
8th Summit
Games that Tell Stories
GREY FOX GAMES
RUN FIGHT or DIE
™
A ZOMBIE DICE GAME • RULES OF PLAY

# OVERVIEW

*Run, Fight, or Die* is an adventure dice game for 1 – 4 players (expandable to 6 players) in which players take on the role of a character living in Hokenville, a small town that is suddenly overrun with zombies. Players work to stay alive, saving as many fellow townsfolk as possible. These townsfolk become Followers and bring their skills - and/or problems - along with them, forcing each player to adapt to their Followers' idiosyncrasies while trying to survive. Each Follower provides victory points for the player to whom that Follower is attached. The more beneficially skilled Followers provide fewer victory points while the Followers that impose penalties provide more victory points. When the game ends, surviving players total their individual points to establish the winner.




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# COMPONENTS

The game comes with the following components:

- 7 Custom Dice (*5 Action Dice, 1 Bonus Die and 1 Event Die*)
- 4 Action Boards
- 25 Follower (Townsfolk) Cards
- 18 Location Cards
- 16 Loot Cards
- 24 Mutant Zombie Boss Cards
- 20 Mutant Boss Wound Tokens
- 25 Wound Tokens
- 60 Walker Zombies
- 16 Fleeing Cards
- 1 Mutant Zombie Boss
- 1 Actions & Events Guide
- 1 Rulebook
- 16 Event Cards
- 6 Player Character Boards

## ACTION BOARD

The 3 Zones represent the distance the zombies are from the player (that's you). Icons on the board show the most commonly used icons for each Zone.




The icons in each Zone identify the dice that can be used in that Zone as actions.

## EVENT DIE

There is 1 Event die that is rolled each turn with the Action Dice, and resolved immediately after the first roll of every player.



## ACTION DICE

There are 5 Action dice that will be rolled by the players each turn to establish their actions.

## PLAYER CHARACTER BOARD




Character background, and skill.

Dice Combo Bonus.

## BONUS ACTION DIE

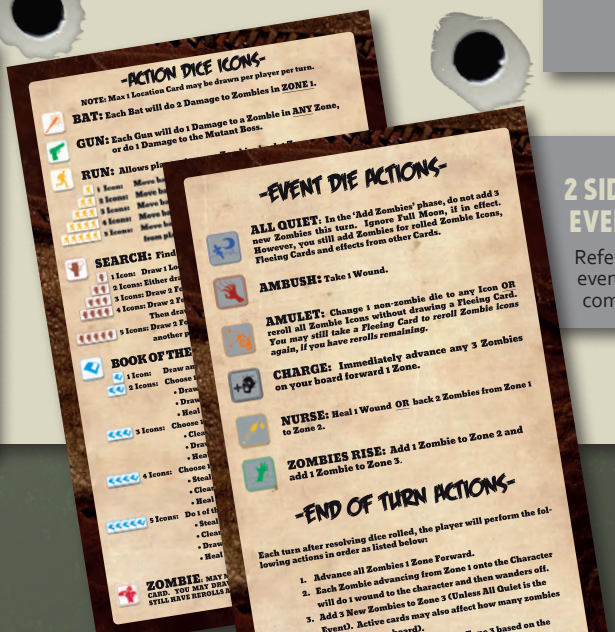
The BLACK Bonus Die is rolled when a Follower, Location or Event instructs you to do so.

*Note: The Bonus Die has 2 Zombie Icons on it.*

## EVENT CARDS

Event Cards are triggered by Location Cards or dice rolls. Most Events occur immediately upon being drawn. If the Event Card is a Hold card it remains with the player until the player uses it. If an Ongoing Event card is revealed, it remains in play and alters the game for all players until another Ongoing Event is drawn.




## 2 SIDED ACTIONS & EVENTS GUIDE

Reference guide for events and action dice combinations

# COMPONENTS CONTINUED

## LOOT CARDS

Loot Cards are revealed when drawn. They often have multiple uses that are tracked by placing wound tokens on them, indicating the number of times it can be used. Discard a token each time the Loot Card is used. These Loot Cards are discarded if they have no remaining tokens.




## FOLLOWER (TOWNSFOLK) CARDS

The primary goal of all players is to rescue townsfolk, turning them into Followers and leading them to safety. Each Follower Card provides Victory Points, as well as Bonus abilities or Penalties that aid or hinder the players.

Victory Point value

Special bonus and/or penalty




## LOCATION CARDS

As players move through the town, fighting and fleeing zombies, they come upon locations. Some offer safety, supplies, and a place to recover from injuries; a few are dangerous. Some locations trigger an Event, or enable the player to scavenge for Loot.

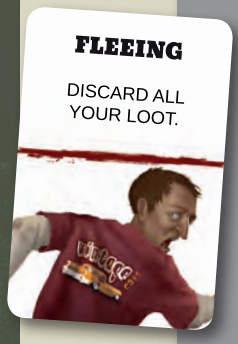
*Note: The Town Line location is special in that it may trigger the end of the game (page*

Location

Description & Location ability




## FLEEING CARDS




The Fleeing Cards represent you escaping Zombies. One Fleeing Card is drawn if a player chooses to reroll ALL Zombie Icons. The player may do this **once** per turn and only if they have rerolls remaining.

## MUTANT ZOMBIE BOSS

The Mutant Zombie Boss can be spawned by certain Event, Location or Loot cards. When he is spawned, place the large Mutant token in front of the player that spawned him. The Mutant will attack each player at the end of their turns until the players have collected all of the Mutant's Wound tokens.

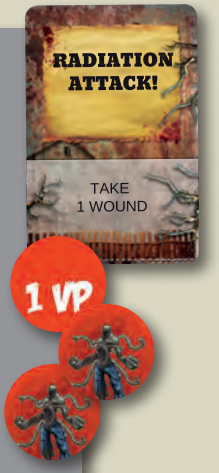


# COMPONENTS CONTINUED

## MUTANT ZOMBIE BOSS CARDS, WOUND TOKENS & FLEEING CARDS

A Mutant Zombie Boss Mutant Card is drawn at the end of each player's turn if the Mutant is active. The cards are self-explanatory. Mutant Wound Tokens double as his Hit Points and player Victory Points.

A Fleeing Card is drawn if a player chooses during their rerolls to reroll all Zombie Icons . Players may do this once per turn.




## TOWN LINE LOCATION CARD

Before starting your game, players may want to review the Town Line Location Card. Match the number of players in your game with the game ending conditions as noted on the card, then shuffle the Town Line in with the other Location Cards.




# GAME SET UP

The following steps are followed to set up the game:

1 **Character Selection:** Each player takes 1 Character Board. You may do this randomly or by choice. Players also take an Action board. Action Boards are all the same. The Character Board is placed at the base of the Action Board, directly below the **THEY ARE ON YOU!** Space.

2 **Zombie Setup:** Each player places **ZOMBIES** on their Action Board as follows:

- **2 ZOMBIES** are placed in **ZONE 1**
- **3 ZOMBIES** are placed in **ZONE 2**
- **4 ZOMBIES** are placed in **ZONE 3**

After placement, each player will have a total of 9 zombies on their Action Board.

3 **Followers:** Shuffle and place the Follower cards face down in the center of the playing area within easy access to all players.

4 **Locations:** Shuffle the Location cards and place them face down in the center of the playing area next to the Follower deck.

5 **Event:** Shuffle the Event deck and place next to the Follower and Location decks.

6 **Loot:** Shuffle the Loot deck and place next to the Events deck.

7 **Fleeing Cards:** Shuffle the Fleeing deck and place them next to the Event deck.

8 **Zombies & PLAYER Wound Tokens:** Place the Zombie miniatures and Wound Tokens in separate piles. These will be the surplus for Zombies and Wounds.

9 **MUTANT ZOMBIE, MUTANT Wound Tokens & Cards:** Place the Mutant Zombie ("1 VP" tokens) near the board. Shuffle the Mutant Zombie Cards and place next to him. Place the Mutant Wound tokens in stacks near the Mutant Zombie.

10 **Guide:** Place the Actions and Events Guide near the playing area for easy access to all players.



# GAME SET UP CONTINUED

11 **First Player:** Decide who will be the first player. We recommend it be the person that has seen the most zombie movies, or looks most like a zombie. Other than that, use any method you prefer – youngest player, oldest player, most likely to scream... Regardless of how you decide who the First Player is, give them the 5 Action and 1 Event Dice.

12 **1 Bonus Die:** Place the Bonus (Black) Die near the Zombie Surplus for easy access.

# YOU ARE NOW READY TO PLAY THE GAME




Game set-up example








WOUND MARKERS




# PLAYING THE GAME

The following steps are performed by each player on their turn. When a player has completed their turn, they pass the dice to the player on the left (clockwise) and that player starts their turn. Play continues until one of the end game conditions occurs (see End Game Conditions).

Each player's turn is divided into several phases. Each phase must be completed by the player before moving to the next phase.

## PLAYERS TURN OVERVIEW:

### Action Phase:

- Initial Dice Roll: Roll 5 Action Dice AND 1 Event Die
- Event Resolution: Resolve the Event Die and set it aside
- Rerolls: Players have 2 rerolls
  - Zombie Icons lock or draw a Fleeing Card
  - Fleeing Card resolution
  - Action Resolution: Perform the Actions rolled

### Zombie Advance Phase:

- All Zombies on the player board advance 1 Space*
- Zombies advancing onto the Hero card wound the hero and are then discarded
- Mutant Zombie, if active, attacks current player

**Speciality expansion Zombies may move differently*

### Hunt Phase:

- Add 3 Zombies (Event Cards may affect this #)
- Add 1 Zombie for each Zombie icon on the dice

### Check End Game Conditions:

- Player with 5 Followers declares last round. All players get one last turn, INCLUDING PLAYER DECLARING THE LAST ROUND.

### Game ends immediately if:

- Any Character (Player) dies
- Town Line: (see Page 9 for details)
- 20 Mutant Wound Tokens (1 VP Tokens) awarded



# ACTION PHASE

In the Action Phase, players roll the dice and resolve actions as noted below. Default number of rolls is equal to 1 initial roll plus 2 rerolls, unless their character or a card states otherwise.

1 **Initial Dice Roll:** The player takes the 5 white Action Dice and the 1 Grey Event Die and rolls them together.

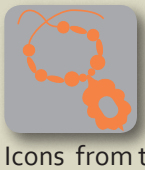
2 **Events Resolution:** The first thing the player must do is consult the Event Die (grey) and perform the event. Each Event is listed below. Events apply only to the player that rolls them.



**ALL QUIET:** Player does not get 3 new Zombies during Hunt Phase. **He still adds all Zombies rolled via icon results.** This event is not immediate. Place this die next to the Zombie Surplus as a reminder that you do not get the normal 3 Zombies in Phase 6.



**AMBUSH:** Player suffers 1 wound from a Zombie ambush. Add 1 Wound Token to the Character Board.



**AMULET:** The Amulet allows the player to change any one non-Zombie Die to any facing **OR** to add all Zombie Icons from the first roll to the first reroll without drawing a Fleeing Card.



**CHARGE:** The player must immediately advance any 3 Zombies on their Action Board by 1 Zone. Any Zombies moved from Zone 1 onto the Character Board cause 1 Wound each and are then removed and discarded.



**NURSE:** Immediately heal 1 Wound **OR** move any 2 Zombies back 1 Zone.



**ZOMBIES RISE:** Immediately add 1 Zombie to Zone 2 and add 1 Zombie to Zone 3.

3 **Rerolls:** The player may now reroll the Action dice up to 2 times unless a Location, Follower or skill increases or reduces the number of rerolls. Any dice can be freely rerolled, **except Zombie icons,** even previously saved dice, as long as the player still has rerolls. The player is not required to use their rerolls; they may stop at any time. No Action icons are resolved until the player has used their rerolls, or has announced that they are finished rolling the Action dice.

- **Zombie Icons and Fleeing:** *Once per turn,* the player may add all Zombie Icons to a reroll if they first draw a Fleeing Card and resolve its effects. After drawing and resolving a Fleeing Card, the

player may pick up the Zombie Icon Dice and add them to their reroll. **However, the player must still have rerolls remaining.**

- **Fleeing Card Resolution:** Each Fleeing card represents the result of the character fleeing from the Zombie icons rolled on Action dice. In most cases the card will add Zombies immediately to the player's Zone 3 (you do not wait for the Hunt Phase to add them). These new Zombies will move forward at the end of the Zombies Advance Phase.

4 **Action Resolution:** When the player has decided they do not wish to make any additional rerolls, or has used all their allotted rerolls, they carry out actions which involve fighting, running, looking for Followers and moving to a location.

5 **Character Dice Combos.** Combos often will allow you to **ignore the Zombie icons** rolled in that combo (do not place those additional Zombies in the Hunt Phase). **Non-Zombie icons rolled, unless also ignored, can be used for both their Combo effects and again for their normal effects!**



**BAT:** Each Bat will kill 2 Zombies in Zone 1. A Bat cannot be used in other Zones unless a skill, location, or item allows it.



**RUN:** Each Run allows the player to back any 1 Zombie up one Zone. Zombies backed off Zone 3 are removed and returned to the Zombie Surplus.



**SEARCH FOR FOLLOWERS:** Depending on the number of these icons rolled, perform the following Action:

- **1 Icon:** Draw 1 Location Card.
- **2 Icons:** Draw 1 Follower Card **OR** 1 Location Card.
- **3 Icons:** Draw 2 Follower Cards, keep one and discard the other.
- **4 Icons:** Draw 2 Followers, keep 1 and discard the other. Then draw 1 Location.
- **5 Icons:** Draw 2 Followers and keep both **OR** take 1 active Follower from another player.



**GUN:** Each Gun does 1 Point of damage to any 1 Zombie (enough to kill a Walker) in any Zone or does 1 Wound to the Mutant Zombie Boss.



**BOOK OF THE DEAD:** Depending on the number of these icons rolled, perform the following Action(s):

- **1 Icon:** Draw 1 Event Card
- **2 Icons: Do one (1) of the actions below:**
  - Draw 1 Location Card
  - Draw 1 Loot
  - Heal 1 Wound
- **3 Icons: Do one (1) of the actions below:**
  - Clear any Zone of all Zombies **AND** draw an Event Card.
  - Draw 1 Follower
  - Heal 2 Wounds
- **4 Icons: Do one (1) of the actions below:**
  - Trade one of your Followers for any Follower of another player.
  - Clear any Zone of all Zombies
  - Heal ALL Wounds
- **5 Icons: Do one (1) of the actions below:**
  - Steal 1 Follower from other player
  - Clear any Zone of all Zombies **AND** draw a Follower.
  - Draw 2 Followers and keep both.
  - Heal All Wounds **AND** Draw 1 Loot Card



**ZOMBIE: These icons may not be re-rolled without a special skill, or by first drawing a FLEEING CARD.** To draw a Fleeing Card a player must have rerolls remaining. Complete the actions on the Fleeing Card and then reroll ALL Zombie Icons along with any Action dice you want to reroll. You can do this once per player turn.

# Drawing Cards

Often the player will gain 1 or more cards as a result of their actions. The information below discusses each type of card in a little more detail. **All decks if exhausted are reshuffled to form a new deck.**




**FOLLOWER CARDS:** When you gain a Follower, you draw from the Follower deck as directed.

The following rules apply to Followers when acquired.

- Followers have 3 possible Icons: **Bonus**, **Penalty**, and **Special** . **Specials do not count as a Bonus or Penalty.**
- Followers added to your area stay with you the rest of the game, unless discarded because of an event, card, or skill or dice roll.
- The players must apply the Penalties and Special abilities of any Townsfolk that become their Followers. Players may choose not to use any Bonus abilities.
- Any player that has 5 Followers at the end of their turn may declare **end game** during the Check End Game Conditions Phase. *This declaration is optional, but if declared then all players (including the player that called for the end game) will get 1 more turn.*




**LOCATION CARDS:** Location Cards are placed face up next to the player's Character Card. The following rules apply to Locations.

- Some Locations instruct you to draw Event or Loot Cards. Resolve those cards as instructed.
- The Location text will activate as instructed on the card, usually at the start of your next turn. Only 1 Location may be drawn per turn.
- **Locations are active for 1 turn.** After the player at a Location starts their next turn and performs any Location instructions, if any, the Location is discarded.




- **Town Line Card**: If the Town Line is drawn, it may trigger the end of the game. See End Game Conditions for details (Page 9). If the Town Line does not trigger the end game, reshuffle it and all other discarded Location Cards back to form a new draw deck.




**EVENT CARDS:** An Event Card is drawn when a Location has the Event Icon, or as the result of an Action Dice roll. If the Event states "HOLD" the player takes the card and may play it on a future turn when the condition on the card applies. **Ongoing Events are placed next to the Event draw deck and apply to all players.** Ongoing Events remain active until their discard trigger as stated on the card occurs (usually a new Event being drawn). All other Events are revealed and resolved immediately when drawn.




**LOOT CARDS:** Loot cards are acquired when a Location has the Loot icon, by some Action dice icons, and through Events or Fleeing. Loot sometimes provides 1 – 3 uses and is then discarded. Use Wound tokens to track how many times a Loot card is used when you receive a card that may be used more than once.

## Zombies Advance Phase

After resolving all Actions, the active player advances all Zombies on their Character Board 1 Zone forward. If the Mutant Zombie is active, he attacks. **There is no gameplay distinction between the male and female zombies in the base game.**

**ADVANCE ZOMBIES:** Move all Walker Zombies forward 1 Zone, starting with the Zombies in Zone 1.

**CHARACTER WOUNDS:** If any Zombies advance from Zone 1 onto the Character board, the player suffers 1 Wound for each zombie advancing forward from Zone 1 onto the Character. After wound tokens are added to the Character board (1 for each Wound), the advancing Zombies are discarded to the Zombie Surplus.

**MUTANT ZOMBIE BOSS:** If the Mutant Zombie is active, the player draws 1 Mutant Zombie Card and resolves it.

## Hunt Phase

After advancing all Zombies, the player adds new Zombies to their Character Board in Zone 3. Additionally, the player will add 1 additional Zombie for each Zombie Icon result on their Action Dice at the end of their rerolls. Follow the steps below to complete this phase of the game.

- Add 3 Zombies (unless an ongoing effect instructs otherwise) to Zone 3.
- Add 1 additional Zombie for each Zombie icon result on the Action dice after rerolls. **These Zombies are added even if Quiet Night Event Card is in effect.**
- Move Mutant Zombie Boss in front of the next player if it is active.

## Check End Game Conditions

The player ends their turn by checking to see if they have triggered any of the End Game Conditions listed below.

**CHARACTER DIED:** If the player suffers their last Wound they are killed and the game ends immediately (**EXCEPTION**–*see the Important Note on this page*). Move to final scoring.

**PLAYER DECLARED END GAME:** If a player has taken 5 Townsfolk as Followers, they may declare that they are on the outskirts of town, triggering the End Game. If they declare the End Game, **all players gets 1 final turn, including the player that declared the End Game.**

**IMPORTANT NOTE IF A PLAYER DIES AFTER A PLAYER DECLARES THE END GAME:** If a player declares End Game with 5 Followers, and thereafter any Character is killed, this will not immediately end the game. The remaining players will still get 1 final turn after a player declares End Game in this manner, even if a Character dies in the process.

**ALL 20 MUTANT WOUND TOKENS HAVE BEEN GAINED BY THE PLAYERS:** If the last of the Mutant Boss's Wound Tokens has been gained, the game immediately ends (the Zombie curse has been eradicated).

**TOWN LINE TOTAL TOWNSFOLK RESCUED: When the Town Line card is drawn, the game will end if the total number of Followers are active to the collective player group (see below).** Move to final scoring.

- **2 Player Game:** 7 Followers
- **3 Player Game:** 9 Followers
- **4 Player Game:** 11 Followers
- *+2 Followers for each additional Player over 4*

## Final Scoring–Victory Points

When the game ends by any of the conditions listed above, each player scores their Character Points as followings.

- Gain 1 point for each Health (Life Point) remaining to the Character (subtract Wound tokens on your character from 5)
  ***Note: For the purposes of scoring, all characters are considered to have a maximum of 5 Life Points.***
- Gain the Point Value listed for each Follower
- Gain 1 Point for each Mutant Boss (1 VP) token.
- If your Character died, you lose! Dead Characters cannot win the game.

The Winner is the player with the most points. If there is a tie for points, the **tie-breaker** is the player with the most Followers. If there's still a tie, victory is shared.

# Mutant Zombie Boss

The Mutant Zombie can come into play a number of ways: from Fleeing cards, Events cards, and Location Cards. Once spawned, the following rules apply.

1. When spawned, place the Mutant Zombie Boss in front of the player who spawned it. Give the Mutant his initial Mutant Wound Tokens (1 VP Tokens) according to the number of players. ***1-2 Players = 3 Wound Tokens; 3 Players = 4 Wounds; 4 Players = 5 Wounds.***

2. The Mutant Zombie Boss can only be attacked by using Gun Icons, or Book Icons if the player possesses the Loot card Book of the Dead.

3. The player takes 1 Wound Token (1 VP Token) from the Mutant Zombie Boss for each Gun icon (and Book icon if they have the Book of the Dead Loot card) they spend to attack him. If the last Wound token is taken, the Mutant Boss is removed from play until spawned again.

4. If the Mutant Zombie Boss is already active and a card or event would spawn him again, instead **ADD** Mutant Wound Tokens to his current health equal to his initial Life Points minus 1 (LP - 1). So in a solo game, for example, you would add 2 Wound Tokens to his health from supply.

# Rules For Solo Play

## Objective

***Note: Many cards have "Solitaire" instructions. If a card contains Solitaire instructions, follow those and ignore the main text on the card***

Your objective is to find the Town Line and be strong enough to survive outside of the town limits. If your Character dies before you have drawn the Town Line Location Card, you lose the game. Even if you reach the Town Line, you must also have enough Followers and remaining health to prove you can survive outside of Hokenville, or you still lose the game. **Remember: You may draw and keep only 1 Location Card per turn, regardless of your dice rolls. Also, <u>any card</u> powers that allow you to discard and redraw Location Cards may not be used in the solo game.**

## Setup

1. Setup your Action Board and chosen Character board normally, as described in the base-game rules.

2. Discard the ***Unnoticed Girl*** (Follower Card) and the ***Flames of the Dead*** (Event Card). They are not used in the solo game.

3. For your first game, start at the **HARD ENOUGH** level of difficulty. Once you have won 3 games at that level you are ready to try the game at the **VERY HARD** level. You need to win at the **VERY HARD** level 2 times to advance to the **TOO HARD** level.

**<u>HARD ENOUGH:</u>** You must get to the Town Line with **AT LEAST 9 SURVIVAL POINTS.** The Mutant Zombie Boss is **NOT** in play, so remove the Playground from the Location Deck. **During play ignore any cards that bring out the Mutant Boss and redraw.**

- Shuffle the Town Line Location Card with 2 randomly drawn Location Cards. Place these face down on the table. Draw 4 more Location cards, without looking at them, and place them on top of the first 3 Location cards. These 7 cards – with the Town Line somewhere in the bottom 3 to form your Location Draw deck.

**<u>VERY HARD:</u>** You must get to the Town Line with **AT LEAST 11 SURVIVAL POINTS.** In addition, after finding the Town Line and ending that turn, you must **survive one more full turn**, ignoring any die results that would have you draw a Location Card.



The Mutant Zombie Boss is **NOT** in play. **During play Ignore any cards that bring out the Mutant Boss and redraw.**

- Set up the same as under **HARD ENOUGH LEVEL,** but place 5 random Location Cards on top of the initial 3 to form a draw deck of 8 cards.

**TOO HARD:** You must get to the Town Line with **AT LEAST 12 SURVIVAL POINTS.** After finding the Town Line and ending your current turn, you must survive one more full turn, ignoring any results that would have you draw a Location Card. **THE MUTANT ZOMBIE BOSS IS IN PLAY.**

- Setup and follow rules as under **VERY HARD LEVEL**, with a Location draw deck of 8 cards. When the Mutant is activated he starts with 3 Wound Tokens. If he is reactivated while in play, add 2 Wound Tokens each time he is reactivated.

### Rules changes for the solo game

1. When playing at the HARD ENOUGH and VERY HARD levels, remove the Mutant Zombie Boss from play. If you draw a card that would activate the Mutant, discard it and redraw. (Alternatively, you may wish to go through each deck before setting up the game and remove all cards that activate the Mutant.) The Playground Location Card must be removed prior to creating your Location Draw Deck unless you are playing at the TOO HARD level.

2. Some Followers, if added to your team early in a solo game, can make your game nearly impossible. For solo play only, **you may refuse to allow any drawn Follower to join your team**; simply discard that Follower. However, if you allow them on your team, you are stuck with them. You may not discard them later.

## Notes

A solo game requires careful thought. Keep in mind that to draw a Location card you need to roll 1 or 2 Follower Icons OR exactly 4 Follower Icons OR exactly 2 Book of the Dead icons (see Reference Card). As in the base-game rules, you cannot split icons.

### Game End

When you draw the Town Line, finish your turn by carrying out any additional actions and then advancing zombies on your board. Conduct one more full turn if playing at the two harder levels. Then the game will come to an end. If you survive, survival Points are calculated in exactly the same way as Victory Points in the base game:

**Total remaining health (up to a maximum of 5) + the value of your Followers + points scored from injuring the Mutant Zombie Boss (TOO HARD Difficulty Level only).**

If you have enough Survival Points for your chosen Difficulty Level, you win the game. Otherwise you are too weak to survive and will perish in the outskirts of Hokenville.







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