining Health boxes of the Target with Wound markers.

(This only matters if the Target has more than one Health box).



4) Fight Zombies

At the end of a Hero's turn, they must fight EVERY Zombie in their space.

(See the section *Fights* below for specific details on how combat is resolved).

> Note that unlike in the Zombie turn, each Hero ending in the space will have to fight all of the Zombies there (after all, the Hero chose not to move somewhere else).



Items

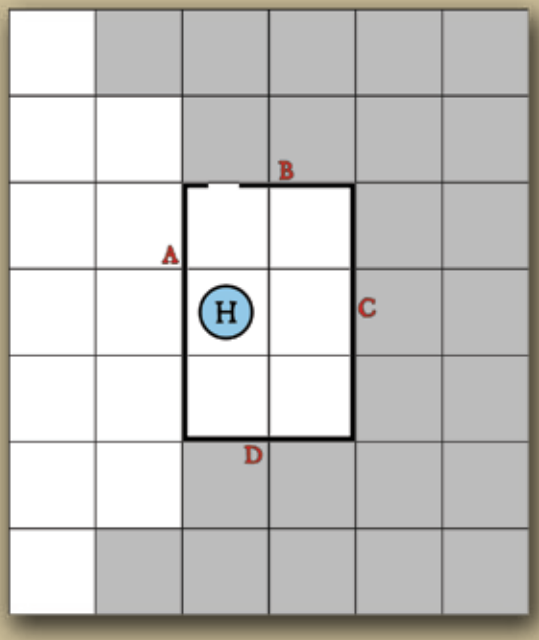
Items are found in the Hero Card deck and represent different weapons and gear that a Hero can use to fight Zombies.

When a Hero finds an Item (usually through Searching), it is placed on the table face-up next to the Hero's character sheet. Any player may examine any Item on the table at any time (they are fully public).

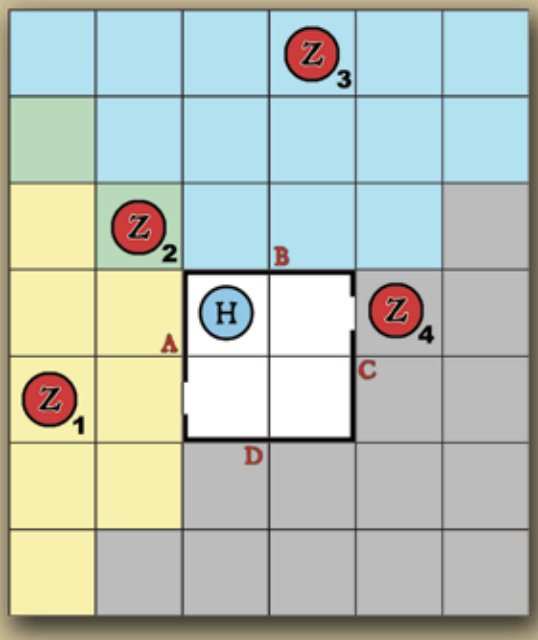
> A Hero may only carry up to **4** Items at a time. Only **2** of these Items may be Weapons (*Hand Weapon* and/or *Ranged Weapon*).

If a Hero ever has more Items than they can carry (or more than two Weapons), they must immediately discard Items down to their limit. If there is more than one Hero in the same space, they may exchange Items before discarding.

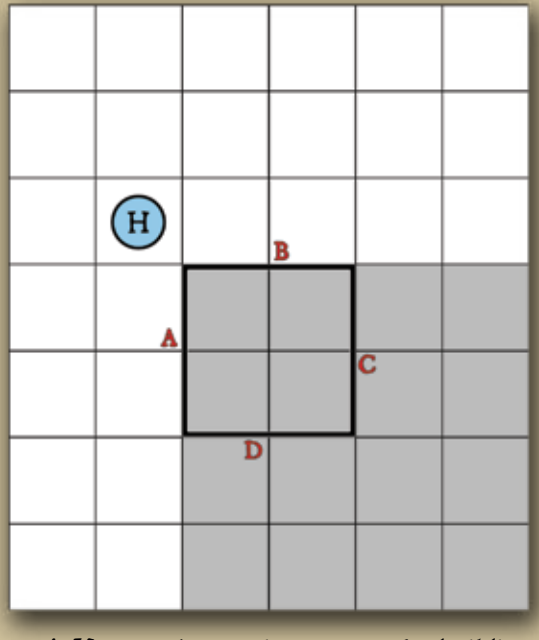
Line of Sight for Ranged Attacks



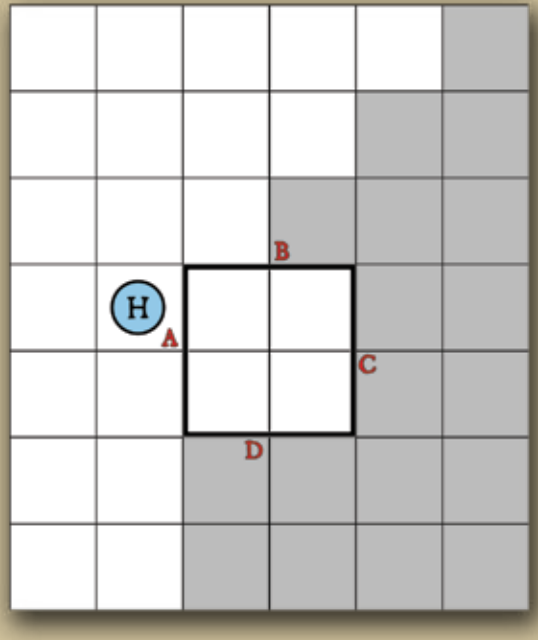
A Hero may see out of any wall they are touching. Only walls not touched block line of sight. Note that doors block line of sight just like any other wall.



The Hero in this building can see Zombie 1 through wall A, Zombie 3 through wall B, and Zombie 2 through either wall A or B. The Hero cannot see Zombie 4 as he is not touching wall C (even though there is a door).



A Hero at the exterior corner of a building is not touching either wall, so may not see through either.



This Hero touching wall A, can see into the building as well as off to either side.



Fights

The term '*fight*' is only used to refer to hand-to-hand combat with an enemy (not Ranged Attacks).

Who has to Fight?

As noted above, when a Hero and Zombie end in the same space, they will need to fight. This happens both in the Zombie Turn and the Hero Turn (so it is possible that a model will have to fight twice before they get to move again).

During the Hero Turn, a Hero that ends in a space with one or more Zombies has to fight EVERY Zombie in their space. This can be very dangerous, so Heroes may want to try and avoid moving into a space with more than one Zombie.

During the Zombie Turn, it works a little bit differently. Heroes and Zombies in a single space are paired off as evenly as possible. If there is an uneven amount, the Hero Players choose which Heroes in the space will have to fight the extra Zombie(s).

The Fight

To fight, both players roll a number of dice for their model involved as listed below. These are called Fight Dice. When rolling Fight Dice the players use their highest dice roll to determine who wins.

- Heroes roll **2** Fight Dice
- Zombies roll **1** Fight Dice
- Zombies win on a tie.

Using Cards and Abilities

Many cards and character abilities can be used during a fight to add more Fight Dice, re-roll, etc.

> Unless stated otherwise, cards and abilities may always be used after the Fight Dice have been rolled to change the outcome.

Zombie *Fight:* Cards

Some Zombie Cards are listed as *Fight:* in their game text. These cards are used by a Zombie during a fight to give them some sort of bonus. Zombies are however a fairly mindless bunch and have trouble holding more than one thought in their head at a time. Because of this:

> A Zombie may NOT use more than one *Fight:* card per fight.

Hero *Combat Bonus:* Cards

Many Hero Cards (usually weapons) have a *Combat Bonus:* as part of their game text. These cards may be used by the Hero during a fight for the listed *Combat Bonus:* effect.

Unless stated otherwise, a *Combat Bonus:* may only be used once per fight (you may however use more than one *Combat Bonus:*).

Resolving the Fight

A Fight is only resolved after all players have decided not to use any more cards or abilities.

Once both players have chosen their highest Fight Dice roll and are done using cards and abilities, the fight is resolved as follows:

- If the Zombie wins (has a higher roll or is tied for highest), the Hero takes one Wound.

- If the Hero has a higher roll, the Zombie is *Fended Off*. The fight ends and both the Hero and Zombie remain in the space, unaffected.

- If the Hero has a higher roll and has rolled doubles on ANY of their Fight Dice (two **5**'s for instance), the Zombie takes one Wound (removing it from the board).

Zombies are not hard to *Fend Off* as the Heroes usually get more dice, giving them a better chance to roll higher. But, it can be a challenge to kill a Zombie without the use of a weapon or ability.

Wounding and Healing Heroes

Anytime a Hero takes a Wound, place one Wound Marker on one of their empty Health boxes. When the last Health box is filled, the Hero is killed and removed from the board.

Any Items the Hero had are immediately discarded. Any Event cards the player has in hand are unaffected.

Sometimes a Hero will be able to Heal a Wound. When this happens, just remove a Wound Marker from the Hero Character Sheet. If the Hero is allowed to *Fully Heal*, remove ALL Wound Markers from the Hero Character Sheet.



*Example Fight - Billy is fighting a single Zombie and rolls a **3** and a **5** on his two Fight Dice. The Zombie rolls a **4** on its single Fight Dice. Billy chooses the higher roll of **5** against the Zombie's roll of **4**. Unless any other cards or abilities are used, the Zombie will be Fended Off and both models will remain in the space, unharmed.*



*Say in the Example above, Billy had a Baseball Bat allowing him to roll an extra Fight Dice using its Combat Bonus:. Seeing that he is already winning, Billy decides he wants to go for the kill. Rolling the extra Fight dice he rolls another **3**. Success! The Zombie will now take a Wound and be removed as Billy has won the Fight using his roll of **5** and also having rolled the double **3**'s.*

Playing Event Cards and Timing

Event Cards (whether Hero or Zombie), should be fairly clear as to when they should be played. Cards listed as *Play Immediately* should be played as soon as they are drawn. Some other cards say 'play at the start of a turn'.

'Start of the Turn'

The start of the turn is defined as:

> Any point up until the first model moves in the *Move Zombies Phase* or takes a Hero *Move Action*'.

Thus, in the Zombie Turn, moving the Sun Track Marker, Drawing New Zombie Cards and Rolling to Spawn New Zombies (Steps **1**, **2** and **3**) are all part of the 'start of the turn'. The start of the turn does not end until the first Zombie is moved in the Move Zombies Phase (Step **4**).

In the Hero Turn, the 'start of the turn' ends as soon as the first Hero takes a Move Action (either moves or declares that he is Searching).



Using Cards and Abilities

Unless stated specifically otherwise, cards may be used or played after the fact to alter the results of a roll or fight (etc.).

For example, if a Hero rolls and is currently losing a Fight, he may then use a Hand Weapon's *Combat Bonus:* or play a card to cancel that fight or to roll extra Fight Dice, etc.

A fight is only resolved after all players have decided not to use any more cards or abilities.

The only exception to this is that a card may **NOT** be canceled after it has already caused dice to be rolled (or re-rolled).

Some cards and abilities say that they may be played at any time, 'except during a fight'. This means you may not play the card from when the Fight Dice are rolled to when the fight is resolved. You may play the card between fighting two different Zombies.

Canceling Cards and Fights

Many times a card will allow you to cancel another card or ability. When a card is canceled, it is immediately discarded without further effect.

> If a *Remains in Play* card is canceled, any markers on the board placed by that card are also removed.

As noted above, a card may not be canceled after it has already caused dice to be rolled (or re-rolled).

If a card is used to cancel a fight, that fight immediately ends without being resolved (no one wins or loses the fight).

Rolling a Random Building

Many times players will need to roll for a Random Building. To do this, roll a dice and look at the arrows arrayed around the edges of the Town Center Board. This roll determines which L-shaped Outer Board the Random Building is on (Note that a roll of **1** is *Hero's Choice* which means that the Heroes may choose any building available and a roll of **6** is *Zombie's Choice*).

Once you have determined which Outer Board the building is on, roll another dice. In the corner of each building, there is a set of numbers (Ex. **1-2** or **4-5-6** etc). The building that corresponds to the second dice roll is your Random Building. With *Hero's Choice* or *Zombie's Choice*, you may only choose a building with a set of numbers.

If the Random Building rolled cannot be used for any reason, roll another building on the same Outer Board. If none of the buildings on that Outer Board may be used, roll again entirely.

Winning the Game

When one side completes their Objectives as listed on the Scenario Card (Heroes or Zombies), they win and the game immediately ends. (It is now time to shake hands, do a little jig, say "G.G.", shout "In your Face!", or whatever else you deem appropriate).

In addition to the normal Objectives, in any Scenario (unless specifically stated otherwise) the Zombies automatically win the game if:

- They kill Four (4) Heroes (This includes turning Heroes into Zombies in the Advanced Game)

- A Zombie Card discards the last Hero Card from the deck (or would discard the last card, even if there are none left).

Running Out of Cards

If the Zombie Deck runs out of cards, immediately re-shuffle the discard pile back into the deck.

However, if the Hero Deck runs out of cards, the Heroes are out of luck. The deck is not re-shuffled and the Heroes must make do with what they have. This is of course unless a Zombie Card caused the last Hero Card to be discarded – in which case, as stated above, the Heroes automatically lose.

You are now ready to play your first game using the *Basic Game* Rules.



The Advanced Game

In the Advanced Game there are a few changes and additions to the Rules and the Game Setup.

During Game Setup

Advanced Cards

Before the game begins, shuffle the two sets of extra Advanced Cards into both the Hero Deck and the Zombie Deck (each deck gets an extra **20** cards bringing them up to **60** cards each). Advanced Cards are marked with a symbol in the bottom right corner.

Random Scenario

Unlike the Basic Game, in the Advanced Game, there are several possible Scenarios to play.

Once it has been established which players will be Heroes and which will be Zombies (but before the game begins), one of the Hero players should randomly draw a Scenario card to use for the game (or if everyone agrees, you may just choose one).

Each Scenario has a different theme, Objectives, special rules, and Turn Limit. The Scenario can dramatically change the feel and pace of the game.

Constructing the Hero Team

Hero Players may, if they like, choose their Hero Characters to fit their play style (instead of selecting them randomly).

Explosives

In the Advanced Game Heroes have a new type of item called Explosives. These are *Dynamite* and *Gasoline*. These can be very powerful, but usually require other cards to make them work (often a Fire card like *Lighter* or *Torch*). Some Scenarios also utilize these Explosives.

Dynamite

Dynamite is a very effective item with a Ranged Attack that can blow up whole hordes of Zombies at a time. The only downside is that you must have something to light it with.

Gasoline

Gasoline is used for a variety of things from refueling a Chainsaw to gassing up an old truck. Gasoline also allows the player to place a Gas Marker on the board which can be used to cause a big explosion. Gas Markers use the following rules:

Gas Markers

A Gas Marker may be ignited as a Ranged Attack using a Ranged Weapon (roll to Hit as though it were a Zombie) or by throwing (Discarding) any Item with Keyword Fire at it using - Range: **2** Spaces, Hits on **3+**.

Any Zombies or Heroes in the space are immediately Killed; any in adjacent spaces are Killed on the roll of **3+**. Remove the Gas Marker from the board.

The Sun Track - Black Zone



The top portion of the Sun Track is shaded black (down to just below the number **14**). This is known as *The Black Zone*. If any Hero is killed early in the game, while the Sun Track Marker is still on a turn number within The Black Zone, the killed Hero is automatically turned into a Zombie Hero (as detailed below in the Section - *Zombie Heroes*).

The Hero Player whose character was just killed now gets to draw a new Hero to control from the remaining unused Hero Character Sheets. Immediately place the figure for the new Hero on the board (as detailed below in the Section - *Placing New Heroes During the Game*).

Death of Your Last Hero

When a player's last Hero character is killed (the player has no characters left to control), the Zombie Player takes control of that Hero's Character Sheet and the character is automatically turned into a Zombie Hero (as detailed below in the Section - *Zombie Heroes*).

The Hero Player whose character was just killed now gets to draw a new Hero to control from the remaining unused Hero Character Sheets. Immediately place the figure for the new Hero on the board (as detailed below in the Section - *Placing New Heroes During the Game*).

This situation most commonly occurs when there are 4 Hero Players (each playing as a single character). If your only Hero is killed, you are not out of the game. Instead, that Hero is turned into a Zombie Hero and taken over by your opponent. Then you get to draw a new Hero character to join back into the game.

Placing New Heroes During the Game

Occasionally a Hero Player will get to draw a new Hero Character to enter play during the game in progress (this usually happens when a player's last Hero Character dies or if a Hero is killed early in the game).

A new Hero comes into play with anything they would normally start the game with (based on abilities or Scenario special rules).

The Hero is NOT placed in their Start: location.

Instead, the Hero may either start in a Random Building, or they may start in the center square at the Center of Town (or anywhere in the Manor House if that side of the board is being used). If the Hero starts in the Center of Town (or Manor House) they get to draw a bonus free Hero Card to start with.

Zombie Heroes

Sometimes when a Hero is killed, they will be turned into a Zombie Hero controlled by one of the Zombie Players. Place a *Zombie Hero Marker* under the playing piece to remind everyone that the model is now a filthy Zombie.

The Zombie Player who killed the Hero gains control of the newly formed Zombie Hero (Zombie Heroes DO count when determining how many Zombies you have on the board).

Zombie Heroes work just like normal Zombies with the following exceptions:

- Zombie Heroes move D3 spaces instead of just one.

- Zombie Heroes have multiple Health boxes (equal to what the Hero had when they were alive). Anytime a Zombie Hero takes a Hit, they place one Wound marker in one of their empty Health boxes. Just like a living Hero, when the last Health box is filled, the Zombie Hero is killed and removed from the game (Zombie Heroes are never placed in the Zombie Pool).

- Note that Zombie Heroes do NOT retain any of the Hero's special abilities and are never considered to be a Hero in any way.

If a card used on a Zombie Hero says that the Zombie is 'Killed', automatically fill all of their remaining Health boxes with Wound Markers.

The Manor House

The Manor House side of the Town Center Board is currently only used for the *Defend the Manor House* Scenario. If this Scenario is being played, place the Manor House side face up during the Game Setup.

The Manor House counts as a normal Building in every way, with the following exceptions:

- Heroes may NOT Search in the Manor House

- The Manor House may never be chosen when rolling a Random Building.

- Like the Center of Town, Heroes that do not have their Start: location on the board may start anywhere in the Manor House and do get a bonus free Hero Card.

Corner Walls

Some of the walls in the Manor House extend out beyind the normal corners. These extra bits of wall are called Corner Walls. There is also a plus-shaped Corner Wall in the center of the Manor House.



Corner Walls prevent Heroes from moving diagonally around a corner (or across the center in the case of the plus-shaped Corner Wall). They do NOT have any affect on line of sight for Ranged Attacks.

Other Scenario Notes

Die Zombies, Die!



In *Die Zombies, Die!*, the Heroes need to keep track of how many Zombies they have killed during the course of the game. To do this, you can use the circular red track marker provided.

Save the Townsfolk



In *Save the Townsfolk*, the Heroes need to collect *Townsfolk Event* cards. When found, a Townsfolk card is placed face up on the table where everyone can see it. These Townsfolk are not associated with any one Hero, but are collected by the team as a whole.

While on the table, a Townsfolk may NOT be canceled.

Also, while on the table, Townsfolk may be played and discarded for their card effects as though they were in a Hero player's hand of Event cards. This, of course, means that it no longer counts toward winning the game (but sometimes you don't have any other choice). If a Townsfolk is played for its card effects, then it may be canceled at that time.

Burn 'em Out

In *Burn 'em Out*, the Heroes need to find Explosives to blow up Zombie Spawning Pits. When using an Explosive to blow up a spawning pit, the Hero does not require any other cards (such as a *Fire* card to ignite it, etc).

Hero Profiles

Sheriff Anderson, Small Town Law Man



In the sleepy town of Woodinvale, Sheriff Jack Anderson patrols the quiet streets, haunted by his memories of the past. Born and raised in the forested countryside, he is one of only a handful of people who knows the dark history of the area. Since his wife died eight years ago, he has raised his only son, Billy, alone. Now he silently waits for the inevitable, hoping and praying that he is ready for an event that never comes to pass... at least not again.

Billy, The Sheriff's Son



An angst-ridden teen, Billy blames his father for just about everything that has gone wrong in his life – especially the fact that his mother is gone. He takes great pleasure at getting into trouble, using it as a tool to attack his father, the town Sheriff. A star on the high school track team, Billy is the fastest runner in his class; a sight which always gets a smile from his girlfriend in the bleachers, Sally.

Johnny, The High School Quarterback



With a flash of his smile, Johnny Miller can have nearly anyone eating out of his hand. The Quarterback of the high school football team, Johnny is one of the most popular kids in school. Though he was held back a year by Principal Gomez for failing nearly every class, he sees it as a golden opportunity to keep playing football in the hopes of getting a scholarship.

Father Joseph, Man of the Cloth



A devout man of God, Father Joseph McGuiness relies on his faith to get him through the daily struggles of life. He has watched over the town for more than twenty-five years as a spiritual figurehead and deems it his personal mission to protect the people from the evils of the world. Though he is privy to many of the people's well kept secrets, he was never told of the town's past. It is a topic avoided by all who lived through it and left unknown to all of those who came after.

Becky, The Nurse



A nurse at the new Widowcrest hospital facility, Rebecca King walks the quiet halls alone on the graveyard shift. In the dead of night she often hears the screams of the mad echoing down from the barred windows of the old Widowcrest Asylum on the hill. Having recently moved to Woodinvale to take a position at the hospital, Becky hardly knows anyone and often wonders if she will regret moving away from her family and friends to this small, secluded town.

Sally, The High School Sweetheart



A troubled teen, Sally has had dark dreams of late. Living with her deadbeat, alcoholic step-father and her older, step-brother Jeb, Sally has always had to take care of herself. After her mother died when she was very young, Sally has only a silver pendant to remember her by. Sally dreams of getting out of the small town after high school and actually doing something with her life.

Jenny, The Farmer's Daughter



Born on the farm, Jenny Sty was raised to bail hay, feed the animals, and plow the fields. Though naive to the social circles of high school, she has been known to beat up guys with roaming hands or wise-cracking mouths. More at ease around animals than people, Jenny has never understood her father's gentle but sad demeanor and finds comfort in the simple truth of hard work on the farm.

Jake Cartwright, The Drifter



Always in the wrong place at the wrong time, Jake Cartwright drifted into town this morning. A stranger to all, Jake lives on the road, traveling... always on the move. With a scruffy face and well-worn clothes, he has learned over the years to make-do with what is on hand. This is not the first time Jake Cartwright has passed through Woodinvale. He brings with him memories of the past and a dread omen for the future. He is a sight Sheriff Anderson remembers from his youth, and hoped never to see again.

FAQ

Q. - Can a Ranged Weapon be fired by more than one Hero in a single turn? *(Example – Billy has a Meat Cleaver, and a Revolver which he fires at a Zombie. Then Sally moves into Billy's space and hands him a weapon. Billy already has two weapons so he has to drop one or give it to another Hero in his space. He hands the Revolver to Sally. Now that Sally has finished moving, she may fire a Ranged Weapon. Can Sally fire the Revolver at a Zombie?)*

A. - No. A Weapon card may never be used by more than one Hero in the same turn (Ranged Weapons or Hand Weapons).

Q. - What happens if a Zombie Card discards the top Hero Card from the deck, but there aren't any left?

A. - The Heroes automatically lose. Just as if the Zombie Card had discarded the last Hero Card in the deck.

Note that if a Hero draws the last Hero Card from the deck, the Heroes do not automatically lose.

Q. - If you have four items including Gasoline or Old Betsy, and you gain a fifth item, can you immediately use the Gasoline or Old Betsy to avoid having to discard an item?

A. - Yes. You could also immediately hand off an item to any other Hero in your space.

Q. - If I have a Hero Card that says, "Immediately cancel any Zombie Card.", what can I use that on?

A. - This can be used to cancel any Zombie Card, being played or that Remains in Play.

Q. - If my deck is getting low, can I count the number of cards left before it runs out?

A. - No. Players may not count the number of cards left in any deck or discard pile (Hero or Zombie).

Q. - When a Random Building result is Hero's Choice for a New Spawning Pit, who decides which space of the building the pit is actually placed in?

A. - The Zombie Players. Though the Hero Players get to choose the building, the Zombie Players always place the marker on the board.

Q. - In a game with two Zombie players, can I use cards that say "your Zombies" on the other Zombie Player's models?

A. - No. When it says "your Zombies" it means only YOUR Zombies.

Other cards that are not specific may be used on either Zombie player (or even possibly a mix if you are choosing individual Zombie models).

Q. - If I spawned new Zombies this turn and then I play "There's Too Many", do the additional Zombies still have to be evenly distributed amongst the Spawning Pits?

A. - Zombies only have to be evenly distributed within each action of placing new Zombies. Spawning new Zombies at the end of the turn is one action, and placing new Zombies with a card is another action, so they may double up before necessarily putting a Zombie on each pit.

Look for up-to-date FAQ, additional material, and support on the Website at:

WWW.FLYINGFROG.NET

Credits

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Music Composition - Mary Beth Magallanes

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Rules - Jason C. Hill

Miniature Concept Artwork - James Ma

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Playtesters –
James Boer, Mark Brown, Jennifer Coonradt, Tom 'Coony' Coonradt, John Corpening, Gina Corpening, Matthew Dudley, Chris Kemnow, Lora Nelson, Christopher Shull, Aila Slisco, and countless others.

Cast

Heroes:

Johnny – Casey Chambers

Jenny – Christina Lyon

Billy – Christopher Graddon

Sally – Michelle Sanchez

Sheriff Anderson – Chris Brockett

Becky, The Nurse – Alysia Rae

Jake Cartwright,
The Drifter – Matthew Morgaine

Father Joseph – Michael Medved

Townsfolk:

Jeb, The Grease Monkey –
Mark Brown

Doc Brody – Jack W. Hill Jr.

Farmer Sty – Lance Dudley

Principal Gomez –
Philip G. Magallanes

Deputy Taylor –
David Berger

Mr. Hyde, The Shop Teacher -
Christopher J. Blohm



Zombies:

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Jennifer Coonradt
Tom 'Coony' Coonradt
John Corpening
Matthew Dudley
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Glossary

Cancel - When a card is Canceled, it is immediately discarded without further affect. If a *Remains in Play* card is canceled, any markers on the board placed by that card are also removed.

'Except during a Fight' - May be used between Fights.

Fended Off - If a Hero beats a Zombie in a Fight, but does not roll doubles. The Zombie is left in the space.

Fight - A single hand-to-hand combat between a Hero and a Zombie.

Hero Card - Combat Bonus: - A Hero Card's special ability for use during a Fight.

Hit - A single Wound caused to a target (usually from a Ranged Attack).

Killed - Placing a Wound Marker in all remaining Health boxes of a target. This will remove a normal Zombie from the board.

Pick Up: - The ability in certain Buildings to take a specific Item from the Discard Pile rather than draw from the top of the Hero Deck.

Scenario Search Items - Specific Cards or Card Keywords needed to win a Scenario.

Start of the Turn - Any time until the first model moves in the Zombie Move Phase or takes a Hero Move Action.

Sundown / Morning - This refers to the Sun Track Marker moving off of the last space of the track (the number 1), and onto the image of the sun on the horizon.

The Black Zone - The area toward the top of the Sun Track (from turn 14 and higher).

Wound - A marker placed in a Hero's Health box to show damage. One Wound is enough to remove a normal Zombie from the board.

Zombie Hunger - The need for Zombies to move into an adjacent Hero's Space or to not move away if already with a Hero.

Zombie Fight: Card - A Zombie Card used to gain a bonus during a Fight. Zombies are limited to one per Fight.

Gas Marker



A Gas Marker may be ignited as a Ranged Attack using a Ranged Weapon (roll to Hit as though it were a Zombie) or by throwing (Discarding) any Item with Keyword Fire at it using - Range: 2 Spaces, Hits on 3+.

Any Zombies or Heroes in the space are immediately Killed; any in adjacent spaces are Killed on the roll of 3+. Remove the Gas Marker from the board.

Icon Legend

- Advanced Card
- Animal
- Explosive
- Fire
- Gun
- First Aid



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