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ZOVENTURE



RULES



2-5 players



12+



40-60 min



Can be explained in 3 minutes

Game Overview

You and your friends were going on a picnic when suddenly your car died in the middle of the woods. The night is coming, and you stumble upon an abandoned cabin while searching for a shelter. There are pieces of posters with clowns everywhere. You remember that they recently reported a missing travelling circus. Suddenly, one of the clowns rushes at you from around the corner! He roars, growls and he is a zombie!

You need to escape from the cabin packed with zombies. Every turn, you will explore the cabin and its surroundings, pick up weapons and useful items, and fight zombies. Your goal is to get to the escape car and flee.

This is a cooperative game: you either win or lose together.

Game Components

Game Board:

- 1 4 Yard pieces to be assembled around the cabin.
The cabin is the bottom of the box.
- 2 3 Walls — 2 long ones and one short.
- 3 5 Barricades — 3 Boarded-up passage pieces and 2 Breached passage pieces.
- 4 5 Barricade locks.
- 5 4 cardboard figures to be assembled — the yellow starting car, green escape car, Axe, and Zombie Mower.
- 6 2 custom dice: Movement and Fight.



Characters and Zombies:

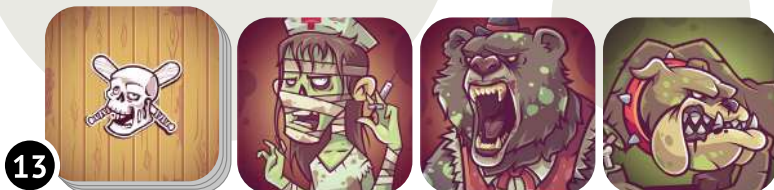
- 7 6 Character plastic figures.
- 8 6 double-sided Character sheets.
- 9 26 HP tokens.
- 10 7 Starting Weapon tiles.
- 11 30 Zombie standees.
- 12 24 plastic bases for the standees.



Game Board Tiles:

- 13 24 Zombie tiles.
- 14 14 Weapon tiles: 5 ranged weapons, 5 melee weapons, 4 special weapons.
- 15 12 Item tiles.
- 16 6 Danger cards for the advanced mode.

Game Rules — everything you need to know about surviving the zombie apocalypse is in your hands right now.



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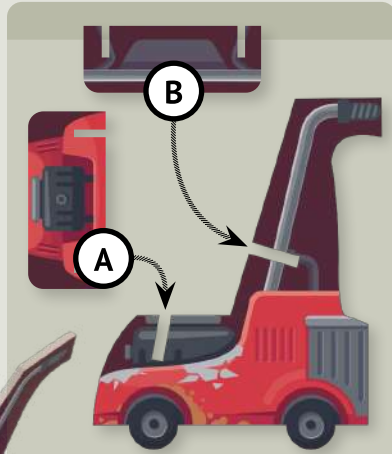
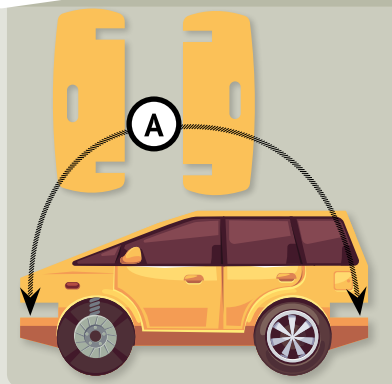
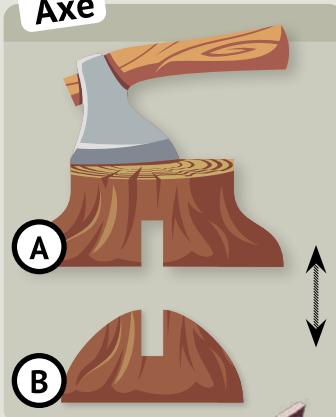
5 Assembling Instructions



Starting car and Escape car



Axe



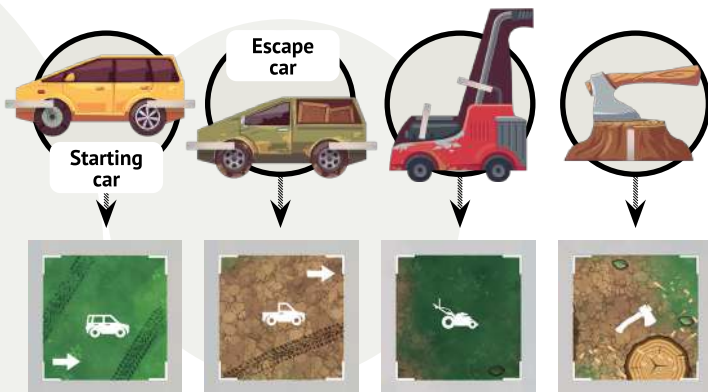
Zombie Mower



Game Setup

1. Assemble the cabin and the yard

- Assemble the yard pieces together around the box. ❶
The porch of the yard must be connected to the door of the cabin.
- Install the walls in the cabin in such a way that the numbers on them match the numbers on the walls of the cabin. ❷
- Place the yellow starting car, green escape car, Zombie Mower and Axe in the yard. ❸



- Place the dice next to the game board.
- Place all Boarded-up passages ❹, Breached passages ❺, zombie standees and plastic bases ❻ next to the game board. As soon as a Zombie tile is flipped, you will need to replace it with the corresponding standee.

2. Prepare your Characters

- Choose a Character. Each Character has a unique ability: the Policeman, Hunter and Hooligan have weapons from the beginning of the game, the Nurse gets the First-Aid Kit, the Biker has the most HP, and the Student has an additional Movement point. Take the corresponding figure and sheet and return the rest in the box.
- Place the Character sheet with your human Character up in front of yourself. ❻
- Place HP tokens on the sheet. ❼
Each Character has 3 HP, except for the Biker: he has 5.
- Place your Character figures on the spaces around the starting car or on its roof (it is also considered to be a space). ❸ You have arrived in this car, but it is dead now.

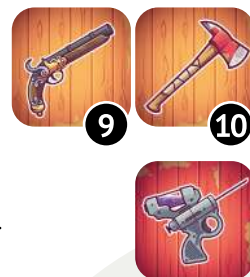
3. Take all Zombie, Weapon, and Item tiles

- Find the Starting Weapon and the Starting First-Aid Kit tiles: they are double-sided, unlike the other tiles. Place them on the Character sheets: the Hooligan gets two Knives, the Hunter — the Axe and the Double-barrel, the Policeman — two Guns, the Nurse — the First-Aid Kit. Discard the rest.





- Find the Musket and the Axe tiles. Place them on the indicated spaces of the game board. The Musket tile is to be placed on the space with the vault in the living room. The Axe tile is to be placed under the Axe figure in the yard.
- Find the Vaccine tile and set it aside. It is used in the advanced mode only.
- All other tiles are shuffled together, face down.



4. Place all tiles on the game board, face down. You may place them in the yard and in the cabin in any pattern you want, but here are the main rules you must follow:
 - Placing on spaces only.
 - One space — one tile.
 - No tiles on the spaces around the starting car, on the car roofs, on the vault or the axe (there are tiles already), or the Zombie Mower.

That is it! Start surviving and read the rules on the go.

Gameplay Overview

Here is a short overview of your turn:

1. Roll the Movement die — it will show the number of your Movement points for the turn.
2. Move your Character as many spaces.
3. As soon as you enter a space with a tile, you must stop (it is the end of your movement) and flip the tile.
4. If there is an Item, take it. If there is a zombie, fight it!

During your turn, you may resolve your Items, trade them with other Characters or drop them (leave them on the game board).

As soon as the keys and the gas can are found, everyone should go to the escape car. These two Items can be held by one or two different players. When all human Characters get to the car, they run away from this horrid place and win together! If all Characters are dead, you lose together.

How To Play

The youngest player goes first. The turn is passed clockwise.

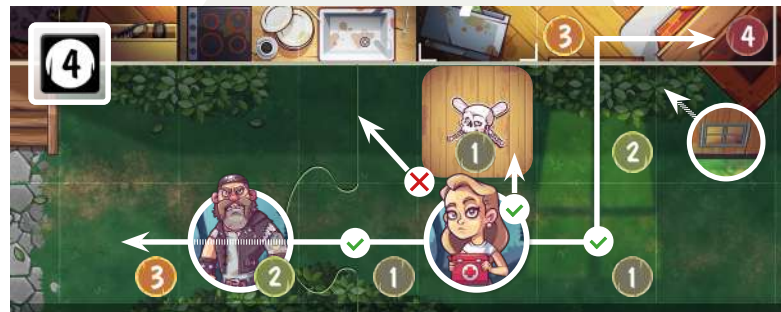


1. Roll the Movement die.

2. Move your Character up to as many spaces as rolled. You may not refuse to move.

How to move:

- Orthogonally only.
- You may move through windows or doors if they are not boarded up.
- You cannot end your turn in another Character's space, but you can move through it.
- As soon as you enter a space with a tile, you must stop. Your movement ends. Proceed with resolving step 3.
- If there was no tile on your way, it is the next player's turn now.



During the movement, you may:

- Drop an Item or a Weapon (not the starting one) — place the tile face up in the space you are currently standing on. You do not spend Movement points to do this. You may not drop an Item or a Weapon that has just been picked up.
 - Give or take a Weapon (not the starting one) or an Item from a Character, if you are standing on two adjacent spaces. You may proceed with your movement afterwards. You do not spend Movement points to do this.
3. Flip the tile and see what you have got:
- **An Item or a Weapon.** Take it — place the tile on your sheet. You may have as many Items and weapons as you want. You may resolve an Item at any moment of your turn. Read more about resolving Items in the "Items" section on page 8.
 - **A zombie.** Take the corresponding zombie standee and place it on the space with the tile. The tile is discarded. Fight the zombie now! Read more about that in the "How to fight zombies" section below. You may not refuse to fight.

4. It is the next player's turn now.

How to fight zombies

Important to know:

- Each zombie has 1 HP.
- All weapons, including the starting ones, are single-use.
- Any zombie can be defeated by any weapon, except for the Elite Bear that can be defeated only by the Poisoned Dart or the Zombie Mower.
- If you have no weapon, your only option is to flee.
- If there is a Circus Zombie (with the red background), read its description in the "Circus Zombies" section on page 9. All other zombies are considered to be regular (with the green background), they have no special abilities.



Roll the Fight die and see the rolled symbol.

Exception: If you have a Grenade or the Poisoned Dart, you may resolve them against the zombie right away, without rolling the die.



Escape

Roll the Movement die to see how many spaces you will flee from the zombie.

Flee according to the movement rules.



Skull

You have got bitten! Discard one HP token from your sheet.

Roll the Fight die again to flee from the zombie or fight it, or, if you are not lucky enough, get bitten again.

If you lose the last HP while fighting, follow the instructions from the "Out of HP" section below.



Melee Weapon

See if there is a melee weapon (the Sword, Knife, Hammer, Machete, or Axe) on your sheet.

If not, roll the Fight die again until you roll anything else.

If there is, see the effect of your weapon in the "Weapons" section to the right. Then discard the zombie you were fighting from the game. Discard your weapon. It is the next player's turn now.



Ranged weapon

See if you have any ranged weapons on your sheet: the Musket, Rocket Launcher, Double-barrel or a Gun.

If not, roll the Fight die again until you roll anything else.

If there is, see the effect of your weapon in the "Weapons" section to the right. Then discard the zombie you were fighting from the game. Discard your weapon. It is the next player's turn now.

The fight is over if you either defeat the zombie or flee from it.

Out of HP

If you discard the last HP from your sheet, you are dead now. Replace your Character figure with a pile of all of your Items and Weapons from the sheet on the game board. Set your sheet aside.

Place the standee of the zombie you were fighting on top of the pile: it will guard your former possessions. If the players want to get them, they will have to defeat that zombie first. If the zombie goes away from that space, the tiles stay where they are.

Starting with your next turn, you will be playing for zombies. Read more about that in the "How to play for zombies" section on page 10.

Weapons

Ranged weapons defeat any zombies, except for the elite ones, with one shot, if there is the "Ranged weapon" symbol rolled. Once resolved, discard the tile.



Gun.

Defeat the zombie you are fighting.



Musket.

Defeat the zombie you are fighting.



Double-barrel. Defeat two zombies: the one you are fighting and another one, standing on an orthogonally adjacent space.



Rocket Launcher. If used during a fight, defeat the zombie you are fighting. If used outside a fight, you may breach a wall without spending your turn to do that. You must stand next to a wall, announce breaching, discard the Rocket Launcher and attach a Breached passage to the chosen wall. Now, you may go through this passage. You may choose not to attack the zombie with your Rocket Launcher if there is the "Ranged weapon" symbol rolled.

Melee weapons defeat any zombies, except for the elite ones, with one shot, if there is the "Melee weapon" symbol rolled. Once resolved, discard the tile.



Machete.

Defeat the zombie you are fighting.



Axe.

Defeat the zombie you are fighting.



Sword. Defeat two zombies: the one you are fighting and another one, standing on an orthogonally adjacent space.



Hammer. If used during a fight, defeat the zombie you are fighting. If used outside a fight, you may breach a wall without spending your turn to do that. You must stand next to a wall, announce breaching, discard the Hammer, and attach a Breached passage to the chosen wall. Now, you may go through this passage. You may choose not to attack the zombie with your Hammer if there is the "Melee weapon" symbol rolled.

Special weapons may be resolved during a fight without rolling the Fight die. You may also resolve them if there is any weapon rolled on the die — melee or ranged weapon.



Grenade. Defeat any zombie, except for the elite ones. Once resolved, discard the tile.



Poisoned Dart. Defeat any zombie, including the elite ones. Once resolved, discard the tile.

Items

Once picked up, the Item can be resolved.

You may have as many Items and Weapons as you wish. You may trade them with a Character standing in an orthogonally adjacent space. None of the players skips their turn because of the trade. You may resolve an Item at any moment of your turn.

Exception: The Zombie Mower cannot be carried as there is no tile underneath it. It can be resolved once per game.



Boards. You can board up a window or a door so no one will be able to go through — neither a zombie nor a Character. Stand next to a window or a door, discard a Board tile from your sheet, and attach a Boarded-up passage there.

You may breach a boarded-up passage with any weapon. In order to do that, you must stand in the adjacent space and roll the Fight die. If there is the “Ranged Weapon” or the “Melee weapon” symbol rolled (a Grenade can be used without rolling the die), discard the Boarded-up passage and the corresponding weapon.



First-Aid Kit. Gain 1 HP (or 2, if you play for the Nurse). Your turn is over. Discard the First-Aid Kit and take 1 HP from the supply (if you are the Nurse, take 2). With a First-Aid Kit, you may have more HP than you had at the beginning of the game. The First-Aid Kit may be resolved right after picking it up, without waiting for the next turn.

You may give 1 HP (or 2, if you are the Nurse) to another player if they are standing in an orthogonally adjacent space. Then, your turn is over, even if you had Movement points left.



The car's keys and the gas can are required to start the escape car and win.

When all of you get to the escape car, you must have both Items, held by one or two different players. The game ends and you win then.



Lasso. You may resolve it on a zombie (except for the elite ones) and stun it. Place your Lasso under the zombie's space while standing in an adjacent space. Then, your turn is over, even if you had Movement points left.

Now, this zombie cannot move until it deals with the rope.

The Lasso is useless against the Chained Zombie — it cannot move anyway.

The Lasso does not block any special abilities of the Circus zombies: the Chained Zombie will still bite everyone around itself, the Hypn zombie will still hypnotize the Characters.



Smokescreen. Allows moving through a space with a zombie or a tile as if it was empty.

Discard the Smokescreen from your sheet while standing adjacent to a space with a zombie or a tile. Now, you may move through it without fighting or flipping the tile.

You cannot end your turn in that space.



Z-Potion. Keep this remedy on your sheet. If you get bitten by a zombie and you have the Z-Potion on your sheet, then the zombie is immediately defeated and you do not lose any HP.

Affects regular and Circus zombies.

Does not affect the Elite Bear.



Energy drink. You may discard your Energy drink to add 2 Movement points for this turn. If there is one Movement point rolled and you decide to resolve the Energy drink, discard it from your sheet and move two additional spaces — a total of three spaces this turn.

You may resolve your Energy drink before or after rolling the Movement die.



Vaccine. In the advanced mode, it turns a zombie Character back into a human one.

Resolve during your turn while standing adjacent to a zombie Character. Discard the Vaccine tile — your turn is over now. The zombie Character immediately turns back: they flip their sheet and place the starting amount of HP on it. The starting Items are not gained. Replace the zombie Character standee with the Character figure.



Zombie Mower. Right after entering its space, ride it up to 4 spaces in any direction. Any zombies on its way are defeated, including the elite ones. You may turn on your way. You may not ride through human Characters or unflipped tiles or stop on them. When you are done with moving the Zombie Mower, replace it with your Character figure and discard the Zombie Mower.

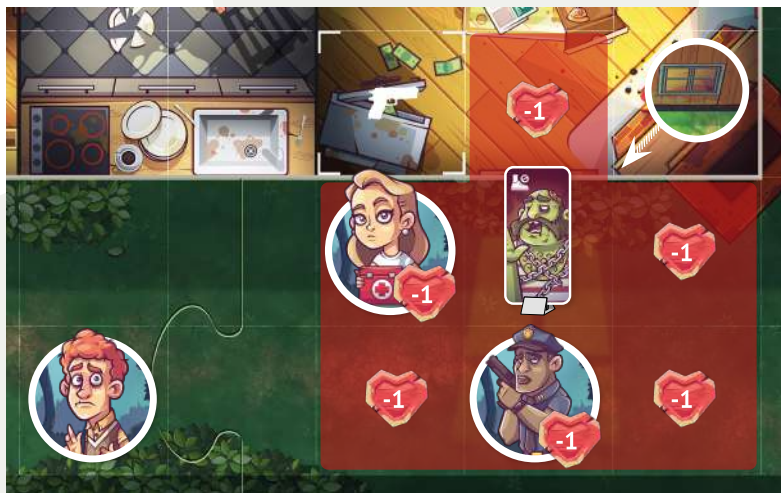


Circus Zombies

The descriptions below will help you understand your enemy.



Chained Zombie. When there is a "Skull" rolled, it bites you and all Characters around itself (see the picture). It bites through doors and windows, but not through walls. It does not bite other zombies or zombie Characters.



Hypnozombie. Fight as a regular zombie with one modification. If you roll an "Escape", move to an adjacent space. You may not flee any further. If you begin your turn in a space that is orthogonally adjacent to the Hypnozombie, you must enter its space and fight instead of rolling the Movement die.

Hypnosis does not work if there is a wall between you two or if you are standing in a diagonally adjacent space.



Zombikaze. When defeated, Zombikaze "explodes" and the Character loses 1 HP.



Zombie Nurse. When the Zombie Nurse is defeated, gain 1 HP. With this effect, you may have more HP than you had at the beginning of the game.



Zombie Ape. Fight as a regular zombie.



The Elite Bear. Almost invincible. The Elite Bear can be defeated only by the Poisoned Dart or the Zombie Mower. All other weapons are useless against it: roll the Fight die until there is a "Skull" or an "Escape" rolled.

How to play for zombies

1. Choose a zombie you will play for during this turn. You may choose any standee on the game board.
 - Each turn, you must choose a different zombie.
 - The same zombie may not be activated two times in a row. If any zombie is activated by you or any other dead player, it cannot be activated during the next dead player's turn.
2. Roll the Movement die.
Exception: The Zombie Ape moves without rolling the die.
3. Move the chosen zombie as many spaces as rolled.

Zombie Movement:

- Some zombies have more or less Movement points than rolled. Read more about that in the "Zombie Movement" section.
 - Zombies move orthogonally in any direction. They can use windows and doors, if they are not boarded up.
 - Zombies can go through spaces with tiles, but they cannot flip the tiles or end their movement on them, other zombies, or Items.
 - If you enter a Character's space, you must end your movement and fight, even if you had Movement points left. The owner of the Character rolls the Fight die and fights your zombie according to the basic rules.
Exception: if the Character is in the escape car, zombies may not enter their space.
 - Zombies can breach a Boarded-up passage when standing in an adjacent space, or get away from the Lasso, if stunned by it. In order to do that, roll the Fight die. If there is a "Skull" rolled, discard the Barricade or the Lasso. If not, you may try again next turn.
4. Now it's the next player's turn.



Zombie Movement



Regular zombie.

Moves 1 space less than rolled on the die.



Zombie Rat.

Moves the exact number of spaces rolled on the die.



Zombie Dog.

Moves an additional space.



Zombikaze.

Moves 1 space less than rolled on the die.



Zombie Nurse.

Moves 1 space less than rolled on the die.



Zombie Ape. Moves without rolling the die – jumps two spaces in any direction. It may not move diagonally or turn on the jump. It may jump through windows and doors, if they are not boarded up, but not through the walls.



**Hypnozombie.**

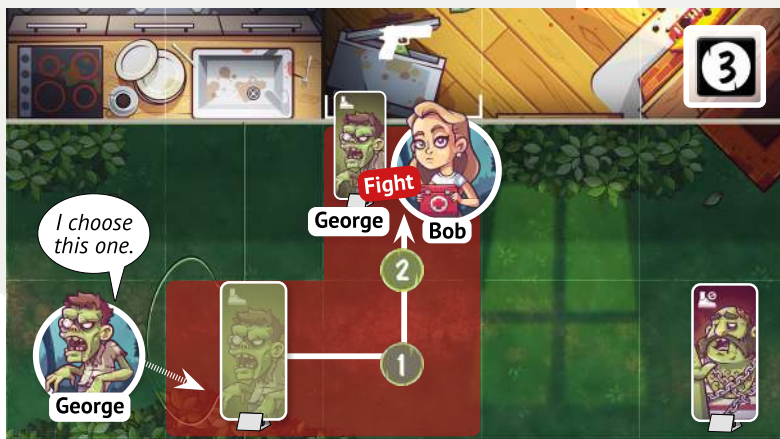
Moves 1 space less than rolled on the die.



Chained Zombie. Instead of moving, bites everyone standing in all 8 spaces around itself as if in a fight. Read more about that in the "Circus Zombies" section on page 9.

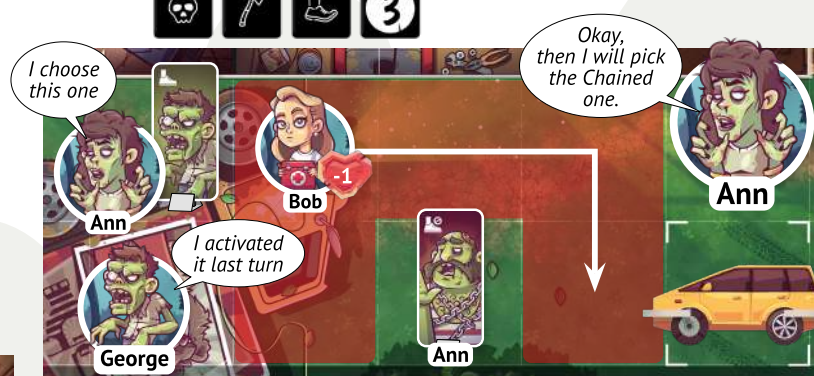
**The Elite Bear.**

Moves 1 space less than rolled on the die.



Example. Ann, Bob, and George play together. Ann and George play for zombies, while Bob plays for the Nurse. It is George's turn. He chooses the zombie that is the closest to the Nurse and announces that he will activate it during this turn. He rolls a "3" on the Movement die. Regular zombies move 1 space less than rolled, thus George moves the zombie two spaces. That is enough for the zombie to enter the Nurse's space. They are going to fight now.

Bob rolls a "Skull" on the Fight die. This means that the zombie bites the Nurse. Bob discards 1 HP from his sheet and rolls the die again – now there is a "Melee weapon". He does not have a melee weapon on his sheet. He rolls the die again – it is an "Escape" now. Bob rolls the Movement die and gets a "3". He retreats 3 spaces towards the car and ends up in a space adjacent to the Chained zombie. Bob forgot that the next turn would be played for zombies, too, and the Chained zombie would be able to attack from the adjacent space.



It is Ann's turn now. She also plays for zombies. She would like to attack Bob with the same zombie he ran away from last turn, but she cannot as one zombie cannot be activated two times in a row. Ann chooses the Chained zombie instead. She announces its activation, and there is no need to roll the die as the Chained zombie simply bites Bob standing in the adjacent space. Bob discards 1 HP from his sheet.

Game End

As soon as the keys and the gas can are found, everyone should go to the escape car. These two Items can be held by one or two different players.

When all human Characters get to the car and they have the keys and the gas can, the game ends and they win. Once you are in the car, zombies cannot fight you – they just growl at you behind the window.

If all Characters are defeated, you lose.



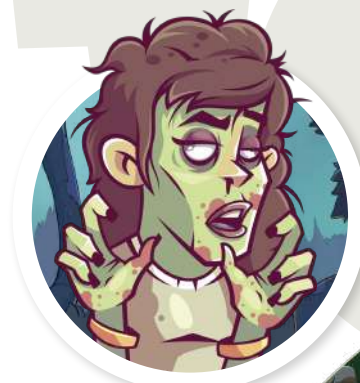
Advanced mode

In this mode, you may play as the Zombie Master against all other players. You will control all Zombie standees and resolve Danger cards against the Characters. If a Character is defeated, they flip their sheet and start playing for the zombie version of their Character from their next turn.

Setup

The game setup in the advanced mode is slightly different. See below:

1. Decide who will take on the role of the Zombie Master.
2. Draw 4 random Danger cards without looking at them and place them in a face-down pile in front of the Zombie Master.
3. Each Character receives 4 HP (the Biker receives 6).
4. Add the Vaccine tile in the game.
5. Before placing all tiles on the game board, find:
 - a. 1 Regular zombie
 - b. 1 Zombie Dog
 - c. 1 Zombie Rat
6. Find the corresponding zombie standees and place them in the three indicated areas (see the picture), then discard the tiles. Zombies can be placed in the yard and in the cabin. There can be only one zombie in each area. These are the starting zombies of the Zombie Master.



Do not place any tiles in the highlighted spaces next to the graves. Everything else is the same: choose Characters, take the corresponding sheets and place all tiles on the game board. The Zombie Master may place the tiles on the game board, too. The Zombie Master has no figure or sheet, they are the invisible collective mind.



How To Play

Follow the basic rules with certain modifications:

- Each Character cannot have more than 4 HP (the Biker — more than 6) and 4 Items. If you have 4 Items already, you may gain a new one only after dropping any Item from your sheet on the space you are standing in.
- Now, there is one player who plays for zombies from the beginning. If you are the Zombie Master, you always go last. You may choose to activate any zombie on the board, except for the zombie Characters. You may resolve Danger cards at any moment of the game. Read more about Danger cards in the “Danger Cards” section to the right.
- If a Character is defeated, they become a zombie Character. Such a zombie has a new unique ability (more about that in the “How To Play for a zombie Character” section on page 14). Starting with your next turn, you will be able to move and attack other Characters.
- A zombie Character can be resuscitated: a human Character must find the Vaccine and resolve it on a zombie Character while standing adjacent to them (just like a First-Aid Kit).

How To Play for the Zombie Master:

You are always the last one to go, so the first player is the one sitting to the left of the Zombie Master. When it is your turn, do the following:

1. Choose which zombie to activate during this turn. You may choose any zombie standee that is placed on the board. You may not choose the same zombie two times in a row. You may not choose a zombie Character.
2. Roll the Movement die and move the chosen zombie. Remember: some zombies are slower or faster, and the Chained Zombie does not move at all. See the “How to play for zombies” section in the basic rules on page 10.
3. If you enter a Character's space, you fight. The owner of the Character fights your zombie according to the basic rules.
4. You may choose not to move if you do not want to.

In addition to movement, you may resolve Danger cards. Read more about that in the “Danger cards” section to the right.

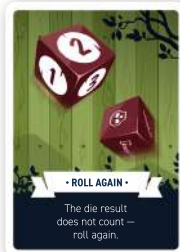


Danger cards

Draw the topmost Danger card from the pile. You may resolve it anytime, during anyone's turn. When resolved, remove the card from the game and draw the next card from the pile. You may have only one card in hand. Show your card to a Character, and you or the Character must resolve its effect. You may use the cards on zombies your control. For instance, “Move it!” might be quite useful if you want to get to a Character faster.



Jammed! Resolve when a Character is standing next to a door or a window and is going to go through it. Attach a Boarded-up passage to that door or window.



Roll again. Resolve after a Character's or your own roll. The die result does not count, roll the die again instead. Even if the Character was about to win the fight, they must roll the die again anyway.



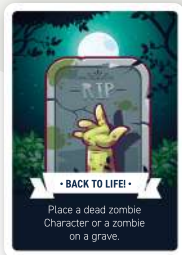
Move it! Resolve after a Character's or your own roll. You may move one space more than rolled. The card can be played on a Character or a zombie — it is up to the Zombie Master.



Out of turn. Resolve at any moment of the game to take a turn.



Ice. Resolve during a Character's or your own turn. A Zombie or a Character slides one space forward in the direction of their movement. The movement rules stay the same.



Back to life! Resuscitate a dead zombie Character or a zombie. Choose any zombie standee and place it on any of the two graves.

How To Play for a zombie Character

As soon as you are out of HP, you turn into a zombie Character with your own unique ability (see more on that to the right).

Place all of your Items on your Character's space. Flip your sheet with its zombie side up. Place one HP token on it. If you are the zombie Biker, place 2 HP instead. Choose a grave in one of the corners of the game board and place your zombie Character standee on that grave. Only you will be able to play your zombie Character, the Zombie Master does not control any of the zombie Characters.



Wait for your next turn. Resolve it as follows:

1. Roll the Movement die. If your zombie Character is stunned by the Lasso or is defeated, you may activate another zombie if the Zombie Master allows you to do that.
2. Move as many spaces as rolled on the die. The zombie Student may move an additional space. You go through spaces with tiles as if they were empty. You may not end your movement in a space with an unflipped tile or another zombie.
3. When entering a human Character's space, fight! The Character fights according to the basic rules.

Your turn is over now.

Zombie Characters



Zombie Hooligan. If you enter a human Character's space, immediately take any one of their melee weapons and place it on your sheet. If there are several weapons, take any one at random.



Zombie Policeman. If you enter a human Character's space, immediately take any one of their ranged weapons. If there are several weapons, take any one at random.



Zombie Hunter. If you enter a human Character's space, immediately take any one of their weapons. If there are several weapons, take any one at random.



Zombie Nurse. If you enter a human Character's space, immediately take one of their First-Aid Kits.



Zombie Student. You move an additional space.



Zombie Biker. You have 2 HP instead of 1. After a fight with a Character, you are not defeated right away — discard 1 HP from your sheet instead. The Character will need to either fight you again in order to defeat you completely or flee. Only then the fight is over.

A zombie Character may carry a weapon, but they cannot use it against human Characters. When a zombie Character is defeated, the weapon they carried must be placed on the space they were standing in.

Game End

If all human Characters are in the car, the humans win.

If there are no human Characters left, the Zombie Master and zombie Characters win.

Hardcore Mode

You may decide to make the advanced mode even harder. During the setup, each Character receives 3 HP (the Biker — 5), and the Zombie Master has all 6 Danger cards in their hand. They may resolve any of their cards. In this mode, the Zombie Master is much more powerful, but it is still possible to win! Good luck!



Frequently Asked Questions

Basic Mode

- **I play for zombies and decide to activate the Hypnozombie. It used to control the Student, who fought against it every turn. What happens with the Student now, when the Hypnozombie is away?**
- Since the Student is not standing in the adjacent space anymore, he is no longer controlled by it and thus may take regular turns.
- **I was fighting a zombie and there is an “Escape” rolled. I move 2 spaces away and end my movement on a tile. May I flip it?**
- Yes, actually, you must flip it. Any time you enter a space with a face-down tile, flip it.
- **May I resolve the Lasso on a zombie after running away from it?**
- No, you may resolve it on your next turn and only if you are standing in the adjacent space.
- **I stopped to board up a window. May I continue my movement after that?**
- No, your turn is over now.
- **I play for the Nurse and I want to heal the Biker who is adjacent to me with my First-Aid Kit. Will it be 1 or 2 HP for him?**
- 2 HP from the supply.

- **I get bitten by a Zombikaze, but I have the Z-Potion. Do I lose any HP?**
- No, you do not. Zombikaze is just defeated.
- **During a fight, there is a “Skull” rolled and I am about to lose my last HP. May I resolve my First-Aid Kit before that?**
- No.
- **During a fight with a zombie, I roll an “Escape” and may move 2 spaces. Can I move one space away and then go one space back to fight that zombie again?**
- Yes, you can.
- **I enter a space with several Items left there by another Character. Do I take all of them or choose one?**
- You take the whole pile.
- **During a fight with a zombie, I roll an “Escape”. May I resolve a Grenade now?**
- No, special weapons can be used instead of rolling the Fight die or if there is another weapon type rolled. If the die result instructs you to run, then you must run.
- **All three of us are in the escape car (on its roof), but do not the rules say that there can be only one Character per space?**
- In this case, you may stand on the roof together.

Advanced Mode

- **I play for the Zombie Master and resolve the “Ice” card on a Character. They slide forward and end up in a space with another Character. Is this allowed?**
- No, play everything back: take the card back to your hand and return the Character figure back to its initial space.
- **I play for the Zombie Master and resolve the “Jammed!” card right before a Character is going to go through a door. Is this allowed?**
- Yes. In this case, the Character will have to change their route.
- **I play for the Zombie Policeman and carry (have on my sheet) a Gun I took away earlier. I am revived by the Vaccine. What happens with the Gun?**
- You keep it. Flip your sheet and place your Gun there. Now, you may use it.
- **I am the Zombie Master and I resolve the “Out of turn” card. May I take another turn with the same zombie?**
- No, you have to choose another zombie.
- **I have reached the escape car. What should I do now, while all others are on their way?**
- You can stand on the car and skip your turns, waiting.

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Now quit reading the small print! Let's play!



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