2-4

14+

15-60

NICOLAS SCHLEWITZ & GUILLAUME LEMERY

ZOMBIE 15'

Your house is no longer safe; they are on the verge of breaking down the door to your bedroom. It's time to improvise and to find other survivors so you can make it out alive. But the zombie Horde haunts the streets… and where would you go anyway? Better hurry: You've only got 15 minutes before the Horde gets here…

SURVIVAL GUIDE

PRESENTATION

Zombies 15' is a cooperative game for 2 to 4 players in which you play teenagers who have 15 minutes to survive and escape from a Zombie Horde.

The game is designed as a campaign but you can play each scenario separately, or even design your own scenarios.

CONTENT

- Survival Guide - Rules
- Death on Your Heels - Campaign
- 32 double-sided Terrain tiles
- 1 CD
- 8 Hero figures
- 99 zombie figures + 1 Alpha zombie
- 8 Hero sheets
- 1 Horde box
- 25 Ammo/Durability tokens
- 15 Life Point tokens
- 56 Search cards
- 48 Zombie cards
- 18 Special Item cards
- 33 Scenario cards
- 40 Search tokens
- Various tokens (Alarm, Car, Gas Can, Lock, Exit, –1 Action, A, B, C, D, Helicopter, Machine Gun, Ammo, and Radio)



GOAL OF THE GAME

Depending on the scenario you play, the victory conditions and the difficulty level vary. To win, you must survive and achieve the objectives of the scenario before the end of the soundtrack. You can play the scenarios in campaign mode.

SETUP

Start by choosing a scenario. If this is your first game, we recommend starting with Scenario 1.

The rules given here are general rules which can vary depending on the scenario.

The scenario tells you:

- The reference numbers of the tiles you need.
- The map layout, as well as the positions of zombies and scenario elements.
- The detailed objective.
- Special Rules introduced by the scenario.
- The soundtrack to use. You can always adjust the difficulty by opting for an easier or more difficult soundtrack.

- **Prepare your scenario by arranging the appropriate tiles in the center of the table,** as illustrated by the map. Place zombies on the tiles as indicated in the scenario.
- **Assemble the starting Horde** by putting 3 zombies in the Horde box. Then put the remaining zombies next to the board; they make up the Reserve.
- **Shuffle the Search cards** and put them in a face-down draw pile next to the board within easy reach of everyone. Allow room for a discard pile next to the draw pile.
- **Prepare the Zombie draw pile:** Remove the 8 Horde cards from the Zombie draw pile. Shuffle 4 of them into one half of the Zombie cards, and the 4 others into the other half. Put the halves together to make a single Zombie draw pile.
- **Each player picks a Hero.** Then, take your Hero Sheet, your Starting Items, your figure, a Life Point token (place it on your maximum Life Point space), and Ammo/Durability tokens (place them on your Weapons and Items, if appropriate, at maximum value). Finally, place the figure on the Start space.

GAME PLAY

The game begins when the soundtrack starts.

Players take turns, clockwise. The first player is the one who most recently ate raw meat.

At regular intervals, the soundtrack will play a zombie growl: This indicates that new zombies appear on the board.

WINNING

- Players win if they meet the scenario objective before the end of the soundtrack.
- They lose if the soundtrack stops before they meet their objective, or if they are all down to 0 Life Points.



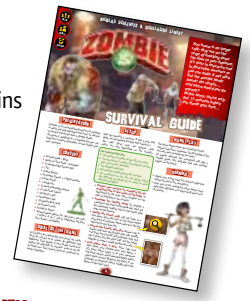
CONTENTS DESCRIPTION

The entire contents of the game are described in detail here.
Their use is explained later in the rules.



• SURVIVAL GUIDE

You're holding it. It contains all the information you need to survive.



• 1 CD

The CD contains 3 soundtracks you will use during campaigns: one has no zombie growls, another has a growl every minute, and the last one has a growl every 40 seconds. The duration between each zombie growl depends on the scenario.

Whenever you hear a growl, draw one card from the Zombie draw pile and add as many zombies as indicated into the Street Area of the Active Hero's current Terrain tile.

You will also hear sirens to tell you how long you have left: At the start, then on the 7-minute, 10-minute, and 14-minute marks.



• DEATH ON YOUR HEELS

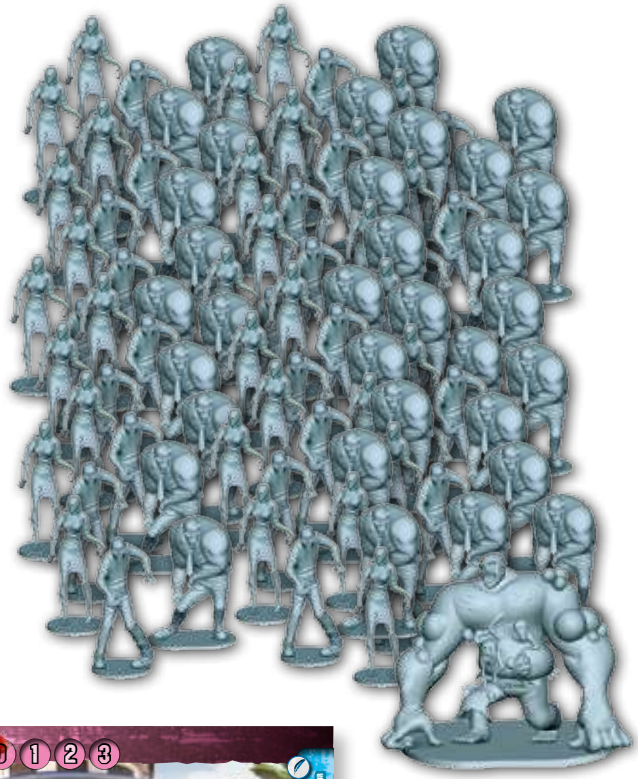
This booklet contains several hours' worth of campaign adventure over fifteen 15-minute scenarios.

•8 HERO FIGURES



• 99 ZOMBIE FIGURES + 1 ALPHA ZOMBIE FIGURE

The differences in the models have no impact on the game.
The Alpha Zombie is only used when mentioned in the scenario description.



• 32 DOUBLE-SIDED TERRAIN TILES

To set the stage of a California ravaged by the zombie scourge.



• 8 DOUBLE-SIDED HERO SHEETS



• 25 DOUBLE-SIDED AMMO/ DURABILITY TOKENS

Use the side for Guns and the side for Melee weapons and Objects. You use them to monitor how many uses are left for a Gun or an Object. Always place the token on the maximum value when taking an Item, and move it to the left every time you use it.

• 15 LIFE POINT TOKENS

You use them to keep track of your Health. Move it to the left every time you lose a Life Point. When it reaches 0, you are not yet eliminated but you can no longer move or act on your turn.



• 56 SEARCH CARDS

This deck consists of Zombie cards and Item cards (Weapons and Light Objects).



• 18 SPECIAL ITEM CARDS

Some scenarios enable you to collect Special Items that will help you survive.

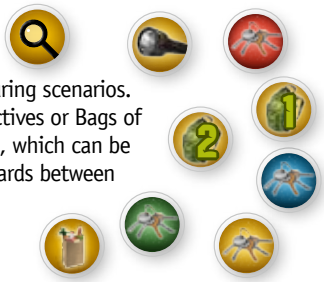
• 1 HORDE BOX

Put 3 zombies in the box at the start of each scenario and add one or more zombies whenever a player uses a noisy Item.



• SEARCH TOKENS

These tokens are collected during scenarios. They represent scenario objectives or Bags of Items you recover as you flee, which can be exchanged for Special Item cards between scenarios.





• 33 SCENARIO CARDS

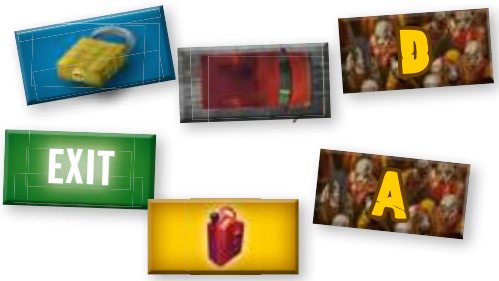
Scenario cards are the same on both sides, so you can locate them quickly. These are Item cards required by the scenarios.

• SCENARIO TOKENS

These tokens are put on specific places as indicated in the scenario, and you need them to win.

Some of them represent Objects associated with a card that you will add to your Hero's Sheet when you acquire them.

Extra tokens are provided for future scenarios, and for your own creations.





• 48 ZOMBIE CARDS

Whenever you hear the zombie growl, draw 1 card from the Zombie draw pile and add that number of zombies.



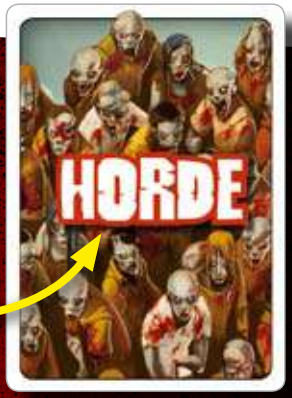
Letter: Alternate entry point for zombies in certain scenarios.



DESCRIPTION OF ZOMBIE CARDS

Whenever you hear the zombie growl, you must immediately draw a Zombie card.

- If the card has a number (1, 2, 3, or 4), put that number of zombies in the Street Area of the Active Hero's tile.
- If the card shows the Horde, put all the zombies from the Horde box into the Street Area of the Active Hero's tile. Add 3 zombies to the Horde box.



Event: A special effect that is triggered when you draw the card. Only in certain scenarios.



DESCRIPTION OF SEARCH CARDS

When doing a Quick Search, you could draw Item or Zombie cards.

- If the card shows zombies with the number 1 or 2, place that number of zombies in the Active Hero's Search Area.
- If the card shows an Item, you can retrieve it or put it in the discard pile.



DESCRIPTION OF HERO SHEETS

Encumbrance rule: Each slot can hold no more than one card. If you wish to replace an Item (Weapon or Light Object) with something new, you must remove the first one from the game; thus, it cannot be recovered by another player.

Heavy Objects and Search tokens can be dropped in the Active Hero's Area, to be recovered by a player later.

Name

Life Points: Each time you fail to fend off the zombies in your Area, you fall down and lose 1 Life Point. When you reach 0, you fall to the ground unconscious. You can no longer do anything.

Special abilities: Each Hero has advantages and weaknesses. Choose a Hero that suits you.



Light Object Slot: Blue slots are for Light Objects only.

Starting Item: Unless the scenario says otherwise, you start with these Items.

Backpack: This is where you put Search tokens. If all the slots are taken, you may free up a slot by simply removing one of your Search tokens and dropping it in your Area.

Weapon slots: Green slots are for Light Weapons only; yellow/green slots are for Bulky or Light Weapons.

Heavy Object Slot: A Heavy Object is placed on top of the Weapons, which prevents you from using them while you carry it. You can also carry an unconscious Hero by placing his/her figure on this slot.

EXAMPLE OF A HERO SHEET WITH ITEMS



DESCRIPTION OF A TERRAIN TILE

Search Area

Marked with a magnifying glass, it is the only place where you can find Items (Weapons and Objects), but beware of zombies: Not all of these places are abandoned.

- You cannot search outside a Search Area.
- **Some tiles have no Search Area, and therefore no search can be done there.**



Street Area

Everything that is not within the Search Area is considered to be the Street Area (even if there are houses, the groans from inside discourage you from searching them).

- Zombies that turn up after a growl always appear in the Street Area of the Active Hero's tile (unless the scenario says otherwise).

Tile number

You will use it as reference when setting up scenarios.

- A indicates the front, and B indicates the back.

DESCRIPTION OF ITEM CARDS

Type: The color and icon differentiates Weapons from Objects, and indicates the appropriate slot.

Name

Number of uses: Number of times you can use the Item (Weapon or Light Object) before it becomes useless. Initially, place the Ammo /Durability token on the highest value, then shift it one space to the left each time you use the Item.

Weapons end with a or space: When the Ammo/Durability token reaches this space, you can no longer use this Weapon to kill zombies. However, it still has its ability to Fend Off zombies.

You can reload Guns .

Objects that end with a space are permanently removed from the game when the Durability token gets to the space.



Damage: The number of zombies you kill every time you use it.

Fend off: The number of zombies on the tile that you can fend off at the end of your turn.

Noise: This symbol shows whether your Weapon is noisy. Whenever you use this Weapon, add that number of zombies to the Horde box.

HOW TO PLAY

Players take turns, starting with the first player. A player's turn is divided into three phases, which are played in following order:

1 HERO ACTIONS
2 ZOMBIE ATTACK
3 NEXT PLAYER



1. HERO ACTIONS

On your turn, **you are the Active Hero and you can take 4 Actions.**

You don't have to use them all, but any unused Action is lost. You can perform each of the following actions one or more times:

- If there are no zombies in your Area:
- **Move**
- **Search** (if you are in a Search Area)
- **Use an Object**
- **Pick up or drop a Heavy Object**

- If there are zombies in your Area:
- **Fight**
- **Use an Object**
- **Pick up or drop a Heavy Object**

- If you are lying on the ground:
- **Get up**

Note: Any Action you start must be resolved before starting the next Action.

In order to keep track of how many Actions you have taken, you should always count them aloud as you go.

Example: *1. I move. 2. I shoot and kill three zombies; one goes to the Horde. 3. I shoot, I kill one zombie and put it in the Horde. 4. I search.*

Tip: The player to the Active Hero's right should be in charge of making sure there are no mistakes (no more than four Actions, adjusting Ammo, fending off zombies, etc.), and the player to the left should add any zombies growl due to zombie growls or unfortunate search results.



MOVING

You cannot move if there are zombies in your Area.

Each move costs 1 Action.

You are always either in the Street Area or in the Search Area of a tile.

The Search Areas are surrounded with a yellow dashed line, and marked with a magnifying glass.

If you are in the Street, you can:

- **Move into the Street of an adjacent tile** (an adjacent tile is a tile connected to yours by a street).
- **Enter the Search Area** of your tile

If you are in a Search Area, you can **only move into the Street** on your tile.

SEARCHING

You can only Search in a Search Area, and only if there are no zombies in it when you start Searching.

Each Search costs 1 Action.

If you are in a Search Area, you can do a:

- **Quick Search:**
  - Draw 3 cards from the Search deck;
  - Add the number of zombies indicated on the cards to the Search Area;
  - Place the Items that interest you on the appropriate slots (same color) on your Hero Sheet;
  - Then put the other cards in the Search discard (including Zombie cards) in any order you choose.

Note: If the Search deck is empty, it is no longer possible to take this Action;

Tip: Doing a quick search and dropping Items is the surest way to set your partners up to safely retrieve Items.

Example: *Snow, equipped with a Shotgun and a single round of Ammo, does a Quick Search. She finds an Assault Rifle and two Zombie cards with values 2 and 2. 4 zombies are placed in her Search Area. Then, Snow says she wishes to keep the Assault Rifle. She removes her current Weapon (the Shotgun) from the game. At the end of her Search Action, Snow ends up with 4 zombies in her Search Area and a brand new, fully loaded Assault Rifle in hand.*

- **Careful Search:**
  - Retrieve one Item of your choice from the Search discard pile, ignoring any Zombie cards in there;
  - Then, remove any cards which were on top of the card you retrieved from the game for this scenario.
  - If you end up not retrieving an Item, no cards are removed from the game but you still spend the Action.

Example: *The discard pile contains the following cards (from top to bottom):*

Zombie 2
Machete
Zombie 2
Chainsaw
Zombie 1

Josh does a Careful Search and retrieves the Chainsaw. He removes any cards above the Chainsaw from the game, thus: Zombie 2, Machete, and Zombie 2. Zombie 1 is now the only card left in the discard pile.

Tip: This type of Search is especially recommended when you have no Weapon, or are low on Ammo, provided that your partners have been thoughtful enough to leave some Items in the discard pile for you.

KEY TOKENS

A key lets you enter a location that has a Lock of the same color as the Key. No player can enter such a location without that colored Key.

When a player with the Key enters the location, both Key and Lock are removed from the game and the location becomes open to all. Using a Key to open a location is automatic and does not cost an Action.

- **Take a Search token ( ) from your Area:**
  - Flip a Search token in your Area face-up. You can add it to your Sheet, or leave it in the Area.
  - Take a Search token from an unconscious Hero in your Area.

Example: *Snow is in an Area containing a Search token. She does the "Take a Search token" Action, and flips the token face-up. It's a Blue Key, and she puts it on her Hero Sheet, in a free slot in her Backpack.*

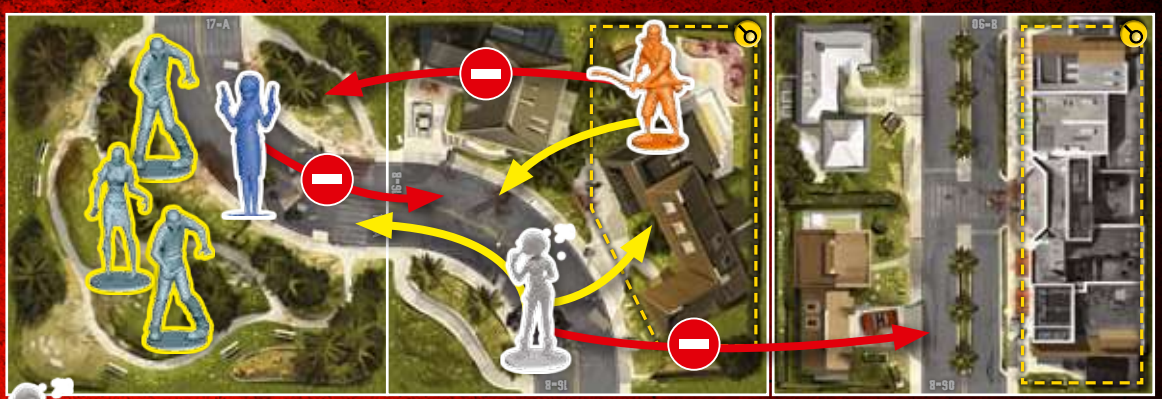
SEARCH: CLARIFICATIONS

- *Whenever you search, you can reorganize your Sheet and what you are carrying however you wish.*
- *Items always come into play fully loaded.*
- *In order to retrieve an Item when you have no free slot for it, you must first free a slot by removing the Item that is in that slot from the game for this scenario: IT DOES NOT GO TO THE DISCARD PILE, and cannot be retrieved by another player!*
- *Whenever you remove a Search token from your Backpack, IT IS NOT REMOVED FROM THE GAME! Place it in your Area; a player can retrieve it later.*

EXAMPLES OF MOVEMENT

Tiles 17-A and 16-B are adjacent (connected by a Street).

Tiles 16-B and 06-B are not adjacent.



If there are zombies in your Area, you cannot move.
Severity cannot move because there are zombies in her Area.

If you are in the Street and there are no zombies, you can move to an adjacent tile (connected by the Street) or into the Search Area of your tile.
Snow can join Severity on the adjacent tile to the left, or Josh in the Search Area of her tile, but she cannot go to the tile on the right because that tile is not adjacent to hers: It is not connected by a Street.

If you are in the Search Area and there are no zombies, you can move into the Street on your tile.
Josh can go out into the Street on his tile, but cannot directly join Severity. He would have to use a second Action to do so. He could also stay where he is and search.

GUNS

Guns are identifiable by their illustrations, as well as the leftmost space of their Ammo tracks.

• When your Gun's Ammo token reaches the space, you can no longer use it to fight zombies until you reload it. However, you can still use it to fend off zombies.

• Use an Ammo card to reload a Gun.





MELEE WEAPON

Melee Weapons are identifiable by their illustrations, as well as the leftmost space of their Durability track.

• When your Weapon's Durability token reaches the space, you can no longer use it to fight zombies.

However, you can still use it to fend off zombies.

FIGHTING

Unless one of your Items says otherwise, you can only fight zombies in your Area.

Each attack costs 1 Action.

Your Hero can use each item on the Hero Sheet as many times as you like, as long as you have Action points and Ammo/Durability left.

A player can fight zombies in his Area by shooting them with a Gun, or making a melee attack against them with a Melee Weapon, an Object or even with his bare hands.

- **Using an Item (Weapon or Object) against the zombies:**
  - Use an Action to remove as many zombies as the power of the Item;
  - Move the Ammo/Durability token one space to the left.
    When the Ammo/Durability token reaches the space, the Weapon can no longer be used to fight but you can still use it to fend off zombies (and Guns can be reloaded if you find Ammo). In the case of an Object, if the Durability token reaches the space, the Object is removed from the game;
  - Killed zombies are removed from the board and put in the reserve;
  - If the Item is noisy (= 1 or more), add as many zombies to the Horde as indicated by the symbol, +1 if it was used on a tile that has an Alarm token ( ).

- **Attacking zombies bare-handed:**

If you find yourself without Weapons or ammo, or if you'd prefer not to use your equipment, you can always fight zombies bare-handed.

- Lose 1 Life Point to kill 1 zombie.

Note: Fighting bare-handed never adds zombies to the Horde.

USING AN OBJECT

You can always use your Objects ( ) even if there are zombies in your Area.

Using an Object costs 1 Action unless the Object has a permanent effect.

- **Using an Object:**
  - When you use an Object, move the Durability token one space to the left.
    If the token reaches the space, the Object is destroyed and removed from the game.

You will have the opportunity to earn Special Items in the course of the scenarios. Some have two different uses: a permanent effect that lasts as long as the player has the Item (and requires no Action expenditure), and a one-shot effect (cost: 1 Action) which ends with the removal of the Object from the game.

Example: *The Skateboard provides a permanent bonus to the player (one free Move Action per turn to change tiles). But it can also be removed from the game to kill two zombies (cost: 1 Action).*



PICK UP OR DROP A HEAVY OBJECT

You can always pick up or drop a Heavy Object , even if there are zombies in your Area.

Picking up or dropping a Heavy Object costs 1 Action.

- **Picking up a Heavy Object:**
  - Remove its token from your Area;
  - Put its card on your Sheet, over your Weapons. These weapons are now unusable; you can't even use them to fend off zombies.
  - You can no longer Search. If you wish to search or use a weapon covered by the Heavy Object, you must first drop the Heavy Object.

- **Dropping a Heavy Object:**
  - Remove its card from your Sheet. You can use your Weapons again.
  - Put its token in your Area.

Note: An unconscious Hero is considered to be a Heavy Object (see next page).

GETTING UP

A Hero who is lying down cannot do anything until he gets up.

Getting up costs 1 Action.

When you are lying down, you can only get up. This Action is possible even if there are zombies in your Area.

- **Getting up:**
  - Stand your Hero's figure up. You can now use your remaining actions.

Reminder: When a Hero is lying down, his ability to Fend Off zombies is 0.



LIGHT OBJECT

Light Objects are identifiable by their illustration, their color (blue), and the symbol in the upper-left corner.



• Whenever you retrieve an Object that has uses, place a Durability token on the maximum uses, then shift it one space to the left whenever you use the Object. When the Durability token reaches the space, the Object becomes useless, and is removed from the game.

• Certain Objects have permanent effects that do not require activation.

HEAVY OBJECT

Heavy Objects are identifiable by their illustration, their color (red), and the symbol in the upper-left corner.



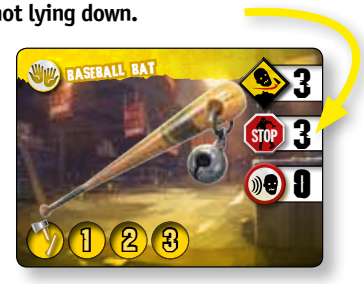
• Heavy Objects are not removed from the game when you remove them from your Items. Instead, they are dropped in your Area and can be retrieved later.



2. ZOMBIE ATTACK

At the end of your turn if there are zombies in your Area, and even if you are lying on the ground, you must always verify that you can fend them off:

Add the Fend Off (STOP) value of the best Weapon for each player in your Area who is not lying down.



Example 1: *Snow can fend off 3 zombies with her Baseball Bat.*

Example 2: *Two Heroes in the same Area, both equipped with Baseball Bats, can fend off 6 zombies.*

- **If the number of zombies in your Area is higher** than this total Fend Off value, you fall to the ground (if you weren't already down) and lose 1 Life Point (slide your Life Point token one space to the left).

Note: The Active Hero is the only one to suffer from the zombie attack.

- **If you fall to the ground,** lay your figure down in your Area. You cannot take any Action until you spend an Action to get up.

Example: *8 zombies are in the same Area as Snow, who is equipped with a Baseball Bat, and as Severity, who is equipped with an Axe. During her Zombie Attack phase, Snow can only fend off 6 zombies (3 with her Baseball Bat + 3 with Severity's Axe). Snow falls to the ground and loses 1 Life Point, but Severity does not, because it is Snow's turn.*

Reminder: When a Hero is lying down, his ability to Fend Off zombies is 0.

Note: If there is a zombie growl on the soundtrack during the Zombie Attack, then the Fend Off score must be recalculated to include the newcomers.

3. NEXT PLAYER

At the end of your turn, after resolving the Zombie Attack, you must say, "Your turn!" to the player on your left, so he can play.

UNCONSCIOUS HERO

When you lose your last Life Point, you fall to the ground unconscious. You cannot perform any Action or even be healed with a First Aid Kit until the end of the scenario; you also drop any Heavy Object or unconscious Hero you were carrying. The only thing you can do is help the other players handle game pieces (put zombies on the game board and draw Zombie cards).

You may, however, be carried by another Hero to the Exit tile, as if you were a Heavy Object (see p.6). If he succeeds, you lose neither your Items nor your Search tokens.

Important: If you are in the same Area as an unconscious Hero, you can always retrieve his Search tokens (example: keys) at a cost of 1 Action per token; however, you may not take his Items.

Special case: An unconscious Hero can be revived with a Defibrillator (see *Special Items*).

Note: If there is a zombie growl on the soundtrack after the Zombie Attack but before you say, "Your turn!", then you must recalculate the Fend Off score to include the newcomers before you can say, "Your turn!" and move on to the next player.

SOUNDTRACK

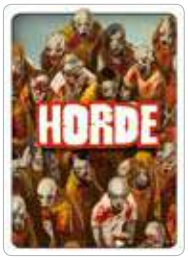
Each soundtrack plays a zombie growl at set intervals. Every time you hear it, draw a Zombie card and place the indicated number of zombies in the Street Area of the Active Hero's tile. If you draw the Horde, place all the zombies of the Horde in the Street Area of the Active Hero's tile.

Note: Zombies are placed in the Street Area of the Active Hero's tile, even if the Hero is in the Search Area. This means you are relatively safe when searching, except for a few stray zombies.

THE HORDE

The Horde always begins with 3 zombies.

- Whenever an Item is used, **add as many zombies to the Horde as indicated by the symbol ( ).**
- **Add 1 more zombie whenever you use a noisy Item on a tile that has an Alarm token ( ).**
- **Whenever you draw the Horde card,** the Horde shows up. Take all the zombies from the Horde box and put them in the Street Area of the Active Hero's tile.
- Once the Horde is on the board, **put 3 new zombies from the reserve into the Horde box for the next wave.**



Tip: Use your noisy Weapons wisely so as to avoid unnecessarily increasing the Horde; otherwise, you might not be able to complete the scenario in time.

END OF THE GAME

The victory conditions are specific to each scenario. As a general rule, victory conditions are met when all the Heroes reach an objective (even if unconscious and carried by another Hero) before the end of the soundtrack. Otherwise you have lost and have to start over.

CAMPAIGN GAME

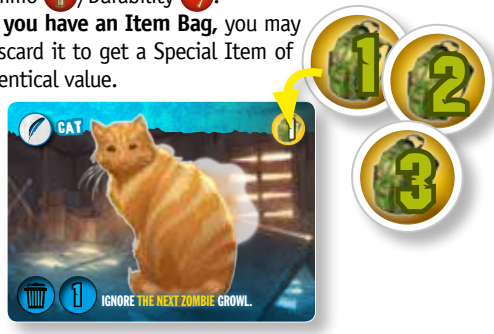
The game is designed for campaign play, with every decision you make during one scenario carrying an effect into the next.

When the players win a scenario, before moving on to the next, they go through the Checkpoint phase.

CHECKPOINT

The checkpoint phase happens between two scenarios when playing in campaign mode.

- **Recover all your Life Points.**
- **Discard the remaining Special Items** from your Hero Sheet (see below).
- **Choose your starting Items:** You may start the new scenario with your Hero's Starting Items, or you may keep your current Items (except for Special Items) with their current Ammo /Durability .
- **If you have an Item Bag,** you may discard it to get a Special Item of identical value.



Special Items are only kept for a single scenario, but you can always discard an Item bag to get the same Special Item in a later scenario. Special Items are always discarded from your Hero Sheet at the end of the scenario if you haven't used them.

If you have several Bags, you may pick only one Item, but you may give the other Bags to other players, or keep them for later, or even discard them.

Each Special Item is unique; it is up to the players to decide who gets what.

Unused Bags can be kept on a Hero's Sheet for later use, but they take up slots and are automatically lost if you fail a scenario.

FAILING A SCENARIO

When the players fail a scenario, every Item Bag is lost and put back in the box. You start the scenario again with nothing but your Hero's Starting Items.

EVENTS

The following rules don't apply until scenario 12 of the Death on Your Heels booklet.

During your trek for survival, you will sometimes need to contend with unfortunate events.

EVENT TRIGGER

Whenever you draw a Zombie card that has an Event symbol, its effect is applied, regardless of the player's current Area.

DESCRIPTION OF EVENTS



Loss of a Light Object: Overcome with panic, the Active Hero loses a Light Object. He must remove one Light Object card from his Hero Sheet, and remove it from the game. If he has no Light Object, nothing happens.



Sneak Attack: The Active Hero loses 1 Life Point if he is the only Hero in his Area.



Zombie Surge: The Active Hero places 5 Zombies on the Street Area of an adjacent tile (his choice).



Terror: If he is in a Search Area, the Active Hero is overcome with terror and flees into the Street. Move the figure into the Street of the Hero's tile. If the Hero is already in the Street, nothing happens.

2- OR 3-PLAYER GAME

2-PLAYER GAMES

Each player takes two Heroes. One player plays the actions of one of his Heroes, and then his other Hero, before moving on to the next player. Players must always play their Heroes in the same order, and remember to "notify the next player" between their Heroes' turns (calling out, "My turn!" between Heroes, for the purposes of resolving a zombie growl).

A player may not transfer Item cards between his Heroes.

Example: *Sabrina controls Josh and Severity, while Isabelle controls Will and Snow. During the first turn, Sabrina chooses to play Josh then Severity. Then Isabelle plays Will and finally Snow. So, Josh has his 4 Actions, then Sabrina says, "My turn!" and Severity takes her 4 Actions, then Sabrina says, "Your turn!" Now Isabelle does Will's 4 Actions, then says, "My turn!" and then Snow gets her 4 Actions, after which Isabelle says, "Your turn!" to Sabrina.*

3-PLAYER GAMES

Each player picks one Hero, but gets five Actions per turn. All other rules are unchanged.

ADVICE FOR BEGINNERS

In the heat of the moment, players often make mistakes during their first few games. Here's a list of the most commonly forgotten rules:

- **Once begun, an Action has to be resolved before the next Action can begin;** this is particularly true for a Quick Search. For example, during a Quick Search, you cannot kill Zombies with an Item you are about to remove from the game and replace it with another you've just drawn. You must first choose which Item from the Search that you are going to keep before undertaking the next action.
- When you draw a Horde card, after emptying the Horde onto the board, remember **to put 3 new zombies in the box for the next Horde**.
- When a Hero **cannot fend off the zombies,** he falls **to the ground and loses 1 Life Point.**
- **If a Hero is brought down to 0 Life Points,** he is unconscious and can no longer play or be healed. He can, however, be revived by another Hero with a Defibrillator, in which case he is back in the game with 1 Life Point.
- **Finish all your Actions, and check your Fend Off score before saying, "Your turn!"** For example, a player cannot say, "Your turn!" if he is still resolving his last Search Action.
- **Do not forget to indicate that your turn is over** by saying, "Your turn!" The other players shouldn't have to remind you or ask you.
- **Before each scenario, recheck your Hero's strengths and weaknesses** in order to avoid impossible situations (Vance with a Gun, or Sai Fon doing a Careful Search…).
- **In certain scenarios, a player may end up with only three Actions per turn**. Place a "–1 Action" token on the Hero's Sheet as a reminder.
- **If a player remains lying on the ground** throughout his turn and is incapable of fending off zombies (even with the help of other players), he still loses one Life Point during the Zombie Attack phase.
- **Josh, Severity, Sai Fon, and Snow** are supposed to be easier to play than the other Heroes. If you encounter some difficulties playing, consider picking a different character.

QUICK GAME

If you wish to have a quick game and not engage in a campaign, here are a few elements necessary to create a scenario:

- **Place the Start tile on the table,** then use 17 to 20 tiles to string together a course, the last tile being the Exit tile.
- **Place 3 zombies on each tile,** except the Start tile.
- **Place 3 zombies in the Horde.**
- Players begin with their **Starting Items.**
- **The Search draw pile** is made up of all the Search cards (Zombies and Items).
- **Make the Zombie draw pile** by taking the Zombie cards with values 1, 2, 3, and 4. Shuffle the cards and split them into two roughly identical stacks. Shuffle 4 Horde cards in each stack. Put one pile atop the other, next to the game board.
- **Depending on your experience with the game, you may also add** Search tokens (Keys, Bags…), tiles without Search Areas, and play with Events (on Zombie cards with values 1, 2, 3, or 4, depending on the desired difficulty). We recommend you first play the suggested campaigns before introducing these elements.
- Finally, choose a **difficulty level**:

  – **Normal:** Use the 15-minute soundtrack with one growl every 60 seconds.

  – **Difficult mode:** Use the 15-minute soundtrack with one growl every 40 seconds.

  – **Expert mode:** Use the 15-minute soundtrack with one growl every 40 seconds. The characters begin with one Life Point fewer.

Enjoy!



DESCRIPTION OF SPECIAL ITEMS



If you are playing the campaign, at the end of the scenario you can exchange one Bag for a Special Item of identical value.

An Item's permanent effect is applied as long as you are equipped with the Item. The effect is lost as soon as you remove the Item from your Hero Sheet.



BOX OF COOKIES: When you use the Box of Cookies, recover 1 Life Point (you cannot exceed your limit) and gain +2 Actions to use immediately.



CAT: Use the Cat to avoid drawing a Zombie card at the next zombie growl.



CHEESEBURGER: When you use the Cheeseburger, recover 1 Life Point (you cannot exceed your limit).



DEFIBRILLATOR: You can revive an unconscious Hero in your Area.

This Hero is resuscitated with only 1 Life Point. He will need to get up during his turn.



DOG: As long as you have the Dog, you can fend off 1 more zombie than your Weapon allows. This is a permanent effect.

If you are lying down, your Fend Off score is still 0.

You can use your dog, one time, as a weapon to kill 2 zombies (then discard it).



DYNAMITE: If you are in the Street, use Dynamite to kill 3 zombies in the Street Area of an adjacent tile.



ENERGY DRINK: Gain +3 Actions to use immediately.



EXPLOSIVE AMMO: When you use a Gun, you can also use the explosive ammo. If you do, destroy the Gun and increase its damage by 3.



FIREWORKS: If you are in the Street, move up to 3 zombies from your Area into the Street of an adjacent tile.



HELMET: Kill 1 additional zombie when fighting bare-handed. You still lose 1 Life Point for fighting bare-handed.

This is a permanent effect.



IMPROVISED SHIELD: As long as you have the Improvised Shield, you can fend off 3 more zombies than your Weapon allows. This is a permanent effect.

If you are lying down, your Fend Off score is still 0.



LUCKY CHARM: Discard one Zombie card during your turn's next Quick Search.



ROTTEN MEAT : You can use the Rotten Meat to do a Search or Move Action when there is 1 lone zombie in the Area.



SMOKE GRENADE: You can exit the Street you are in even if there are zombies in it.

You still need an Action to move, in addition to the one you use for the Smoke Grenade.



MOLOTOV COCKTAIL : Kill 4 zombies in your Area.



SKATEBOARD: As long as you have the Skateboard, gain an additional free Move Action on each of your turns, usable only to go from one tile to another. This is a permanent effect.

You can use your Skateboard, one time, as a Weapon to kill 2 zombies (then discard it).



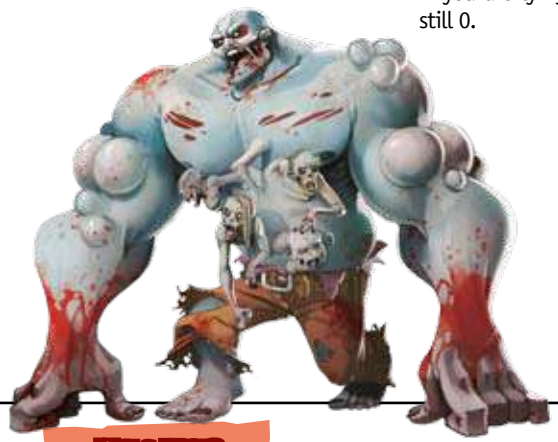
TRASHCAN LID: As long as you have the Trashcan Lid, you can fend off 2 more zombies than your Weapon allows.

This is a permanent effect.

If you are lying down, your Fend Off score is still 0.



RAZOR BLADE: Use the Razor Blade as a Weapon to kill 1 zombie in your Area.



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GAME TURN SUMMARY

A game turn is divided into three phases, which are played in the following order:

1 Hero Actions (4)

You have 4 Actions. If you are carrying a Heavy Object, you can't Search or use your covered Weapons, but you can still use uncovered Items and spend 1 Action to drop your Heavy Object.

IF THERE ARE NO ZOMBIES IN THE AREA

Move Actions:

- **Move to** an adjacent tile
- **Enter or exit** a Search Area

Search Actions:

- **Quick Search** (draw 3 cards from the pile)
- **Careful Search** (retrieve 1 card from the discard pile)
- Take a **Search token**

WHETHER THERE ARE ZOMBIES OR NOT

- **Fight** the zombies with a Weapon
- Fight **bare-handed** (–1 Life Point = -1 zombie)
- Use a **Light Object**
- **Pick up or drop a** heavy **Object**

2 Zombie Attack

If there are zombies in your Area, they attack you. Calculate your Fend Off score (STOP) by adding the Fend Off score of the best Weapon of each Hero in your Area.

If greater than or equal to the number of zombies, you manage to fend them off: Nothing happens.

If it is less than the number of zombies, you fail to fend them off: You fall down and lose 1 Life Point.

If you are down to 0 Life Points, you are unconscious and cannot do anything for the rest of this scenario.

3 Next Player

At the end of your turn, you must say, "Your turn!" so the player to your left can play.

