

90 SECONDS TO LIVE



**SURVIVOR
RULEBOOK**



SURVIVOR RULEBOOK

THE PREVIOUS 98 DAYS...

98 days ago: You first heard reports of a strange virus that revives the dead in Siberia. On the news they called it the X-Virus.

83 days ago: X-Virus outbreaks were reported in every major country.

82 days ago: Most world leaders declared martial law.

81 days ago: Where you lived, fires raged; zombies roamed the streets. Within days, communication was impossible as internet and cell service had failed.

57 days ago: You were living on the street, hiding from the zombies as well as human predators.

55 days ago: You found an encampment of Survivors in a warehouse, and they welcomed you. *Number of Survivors in the group: 46*

47 days ago: Several Survivors left to find help or a way to escape the city. They did not return. *Number of Survivors: 31*

20 days ago: A raid for supplies didn't go well. *Number of Survivors: 24*

Two days ago: Supplies were extremely low. *Number of Survivors: 14*

Six hours ago: Seven Survivors headed out to find transportation.

22 minutes ago: Five Survivors returned in a pickup truck. The remaining Survivors began loading it with supplies. *Number of Survivors: 12.*

18 minutes ago: You heard gunfire in the street and screaming. Zombies had followed the Survivors back to your hideout.

Six minutes ago: Zombies broke into the encampment.

One minute ago: You escaped out a back door to the alley and barricaded it. *Number of Survivors: unknown.*

30 seconds ago: Zombies entered the alley from the street. Zombies inside the warehouse were trying to break down the door.

15 seconds ago: You searched the alley for weapons.

30 seconds from now: Will there be any survivors at all?



This rulebook is intended for the Survivor Player only. Please refer to the Zombie Rulebook to learn how to play the Zombies.

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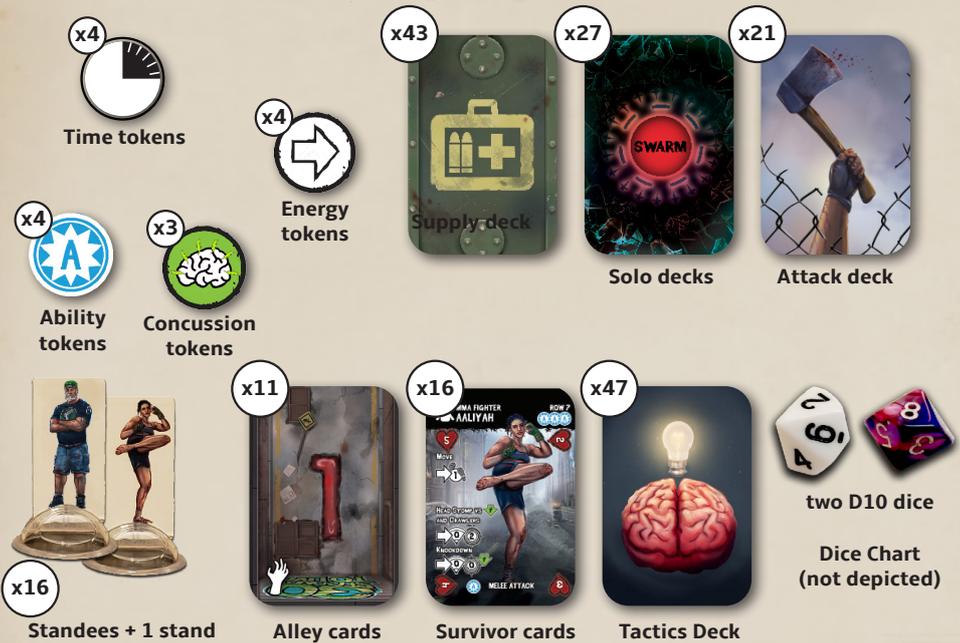
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*Player Aid on rear page

ADDITIONAL RESOURCES

On the official website you will find instructional videos covering various topics from attacking to movement, from zombie abilities to explanations of specific cards. There is also a quick start guide to setup and a whole game playthrough, as well as complete bios on every character. Errata and FAQs will be updated as new questions emerge. To read them and ask questions use the app (discussed on page 5) or visit <https://www.kittenkaijgames.com/faq>.

SURVIVOR GAME COMPONENTS



GAME ICONS



GAME SETUP

1. Place the 11 Alley cards as shown.

2. Choose a Survivor character and take their card, standee and standee base. Place the Survivor card as shown with the highest number in the upper left corner. Place Ability tokens on the card in the amount shown in the upper right corner, as well as in specified rows. If a unique weapon is specified, place it in the weapon slot. Put the standee in the base and place it in row one.

3. Place the four white Energy tokens within reach. If you are playing with the optional Concussion rules (page 16), place the four Concussion tokens within reach. Otherwise put these tokens back in the box.

4. Remove the Katana and Ice Axe from the Supply deck and put them back in the box if they were not used in step two above. Shuffle the Supply deck, and place it as shown. Draw two cards and form your hand. If you do not draw at least one Firearm, you may choose to discard one or both cards and replace them. Place six Supply cards in the alley face up as shown.

5. Shuffle the Tactics deck and place it as shown. Draw two Tactics cards and add them to your hand.

6. Place the Survivor Attack deck as shown.

7. Place the four Time tokens on the row one alley card.

8. If you are playing with the timer, hand the sand timer to the Zombie Player. You can use your own timer, set to a different value, if you choose. See page five for more information on the timer.

9. When both players are ready, you begin the game.



GAME SETUP

GAME OVERVIEW

Zombies followed your friends back to your encampment, then overran your defenses. You escaped out the back door into the alley and barricaded the door. If you can get to the truck on the street just outside the alley, you can escape the zombies and maybe even the city itself. To win the game means you need to get to the street quickly, *not killing every single zombie you see*. If you aren't quick, the zombies will surround you, attack you, and you will become one of the horde.

If you find yourself losing all the time as the Survivor, KEEP TRYING. You'll get better! Also, switch sides: learn about your enemy to learn how to defeat them. Finally, there are modified rules on page 15 that can make things more balanced



TERMS

There are six types of cards used in the game: **Alley, Survivors, Zombies, Tactics, Attack and Supplies** (which include **Melee Weapons**, and **Firearms**).

Active Player - the player taking their turn.

Inactive Player - the player not taking their turn.

Characters - the Survivor and zombies in play.

Base Zombie - the most common and the weakest zombie type.

Boss Zombie - the strongest and the most rare zombie type.

Alley - the game space that the characters move around in.

Row - a division of the alley.

Health - how much damage a character can take.

Kill a Zombie - reduce it to zero health.

Knockdown - game effects that knock a character down.

a Knockdown token is placed on zombies;

the Survivor standee is placed on its side.

Block - the Active Player's attack deals zero damage.

Action - things you do in the game like move, attack or play a card.

Energy - players spend Energy to take Actions in the game.

Move past Zombies - When there are zombies without a knockdown token in your row and you move to a higher numbered row. These zombies immediately make a free **Opportunity Attack** after you move. The Zombie Player draws an attack card for each of these zombies before you can take another Action.

Movement Action / Attack Action - Some Actions and cards are considered a Movement and/or Attack Action. There are Tactics cards which can restrict you from taking these types of Actions.



THE 30 SECOND TIMER



The Action Phase of the game is played with a 30 second timer, controlled by the inactive player. A sand timer is provided for you or you may use the App (see below) or a timer you provide.

Are you required to play with the timer? *We recommend that you do not use the timer until the second or third time you play, so that you can become familiar with the rules, mechanics and cards. The game is intended to recreate the tension, pressure and chaos of being in a desperate fight for survival; forcing you to make split-second decisions when the entire game hangs in the balance. The timer is part of that. If, after playing with the timer you find it interferes with your enjoyment, the game can be played without the timer.*

Can the timer be paused? Only pause the timer (place it on its side) if a card says to do so or if there is a dispute over the rules or interpretation of a card.

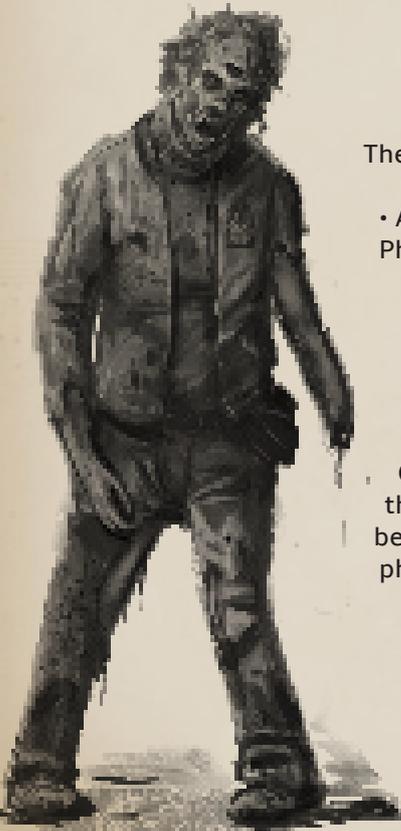
What happens if the timer runs out midway through an Action? You may complete that Action, but may not take any additional Actions. *Example: the Survivor spends their last Energy to attack a zombie, then the timer goes off. The Survivor may resolve all steps necessary to complete the attack, including checking for success, dealing damage, and dropping supplies.*

THE APP

The app includes several things to help you play –

- An electronic timer for use during the Action Phase, which provides graphics and sound effects.
- Quick links to instruction videos, initial set up videos, and the FAQ page.
- A complete catalog of all the cards.

Open the app at app.30secondstolive.com or use the QR code below. Save this site to your favorites because the app lives on the website, not your phone.



TURN SUMMARY

1. DRAW PHASE

- 1A - Flip Energy tokens to the unused side.
- 1B - Draw one card from the Tactics deck.

2. ACTION PHASE

The **Zombie Player** starts the timer.

To escape the alley, you need to move from row one to to the street, fighting or dodging zombies along the way. There are three types of Actions you can perform to achieve this:

- Movement (Move/Stand up)
- Draw, pick up, and play cards
- Attack

• Players spend Energy (E), to perform Actions. The number of white arrows on a card indicates how much Energy it costs to perform that Action. A white arrow with a slash through it means the cost is 0E. This is called a free Action, and may be performed any time during your Action Phase, even after you have spent all your Energy, but only if time remains.

• Survivors get 4E per turn, represented by four white tokens. Flip over one token for each Energy you spend as you perform an Action.

• During your Action Phase, you may perform Actions in any order, and you may repeat them as long as you have Energy. *Ex: You could attack three times, then move or attack, then move, then attack, then play a card.*



0 E
Free Action



1 E



2 E



Unused Energy does not carry over to the next turn; if you don't use all your Energy, you lose it at the end of the Action Phase.



Unless otherwise indicated, you may only take an Action or play a card during your Action Phase.

3. RESOLUTION PHASE

– A cleanup Phase where you resolve specific cards and other game required activity occurs.

This phase is not timed.

Play alternates between the two players until either you escape to the street or are reduced to zero health.

1**DRAW PHASE****1A) FLIP ENERGY TOKENS** to the unused side.**1B) DRAW ONE CARD** from the Tactics Deck.

The **Zombie Player** starts the timer.

The types of Actions you can take are described over the next few pages.

MOVE - cost varies; see the icon on the Survivor card. It indicates how many rows the Survivor can move and how much Energy it costs. In this example, spend 1E and move the Survivor one row. **This counts as a Movement Action.**



- You can move to a higher numbered row (forward) or a lower-numbered row (backward). When there are zombies without a knockdown token in your row and you move to a higher numbered row, these zombies immediately make a free **Opportunity Attack** after you move. The Zombie Player draws an Attack card for each of these zombies before you can take another Action.
- When **Knocked Down**, place the Survivor standee on its side. While knocked down, you are allowed to make Melee and Ranged attacks, but they will be less successful than usual. While knocked down you are unable to:
 - move or play cards labeled as Movement Actions.
 - make an Unarmed attack.



Permanent knockdown is an Advanced Rule, see page 15.

STAND UP - Spend 1E. If there is a zombie in the same row without a Knockdown token, it costs 2E.

SUPPLY CARDS - You do not draw from the Supply deck into your hand unless specifically instructed to do so by a Tactics card. You may spend 1E and pick up one Supply card from the row you are in, then place it in your hand.

- If a Supply card says Equip in upper right corner, it may be equipped in front of you for 0E. Otherwise, pay the E cost shown the card.
- A maximum of three Supply cards may be equipped in front of you at a time.
- You may drop a Supply card to make room for other weapons. Move the Supply card from the weapon slot to the row where the Survivor is, face-up.
- There can be multiple Supply cards in a single row; when picking up a Supply card, you may (without flipping any cards) choose which one to take.
- Once on your turn when knocked down, you may pickup a Supply card for 0E.
- When discarding a Supply card, place it in the discard pile.
- When a zombie with a Supply icon dies, draw one Supply card and place it face down in the row where the zombie was killed.

When dropping a weapon with ammo or durability, make sure not to change the card orientation when putting it in the alley, as this would change the amount of ammo or durability that remains. See page 12 for more information.

DRAW A TACTICS CARD - Spend 1E or discard two cards from your hand to draw a Tactics card. (maximum discard three times)



This symbol indicates to draw one card from the Tactics deck.

There is a maximum hand size of four, enforced during the Resolution Phase.

PLAY A TACTICS CARD - Cost varies; see the icon on the card.

- You may only play a Tactics card during your Action Phase except when noted on the card.
- The number of arrows shown in the upper left corner of the card is the amount of Energy it costs to play that card. An arrow with a slash thru it means it costs 0E to play.
- When using/discarding a Tactics card, place it in the discard pile.



Some cards may only be played in specific situations. This will be noted at the top of the card.



These icons identify a card as an Attack Action or Movement Action. Some Tactics cards can restrict your ability to make Movement or Attack Actions.



The automatic success icon means the attack may not be countered, and you do not need to draw from the Attack deck to determine success.

ATTACK - There are three types of attacks:

- 1) **Melee attacks** are made with melee weapons or ranged weapons that list a melee attack as an option. They are close range attacks and can only be made against a zombie the same row as you.
- 2) **Ranged attacks** are made with firearms and thrown weapons. When a ranged weapon runs out of ammo, discard the card.

Attack information for melee and ranged attacks is shown on the Weapon card. See pages 10-11 for more information.

3) There are two types of **Unarmed attacks**. These attacks are made against a zombie in the same row as you. **You must be standing to perform this attack.**

- You may perform a **head stomp** on zombies with Knockdown tokens and Crawlers.

- A **knockdown** will not cause damage, it only causes a knockdown. This type of attack will look at the last line on the Attack card to determine success. See page 10 for more information.

Attack information for an Unarmed attack is shown on the Survivor card.

ATTACK ICONS (shown on the Weapon and Survivor card)



how much Energy is required to attack.



attack range. You are in row zero, then count how many rows away the zombie is.



damage inflicted by a successful attack.



the attack knocks the zombie down.



this weapon may do additional **Critical Hit** damage. See page 10, item 8 for more information.



the attack is automatically successful and may not be countered. You do not need to draw from the Attack deck to determine success.



RANGE EXAMPLE

Melee: Aaliyah and the Crawler are in the same row so she can make a melee attack with the Baseball Bat.

Ranged: The Shotgun has a range of 0-2. Aaliyah can make a ranged attack against any zombie except the Runner in row seven; it is out of range.



In illustrations, the Survivor card is sometimes shown as being in one row or another. This is for illustrative purposes only. The standee moves in the game, not the Survivor card.

ATTACK PROCESS

1. Announce which zombie you are attacking, with what weapon (if any), and how much Energy you are using.
2. Cards in your Attack deck will indicate success or failure and provide additional information.

-  Check means a successful attack.
-  X means a failed attack.
-  The attack knocks the zombie down.
-  The attack does additional damage.



Your chance of success is affected by if you are standing or knocked down.

- If you are standing, read the result on line A
 - If you are knocked down, read the result on line B
 - If you are attempting a knockdown, read the result on line C
3. If you drew the **Shuffle the Deck** card, place it in the discard pile and draw another Attack card. In your Resolution Phase shuffle cards in your Attack discard pile back into the Attack deck.
 4. If you attacked with a firearm, rotate the weapon card. *See page 12 for more details.*
 5. If you threw a weapon, place the Weapon card face-up in the same row where the targeted zombie is.
 6. The Zombie Player may attempt to counter the attack with certain Tactics cards. If the attack is countered, the attack deals zero damage and there is no knockdown.

If the attack was successful, continue with the remaining steps.

7. If you attacked with the Shotgun, you may split damage now.
8. If the attack will not kill the zombie and there is a Critical Hit icon, draw another Attack card. **This is not a second attack and costs 0E.** If the line A result is a success, ignore any modifiers shown, add the damage indicated in the second, smaller, damage icon.  
9. The Zombie Player deducts the damage from the zombie's health. Zombie health works the same as Survivor health; *see page 12.* If the zombie dies, the Zombie Player places it in the zombie discard pile. If the Zombie card has a Supply icon, place a Supply card face down in the row where it died. 

Identifies it as a firearm

Supply card icon

Ammo

Attack type: Melee or Ranged

Cost to attack, range and damage weapon inflicts

Sound icon (advanced rules only)

EQUIP RANGED WEAPON

This card can be equipped for zero energy

Identifies weapon as ranged or melee weapon

When this weapon hits it also does knockdown

This attack is an automatic success and cannot be blocked

ADVANCED RULES ONLY

10. If you used a weapon with the sound icon, the Zombie Player may immediately play a zombie from their hand in row ten. See page 15 for more information.



TIME TOKENS IN ROW ONE:

When the last Time Token is removed, the Warehouse zombies enter play. See the Zombie rulebook for more information.

- Resolve any cards in play that reference the Resolution Phase.
- If you have time tokens in row one, remove one.
- If you drew the **Shuffle the Deck** card, shuffle all cards in the Attack discard pile back into the Attack deck.
- If applicable, discard cards from your hand until you only have four remaining.
- Take the timer from the Zombie Player.

TIME TOKENS



Time tokens reflect a countdown to the end of an effect and are placed on a card in play. Remove one in the Resolution Phase or as instructed. Generally when the last one is removed, the effect ends. If you need additional time tokens, just use coins. The Survivor starts with time tokens on row one. When the last token is removed, the Warehouse zombies in row one are released. These zombies are also released if the Survivor enters row four. When this happens, remove all the time tokens from row one.

TRACKING HEALTH



Hearts in the corners of character cards track health. The current value is what is displayed in the upper left corner.

The card to the left reflects five health. When you take damage, rotate the card clockwise to show four health. When reduced below two health, flip the Survivor card over. If you regain health, reverse the process.



If you reach zero health, you lose the game.

TRACKING AMMO



Firearms track ammo the same way as health. The Shotgun below has four ammo currently. Rotate the card clockwise when you fire it. When it runs out of ammo, put it in the discard pile.



WEAPON DURABILITY AND BODY ARMOR



When you successfully use a weapon with the Durability icon, rotate the card clockwise. When its value reaches zero, it has been destroyed; discard the card. Body Armor absorbs damage one for one; rotate it clockwise for each point of damage it prevents and discard it when it reaches zero. **Armor does not prevent a knockdown.**



SPECIAL ABILITIES

Every Survivor has a Special Ability which uses an Ability token, not Energy.

- Unless otherwise noted, Special Abilities may only be used once per turn and only during your Action Phase.
- The Survivor begins the game with the number of Ability tokens shown in the upper right corner of the Survivor card, and at least one token in the alley.
- When you enter a row with an Ability token, place the Ability token on the Survivor card.
- As long as there is time remaining, you may use your Special Ability at any time in the Action Phase, even if you have spent all your Energy.

DESPERATION MOVE Once per game you may use an Ability token to save yourself from losing the game. After the zombie attack that would kill you, discard one Ability token. Set your health to one, and on your next turn only flip two Energy tokens to the unused side. *May not be used if the Survivor moves to the street and would die from an Opportunity attack.*

The Survivors Special Abilities are each listed on the next page. Abilities are printed on the Survivor card but some of them have only a brief description. Refer to the player aid on the back for the full explanation.



LENNY (he/him)

ABBE (she/her)

Firearms Instructor

Attack with a single action Firearm.



AALIYAH (she/her)

RYAN (he/him)

MMA Trainer

Make an Unarmed or single action Melee attack.



ANTONIO (he/him)

DIANA (she/her)

Soccer Player

Gain 1E.



SOPHIA (she/her)

WILLIAM (he/him)

Self Defense Trainer

Block. After the Zombie Player draws a successful Attack card, draw a Survivor Attack card. If the line A result is successful, the attack is blocked. This does not prevent knockdown.





MICHAEL (he/him)
REBEKKA (she/her)

College Track Star
 Move one row. Choose two zombies and ignore their Opportunity Attack. This counts as a Movement Action.
May not be used in row ten.



MARY (she/her)
KELLY (he/him)

Doctor
 Gain one health.
May not exceed five health.



LOUIS (they/them)
CALLASANDRA (she/her)

Scavenger
 Unique Starting Weapon: Katana. Starts w/Ability tokens in rows four and seven, none on the card.
 Draw three Supply cards; Keep one, put the other two in the discard pile.



MEGHAN (she/her)
JASON (he/him)

Survivalist
 Unique Starting Weapon: Ice Ax
 Spend an Ability token to reduce the cost to play or use a Supply card by one (not a permanent effect).



ADVANCED RULES

SOUND

If you use a weapon with the sound icon, the Zombie Player may immediately play a zombie from their hand into row ten.



CONCUSSION

You receive a Concussion token when you are knocked down. If you receive three tokens, remove all three, and remove one Energy token from play.

If the Zombie player ends their turn without attacking you, remove one Concussion token. You may spend 2E to remove one Concussion token.

PERMANENT KNOCKDOWN

Knocked down characters with one health may not stand up for the rest of the game. Characters may move but it costs an additional 1E. If the Survivor returns to at least two health, they are permitted to stand up.



MODIFIED RULES

If one player is more skilled or if you want to shake things up a little, you may use the following modified rules.

MAKES IT EASIER FOR THE SURVIVOR

- Survivor head stomps are automatically successful.
- You cannot begin the game with a Boss zombie face up in play. Return it to the deck and draw another zombie, then shuffle the deck.
- Opportunity attacks are made using the line B results.
- Zombies only get 4E



MAKES IT HARDER FOR THE SURVIVOR

- If there are three zombies in a row, the Survivor cannot attack zombies further away with ranged weapon.
- In the Zombie Draw Phase, after zombie movement has taken place, remove one Knockdown token in play.
- The Zombie player may choose whether to draw a Tactics or a Zombie card in their draw phase.
- The Survivor can not pick up Supply cards if there are standing zombies in the same row, even if the Survivor is knocked down.

NEITHER SIDE GETS AN ADVANTAGE

- When attacking a character on the ground, the attacker can draw again if the first card is a miss.
- Change the amount of time allowed in the Action Phase to something both players agree to.

SOLO PLAY

In the Solo version of the game, you play the Survivor, then use a deck of cards and dice to determine what the zombies do. There are two different zombie AI's: Fast Attack and Swarm; each has a different play style to keep the Solo game fresh and challenging each time you play.

You should be familiar with both the Survivor and Zombie rule books before attempting to play Solo.

CHANGES FROM THE 2-PLAYER GAME

1. You play the Survivor turn exactly as you would in the two-player game, but you do not play with a timer.
2. All cards played on the zombie side of the alley should be oriented towards you for easier reading.
3. The Zombie Tactics deck is not used.
4. Shriekers can summon any kind of zombie.
5. Use the same white Energy tokens you normally use, then add the one green Energy token when playing the zombies.

ZOMBIE AI

Zombie Actions are determined by a series of steps presented on numbered cards. If you go through all the cards and there is still zombie Energy left, you roll the dice and consult a chart to see what the Zombies do next.

There are two different zombie opponents each with their own deck and dice chart; each represents a different strategy. The Fast Attack deck emphasizes speed over numbers to attack as quickly and as often as possible. The Swarm deck emphasizes putting out as many zombies as possible to try to bog the Survivor down.





7

Tactics Discard



6

Supply Discard



8

Attack Discard



2

Empty Weapon Slot

Empty Weapon Slot

Empty Weapon Slot



9

Zombie Discard



8

Zombie Attack Discard



10



2

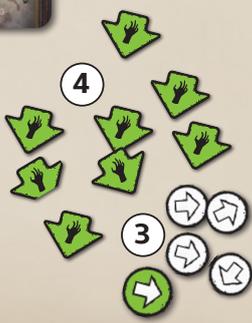
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1



9



4

3



6

7



11



5

SOLO GAME SETUP

1. Place the 11 Alley cards in play as shown.
2. Choose a Survivor character and take their card, standee and the standee stand. Place the Survivor card as shown with the highest number in the upper left corner. Place Ability tokens on the card in the amount shown in the upper right corner, as well as in specified rows. If a unique weapon is specified, find it in the Supply deck and place it in a weapon slot. Put the standee in the stand and place it in row one.
3. Place the four white Energy tokens within reach. Place one of the green Energy tokens with them, and put the rest back in the box. On your turn you will use the four white tokens. On the zombie turn, you will add the fifth green Energy. If you are playing with Advanced Concussion Rules, take all the Concussion tokens and place them within reach; otherwise, put them back in the box.
4. Place the eight zombie Knockdown tokens within reach.
5. Place four Time tokens within reach. Place four Time tokens on row one.
6. Remove the Ice Axe and Katana from the Supply deck if they were not used in step two above. Place them back in the box. Shuffle the Supply deck, and place it as shown. Place six Supply cards face down as shown. Draw two Supply cards to form your hand. If you do not draw at least one firearm, you may (once) choose to discard one or both cards and replace them.
7. Remove the card Lost Opportunity from the Survivor Tactics deck and place it in the game box. Shuffle the Survivor Tactics deck. Draw two Tactics cards and add them to your hand.
8. Shuffle the Survivor Attack Deck and the Zombie Attack deck and place them as shown.
9. Shuffle the Zombie deck and place it as shown. Draw three zombie cards and place them face down in row one on the zombie side. Draw four more zombie cards and place two faceup in row six and two more face up in row eight.
10. Select either the Fast Attack or Swarm zombies as your opponent and select that deck of cards and place it in front of you face up along with the corresponding Dice Chart. (not shown). Put the other deck back in the box. Take the two rules cards and Final Instructions card and place them within reach, face up. Make sure the remaining cards are in numerical order beginning with step one.
11. Place the two dice within reach.
12. Make sure to have both player aids within reach (not depicted).
13. You start the game as the Survivor. If you wish to keep score, count how many turns you take as you may win points for a fast victory.



MOVING	13-16	Nothing
STAND UP	17-18	Flip up the nearest knocked down zombie. If there is no eligible target, nothing happens.
ZOMBIE	19-20	If an action below can not be performed, move to the next action, looking to the top of the color group. If none can be performed, nothing happens.
	21-22	Remember: zombies which are knocked down are not eligible to move.
	23-24	Put a zombie in the single action row.
ZOMBIE	25-26	Put a zombie in the multiple action row.
	27-28	Put up to three zombies into play to one die.
	29-30	The zombie on one die is in play. If none are already full, move to the next option below.
ZOMBIE	31-32	Put a zombie into play from rows behind the Survivor.
	33-34	If there are no weapons in play, reroll both dice. If there are multiple valid weapons you choose which one is affected.
	35-36	Destroy equipped melee weapons.
WEAPONS	37-38	Take equipped firearms and place it two rows ahead of the Survivor in the alley.
	39-40	Equip a firearm from all arms.
	41-42	Equip a firearm from one arm.
WEAPONS	43-44	Equip a firearm from one arm.
	45-46	Take equipped firearms and place it two rows ahead of the Survivor in the alley.
	47-48	Equip a firearm from all arms.
WEAPONS	49-50	Equip a firearm from one arm.
	51-52	Equip a firearm from one arm.
	53-54	Equip a firearm from one arm.
WEAPONS	55-56	Equip a firearm from one arm.
	57-58	Equip a firearm from one arm.
	59-60	Equip a firearm from one arm.
WEAPONS	61-62	Equip a firearm from one arm.
	63-64	Equip a firearm from one arm.
	65-66	Equip a firearm from one arm.
WEAPONS	67-68	Equip a firearm from one arm.
	69-70	Equip a firearm from one arm.
	71-72	Equip a firearm from one arm.
WEAPONS	73-74	Equip a firearm from one arm.
	75-76	Equip a firearm from one arm.
	77-78	Equip a firearm from one arm.
WEAPONS	79-80	Equip a firearm from one arm.
	81-82	Equip a firearm from one arm.
	83-84	Equip a firearm from one arm.
WEAPONS	85-86	Equip a firearm from one arm.
	87-88	Equip a firearm from one arm.
	89-90	Equip a firearm from one arm.
WEAPONS	91-92	Equip a firearm from one arm.
	93-94	Equip a firearm from one arm.
	95-96	Equip a firearm from one arm.
WEAPONS	97-98	Equip a firearm from one arm.
	99-100	Equip a firearm from one arm.
	101-102	Equip a firearm from one arm.

(SOLO) CONTROLLING THE ZOMBIE AI

1. There are no "phases" on the Zombie turn. Place the

SOLO DECK face up, with the cards in numerical order, and Step One on top. Follow the instructions for Step One, then proceed to the next step and the next, until the zombies run out of Energy. After using a card place it in a face down discard pile.

2. If there is still Energy remaining after going through all the cards, roll two dice and consult the **DICE CHART**. If the option rolled is invalid, move to the next option *within the colored sub-section*, looping to the top of the sub-section if needed. If all options are invalid, then nothing happens, and the Energy is lost. Continue to roll the dice until there is no Energy left.

Example: You roll 45 on the Fast Attack chart, which causes you to drop your firearm. If you have no firearm, you move to the next option, but it also is invalid as there is no firearm in play. You loop to the top selection in the weapons group, destroy a melee weapon. If there is a melee weapon in play, it is destroyed. If not, the zombies take no action.

3. Once all Energy has been spent, refer to the **FINAL INSTRUCTIONS** card and follow those steps. Once completed, the Zombie turn is now over.

(SOLO) CHOOSING ZOMBIES

Understanding how to choose zombies is crucial to smooth and balanced gameplay. It works on a system of priorities.

When not otherwise specified, it prioritizes zombies behind the Survivor over those ahead of the Survivor, and those at the bottom of the alley (closer to the Alley cards) over those at the top.

Let's look at a couple of examples using the Fast Attack Chart.

Example 1: You roll a 75. "The nearest zombie in front of the Survivor moves one row." You would move B because it is in the closest row with zombies, and it is at the bottom of the alley, meaning it is the closest zombie to the Alley cards.

Example 2: You roll a 96. "Remove a knockdown token from the nearest zombie." In this case, you would remove it from A as it is behind the Survivor. If it did not have a token on it, you would choose C because you there are no other zombies behind with tokens and it is the nearest zombie ahead with a token.

Example 3: The Survivor is in row four, and zombies C and D have already attacked. You roll 70. "Zombie which already attacked this turn, attacks again." You would attack with C because it is closer to the bottom of the alley.

EXAMPLES 1 AND 2



EXAMPLE 3



OPTIONAL SCORING (a lower score = easier win, can be a negative #)

POINTS AWARDED

ACHIEVEMENT

*	total health of all zombies in the discard pile
-20 / -10 / -5	win with 5 / 4 / 3 health
- 20	if there are no firearms in the discard pile
2	for each zombie in row nine and ten at the end of the game
3	for each zombie above six that was in play when you reached the street
- 10 / - 5	win in less than 6 /10 turns



The cards and Dice Chart do not override other established rules. Ex: if a zombie is summoned, then it moves into the same row as the Survivor, and the AI says for it to attack, it can't because it was just summoned.

(SOLO) SAMPLE TURN (FAST ZOMBIES)

Step 1 has already been completed in the illustration below.

C



Step 2: Zombie B attacks using the 1st Energy.

Step 3: The Survivor is not in row 7-10, so nothing happens.

Step 4: Zombie A moves into the same row as the Survivor, then attacks, using the 2nd and 3rd Energy.

Step 5-9: For each of these steps, the answer is no, so nothing happens.

Step 10: There are no zombies knocked down, so nothing happens.

Step 11: Use the Shrieker ability to draw a Zombie card and put it in play in row ten.

Step 12: There is still 2E left, so the dice are rolled. The result is 82. There are no runners, so we go to the next option down. There are no Brutes, so you loop to the top of the sub-chart. There are no zombies behind the Survivor so the next option is to move the nearest zombie ahead. That's zombie C, so it moves to row seven.

Step 13: The dice are rolled again, and the result is 67. Again there's no zombie behind so zombie C moves into row six.

This is the 5th and final Energy, so you consult the Final Instructions card. Neither situation applies, so the Zombie turn ends.

SPECIAL THANKS

Thanks go out to the following people:

- George Romero, for giving us the modern zombie genre.
- Jason Meehan, who created the NJ Zombie Walk, which got me addicted to zombies over a dozen years ago.
- The many playtesters and fellow developers who provided me with feedback, advice, and guidance. Many were patient enough to playtest the game even when it was not very good, and give me feedback throughout the process. They include Jennifer Stanford, Jennifer Reid, Jessica Reid, Michelle Reid, Amy Goncalves, Antonio Goncalves, Jenn Stollery, Patrick Goepfert, Kerwyn Velasco, Jim Kavanaugh, Dave Paverson, Pierson Guthrey, Jae Perez, David Simpson, Gil Hova, Raymond Greaves, Zintis MK, Beau LaManna, Chris Backe, Dave Beck, Wes Woodbury, Galen McCown, Meghan Stanford, Ben Smith, Xian Brock, Vas Kottas and so many others I can't name them all.
- Louis Rebecchi, who did my videos.
- Wes Woodbury, who helped me set up the online version.
- Xian Brock, who created the app.
- Matt Healey, who designed the tray for the box.
- Martin Gonzalez, who helped with PnP files
- Joseph John, who helped with math.
- Jamie Noble Frier, who created all the art.
- Aaron Williams, who did a fantastic job scripting my game in TTS so it looks totally awesome.
- Gabe Barrett, for creating the Board Game Design Lab Community, and to the members of that community who were always willing to offer advice and guidance to me.
- The previewers who shared my game with their followers, including the Cardboard Kid, Tantrum House, Chris Zisi, and Luke Boyd from the Zombie Research Society.
- Needy Cat Games, Jess Elizabeth and Antoinette Mason for assistance with rules and editing.
- All my family, friends, and co-workers who put up with my constant talk about zombies-zombies-zombies for two+ years.
- And finally, thanks to Jennifer, who put up with me during the two+ years it took to develop the game.



SURVIVOR PLAYER AID

- 1A - Flip Energy tokens to the unused side.
1B - Draw one card from the Tactics deck.



The **Zombie Player** starts the timer. You may spend 4E on any combination of Actions below, in any order, and may repeat any Action.

Page 7 - Move to another row: see the Survivor card for the cost. If moving to a higher row and there are zombies without a token in the current row, they make an Opportunity Attack after the Survivor moves.

Page 7 - Stand up: 1E. If there is a zombie without a Knockdown token in the same row, it costs 2E.

Page 7 - Pick up a Supply card: 1E; when knocked down you may pick up one card for 0E. If there are multiple Supply cards you may (without flipping any cards over) choose which one to pick up.

Page 8 - Draw one card from the Tactics Deck: 1E or discard two cards.

Page 8 - Play a Tactics or Supply card: see the card for the cost.

Page 8-11 - Armed Attack: see the Supply card for the cost.

Page 8-11 - Unarmed Attack: See the Survivor card for the cost.



Sound rules only: If you use a weapon with the sound icon, the Zombie Player may immediately play a zombie from their hand into row ten.

Concussion rules only: Spend 1E to remove a Concussion token.

This Phase is not timed.

3A - Resolve any cards in play that reference the Resolution Phase.

3B - If you have time tokens on row one, remove one.

3C - If you drew the **Shuffle the Deck** card, shuffle all Attack cards in the discard pile back into the Attack deck.

3D - If you have more than four cards in your hand, discard down to four.

3E - Take the sand timer from the Zombie Player.

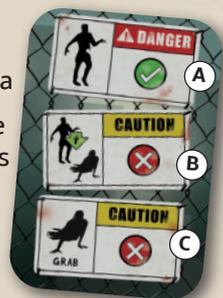


SPECIAL ABILITIES

SELF DEFENSE TRAINER: After the Zombie Player draws a successful Attack card, draw a Survivor Attack card. If the line A result is successful, the attack is blocked. This does not prevent knockdown.

COLLEGE TRACK STAR: Move one row. Choose two zombies and ignore their Opportunity Attack. Counts as a Movement Action. May not be used in row ten.

SURVIVALIST: Spend an Ability token to reduce the cost to play or use a Supply card by one (not a permanent effect).



DESPERATION MOVE

Once per game you may use an Ability token to save yourself from losing the game. After the zombie attack that would kill you, discard one Ability token. Set your health to one, and on your next turn only flip two Energy tokens to the unused side. *May not be used if the Survivor moves to the street and would die from an Opportunity attack.*