fireside games™

DEAD™ Panic

Number of players: 2 to 6
Ages: 13 and up

INTRODUCTION

At first it didn't seem real. The dead couldn't actually return to life, could they? Then you saw it for yourself: Zombies attacking the living! You and a few others have fought your way to the woods and found shelter in this abandoned hunting Cabin. But the living dead aren't far behind. You'll have to search the Cabin for useful items to defend yourselves and hold out until you can call for rescue and escape this Dead Panic!

OBJECTIVE

To work together to collect and assemble 3 radio pieces, call the rescuers, and make it into the van

COMPONENTS

- **1 game board**
- **1 Cabin deck** (29 cards) Players search the Cabin for these cards and use them to fight off Zombies.

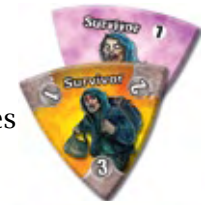
- **1 Events deck** (23 cards) These cards bring Zombies and effects into play.

- **8 Characters and stands** Each Character represents 1 player in the game. More Characters than needed are provided for variety of game play.

- **8 player boards** Each board provides a Character name, former occupation, illustration, special ability, health tracker, and a helpful reminder of possible actions. The back side provides an illustration of the Character as a Zombie, standard abilities, and special abilities to choose from.

- **24 Zombie tokens** (3 Creepers, 10 7-point Shamblers, 4 Sprinters, 4 Brawlers, 3 Brutes) These are the undead that attack the Cabin.

- **3 Survivor tokens** These are other humans running from the Zombies. Each one carries a Radio piece that the players need to collect.



- **8 Character Zombie tokens** If a player dies, he or she returns as a Character Zombie and attacks his or her former allies.

- **12 Injury tokens** These tokens are used to track players' health and to indicate Character Zombie abilities.

- **6 Cabin Walls and stands** These Walls keep the Zombies out of the Cabin and can be repaired or rebuilt if damaged.

- **6 Crack tokens** These tokens are used to show damage to Walls.

- **3 Radio pieces** Players must collect these pieces to call for rescue.

- **1 Rescuer token** The players' only means of escape!

- **1 Bait token** This token is used to indicate the starting player each round and to break ties.

- **1 Zombie draw bag** This bag is used to draw the Zombies and Survivors randomly for placement on the board.

- **2 6-sided dice** One die is used for Zombie placement, and both are used for hand-to-hand combat with Zombies.

SET UP

1. Unfold game board.
2. Insert Cabin Walls in stands and set on Cabin perimeter lines on game board. The Wall with the door is placed on the living room perimeter line.
3. Have each player choose a Character to play, insert the Character piece in a stand, and roll to place the Character in an arc in the Cabin. Have each player then select the player board for his or her Character.
4. Put all of the Zombie tokens (but none of the Survivor tokens) in the draw bag. Draw 6 Zombies. Place 1 in the Woods ring of each arc, beginning with arc 1. Place with the highest health points pointed toward the Cabin.
5. Add the Survivor tokens to the draw bag and shake the bag.
6. Shuffle the Cabin and Events decks separately and set them beside the game board.
7. Set the Radio pieces, Rescuer token, and Crack tokens beside the game board as well.
8. Set 1 Injury token and the respective Character Zombie token on each player board in use for the game.
9. Roll 1 die to determine first player, and pass that person the Bait token.

ORDER OF PLAY OVERVIEW

On each round, players will complete the following 5 steps:

1. Perform Actions EACH player performs 2 actions, beginning with the first player and progressing clockwise.

2. Draw 1 Event Card Place the number of tokens indicated on the card. Then, follow the directions for the Event.

3. Move Zombies Survivors on the board move 1 space toward the Cabin first. Then, the Zombies move.

4. Fight Zombies If 1 or more Zombies are in the same space as a Survivor or Character, a fight takes place.

5. Pass Bait Token After the fight phase is complete, the Bait Token is passed to the left.

1. PERFORMING ACTIONS

EACH player performs 2 actions, beginning with the first player and progressing clockwise. Note that action types can be repeated on a player's turn. For example, a player may draw 1 Cabin card for his or her first action and draw another Cabin card for his or her second action. The possible actions are as follows:

Draw 1 Cabin Card When inside the Cabin, players may use this action to search for useful items and weapons. Maximum hand size is 5. (Barbara is the exception to this rule. She has a maximum hand size of 6. See Character Abilities on p. 5.) Cards may be discarded for free. This deck cannot be reshuffled. Once the last card is drawn, there are no more items or weapons to be found in the Cabin.

Use 1 Cabin Card The cards in the Cabin deck consist of ranged and melee (hand-to-hand) weapons as well as items for fighting the Zombies.

Ranged Weapons The ranged weapons are Shotguns, Pistols, Rifles, an AK-47, an Elephant Gun, a Cross Bow, and a Flare Gun. They have a crosshair icon and damage number in the top left, a range icon and number in the top right, and at least 1 number in the top center to indicate the shots the weapon starts with. To use a ranged weapon, a player declares which weapon he or she is using and which Zombie he or she is shooting. Shots always hit the target, immediately causing 1 point of damage to 1 Zombie within range. (See Ranges of Basic Guns on this page.) The player rotates the Zombie token clockwise so that the active number of health points is pointed toward the Cabin and rotates the weapon card so that the number of shots left in the weapon is on top.

Clubs After all of the shots in a ranged weapon are spent, that weapon may be used as a club in melee combat. Turn the card over to indicate that it is a club. A club breaks after a melee battle, regardless of the outcome and is discarded. Likewise, if an unloaded Cross Bow is used as a club, it is discarded.

Melee Weapons These weapons are used to fight Zombies in the same space as the players and are usually used during the Fight Zombies phase at no action cost. However, players may also use melee weapons to engage in deliberate hand-to-hand combat during the Perform Actions phase for 1 action per use.

To use a melee weapon, a player declares which card he or she is using and which Zombie he or she is fighting. Then, the player rolls the 2 dice. If the result is greater than the fight number on the Zombie token (see Standard Zombie Abilities on p. 8), the player wins the fight. The Zombie takes damage or is killed, as indicated on the weapon card, and is rotated clockwise to reflect that damage. If the last point of damage is dealt, the Zombie is discarded. Unlike a club, the melee weapon is kept after a win. See Fight Zombies on pp. 9–10 for more details on the possible outcomes of melee fights.

Items The item cards have various uses designed to help players fight Zombies, move, and heal. Items can be used only on a player's turn or when Father Michael gives a cardholder an action as a part of his special ability (see Character Abilities on p. 5). Some cards are free to use (as indicated on the cards), but these cards cannot be played when Father Michael gives the cardholder an action.

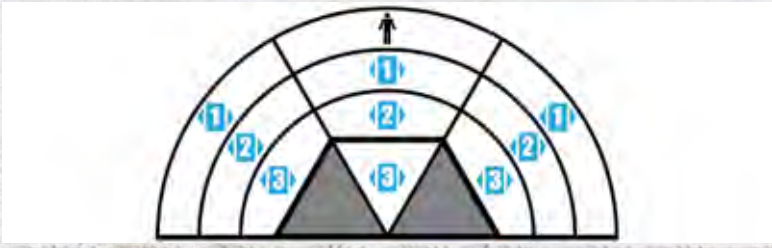
Ranges of Basic Guns

Shooting From Inside the Cabin

A player can shoot a Zombie in the same space as his/her Character, into the rooms 1 space right or left of the Character, and within the same arc as the Character, depending on type of gun.
Shotgun: Yard
Pistol: Yard and Clearing
Rifle: Yard, Clearing, and Woods

Shooting From Outside the Cabin

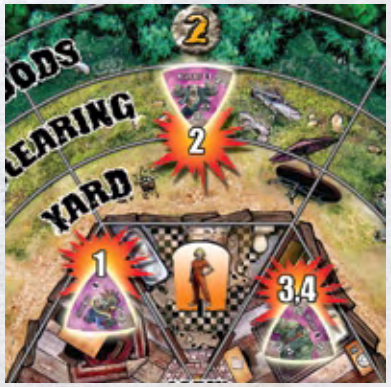
A player can shoot a Zombie in the same space as his/her Character as well as within the same arc (including the Cabin) and into the arcs adjacent to the player's Character at a distance dependent on the type of gun.
Shotgun: up to 1 space away
Pistol: up to 2 spaces away
Rifle: up to 3 spaces away
Spaces cannot be counted diagonally, and Zombies cannot be hit in the adjacent arcs inside the Cabin.



SPECIAL CABIN CARDS

Ranged Weapons

AK-47 The AK-47 is a single-use weapon with the same range as a Rifle. It distributes up to 4 points of damage among as many Zombies as the player chooses. When used during melee combat, up to 4 points of damage are distributed to any Zombies within range and each Zombie hit does not need to be fought again during that Fight Zombies phase.



Elephant Gun The Elephant Gun is a single-use weapon with the same range as a Rifle. The Elephant Gun kills a Zombie in range but not in the same space as the player's Character.

Flare Gun The Flare Gun is a single-use weapon with the same range as a Rifle. The Flare Gun can be used to signal a Survivor for placement in the Woods (with a die roll) or to damage 2 Zombies in the same space for 1 point each.

Cross Bow The Cross Bow has the same range as a Pistol and can be used to damage 1 Zombie for 1 point once per turn. After it is used, the card is rotated so that Unloaded shows at the top. The Cross Bow automatically reloads at the start of the player's next turn and should be rotated upright. If the Cross Bow is used unloaded as a club during melee, the Cross Bow must be discarded after the fight, as per usual for clubs.

Melee Weapons

Chainsaw The Chainsaw is a melee weapon that slays 1 Zombie but that can be used only twice. (The card is rotated down with use.) Each use can be thought of as burning gas. If there is at least 1 use remaining, the card may be used in a melee roll for 1 point of damage without burning gas. After both uses are gone, the card may be used as a club. (See Ranged Weapons on p. 3 for details on clubs.)

Hammer and Nails/Hammer The Hammer and Nails side of this card can be used as either a melee weapon to damage 1 Zombie for 1 point on a melee win or once to rebuild the Wall in the arc the player is in. After building the Wall, rotate the card 180˚ so the Hammer side is upright. The Hammer side of the card may be used only as a melee weapon to damage 1 Zombie for 1 point on a melee win. It is discarded only when dropped as the result of lost combat.

Items

Grip Tape Place on a melee weapon for 1 action to add +1 to melee rolls made with that weapon. If the weapon is dropped due to a loss, the grip tape is discarded with the weapon.

Zombie Muck Use to move through spaces with Zombies and avoid fighting them for 1 round. This means that any Characters in the same space with the Character using Zombie Muck must fight those Zombies without the help of that Character. If holding the Bait Token, pass it to the left when using this card.

Julie and Graaaaagh! When Julie uses her special ability (drawing 2 Cabin cards, keeping 1, and giving the other to another player) and 1 of the cards drawn is Graaaaagh!, she decides whether to keep or give that card away. If she decides to give it to another player, that player must be in the Cabin. Regardless of who the recipient is, that player will play Graaaaagh! as usual. That is, a Zombie will be drawn and placed in that player's space and the player will draw a new Cabin card.

Rope This card allows a player to move another player's Character or a Survivor up to 2 spaces. If a Character is moved into a space with a Zombie, that Character must fight the Zombie immediately.

Shooting into a Space with Another Character

Characters can shoot Zombies even if the Zombie is in the same space as another Character. Players always hit their intended targets and never injure each other.

Move 1 Space Movement must be forward, backward, left, or right (not diagonal).

- Players move through Walls at no action cost.
- Inside the Cabin, Characters cannot cross the center.
- When moving into a space with 1 or more Zombies, the Character must fight the strongest Zombie (movement check), as determined by fight number, unless a Character Zombie (a Character who has died and turned into a Zombie) is present. In that case, the Character Zombie must be fought. (If more than 1 Zombie is present and the fight numbers are equal, the player chooses which Zombie to fight.) During this combat, the player may use Cabin Cards at no action cost. After combat, the player may continue moving if there are actions remaining.
- If in the same space, a Character can move a Survivor with him/her 1 space for 2 actions.
- If a player is in the same space as the Rescuers, it takes 1 action to move into the van. Upon entering the van, the player discards all cards and ends his/her turn. For future actions, see Move Van and Shoot from Van on this page.

Trade, Give, or Get 1 Card/ Radio Piece Characters must be in the same or adjacent space unless 1 of the Characters involved in the trade/gift/receipt is Maria. (See Character Abilities on this page.) If a gun is traded, maintain the current number of shots remaining. If a trade/gift/receipt exceeds the normal hand size, the player must discard a card (at no action cost).

Repair 1 Crack Walls may be Cracked by Zombies. (See also Zombie Movement at Walls on p. 7.) Characters may repair 1 Crack for 1 action if in the same arc as the Wall. (Al can repair a Crack once per turn at no action cost.)

Character Abilities

Al (Construction Worker) Once per turn (during Perform Actions), may repair 1 Crack in the same arc for free

Barbara (Convict) Has a hand size of 6

David (Personal Trainer) During unarmed melee combat (during Perform Actions and Fight Zombies), damages a Zombie for 1 point on wins

Father Michael (Priest) May give 1 action to another player for immediate use on his turn (during Perform Actions) Note: Cannot give an action to Al to use his special ability but can give to Julie, Maria, Ray, and Sandra to use theirs

Julie (Delivery Driver) Once per turn, (during Perform Actions) may draw 2 cards for 1 action, keep 1, and give the other to another player

Maria (Business Woman) May trade with another player at any distance whether it is her turn or the other player's (during Perform Actions)

Ray (Paramedic) May spend 2 actions to move the Injury token back 1 on himself or another Character in the same space (during Perform Actions)

Sandra (Police Officer) Once per turn (during Perform Actions), may use 1 action to spend 2 shots *The weapon must have at least 2 shots remaining. (No free shots!)*

Collect 1 Radio Piece Characters collect Radio pieces by moving into the same space as a piece for 1 action and picking it up for another action. Survivors bring Radio pieces into play. After Survivors are drawn and placed (see Drawing 1 Event Card on p. 6), they move toward the Cabin (see Moving Zombies on p. 6). At this point, each Survivor provides a randomly selected Radio piece to Characters in 1 of 3 ways:

1. The Survivor moves into the Cabin and drops the Radio piece.
2. The Survivor is killed by Zombies before reaching the Cabin and drops the Radio piece. (See When Survivors Die on p. 8).
3. A Character enters the same space as a Survivor and takes the piece. (That Survivor will not drop another Radio piece in the Cabin or if killed.)

Each Radio piece takes up 1 card space in a player's hand. If the player has a full hand, the player must discard a card (at no action cost) to collect the Radio piece.

Assemble Radio When a player has 2 or 3 pieces, they may be assembled to take up just 1 space in his/her hand. After all 3 have been assembled and the Rescuers have been called, the Radio may be used as a club.

Call Rescuers As soon as the Rescuers are called, 1 die is rolled to determine which arc they arrive in. The Rescuers are placed in the Woods.

Move Van Once per turn, the player with the Radio may move the van 1 space left or right only. The player loses this ability if the Radio is discarded or another Character reaches the van first (in which case the player for that Character may move the van). If moving the van into a space with 1 or more Zombies, the first player in the van may choose 1 to take 1 point of damage.

Shoot from Van Each player who makes it to the van after the first player may shoot 1 Zombie up to 3 spaces away (following Rifle rules) for 1 point of damage (once per turn).

2. Drawing 1 Event Card

Draw the number of tokens indicated on the card. Tokens can be Zombies or Survivors. The symbol # means "the number of players." If this symbol appears alone on the card, it indicates that a number of Zombies equal to the number of players must be drawn. If the symbol appears with plus or minus another number, add or subtract that number from the total number of players and draw that many tokens. Players who have become

Zombies or are already inside the van are not counted as part of this total. If a specific number appears on the card, draw that number of tokens. If a die icon appears on the card, roll the die and draw that number of tokens. If an asterisk appears on the card, place only the number of tokens indicated in the Event text. If the Zombie bag is empty and additional Zombies need to be drawn, place all discarded Zombies back into the bag and mix them up.

Always place Zombies in the Woods ring by rolling the die to determine the arc, unless otherwise indicated. Place Zombies with the highest numbered corner pointing toward the Cabin. Then, follow the directions on the card for the Event, and discard the Event card. **If the directions indicate movement that affects Sprinters or Creepers**, they are moved only the specific number of spaces stated on the Event Card, not the number dictated by their usual rules.

Attracted by Gunfire and Special Weapons

AK-47 Count the number of points of damage distributed toward the bullet count.

Cross Bow Does not count as a bullet fired.

Flare Gun Counts as 1 bullet fired.

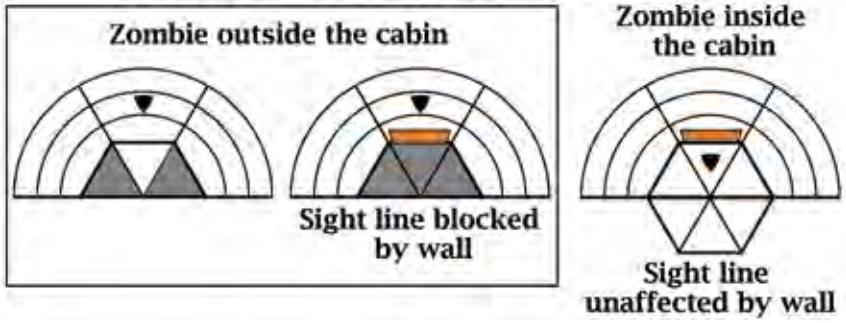
3. Moving Zombies

During this phase, any Survivors on the board move 1 space toward the Cabin first. If a Survivor makes it into the Cabin without dying, the Survivor drops a Radio piece in the first room he/she enters. (The Survivor remains in that room, fighting any Zombies that move into the space, and turning into a Zombie when all health points are depleted.)

Then, the Zombies move. Sprinters always move 2 spaces during the movement phase, Creepers move 1 space only on a die roll of 4 or more (1 die roll for all Creepers), and all other Zombies move 1 space. Zombies DO NOT move if in the same space as a Survivor or Character.

The direction Zombies move depends on what is in their sight line. Zombies can see anything on their half of the board unless a Wall obstructs their view. That is, they can see anything in the Woods, Clearing, and Yard in the same arc as them and in the arcs to their immediate right and left. They can see into the Cabin in their arc if the Wall is gone. However, they cannot see into the other rooms in the Cabin from outside (because of the interior Walls). If a Survivor or Character is standing within a Zombie's sight line, the Zombie will advance toward that Survivor or Character even if it means moving backward. Once inside the Cabin, Zombies can hear throughout the entire Cabin, see the Woods, Clearing, and Yard on their half of the board regardless of Walls, and move toward the closest Survivor or Character.

Zombie Sight Line/Hearing

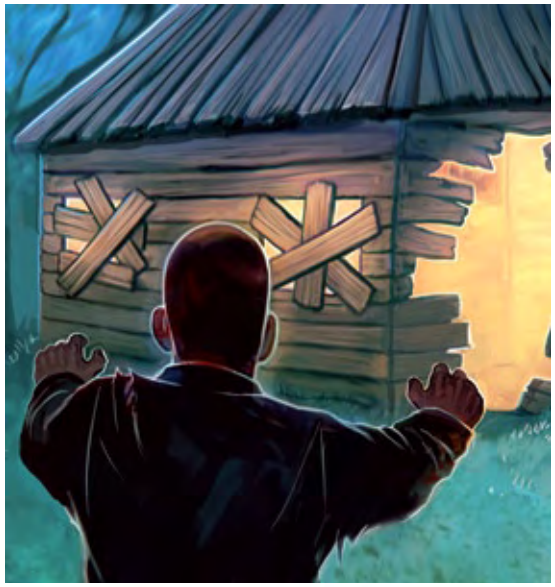


If a Zombie is moving toward a Survivor or Character in a different arc, the Zombie moves sideways in the arc with the Survivor or Character before advancing forward. See Special Movement Conditions on the next page for other situations. Otherwise, the Zombie will advance toward the Cabin ring.

Zombie Moving Toward a Target

Special Movement Conditions	
IF . . .	**THEN . . .**
a Zombie (or Character Zombie) is in the same space as a Survivor or Character,	the Zombie does not move.
more than 1 Survivor and/or Character is in the Zombie's sight line/hearing,	the Zombie advances toward the closest one.
a Survivor and a Character are in the Zombie's sight line/hearing and equidistant from the Zombie,	the Zombie advances toward the Survivor.
more than 1 Survivor is in the Zombie's sight line/hearing and equidistant from the Zombie,	the players choose which Survivor the Zombie advances toward.
more than 1 Character is in the Zombie's sight line/hearing and equidistant from the Zombie,	the Zombie advances toward the Character played by the person with the Bait token or next person clockwise from that player.
a Zombie is progressing toward a Survivor or Character in a different arc,	the Zombie moves sideways into the arc with the Survivor or Character before advancing forward.
a Character has turned into a Zombie,	the player determines the direction and may move up to 2 spaces.
a Zombie is in the Cabin and no Characters are in the Cabin,	the Zombie in the Cabin advances toward the nearest arc containing a Character and then advances toward that Character (running into Walls, if present).
a Zombie is in the Cabin, no Characters are in the Cabin, and the Rescuers have arrived,	the Zombie in the Cabin advances toward the arc with the Rescuers and then advances toward the Rescuers (running into Walls, if present).

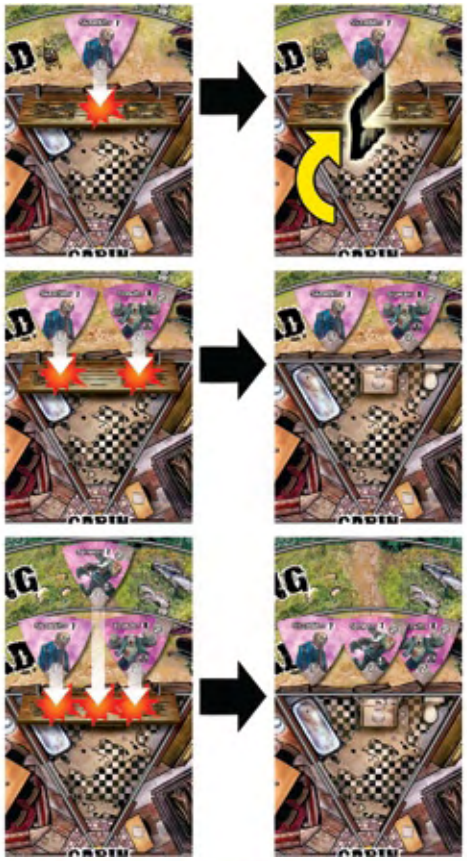
Using the Bait Token to Break Ties When more than the 1 Character is in a position to attract Zombies, fight them, or make a group play decision, the Bait token is used to determine which player will attract the Zombies, act first in a fight, or make the decision. If 1 of the players involved in the tie holds the Bait token, that person wins the tie. If none of the Characters involved in the tie has the Bait token, the next person clockwise from the person with Bait Token wins the tie.



Zombie Movement at Walls

Zombies can hit and/or destroy Walls on their movement phase or as a part of an Event Card. Most Zombies Crack a Wall with 1 hit. The exceptions are Creepers, who never hit Walls but slip right through them into the Cabin, and Brutes, who destroy a Wall with only 1 hit. Sprinters are no exception. They Crack a Wall with 1 hit even if the Wall prevents them from moving their second space. Zombies do not take damage when they hit walls.

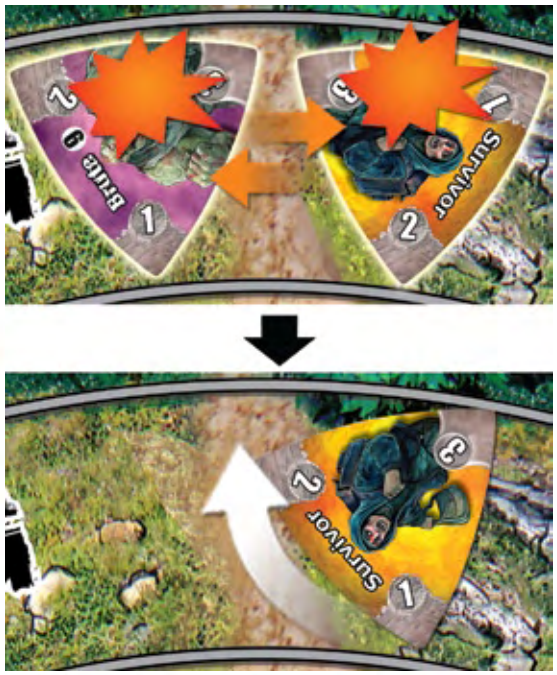
When a Wall is Cracked, a Crack token is placed on the Wall. If a player does not repair the Crack (see Repair 1 Crack on p. 5) and the Wall is hit by a Zombie a second time, the Wall is destroyed (removed from the board). The Wall is also destroyed if 2 Zombies hit the Wall at the same time. After hitting or destroying a Wall, Zombies remain in the Yard. They don't advance into the Cabin until the next movement opportunity. (This is true for Sprinters as well, even if they otherwise would have moved a second space.)



4. FIGHTING ZOMBIES

If 1 or more Zombies are in the same space as a Survivor or Character, a fight takes place. In general, the order of combat starts with Survivors, moves to the player with the Bait Token, and then proceeds clockwise. A fight doesn't end in a space until all of the Zombies have been fought (although not necessarily killed). (For the number of Zombies to fight during movement checks, see p. 5) That may require momentarily skipping a player to end a fight when 2 or more players are in the same space (see How Characters Fight on p. 9).

How Survivors Fight Survivors fight by simultaneously taking damage points equal to the Zombie's health and by giving damage to the Zombie equal to the Survivors' health. For example, if a Zombie has 1 point of health left and is in a space with a Survivor who has 2 points of health left, the Survivor takes 1 point of damage from the Zombie and gives 2 points of damage to the Zombie. Because the Zombie has only 1 health point remaining, the Survivor kills the Zombie. The Survivor token is rotated clockwise to keep the current health pointed toward the Cabin.



Standard Zombie Abilities

Creepers Move only on a roll of 4 or more ( ), slip through Walls, have a fight value of 6, and have 1 point of health

Shamblers Numerous, have a fight value of 7, and have 1 point of health

Sprinters Move 2 spaces at once ( ), have a fight value of 7, and have 2 points of health

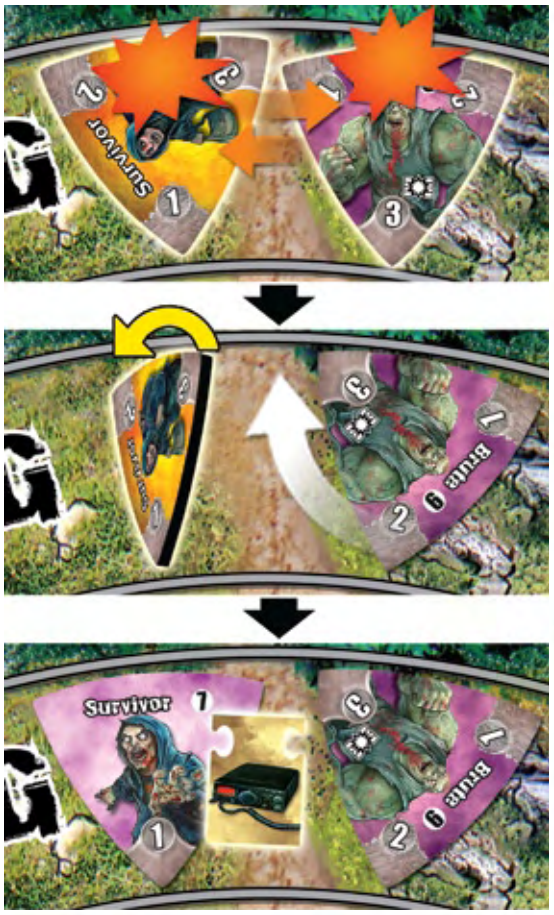
Brawlers Win on ties during melee combat ( ), have a fight value of 8, and have 2 points of health

Brutes Destroy Walls with 1 hit ( ), have a fight value of 9, and have 3 points of health

If more than 1 Zombie is fighting a Survivor, players decide how to distribute the damage among the Zombies. Likewise, if more than 1 Survivor is fighting 1 or more Zombies, players decide how to distribute Survivor and Zombie damage.

How Survivors Fight Alongside Characters If a Character and a Survivor are in the same space with 1 or more Zombies, the player for that Character decides whether the Survivor or the player fights first. If more than 1 Character is in such a space, use the Bait token to determine who makes the decision (see p. 7).

When Survivors Die If a Survivor is killed, the Survivor drops a piece of the Radio (randomly selected) in the same space and turns into a Zombie (through a flip of the Survivor token). Any Characters in the same space with the Survivor Zombie when it turns do not have to fight the Zombie that phase.



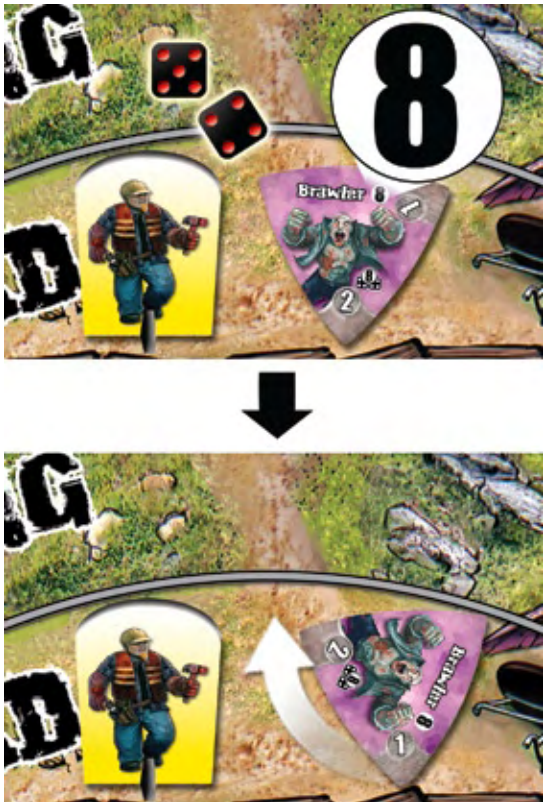
How Characters Fight

Characters fight with guns or melee (hand-to-hand) weapons. When Characters fight with guns, they use the weapons at no action cost and win automatically, spending shots as normal.

When Characters fight with melee weapons, their players roll 2 6-sided dice against a Zombie's fight value (found on the Zombie token).

If the Character fights with a club, the club is discarded after a single use regardless of the outcome of the fight. Use the Bait token to determine who fights first. (See Using the Bait Token to Break Ties on p. 7.)

When Characters Win To beat a Zombie, the player must roll a number greater than the Zombie's fight value. If the player is successful, the player rotates the Zombie token clockwise to show that the Zombie has 1 less health point. (Some melee weapons provide for 2 points of damage. See the text on the card for the actual amount to take.) If the Zombie has no more health points, the Zombie is discarded into a pile that is added back into the Zombie bag when it is empty. Zombies are never completely gone.



When Characters Tie If the player ties the Zombie fight value, nothing happens. The Zombie remains in the same space with the same number of health points and does not need to be fought again that turn. One exception, however, is the Brawler. The Brawler wins on ties unless the Character fights with a Pipe Wrench, which allows Characters to win on ties. In that case, nothing happens.

Tip: Tracking Zombies

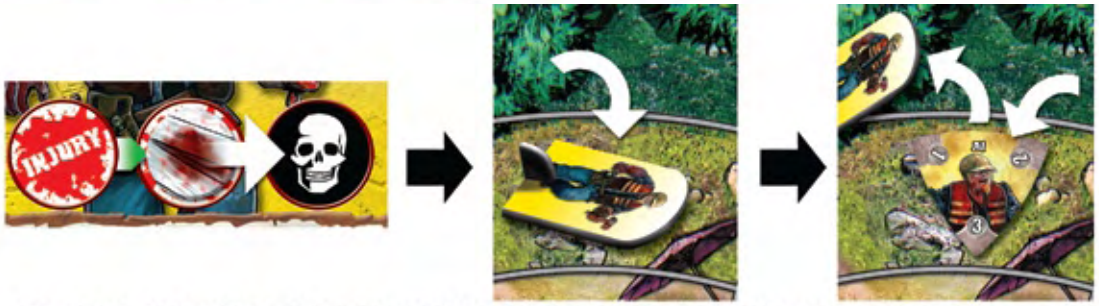
To separate and track which Zombies you have fought but that are remaining on the board in the same space as you, stack those Zombies behind your Character. It can also be helpful to stack Zombies by type.

When Characters Lose If a player loses a melee fight, his or her Character must take an Injury or drop the weapon he or she fought with. The first time a Character is injured, the player places an Injury token on the "Injured" space of his or her player board. Any time he or she is injured after that, he or she moves the Injury token one space closer to the skull space. If he or she moves his or her Injury token onto the skull space of his or her player board, the Character becomes a Zombie. See When Characters Die on p. 10.

OR

When Characters Fight Without a Weapon If a Character fights without a weapon and wins, the player may push the Zombie back 1 space in any direction he or she chooses without damaging the Zombie. (David is the exception to this rule. He deals damage when he wins unarmed melee.) On ties, nothing happens, unless fighting the Brawler, who wins on ties. On losses, the Character must take an Injury.

When Multiple Characters Fight Together If 1 or more Characters are in the same space with 1 or more Zombies, use the Bait Token (p. 7) to determine who fights first. (See also How Survivors Fight Alongside Characters on p. 8) Players with Characters in the same space then take turns fighting the Zombies until each Zombie has been fought (regardless of the outcome of the fight). No Zombie is fought more than once during a single fight phase.



When Characters Die

Characters who take enough injuries to move their Injury token onto the skull space of their player board die and become Zombies. When this happens, the Character token is placed on its side until the next Move Zombies phase. Then, the player replaces the Character token with the Character's Zombie token, turns the player board over to the Zombie side, and chooses 2 of 5 special abilities (using Injury tokens to indicate them) that do not change for the rest of the game.

Then, the player may move the Zombie up to 2 spaces in any direction (not diagonally) on the first Move Zombies phase he/she is a Zombie as well as all subsequent Move Zombies phases. Whenever the Character Zombie fights another Character, the player rolls 2 dice against the other players. Character Zombies fight Survivors the same way Zombies fight Survivors, distributing and taking health points as damage. If the Character Zombie is in the same space as a Survivor or Character, he/she may not move away from the fight. (See the More Panic Rule No Time for Grief on p. 11 for a fun way to deal with dead Characters.)

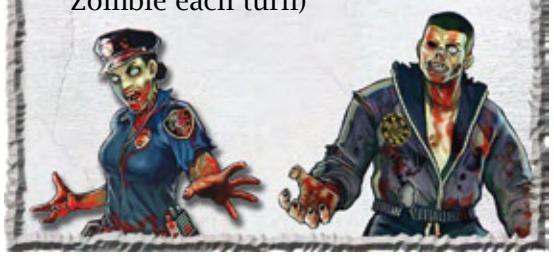
Character Zombie Abilities

Given

- Move up to 2 spaces in any direction on Move Zombies phase (cannot move from fight)
- Roll own dice to fight against Characters

Choose 2

- Win on ties
- Reroll both dice once per turn
- +1 to all rolls
- Move 1 additional space
- Direct movement for another Zombie (may be a different Zombie each turn)



5. Passing Bait Token

After the fight phase is complete, the Bait Token is passed to the left. The only exceptions to this rule are when the Event Cards Attracted by Gunfire and Shh, They Can Hear You are drawn. When these cards are drawn, skip this phase of play.

Ending and Winning the Game

The game ends when each player's Character has either turned into a Zombie or has made it into the van. All players who make it into the van win the game.

> **Moving into the Van**
> Remember, it takes 1 action to move into the van.

Zombie Overlord

In this version, one player becomes the Zombie Overlord, taking command of the Zombies against the other players. The changes to the rules are as follows:

- During set up, the Zombie Overlord draws a hand of 3 Event cards.
- Draw 1 Event Card is replaced with Play 1 Event Card. During this phase, the Zombie Overlord plays 1 Event card from his/her hand. Then, he/she discards 0 to 2 cards and draws up to a full hand.
- The Zombie Overlord places all Zombies called for by the Event cards in any Woods spaces he/she chooses.
- During the Move Zombies phase, the Zombie Overlord determines the movement direction for all Zombies. The number of spaces Zombies move remains the same as in the core rules, with the Zombie Overlord rolling to determine whether Creepers move.
- The fight numbers on the Zombies are disregarded. Instead, the Zombie Overlord rolls for melee fights.

Less Panic

Choose Your Bait Instead of passing the Bait Token clockwise, give it to the player of your choice.

Cut to the Chase Place Survivors in Woods during the game setup for a shorter game.

Nice Roll Deal an extra point of damage on a natural roll of double 6s.

Sharp Shooter
Shotgun: Deal 2 points of damage to targets in the same space as the Character.
Rifle: Character may use 2 actions to use 1 shot and kill a Zombie. (Think of this as an aimed and scoped shot in the head.)

More Panic

Fight Fail If you move into a space with a Zombie and lose the movement check, you can't leave that space and your turn ends immediately.

Roll Fail If you roll double 1s in melee combat, you must take an Injury. You may not drop a weapon instead.

Playing for Points Determine a single winner for the game by tallying points. Players receive 1 point for each point of damage to Zombies, 1 point for each repaired Crack, and 1 point for each rebuilt Wall. The first player to make it into the van receives 3 points. The second player in the van receives 2 points. The third player into the van receives 1 point. The player with the most points wins.

Out for Yourself Under this rule, players may use weapons against each other. During player-on-player melee combat, players roll both dice to determine their own fight numbers.

No Time for Grief When a Character dies, that Character lies down and the other Characters can shoot him/her in the head before he/she turns. If he/she is not shot, he/she turns into a Zombie on his/her next turn.

Haunted Zombie Characters may be cycled back in if killed off.

Credits

Game Designer: Justin De Witt
Design Consultant: Anne-Marie De Witt
Additional Development: Ted Wilson
Art: Victor Pérez Corbello
Graphic Design/Layout: Justin De Witt
Writer and Editor: Anne-Marie De Witt

Playtesters: Ahmad Abu-duff, John Mansell Allen, Rod Anderson, Ted Argo, Dory Bianco, Finn Boulding, Alaric Burgess, E.R. Burgess, Neal Carter, Laura Chaney, Monique Chapman, Paul Chapman, David Cole, Sam Cook, Cleveland Dear, Robert Deike, Sapana Donde, Sita Duncan, Edgar Fisher, Gina Fischer, Patrick Fortson, Anne Freitas, Craig Garrison, Micole Garvey, Kevin Gillette, Julie Gruszyuske, Michael Hall, Ryan Harlan, Adam Hegemier, Megan Hinterman-Kanous, Helaina Hoffman, Tucker Horath, Devi Hughes, Elliot Hughes, Ross Jepson, Eric Kemphfer, Debbie Kilgo, Derak Kilgo, Peter Kirkham, Staci Krause, Devon Larson, Beth Loubet, Byron Lousig-Nont, Kris McCardel, Maureen McCardel, Clifton McKinney, Mikayla McMurtray, Miriam McMurtray, Jess McNeil, Joseph Miga, Andrea Morris, Greg Morris, David Morse, Wendy Morse, Michael Motloch, Jennifer Mulsow, Matt Mulsow, David Navarro, Chris Olander-Waters, Stephen Olander-Waters, James Parker, Roberto Petrillo, Dillon Pittman, Jarred Prejean, Phil Reed, Dustin Regier, Meaghan Regier, Chris Rentz, Geoffrey Richards, Kelly Ricketson, Ryan Roberts, Alvin Ronnfeldt, Gabby Ruenes, Heidi Ruenes, Miguel Serna, Skippy Skipopidid, Walker Smart, Shawn Storie, Patrick Sullivan, Sean P. Tompkins, Anna Maria Villanueva, Jan Ward, Erik J. Ware, Levi Waters, John Williams, Lee Wilson, Leslie Wilson, Ted Wilson, Ta-Te Wu, and James Zuniga

Playtaster: Avery Morse

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