

30 SECONDS TO LIVE



**SURVIVOR
RULEBOOK**



SURVIVOR RULEBOOK

THE PREVIOUS 98 DAYS...

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

83 days ago: X-Virus outbreaks are reported worldwide.

82 days ago: The US President declares martial law.

81 days ago: Citywide fires rage. Zombies roam the streets.

77 days ago: Most internet and cell service has failed.

57 days ago: You are on the street, hiding from zombies and human predators alike.

55 days ago: You find an encampment of survivors in a warehouse, and they welcome you. Number of survivors: 46

47 days ago: Several survivors leave to find help or a way to escape the city. They do not return. Number of survivors: 31

20 days ago: Raid for supplies don't go well. Number of survivors: 24

Two days ago: Supplies are extremely low. Number of survivors: 14

Six hours ago: Seven survivors head out to find transportation.

22 minutes ago: Five survivors return in a pickup truck. Number of survivors: 12.

18 minutes ago: Gunfire in the street and screaming. Zombies have followed the survivors back to your hideout.

Six minutes ago: Zombies break into the encampment.

One minute ago: You escape out a back door to the alley and barricade the door. Number of survivors: you don't know.

30 seconds ago: Zombies enter the alley from the street. Zombies inside the warehouse try to break down the door.

Ten seconds ago: You search the alley for weapons.

30 seconds from now: Number of survivors: unknown



This rulebook is intended for the Survivor player only. Please refer to the Zombie Rulebook to learn about playing the zombies.

CONTENTS

2	Additional Resources Components Icons
3	Game Setup
4	Game Overview Terms
5	Timer & App
6	Turn Summary
7	Draw Phase Action Phase Move, Stand up, Pick up Supply cards

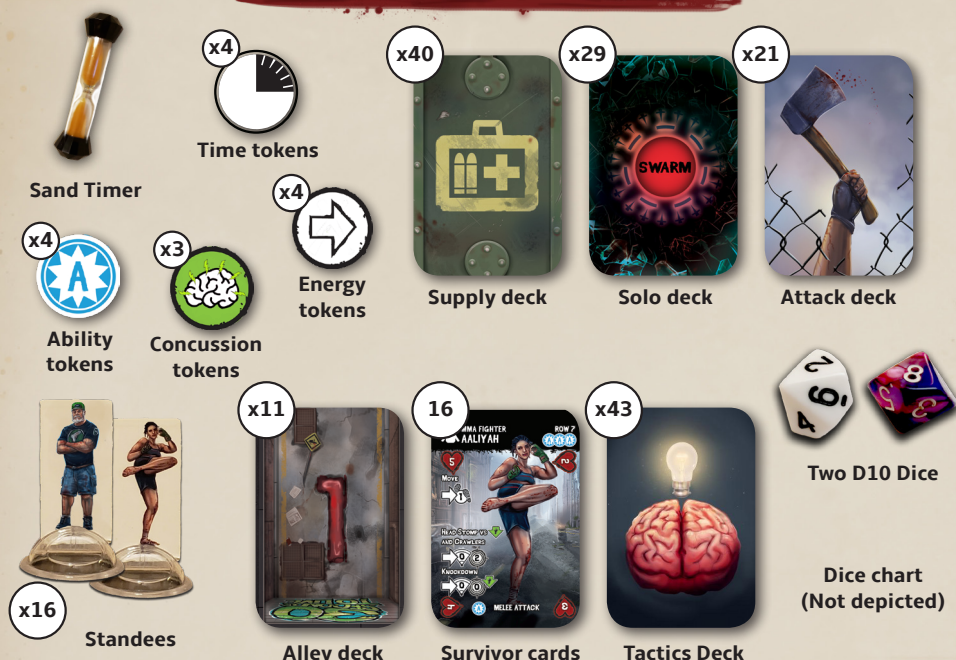
8	Draw a card Play a Tactics card
8-11	Attack
11	Resolution phase
11	Health
12	Ammo and Armor
12-14	Special Abilities, Survivors
15	Modified Rules
16-21	Solo Rules
23	Thanks

*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. Errata and FAQs will be updated as new questions emerge. To read them and ask questions use the app or visit <https://www.kittenkaijugames.com/faq>.

SURVIVOR GAME COMPONENTS



GAME ICONS



1. Put the 11 alley cards in play as shown.

2. Choose a Survivor character and take their card and standee. Put 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 a weapon slot.

Put the standee in the base and place it in row one.

3. Set the four white arrow Energy tokens as shown. If you are playing with the optional Concussion rules

(page 16), place the four Concussion tokens off to the side. Otherwise put the tokens back in the box.

4. Shuffle the Supply deck, and place it as shown, then 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 face up as shown. Shuffle the Tactics deck and place it as shown. Draw two Tactics cards and add them to your hand.

5 Place the Survivor Attack deck as shown.

6. Place the four time tokens as shown.

7. If you've played at least once or twice already, set a timer to 30 seconds. The timer is explained in detail on page 5. You can set the timer to a different value if a handicap is needed.

8. When the Zombie player is ready, you begin the game.



GAME SETUP

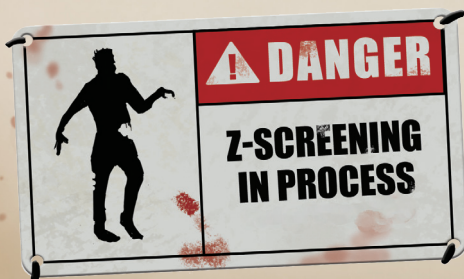
GAME OVERVIEW

Zombies followed your friends back to your encampment, then overran its defenses. You escaped out the back into the alley and barricaded the door. If you can get to the truck just outside the alley in the street, you can escape the zombies and maybe even the city itself. To win the game means getting to the truck 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 hordes before you can escape.



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 who is taking their turn.
- Inactive Player - the player not taking their turn.
- Characters - Survivor and Zombies in play.
- Base Zombie - most common, weakest zombie type.
- Boss Zombie - strongest and 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. When knocked down, a token is placed on the zombies; the Survivor standee is placed on its side.
- Block - the Active Player's attack deals zero damage.
- Move past zombies - Move to a higher numbered row when there are zombies without a token in the same row as the Survivor.
- Opportunity Attack - a free attack made by zombies without tokens after the Survivor moves forward past them.
- Energy - spend energy to take actions in the game.
- Movement Action and Attack Action - Certain actions and certain cards are classified as Movement and/or Attack Actions. There are Tactics cards which can restrict you from taking these types of actions.



THE 30 SECOND TIMER



After the game has been played at least once or twice, the Action Phase portion of the game is meant to be played with a 30 second timer. The timer should be controlled by the non-active player. If you wish to play with a timer the first time you play we recommend you set it for 45 seconds, or play without the timer until the Survivor reaches row six.

Can the timer ever be paused? The timer should only be paused 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? For example, the Survivor player says, "My last action I attack the zombie in row four," and then the timer goes off. If this happens, you may resolve all steps, including checking for success, dealing damage, and dropping supplies.

Are players required to play with the timer? The game is intended to recreate the tension, pressure and chaos of being in a desperate fight for survival; to have to make split-second decisions when the entire game hangs in the balance. The timer is part of that. We recommend that you do not use the timer until the second or third play through. If after playing with the timer you find it a hindrance to your enjoyment, the game can be played without the timer, but you will not be getting the full experience.

THE APP

Download the app at app.30secondstolive.com or use this QR code. Save this to your favorites because the app lives on the website, not your phone. Things you will find on the app include –

- The timer for use during the game
- Quick links to instruction videos, initial set up videos, and the FAQ page
- A complete catalog of all cards in all decks



TURN SUMMARY

1. DRAW PHASE 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 row ten and get to the street, fighting or dodging zombies along the way. There are three types of things you can do to achieve this:

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

Each action you take costs a certain amount of Energy (E), represented by a white arrow.

- Most Survivors get 4E per turn.
- Energy tokens track the use of Energy; flip over one token for each Energy you spend.
- Arrows on the cards will tell you how much Energy it costs to perform an action.
- During your Action Phase, you may take actions in any order, and you may repeat them as long as you have the Energy.
- Free actions (playing cards that cost 0E) may be performed any time during your Action Phase, even after you have spent all your Energy, but only if there is time left.



0 E
Free Action



1 E



2 E



Unused Energy does not carry over to the next turn; if you don't use the 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.

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

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



1

DRAW PHASE

Draw one card from the Tactics Deck for 0E.

2

ACTION PHASE

– The **Zombie player** starts the timer. Spend Energy to take any of the following actions. You may take your actions in any order and may repeat any action.

MOVE - cost varies; see the icon on the Survivor card. In this example, spend 1E and move one row. This counts as a Movement action.



- You can move to a higher numbered row (forward) or a lower-numbered row (backward). If you move forward when there are zombies without a token in the current row, they get to make an **Opportunity Attack**. After completing your movement, the Zombie player draws a card from the Zombie Attack deck for each such zombie.
- Zombies without tokens are knocked down.

- **Restriction:** Knockdown - When knocked down, place the Survivor standee on its side. While knocked down, you are unable to:



- move
- play cards labeled as Movement actions
- make an unarmed attack. You can make an armed attack, but it will be less successful than usual.

STAND UP -Spend 1E to stand the standee up.



If there is a standing zombie in the same row, it costs 2E

PICK UP SUPPLY CARDS - Spend 1E and pick up one Supply card from the row you are in and place it in your hand; **when knocked down, the first Supply card picked up costs 0E. This may only be done on your turn.**

- Unless directly instructed, you may only draw from the Supply Deck when a zombie with a Supply icon dies. When this happens, draw one Supply card and place it face down in the row where the zombie was killed.
- There can be multiple Supply cards in a single row; when picking up a Supply card, you may choose which to take without looking at them.
- Supply cards may be equipped in front of you for 0E. A maximum of three Supplies may be equipped at a time. You may drop an equipped weapon to make room for other weapons. Move the Supply card from the weapon slot to the row where the Survivor is.

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.

DRAW A TACTICS CARD - In the Action Phase, spend 1E to draw a Tactics card into your hand.

- As an alternate cost discard two cards from your hand to draw one Tactics card.

- There is a maximum hand size of four (enforced during the Resolution Phase).

- This symbol on a Tactics card indicates to draw one card.



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

- You may only play cards from your hand during your Action Phase except when noted on the card. The amount of E required to play the card will be shown in the upper left. If it has an E symbol and a slash thru it that means it costs 0 E to play it. **Some cards may only be played in specific situations.**

- When using/discarding Supply and Tactics cards, place them in the appropriate discard pile.

- 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:

- Melee attacks are made with melee weapons or ranged weapons that list a melee attack as an option.

- Ranged attacks are made with firearms and thrown weapons. When a ranged weapon runs out of ammo, discard it unless you can use it as a melee weapon (which does not use ammo). In this case, flip the card over to reflect its inability to be used as a ranged weapon.

- Unarmed attacks do not use weapons **and you must be standing to perform them.**





- A **head stomp** is only made against zombies on the ground.


- A **knockdown** never does damage but always causes a knockdown.

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

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

The following icons tell you how to make an attack:


-  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 can do a **Critical Hit**. When you successfully attack with this weapon, draw another Attack card; **This is not a second attack and costs zero Energy**. If the line A result is a success, add the damage indicated in the second damage icon.



RANGE EXAMPLE

In this illustration, Aaliyah can only make a melee attack with the Shotgun against the Crawler. The Shotgun has a range of 0-2. She can make a ranged attack against the Crawler or Brute but not the Runner; it is out of range.

 In illustrations, the character 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 character card.



ATTACK PROCESS

1. Announce which zombie you are attacking, with what weapon (if any), and how much Energy you are using.
2. Draw the top card from your Attack deck.
 - If you are standing, read the result on line A to the right
 - If you are knocked down, read result on line B
 - If you are attempting a knockdown, read the result on line C
 - Check icon you are successful
 - X icon the attack fails
 - This attack does additional damage
 - You knock the Zombie down, put a token on their card



- If you draw the "Shuffle the deck" card, discard it and draw another card. During the Resolution Phase, shuffle your discard pile into the Attack deck.

3. If you attacked with a ranged weapon that uses ammo, rotate the weapon card. (See page 12 for more details).

4. If you threw a weapon, place the weapon card face-up in the same row where the target zombie is.

5. The zombie player may now attempt to block the attack. If your attack is blocked, the attack fails and deals zero damage. Blocking prevents a knockdown; armor does not.

6. If the attack was successful and the weapon has a Critical Hit indicator, draw another attack card. (see page 9 for details)

7. If the attack was successful, the Zombie player deducts damage (stated on the weapon card or Survivor card) from the zombie's health. Zombie health works the same as Survivor health; see page 12. If you attacked with the Shotgun, you may split damage now.

8. If you reduce a zombie to zero health, the zombie player places it the Zombie discard pile.

9. If you kill a zombie with a Supply icon, place a Supply card face down in the row where it died.



ADVANCED RULES ONLY



If you used a weapon with the sound icon, the Zombie player may put a zombie from their hand into play in row ten now. **They do not draw cards.**

3 RESOLUTION PHASE

- Resolve any Tactics cards in play that reference the Resolution Phase.
- If you drew the reshuffle card, shuffle all used Attack cards back into the Attack deck.
- If applicable, discard cards from your hand until you only have four remaining.

TRACKING HEALTH



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

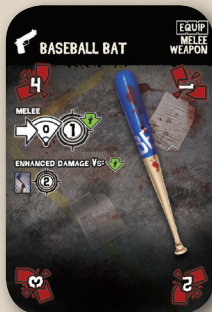
The card to the left reflects five health. When you lose health, rotate the card clockwise to show four health. When reduced below two health, flip the Survivor card over. If you regain health, reverse the process. If you reach zero health, you lose the game.



TRACKING AMMO



Firearms track ammo in 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. If it can be used as a melee weapon, flip the card over to show it has no ammo.



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 broken; discard the card. Body Armor absorbs damage one for one; rotate it clockwise for each point of damage it prevents. When it reaches zero, it has become damaged; discard the card. **Armor does not prevent knockdowns.**



SPECIAL ABILITIES

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

- **Unless otherwise noted, 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. Place tokens in the specified rows, and any unique starting weapons in the weapons slot.
- When you enter a row with an Ability token on it, place the token on the Survivor card.
- You may use your Special Ability after you spend all your Energy if time remains.
- Ability tokens can, once per game, be used to save yourself from losing your last health. After the zombie damage is dealt, discard one token. You lose two Energy on your next turn and remain at one health.
- When you enter a row with an Ability token on it, place the token on the Survivor card.
- You may use your Special Ability after you spend all your Energy if time remains.
- Ability tokens can, once per game, be used to save yourself from losing your last health. After the zombie damage is dealt, discard one token. You lose two Energy on your next turn and remain at one health.



LENNY (he/him)

ABBE (she/her)

Firearms Instructor

Attack with a single action weapon.



AALIYAH (she/her)

RYAN (he/him)

MMA Trainer

Attack with a single action Melee weapon.



ANTONIO (he/him)

DIANA (she/her)

Soccer Player

Gain 1E. You do not receive any extra time.



SOPHIA (she/her)

WILLIAM (he/him)

Self Defense Trainer

Block. After the Zombie player draws an Attack card, draw a Survivor Attack card. If successful, the attack (and knockdown) is blocked. Can be used more than once per turn.





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
 Start with a Katana in play and Ability tokens in rows four and Seven but 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
 Start with an Ice Ax in play. 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 put a zombie from their hand into play in row ten immediately.

CONCUSSION TOKENS

You receive a concussion token when you are knocked down. If you receive three tokens, remove all three, and you permanently lose 1E going forward. If you go a turn without being attacked, you may remove one Concussion token. You may spend 2E to remove one Concussion token.

PERMANENT KNOCKDOWN

Knocked down characters with one health are knocked down permanently. Zombies do not move during the Draw Phase. Characters may move but it costs one additional Energy. The Survivor may stand if they gain health.



MODIFIED RULES

If one player is more skilled than the other or if you want to increase the difficulty level for one side, you may use the following modified rules. They are ranked by how the difficulty for the Survivor will change.

MINIMAL DIFFICULTY CHANGE

- In the Zombie Draw Phase, one (or all) zombies with a knockdown token stand up, but do not move.
- When attacking a Character who is on the ground, the attacker can draw again if the first card is a miss.
- If there are three zombies in a row, you cannot attack zombies further away with a ranged weapon.
- Change the timer to something both players agree to.

EASY

The zombie player cannot begin the game with a boss zombie face up in play.

- Place supply cards in every row at the game start.
- You draw three supply cards to start the game.
- Head stomps are automatically successful.

SUPER EASY

- Opportunity attacks are made using the line B results.
- You begin the game with a first aid kit in hand



SOLO PLAY

In the Solo version of the game, you control the Survivor and 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 Solo play.

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 in the Solo game.
4. Shriekers can summon any kind of zombie.
5. You will use the same Energy tokens for zombies that you use on your own turn.

ZOMBIE AI

Zombie actions are determined by a series of steps presented on numbered cards. If you go through all the steps 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.





Tactics
Discard



Supply
Discard

1



Attack
Discard



9

Empty
Weapon
Slot



Empty
Weapon
Slot

Empty
Weapon
Slot



Zombie
Discard



Zombie
Attack
Discard



SOLO GAME SETUP

1. Put the 11 alley cards in play, as shown.
2. Choose a Survivor character and take their card and standee. Put 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 a weapon slot. Put the standee in the base and place it in row one.
3. Set aside the white arrow Energy tokens. If you are playing with Advanced Concussion Rules, take all the Concussion tokens and set them aside; otherwise, put them back in the box.
4. Place the five Zombie knockdown tokens as shown.
5. Place the eight time tokens as shown.
6. Shuffle the Supply deck, and place it as shown. Place six Supply cards face up as shown. Draw two Supply cards to form your hand. If you do not draw at least one firearm, you may 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 along with the corresponding dice chart. Put the other deck back in the box. Take the two rules cards and set them aside face up. Make sure the remaining cards are in numerical order beginning with step one.
11. Place the two dice in front of you.
12. Make sure to have both player aids within reach (not depicted).
13. You start the game.



HOW TO PLAY THE ZOMBIES

1. Make sure the zombie deck is in numerical order with Step One on top. Each card has a question; follow the instructions on it then proceed to the next numbered card.

2. If you go thru all the steps and there is still Energy remaining, roll the 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.

Example: You roll 45 on the Fast Attack chart, which causes the Survivor to drop their firearm. If they 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.

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 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 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

POINTS REWARDED	GOAL
1	per health of each zombie killed
20 / 10 / 5	escape with 5 / 4 / 3 health
20	you didn't discard a firearm because it was out of ammo
2	for each zombie in row 9 and 10
3	for each zombie more than 10 that remained
10 / 5	if escape in less than 6 / 10 turns

SAMPLE TURN (FAST ZOMBIES)

Step 1 has already been completed in the illustration below.



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

Step 3: The Survivor is not in row 7-10, so this step is skipped.

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

Step 5:-9 Each of these, the answer is no, so no action occurs.

Step 10: There are no zombies knocked down; no action occurs.

Step 11: There are three zombies ahead of the Survivor, so no action occurs.

Step 12: Use the Shrieker ability to draw a zombie card and put it in play in row ten.

Step 13: There is still 1E left, so the dice are rolled, and the result is 13. There are no zombies to stand up, so you re-roll. 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. "Move the nearest zombie behind the Survivor." That is Zombie C, and it moves into the same row as the Survivor. This is the 4th and final Energy, so the zombie turn ends, and the Survivor takes their turn.



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.
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- Gabe Barrett, for creating the Board Game Design Lab Community, and to the members of that community who always were willing to offer advice and guidance to me.
- And finally, JS, who put up with me during the two years it took to develop the game.



SURVIVOR PLAYER AID

1

DRAW PHASE

Draw one card from the Tactics deck for 0E.

2

ACTION PHASE

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 Survivor card for 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 standing zombie in the same row, it costs 2E.
- **Page 7 - Pick up a Supply card:** 1E; when knocked down, the first card picked up costs 0E. If there are multiple Supply cards you may choose which one to pick up.
- **Page 8 - Draw one card from the Tactics Deck:** 1E.
- **Page 8 - Play a Tactics or Supply card:** see the card for the cost.
- **Page 8-11 - Armed Attack:** see Supply card for cost.
- **Page 8-11 - Unarmed Attack:** See Survivor card for cost.

3

RESOLUTION PHASE

- Resolve any cards in play that reference the Resolution Phase.
- If you drew the reshuffle card, shuffle your attack cards back into the attack deck.
- If you have more than four cards, discard down to four.

SPECIAL ABILITIES

- **Self Defense Trainer:** After the Zombie player draws an Attack card, draw a Survivor Attack card. If successful, the attack (and knockdown) is blocked. Can be used more than once per turn.
- **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).

