Nicolas Normandon

CITY OF HORROR™



RULES

It might only have been a month since the dead have started coming back, but it feels like it's been a century. At first, it didn't affect us much. We managed to control the epidemic. An antidote was even found. But there's never enough of it to go around. And there are always more deaths... Our city has been bled dry. Looters have gone through. We've gathered all that could be used as a weapon. We've placed the town elder on the water tower, with binoculars and we've waited, ready to fight.

But we could've never imagined this... One night, at midnight, we saw the first zombies arrive... There were so many that we couldn't even count them all. The marshal saw the vast numbers of zombies approaching. He immediately called for help, but it would take 4 hours for them to arrive. We'll have to hang tight...

In the ensuing panic, the ambulance and the supply truck hit each other. We fought for the last few weapons remaining in town. We should have shared the antidotes instead. Now, we're all barricaded in and we're afraid! When I look at my companions, the side glances we give each other, the way we hold on to our weapons, I wonder if the danger isn't greater inside!



















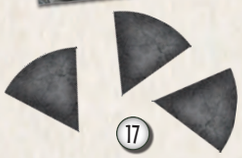








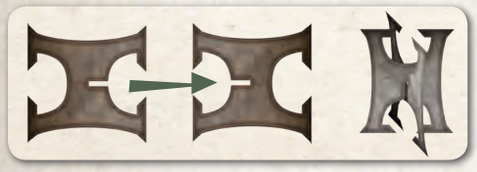






Contents

1. 6 location boards: the Church, the Hospital, the Bank, the Crossroads, the Water Tower, and the Armory,
2. 3 road boards (trucks, zombie hordes, and ambulance),
3. 1 2-part Water Tower base to be assembled



4. 21 Character cards with a "Character rested" side and a "Character exhausted" side
5. 21 Character stand-ups, corresponding to the Character cards
   1 Woman with child character stand-up
6. 40 Zombie stand-ups
7. 70 colored stands (5 yellow, 5 red, 5 green, 5 white, 5 purple, 5 blue and 40 black)
8. 36 Movement cards (6 of each color)
9. 40 Action cards
10. 20 Invasion cards
11. 6 Explosion markers
12. 4 Fire markers to be assembled
13. 1 First player token
14. 12 Food tokens (1 of value 0, 5 of value 1, 5 of value 2, and 1 of value 3)
15. 20 Antidote tokens
16. 1 Zombie Leader token
17. 3 Caches to be used during games with fewer than 6 players
18. 6 Summary / Player Color markers



Game Elements

Locations

The location boards represent the places which the characters can attempt to get to. These boards are double-sided and offer two versions of the building. Each building has a certain number of spaces available for humans, a zone for the zombies, an effect and an attack condition for zombies.



zone for the zombies
spaces available for humans
effect
name
attack condition

The board elements allow players to build a different city each game.

The crossroads has numbers which indicate the resolution order of the various locations.





Note: the water tower is a special building, with the characters on top of it and the zombies on the bottom, on the board.



Food Tokens

The food tokens are worth victory points at the end of the game. They can be picked up at the crossroads.



Antidote Tokens

To be worth victory points at the end of the game, each character must use an Antidote token.

Moreover, the unused Antidote tokens are worth one victory point each at the end of the game.



Zombie Stand-ups

Before the first game, put the zombies on the black stands.

Character Stand-ups

The characters are split between the players for each game. They don't have a specific stand color.





Character Cards

The Character cards represent the inhabitants of the city. Each character card is double-sided: the blue side shows the character when rested and the red side the same character when exhausted. All characters are worth victory points at the end of the game. They each have a power and some have a disadvantage.



Action Cards

The Action cards represent the gear and weapons which will be useful for your survival in hostile territory. If the deck of cards empties during the game, you're out of luck – the storeroom's empty! It's then no longer possible to draw/add a card.



Invasion Cards

The Invasion cards indicate the arrival of the zombies in the city and the airdropping of supplies. The 00: 00 cards are the setup cards and the others are cards to be used during the game. The time on the back is used to sort them in arrival order.



Game Aid Markers

Player cards serve as a reminder of what color each player is. A summary of turn order is available on the back.



Movement Cards

Movement cards allow players to secretly indicate the place to which one of your characters will flee. They also allow everyone to identify the color of the player (back of the card).



Zombie Leader token

The zombie leader indicates on the wheel the color of the character he'll eat at the crossroads.



First player token

Indicates the first player.



Caches

These 3 Caches allow players to cover the unused colors of the wheel during games with fewer than 6 players.

Setup

1 Set up the city

Start by placing the 3 roads, the Water Tower zone and the Crossroads, then place the remaining 4 buildings in the 4 corners and the Water Tower on its base (see page 2).
The Water Tower board always begins on its non-collapsed side.

Place the Food tokens face down on the truck at the Crossroads, the antidotes on the ambulance, and the Action cards on the military truck.

Place all the zombies on the horde zone (see page 2).

Each player gets the summary card, the 6 movement cards and stands of the same color.

Note: if you're using side B of the Crossroads, place 3 Food tokens face up.

For your first game, use version A of the locations.



2 First player and zombie leader

The player who looks the most like a zombie takes the First Player token. Place the Zombie Leader token in the zone of that player's color.



3 Distribution of the characters

Randomly deal Character cards to each player. All characters begin the game rested (blue side).

Place Caches over the unused colors on the zombie leader wheel.

The players put the Character tokens on stands of their color.

The player to the right of the first player draws as many Movement cards as characters he or she is playing. Then, that player places one of their characters on each of the locations shown.

- With 3 players, each player gets 5 Character cards.
- With 4 players, each player gets 4 Character cards.
- With 5 or 6 players, each player gets 3 Character cards.



Important: if a Movement card designates a location where all the character spaces are occupied, then the character is placed on the Crossroads.

All players place their characters this way, going counter clockwise. Thus, the First player places their characters last.

4 Distribution of the Action cards

Deal to each player a hand of Action cards.

Note: after your first game, we suggest you use the Expert variant for the distribution of the Action cards (see page 7).

- With 3 players: 7 Action cards per player.
- With 4 players: 6 Action cards per player.
- With 5 players: 5 Action cards per player.
- With 6 players: 4 Action cards per player.



5 The Zombies

Draw and reveal a random 00: 00 Invasion card. Put the number of zombies indicated on each location.

Take a random Invasion card from each of the hour packs without looking at it and make a deck in the following order, from top to bottom: 1: 00, 2: 00, 3: 00, 4: 00 in the morning.

If the game is played using side A of the Water Tower, players with a character on the tower get to look at the 1:00 Invasion card. If playing with side B of the Water Tower, then players with a character on the tower play their Movement cards after the other players. The game can now begin.





Summary and goal of the game

In City of Horror, you're playing a group of humans faced with a zombie invasion. The struggle against the dead is important, but your own survival is vital! To win, you'll have to make alliances but also betray your companions.

A game is played over 4 turns. Each turn represents one hour of time before rescue helicopters arrive. These turns are played out similarly: zombies arrive, players move one of their characters and then each location is resolved (power and attack).

At the end of the 4 turns of play, the player with the most victory points (characters, food and antidote) wins the game. But be careful: to get into the helicopter, the players will have to make sure each of their living characters has been vaccinated.

Game overview

A game is made up of 4 turns, representing the 4 hours of waiting for the arrival of help.

Each turn is divided into 4 phases.

1. Movement card selection
2. Invasion
3. Character movement
4. Location Resolution
   - A) Activation of the location
   - B) Zombie attack
   - C) Sharing



Game turn

1. Movement card selection



Each player secretly chooses one of their Movement cards. When everyone has chosen, each player reveals their card simultaneously.

If you're playing with version B of the Water Tower, the player(s) with characters present on the water tower can play their Movement cards after everyone else has revealed theirs.



2. Invasion

Reveal the Invasion card and apply its effects (appearance of the zombies, movement of the zombie leader and airdropping of Action cards/Antidote tokens).

Be careful: at no point of the game can a location have more than 8 zombies. If the Invasion card (or any other effect) would place more than eight zombies in a location, additional zombies are not added.



Clarification: the Water Tower and the Crossroads never get airdropped supplies.



Starting at 2:00 am, the Invasion cards show one or two movements of zombies from one location to another. Apply these movements first, by moving the zombies to the designated location.

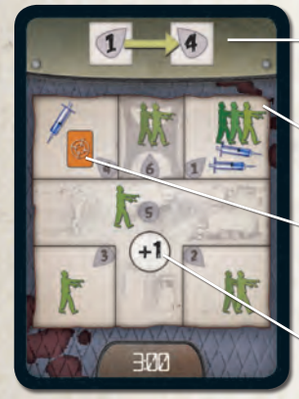
Remember: there can't be more than 8 zombies on any location, extra zombies will thus remain on their original location.

Example:

It's the third turn, and the players have just revealed their movement cards. At this point, the 3:00 Invasion card gets revealed. First, the zombies must be moved, as indicated on the card, from location 1 to location 4. There are 7 zombies on location 1 and 4 on location 4. Thus, 4 zombies are moved from location 1 to location 5. There are now 3 zombies on location 1 and 8 on location 4.

Then new zombies arrive in town. By looking at the Invasion card, 2 zombies are placed below the Water Tower, 3 in front of location 1, 2 in front of location 2, 1 in front of location 3, and 1 at the Crossroads.

Help has managed to airdrop some supplies. 2 Antidotes must therefore be placed on location 1, 1 face-down Action card and 1 Antidote should be placed on location 4, as shown on the Invasion card. Finally, the Zombie leader token must be moved 1 space.



movement of zombies from one location to another

appearance of the zombies

airdropping of action cards/antidote

movement of the zombie leader

3. Character Movement

Each player, starting with the one with the First Player token, going clockwise, chooses one of their Character tokens and moves it to the location shown on their Movement card.



As a reminder, each location can hold a limited number of characters. When you place a character in a location, place it on one of the available spaces.

There are a number of rules to follow:

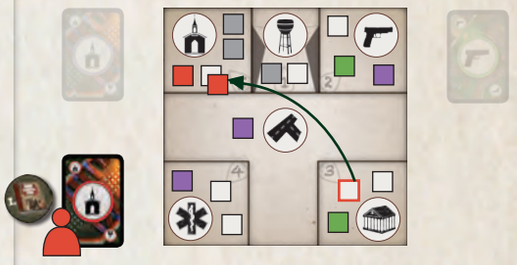
- players must move a character.
- the chosen character cannot already be on the chosen destination.
- if the location is already at maximum capacity (all of its character spaces are occupied), the character is placed on the Crossroads.

Clarification: a character can attempt to move from the Crossroads to a full location and thus be forced to move back to the Crossroads.



Example:

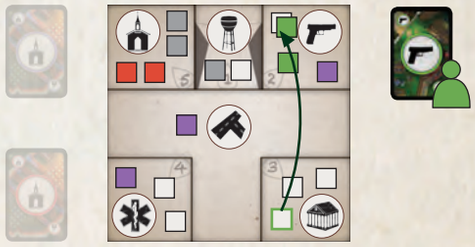
The red player, who has the First player token, starts. He's chosen the Church card. He decides to move the little boy. He takes the Character token present on the bank and moves it to the Church.



The next player going clockwise has also chosen to move to the church. Unfortunately, there's no space left. She must thus choose a character who will have to go to the crossroads. She chooses to move her punk, who is already on the crossroads... This is possible because the punk wasn't present on the location shown on the card. Thus the punk remains on the crossroads.



The next player, the green, has chosen the Armory. She already has a character present there and therefore can't choose that one. She must choose to move her only other living character, the businesswoman, to the Armory.



The next player had chosen to move a character to the Crossroads, he chooses the businessman present at the Church and moves him to the Crossroads.



4. Location resolution

Starting with location 1, moving on to location 2 and so on, the following 3 steps are performed for each location.

A) Activation
B) Zombie Attack
C) Sharing

Note: once a location is resolved, we don't go back to it for the remainder of the turn, even if an action adds new zombies to it.

A Activation

In turn order, the players who have at least one character present on a location can use its effect.

Be careful, each player can use a location only once per turn, even if they have multiple characters in that location.

B Zombie attack

Players can play Action cards, use the powers of their characters and make alliances in order to kill zombies.

Clarification: all players can act. It's not necessary to be in a specific location.

Once no one wants to act anymore, we then proceed to the zombie attack.

If the conditions for a zombie attack are met, an attack must occur. The players present have a show of hands to choose the character who dies. Players get one vote per character they control present.

Be careful: in case of a tie during the vote for zombie attacks, the player with the First player token splits ties.

Players may not play Action cards or use character powers to change the result of the vote... These had to be used beforehand!

When a character dies, the player who controls it returns its token and card to the box. Zombies remain in place.

Example:

We are at the Armory. Right now, there are 4 zombies. If no one acts, there will be an attack (as the condition is 3 zombies or more) and a character present will have to die.

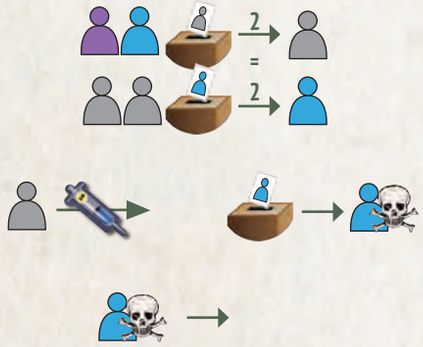
It's time to talk. Steve is present with 2 characters, Nick has only one. Nick is in danger. No one wants to help him. He plays a card and kills 2 zombies. The attack doesn't occur.

Example:

There are 6 zombies in front of the Armory and an attack must take place. Annie is present with 2 characters, Nick and Emily with only one each. Nick and Emily quickly form an alliance. If voting were to take place, it would probably be a tie.



Chloe who has the First player token intervenes in the discussion. She asks for a card or an antidote to influence her decision during the upcoming tie. Nick jumps on this, he offers a card to Chloe and suggests that in case of a tie Annie be devoured. Annie, who feels the wind turn against her, offers Chloe an antidote. Chloe accepts. No one else wants to act. Voting occurs. Annie votes for Nick. Emily and Nick vote for Annie. Chloe splits the tie and chooses the victim: Nick loses his character.



Be careful: the Crossroads is a special location, it's not the players who choose the victim but the zombie leader. If no one else wants to act and there's still at least one zombie left on the crossroads, the zombie leader attacks. See the appendix for more clarification.

C Sharing

If there are Action cards and/or antidotes present on a location, a vote occurs.

All players (not only the players present in the location) can discuss, negotiate and act to try and influence the votes.

When no one wants to act anymore, the vote takes place. Each player has one vote per character they control present at that location. The winner of the vote must distribute the items (cards or antidote) as they see fit, but no one can get more than an item.

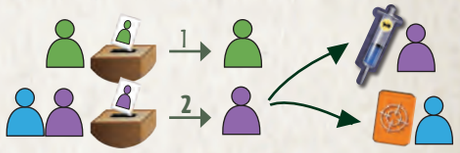
Be careful: in case of a tie in the sharing vote, the player with the First player token splits ties.

Clarifications:

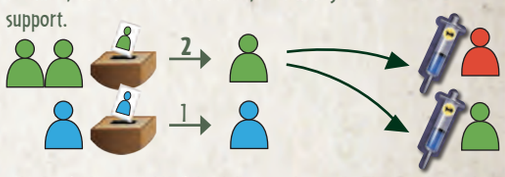
- It is possible to give items to players who do not have a character present in the location.
- The winner of the vote is allowed to look at the Action cards before distributing them.
- Each player can only get one item each time sharing occurs.

Example:

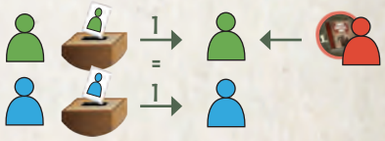
In the hospital, there are 3 characters belonging to 3 different players (Steve, Nick and Emily). There's one antidote and one Action card. There will thus be a vote to decide who will distribute these wonderful items. Steve offers Nick an alliance; he wants the antidote but will give him the card in return. Emily offers a different solution. As the next location risks a zombie attack and Nick is in the minority there, Emily offers to take the antidote and give the card to Nick. But in return, Emily plays a card to kill zombies in the next location.



In the Armory, Steve is present with 2 characters, Nick with only one. Steve wins the vote. He takes an antidote and gives the other to Chloe, who isn't in the location, in exchange for her future support.



In the Bank, Steve and Nick both have a character. They can't reach an agreement and both vote for themselves. It's the player with the First player token who splits the tie and chooses Steve.



6. First Player Token



The First player token changes owner when a character dies. When a player loses a character, they take the First player token. In case of a tie due to the explosion of the Water Tower, give the marker to the first player who was a victim in the turn order.

End of the game

After the last turn of the game, the rescue helicopter arrives.

Each player must discard one antidote for each character still alive.

Each character without an antidote immediately dies.

Then, each player's score is calculated as follows:

- Each character still alive is worth as many points as its current value.
- Each remaining Antidote token is worth a point.
- Each Food token is worth as many points as indicated.

Be aware: a player who no longer has any living characters scores no points.

The player with the most points wins the game. In case of a tie, the player with the most characters still alive wins. If a tie still remains, all tied players win.

Expert Variant

Distribution of Action Cards (draft)

If all the players know the game, we suggest you use the following rules for the distribution of Action cards during setup.

1. Deal the cards according to the number of players.
2. Each player secretly chooses one card from among those they've received and places it in front of them face-down. Remaining cards are handed to the player on their left.
3. Each player secretly chooses a card from those received from the player to their right and hands the remaining cards to the player to their left.
4. Proceed this way until each player has the proper number of cards face-down in front of them.

The Action cards

The Action cards are an important element of City of Horror. They allow you to survive longer against zombie attacks but can also be used as a bargaining tool and to activate some locations.

Clarifications:

- Action cards can be played at any time except right after a vote. The card is then placed in the discard pile.
- An Action card can be played anywhere, even in a location where a player doesn't have a character present.
- If an Action card with the "EXPLOSION" symbol is played for its effect, an Explosion marker must be added to either the Water Tower or the Armory.
  NOTE: If a card with this symbol is discarded to trigger another effect, no marker is added.

The Powers of Characters

The power of the characters are also a weapon to help you in your struggle for survival. This works as follows:

- The character must be showing its rested side (blue) to allow the use of the power.
- Powers can be played at any point except right after a vote. The character must then be flipped over to its exhausted side (red).

Clarifications:

- Exhausted characters are worth fewer victory points.
- The Church and the Energy Drink card allow players to flip an exhausted character back to its rested side.

The Votes

In case of zombie attack or sharing, the players will have to vote to determine the victim or player in charge of dividing the items.

The votes always proceed in the same way.

- Players who have Character tokens in the location where the vote takes place have one vote for each character present.
- All players who have a vote raise their hand. Players count 1.. 2.. 3 out loud and on three must point at a player.

Be careful, the player chosen must have at least one Character in the location where the vote is taking place.

It is possible (and is even sometimes advised for sharing votes) to choose yourself. The player who has the most votes in their favor wins the vote (either one of their characters present dies or else they decide how to split the items).

Reminder: before the vote, all players can play Action cards and/or activate the powers of a character.

Once the vote is done, it is no longer possible to play cards or powers to change its outcome.

The Negotiations and Trades

During the game, players can freely trade Action cards, antidotes and information between themselves.

Promises made regarding the location currently must be resolved be respected, but promises on future locations are not biding. However, it's up to you to decide, at the beginning of the game, if all promises can be broken.





Action cards

Reminder:

- An Action card can be played at any time except right after a vote. The card is then placed in the discard pile.
- An Action card can be played onto any location, even one where a player doesn't have a character present.
- If an Action card with the "EXPLOSION" symbol is played (Not just discarded!) an Explosion marker must be added to the Water Tower or to the Armory.

Alarm (2):



Put three zombies from the reserve onto a location of your choice.



Energy Drink (2):



Flip a Character card from its "exhausted" side (red) to its "rested" side (blue).



Canned Food (2):



This card is worth a victory point at the end of the game.



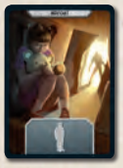
Pepper Spray (3):



Cancel the Action card which was just played.



Hideout (2):



One of your characters hides (lay it down). It can't vote or be eaten for the rest of the turn. Stand it back up at the end of this turn.



Back Door (2):



During the movement phase, you can enter a location that has already reached its maximum capacity. Your character is then considered to be in that location. This space is temporary and disappears when your character leaves the location.



Gun (3):



Kill a zombie in any location.



Night Vision Goggles (2):



Look at the next Invasion card.



Chainsaw (1):



Kill half of all zombies in a location (rounded down). Example: if there are 3 zombies, kill one of them.



Flashlight (2):



Move the Zombie leader token onto any colored space.



Kitten (2):



Choose a starting location. Shuffle all your Movement cards and draw one randomly. The zombies in the designated location move to the location indicated by the card without exceeding the available space.

Reminder: there cannot be more than 8 zombies on the destination location, extra zombies thus remain on the starting location.



Pickpocket (1):



Steal an Action card randomly from another player.



Weapon Replica (2):



For the remainder of the turn, you have two extra votes in the specific location in which you play this card (zombie attack and sharing).



Shotgun (4):



Kill two zombies in any location.



Running Shoes (2):

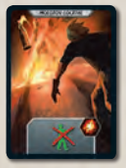


Change your Movement card before moving your character.





Molotov Cocktail (3):



Kill a zombie on any location and then you must add an Explosion marker to the Armory or to the Water Tower.



Rescue Flare (3):



Move a zombie from one location to another and then you must add an Explosion marker to the Armory or to the Water Tower.



Makeshift Bomb (2):



Kill two zombies on any location and then you must add an Explosion marker to the Armory or to the Water Tower.





Characters

Reminder:

- The character must be showing its rested side (blue) to allow the use of the power.
- Powers can be played at any point except right after a vote. The character must then be flipped over to its exhausted side (red).

The Blonde: 5 / 3



The Blonde has a disadvantage: each turn, after the movement of the players, she attracts a zombie to her current location.

You can exhaust her so that she no longer attracts zombies.

The Businessman: 3 / 2



Discard a card from your hand to go get any Action card from the discard pile.

The Businesswoman: 3 / 2



Discard a card from your hand to go get any Action card from the discard pile.

The Sushi chef: 4 / 3



Draw an Action card.

The Geek: 4 / 3



Move a zombie from the Geek's current location to another location.

The Grandpa: 5 / 3



The Grandpa has a disadvantage: he can't vote.

If you use his power, he can vote for this turn (both for zombie attack and sharing).

The Granny: 5 / 2



The Granny has a disadvantage: she can never move.

If you use her power, then she can move normally for this turn.

The Housewife: 4 / 2



Kill two zombies in her current location.

The Mama: 4 / 3



During the movement phase, she can enter a location which has already reached its capacity. She is considered to be in the location. This space is temporary and disappears when she leaves the location.

The Student: 3 / 2



Take the First player token.

The Little Boy: 5 / 2



He can neither vote nor be selected for anything (including being eaten) for the remainder of the turn.

The Little Girl: 5 / 2



She can neither vote nor be selected for anything (including being eaten) for the remainder of the turn.

The Pregnant Woman: 4 / 2



The Pregnant Woman gives birth, she has 2 votes until the end of the game.

Of course, it's impossible for her to return to her "rested" side.



Note: the Pregnant Woman's card can't be flipped to activate any effect (either that of a location or of that of an action card).

The Priest: 4 / 2



Cancel the character movement which was just made.

The Punk: 4 / 3



Cancel the Action card which was just played.

The Rasta: 4 / 3



Look at the next Invasion card.

The Rocker: 4 / 3



Move a zombie from the Rocker's current location to another location.

The Secret Agent: 4 / 2



Move the Zombie leader token to any colored space.

The Teen: 4 / 2



Change your Movement card before moving your character.

The Thief: 4 / 2



Steal a random Action card from another player.

The Guard and Rex: 4 / 2



Kill two zombies in their current location.

Locations

General rules on the game effects: Each player with at least one character in a location can use its effects.

Reminder about zombie attacks: The players can play Action cards, use the power of their characters and forge alliances in order to kill zombies.

Clarification:

All players can act. They are not required to have a character present in the location.

Once no one wants to perform any more actions, then the zombies attack.

If the Zombie Attack Condition are met, an attack must occur. Other than at the Crossroads, players vote with a show of hands to select the character who will die.

Be careful: in case of a tie during the vote for zombie attacks, whoever has the First player token breaks the ties.



It is forbidden to play Action cards, or use character powers right after a vote or as soon as the zombie leader attacks. It had to be done beforehand!



The Water Tower:

side A:

- Number of Spaces: 2
- Effect of the Location: look at the Invasion card at the beginning of the turn. You are not allowed to show it to other players. You are, however, allowed to give them information about what's on it.
- Zombie Attack Condition: if there are 4 or more zombies beneath the Water Tower.

side B:

- Number of Spaces: 2
- Effect of the Location: choose your Movement card after every other player has revealed their cards but before revealing the Invasion card.
- Zombie Attack Condition: if there are 4 or more zombies beneath the Water Tower.

Special Rules:

As soon as there are 3 Explosion markers on this location, the Water Tower explodes. The tower is removed and the exploded Water Tower tile is flipped. All characters and zombies present die.

Clarification: the Water Tower can only explode once per game. Return the Explosion markers to the game box.

Any Explosion markers will have to be placed on the Armory from now on.

exploded water tower side:

- Number of Spaces: 3
- Effect of the Location: no effect.
- Zombie Attack Condition: if there are more zombies in front of the ruined Water Tower than there are characters inside.

The Church:

side A:

- Number of Spaces: 4
- Effect of the Location: discard an Action card from your hand to flip any of your characters back to its "rested" side.
- Zombie Attack Condition: if there are 3 or more zombies in front of the Church.

side B:

- Number of Spaces: 3
- Effect of the Location: discard a Food token to flip any of your characters in play to its "rested" side. The Food token is removed from the game.
- Zombie Attack Condition: if there are more zombies in front of the Church than there are people inside.

The Crossroads:

side A:

- Number of Spaces: unlimited
- Effect of the Location: discard an Action card to draw a Food token.
- Zombie Attack Condition: if there is at least one zombie at the Crossroads.

side B:

- Number of Spaces: unlimited
- Effect of the Location: discard an Action card to draw one of the 3 face-up Food tokens or a face-down one from the truck.
  Clarification: there must always be 3 face-up Food tokens at the Crossroads.
- Zombie Attack Condition: if there is at least one zombie at the Crossroads.

Zombie Leader Rule: at the Crossroads, there's no vote to choose the victim in case of attack. The color of the victim is indicated by the Zombie leader token.

If there are no characters of that color in that location, the Zombie leader token is moved clockwise one space at a time until it reaches the color of a player with a character present. Once a character has been eaten, the attack is finished. The marker is moved one space clockwise.

Clarification: the Zombie Leader skips the caches and only stops on the colored spaces.

The Hospital:

side A:

- Number of Spaces: 3
- Effect of the Location: discard an Action card from your hand to take an antidote from the reserve.
- Zombie Attack Condition: if there are more zombies in front of the Hospital than characters inside.

side B:

- Number of Spaces: 4
- Effect of the Location: flip one of your characters present in this location to their "exhausted" side to get an antidote from the reserve.
- Zombie Attack Condition: if there are 2 or more zombies in front of the Hospital.

The Armory:

side A:

- Number of Spaces: 4
- Effect of the Location: discard an Action card from your hand to draw the first Action card from the deck.
- Zombie Attack Condition: if there are 3 or more zombies in front of the Armory.

Special Rules:

As soon as there are 3 Explosion markers on this location, the armory burns down. Place all characters present on the Crossroads. Nothing changes for the zombies, who remain in place.

Put Fire markers on the character spaces.

Clarification:

The Armory is no longer available to characters for the remainder of the game.

Any Explosion markers will have to be placed on the Water Tower from now on.

side B:

- Number of Spaces: 3
- Effect of the Location: discard an Action card from your hand to take any Action card from the discard pile.
- Zombie Attack Condition: if there are more zombies in front of the Armory than there are characters inside.

Special Rules:

As soon as there are 2 Explosion markers on this location, an explosion blocks the Armory's door. Characters can no longer enter or leave this location... but the zombies can still attack it.

Clarification:

- It is impossible to re-open the door to the Armory – it is no longer accessible for the remainder of the game.
- Any Explosion markers will have to be placed on the Water Tower from now on.

The Bank:

side A:

- Number of Spaces: 3
- Effect of the Location: discard a Action card to move the Zombie leader token onto a space of any color.
- Zombie Attack Condition: if there are 3 or more zombies in front of the Bank.

side B:

- Number of Spaces: 3
- Effect of the Location: move the Zombie leader token up to 1 space. You may choose not to move it.
- Zombie Attack Condition: if there are more zombies in front of the Bank than there are characters inside.

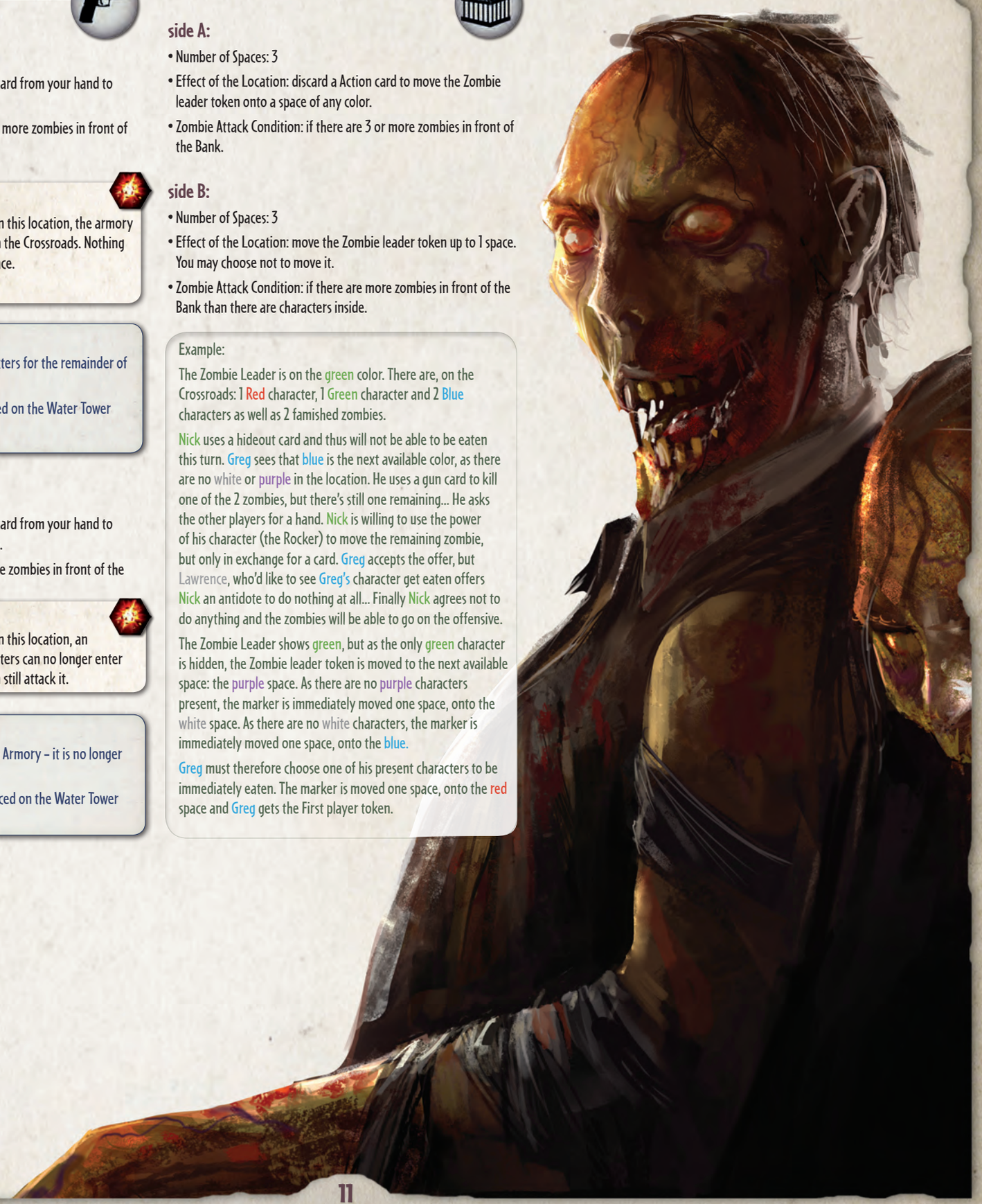
Example:

The Zombie Leader is on the green color. There are, on the Crossroads: 1 Red character, 1 Green character and 2 Blue characters as well as 2 famished zombies.

Nick uses a hideout card and thus will not be able to be eaten this turn. Greg sees that blue is the next available color, as there are no white or purple in the location. He uses a gun card to kill one of the 2 zombies, but there's still one remaining... He asks the other players for a hand. Nick is willing to use the power of his character (the Rocker) to move the remaining zombie, but only in exchange for a card. Greg accepts the offer, but Lawrence, who'd like to see Greg's character get eaten offers Nick an antidote to do nothing at all... Finally Nick agrees not to do anything and the zombies will be able to go on the offensive.

The Zombie Leader shows green, but as the only green character is hidden, the Zombie leader token is moved to the next available space: the purple space. As there are no purple characters present, the marker is immediately moved one space, onto the white space. As there are no white characters, the marker is immediately moved one space, onto the blue.

Greg must therefore choose one of his present characters to be immediately eaten. The marker is moved one space, onto the red space and Greg gets the First player token.



FAQ

Q: Does a hidden character count for attack conditions?

A: Yes, all character present in a location count in the total number of characters in a location when evaluating the conditions of a zombie attack.

Q: When must a Cancellation effect be played?

A: The Cancellation effect must be played at the moment where the other card is played. Before the destination of the Little Cat is drawn, before the explosion marker is placed, etc. We suggest waiting a moment before applying the effects of cards which are susceptible to cancellation.

Q: When does the Water Tower explode?

A: The Water Tower explodes right after the 3rd Explosion marker is placed on it and the current action ends. For example, if a player is moving one of their characters from the Water Tower, a card with the Explosion symbol would be applied once movement is resolved.

Q: When does the Armory catch on fire?

A: The Armory catches on fire right after the 3rd Explosion marker is placed and the current action ends. Characters present must immediately be removed from the location and placed on the Crossroads.

Q: Can a Canned Food card be canceled at the end of the game?

A: Yes, all cards can be canceled.

Q: What if there are more elements to share than there are players? Do players get multiple items?

A: No, the extra item(s) remain on the location. They will be shared in a future turn.

Q: What happens if a player loses their last character?

A: The player is eliminated from the game and can no longer play Action cards.

Q: Can players look at the contents of the discard pile?

A: Yes, all players can check the discard pile at any time.

Q: Little Cat. What happens if the movement card is the same as its starting location?

A: The Little Cat doesn't isn't noted for its intelligence and has come back to be petted by you some more. The zombies follow and thus, they remain in place.

Q: The Mama. What happens if a space is freed up in a location in which she entered using her power?

A: Nothing at all, the effect of the power or of the card creates an extra space which vanishes when the character leaves the location

Q: Can a character who has just be eaten by zombies take part in sharing anything?

A: Errr... not really, since he's dead now...

Q: Can a hidden character (Little Girl or Little Boy's power, or Hiding action card) take part in sharing anything?

A: The character can't vote, but can receive an item.

Q: If I have multiple votes in a given vote, can I split them to target multiple characters?

A: No, as you only have one hand you can use to vote, so you can only have one target.

Q: The player who should get the first player token doesn't have any characters left alive. Who gets the first player token?

A: The first player token goes to the next player in clockwise order.

Q: At the crossroads, there's at least one zombie present, but all characters there are hidden – what happens?

A: The zombie leader token doesn't move and no one is eaten. They'll get you next time...

Q: When a Food token is discarded to use a location, where does the token go?

A: The token is removed from the game – it doesn't go back to the crossroads.

Q: During the movement phase, am I allowed to move a character currently in the Armory (side B) while it is closed? Or move the Granny who can't move anymore?

A: Players must move a character who is able to move. These two characters can not be chosen and another character must be moved. In the rare situation in which a player no longer has any characters who can move, the player moves no characters.

Q: If the Granny is in the armory and that the armory burns, what happens?

A: The granny goes to the crossroads for free, without expanding her power.

Q: Can the teenager change a movement card even if he's not the one moving?

A:Yes, the effect isn't for the sole use of moving the teenager.

Crédits

Author: Nicolas Normandon
Development: "The Sombrero-Wearing Belgians" aka Cédrick -Mister Plus- Caumont and Thomas -Mister Moins- Provoost
Artwork: Miguel Coimbra
Layout: Cécile Gruhier & Alexis Vanmeerbeeck
Original revision: Frédéric Bizet
Translation: Eric Harlaux
English revision: Eric Franklin

City of Horror is a game REPOS PRODUCTION
Phone. +32 471 95 41 32
7, Rue Lambert Vandervelde
1170 Bruxelles
Belgique
www.rprod.com

© REPOS PRODUCTION 2013. ALL RIGHTS RESERVED.
This material may only be used for private entertainment.

Thanks

The author would like to thank Iki, Gab, Gwen, Manu, Emile, Zul', Bert', Clément, Yann, Aziz, Thomas, Matthew, Pascal, Lou, my parents, my brother, Noam-Brisby, Antoine, Ludo (sorry for all those I'm forgetting...) for having tested the various versions as well as Justine for her mockeries and Gwen for her patience. And lots of thanks to Thomas and Cédrick for their niceness and everything they've brought to the game, and Cécile for her super work.

The Sombrero-Wearing Belgians would like to thank Antoine -pitch and cat- Bauza, Alain Viroux Philippe, Romain and Benoit Bajoit, Bertrand Dossogne, Stephane Giacchetta, Yves -I will survive- Paploray, the members of Objectif jeux -Raymond, Benoit, Roseline, François, Bryan, Philippe, Laurent, Jacques-, Laurent Maerten, Emanuelle Ornella, Adrian Dinu, Joseph Lieber, the participants of the Gathering of Friends and of Super Bruno's Rencontres Ludophatiques.