



SURVIVE UNTIL DAYLIGHT

RULEBOOK

FLYOS 

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WHAT'S IN THE BOOOOXX?

1 RULEBOOK



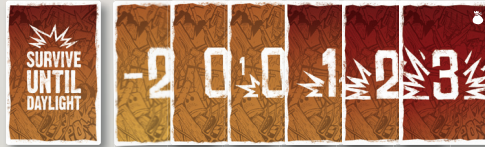
6 CHARACTER BOARDS



138 RUBBLE CARDS



35 COMBAT CARDS



58 HORDE CARDS



6 ASSAULT CARDS



TOKENS

20 SKULL



1 FIRST PLAYER



6 BARRICADE



6 GRENADE



6 TRAP



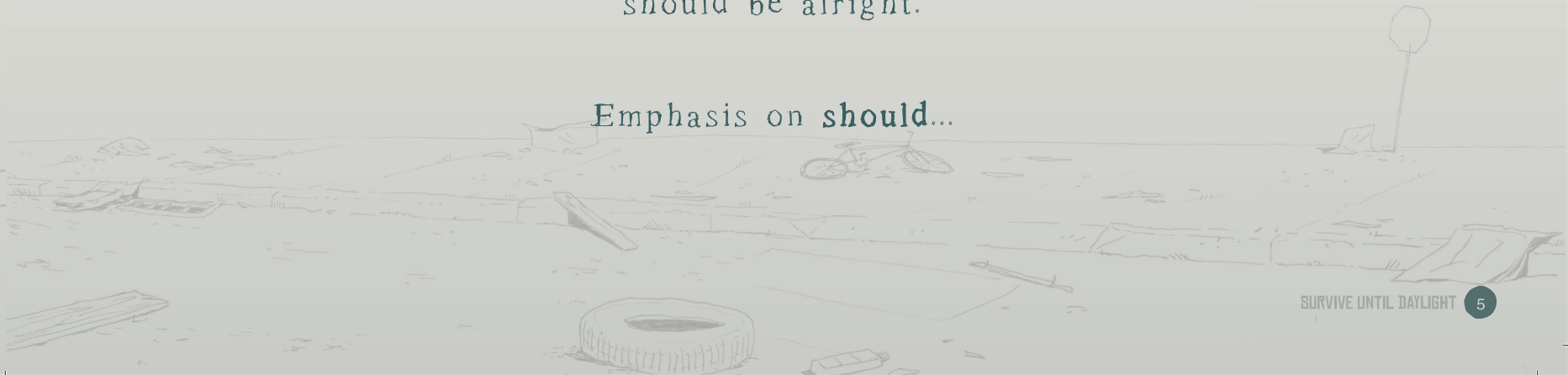
3 SPEAR





Hey there. Name 's Rook. Since you 're reading my words, and you 're new at this, I guess calling you "Rookies" is appropriate. In this scrapbook, I've compiled a few dos and don'ts that have seen me through a few jams. These patched-up pieces of paper will be your guiding light during the nights ahead. If you follow these rules for the expected and use your head for the unexpected, you should be alright.

Emphasis on **should**...



YOUR GOAL

Survive **6 Rounds** of methodic chaos, with 1 to 6 players cooperating to save your collective bacon.

If a character dies, it's game over. You could argue it's one less mouth to feed, but I could argue it's two less arms to fight these things in a crucial moment, so... let's just agree you're pretty much toast if that happens, yeah?

OVERVIEW

The game is divided into 3 phases: **Search**, **Trade**, and **Combat**.

SEARCH

Starting with the player with the **First Player** token, players take turns rummaging through the ruins of the Old World, drawing **1 Rubble** card each turn. These **Rubble** cards may contain useful items like food, drink and **Ammo**—but they might also be **Bad Luck** cards, or the dreaded **WAVE!** card. When a player draws this card, they must also draw an **Assault** card, giving the group a glimpse of the approaching **enemies**. At this point, your looting is done—unless the player who drew the **WAVE!** card takes **1 Damage** point to delay the buggers a bit longer (see page 14).

TRADE

Before the **Combat** phase, each player can toss 1 of their cards to another player. But be careful—the other player doesn't have to chuck you something in return.

COMBAT

It's On! Starting with the **First Player**, each player chooses either to **attack** or **craft**. Once everyone is done, the baddies get to do the same (**attack** that is, they're too dumb to craft)! The first **enemy** will attack the player that drew the **WAVE!** card. Any remaining **enemies attack** the rest of the group in a clockwise direction, then remain on the board until they're dealt with. **Enemies** and player characters are defeated when their **Health** trackers are empty, meaning: when the **Skull** token reaches the skull symbol.

SETUP

- Each player chooses a character and takes their corresponding character board.
- Each player takes their character's **unique weapon** (marked ∞) and chooses 1 **common weapon** with which to start the game.
- Gather the **Rubble** cards based on the number of players for this game. For example, if you have 3 Players at your table, take the cards numbered **1**, **2** and **3**.
- Shuffle the **Rubble** cards into a **Rubble** pile and set them aside.
- Take a number of **Rubble** cards from the **Rubble** pile to create the **Active Rubble** pile for the **Round** (see page 11). Shuffle the **WAVE!** card into the pile.
- Shuffle the **Assault** cards together and set them aside, face down.
- Do the same with the **Combat** cards.



CHARACTERS

When starting a new game, every player must choose a character and take their corresponding character board. Available characters are the **Pillar**, **Psycho**, **Trigger**, **Drifter**, **Haggler**, and **Hipster**.

Each character starts the game with **2 weapons**: a **unique weapon**, which could be anything from a favorite kitchen utensil to a military-issued firearm; and a second, more **common weapon** of their player's choice. **Unique weapons** have the name of their owner on the card, while **common weapons** do not.

Note: If you are playing solo, your character starts with a third **weapon**: an additional **common weapon** of your choice.

PERKS

Each character has two **unique Perks** on their character board: their **Main Perk**, which is always active; and a **First Player Perk**, which you can use only when you have the **First Player** token. **Perks** may be used when the situation calls for it, but some **Perks** (e.g., the Psycho's **Main Perk**) must be used every time you **attack**. All characters' **Main Perks** may only be used during their own turn in the **Combat** phase. This is true of most **First Player Perks** as well. Unless specified otherwise, **Perks** may be used only once per **Round**.



CHARACTER BOARD

On a **character board**, you will find:

- The character's **Perks**.
- The character's **Health** tracker.

Note: Since some characters can take more **Damage** than others, different characters' **Health** trackers have different lengths. When the **Skull** token reaches the skull on the **Health** tracker, the character is dead. When that happens, it's game over for everyone. And before you ask, *no, you can't play as the ghost of your character*; don't even try!

- Their tragic backstory! Backstories are, of course, on the back of the **character board**.

TRACKER MARKER

Use these **Skull** tokens to track the **Health** of characters and **enemies**. Characters begin the game with a **Skull** token placed on the empty slot at the top of their **Health** tracker.



FIRST PLAYER

The **First Player** token designates which player takes their turn first, and unlocks their character's **First Player Perk** for the current **Round**. At the start of the game, the **First Player** token goes to the last player who saw a zombie. Whether they read a book, watched a movie, or played a game with zombies in it, it all counts! If two or more players both saw a zombie at the same time, I suggest a ~~combat to the death~~ engaging in some friendly discourse, throwing a die, or playing a rousing game of rock-paper-scissors to choose who goes first. After every **Combat** phase, the **First Player** token must be given to the next player to the left.



ENEMIES

The world sure went to hell in a handbasket, huh? Governments bailing on their people, military forces devolving into rogue merc groups robbing folks of their hard-earned supplies... Just goes to show you can only count on yourself nowadays.

I've written down a list of creatures I've encountered that you should watch out for. Keep an eye out for them, have contingency plans for your contingency plans, and maybe, just maybe, you'll get to live a few more days.

Enemies come in different types, each with different **Horde** cards and thus, different **Health** trackers and different **attacks**.

HORDE CARDS



- **Fixed Damage** dealt to the **target**.
- Number of **Combat** cards to draw.
*NB: Not all **enemies** of the same type have the same attack method! What a fun and terrifying surprise!*
- **Special**
Example: If this creature damages a character with an **attack**, that character's player must lose 1 random **Rubble** card.
- **Health** trackers
Each **enemy** starts without a **Skull** token on its **Health** tracker. When it takes **Damage**, add a **Skull** token to the tracker on the highest number for the first damage taken, and move it to the right for each additional damage taken. When the token reaches the skull symbol, the **enemy** has been defeated.



WANDERER

Dumb as a rock, and slow as one, too. You should have no problem handling these shambling idiots. Just don't allow them to band together!

Discard if they suffer **2+ Damage**.



RAIDER

Now, problem with Raiders is, I get it. We're all desperate, and sometimes we have to do some dumb things to survive. Listen well, Rookie, because it's the hardest lesson to learn: The apocalypse has no place for empathy. In the end, it's you or them.

Discard if they suffer **3+ Damage**.

🦴 **Special:** If a character suffers **Damage** from a **Raider's attack**, that character's player must lose 1 random **Rubble** card. Shuffle your inventory (including your ammo) and discard a card randomly—except **weapons**.



BRUTE

*I've seen one of these rip open a friend like he was a can of Kewl-Dew energy drink. Stay focused, take out the big guns, and for the sake of everything that's still holy, **DON'T LET THEM GET CLOSE!***

Discard if they suffer **4+ Damage**.



Special: These guys don't care about **Barricades**, and will **Damage** the character directly. Your **Barricade** will still be standing afterward... but will you?



SURVIVOR

Some of us are prepared, methodical, and careful... but sometimes you'll encounter someone who survived through sheer luck! They're not "enemies," per se, so I do suggest trying to save them—if only to throw them at another problem later.

Discard if they suffer **1+ Damage**.

Special: **Survivors** are targeted by **enemies** one by one from left to right before the player with the **WAVE!** card is targeted. If they survive the **Round**, they must stay on the table for the following **Rounds**. Of course, nothing prevents you from killing them yourself if you're feeling a bit murderous.



MONSTER

Everything I've said about the Brute goes double—scratch that, triple for these! I figure a tank could stop them, but I don't have one on me to even try. If you ever manage to bring one down, come find me. I need to buy you a drink.

Discard if they suffer **8+ Damage**.



Special: **Monsters** bolster all other **enemies' attack** by **+1 Damage**. This effect is cumulative if there is more than **1 Monster** on the table. However, **Monsters** don't bolster other **Monsters**. They're insecure like that.



SEARCH PHASE

When a **Search** phase begins, take the designated number of **Rubble** cards from the **Rubble** pile, as indicated by the **Rubble** count table on the next page. Add the **WAVE!** card, shuffle the pile, and set it face down in the center of the table. This is the **Active Rubble** pile.

Next, one by one, all players take turns drawing a card from the pile, starting with the player with the **First Player** token and moving in a clockwise direction. If the card they've drawn isn't a **Bad Luck** card (red background), the player can choose to add it to their inventory, or discard it immediately. If a player's inventory is already full (8 item slots max), they can discard a card from their inventory and replace it with the drawn card.

When a player draws the **WAVE!** card, their character has made enough noise to attract the next **WAVE!** of **enemies**. First, the player must draw the next **Assault** card if it has not yet been revealed. Then that player can choose to accept their fate and let 'em come, setting up the **enemies**; or suffer **1 Damage** to delay their arrival, immediately draw another **Rubble** card, and then shuffle the **WAVE!** card back into the **Active Rubble** pile.

The more items the players have, the more prepared you will be for the incoming **WAVE!** of **enemies**. However, delaying the **WAVE!** multiple times will have a hefty cost, as you will suffer **Damage** every time.

Any cards left in the **Active Rubble** pile when the **WAVE!** card is drawn remain there for the subsequent **Rounds**. New cards are added to the **Active Rubble** pile as normal every **Round**, whether it has been emptied or not. This means the pile can get truly massive if you've been unlucky in the first few **Rounds**. Remember: The thicker the pile of **Rubble**, the safer it is to search!



RUBBLE COUNT

The number of cards drawn from the **Rubble** pile to form the **Active Rubble** pile each **Round** depends on the number of players:


PLAYERS	RUBBLE CARDS
1	7
2	10
3	12
4	16
5	20
6	20

RUBBLE

Rubble cards can feature **junk**, **healing** items, **Specials** actions, **weapons**, **Ammo**, **crafting** ingredients, or **Bad Luck** cards. **Rubble** cards that can be used must be discarded after use.

INVENTORY LIMIT

A character may carry up to **8 items**, including their starting **weapons**. However, **Ammo** and **crafting** ingredients may be stacked (e.g., **3 Arrows** only occupy 1 slot of your inventory, and **2 Planks** occupy only 1 slot as

well). Only items with the  may be stacked together. You cannot stack items of different type together (e.g., stacking **Arrows** and **Planks** together is impossible). A player may discard some of their item cards to make more space for other items whenever they like.

Note: When playing solo, your character's inventory limit is 10 slots, rather than 8. I guess when you don't rely on others to carry heavy things for you, you get pretty good at carrying them yourself.



AMMO

Some **weapons**, such as **Guns** and **Bows**, require **Ammo** of the right type to be used. More than **1 Ammo** can be used at once to increase the chances of getting a better hit. Don't worry, no one's going to judge if you want to stuff that gun to the brim with bullets before pressing that trigger—it's the apocalypse, after all!

For each **Ammo** card used in an attack, the player must draw a **Combat** card. These cards can increase the **Damage** dealt by the **attack**—sometimes by a lot. Once an **Ammo** has been used, it must be discarded.

The more **Ammo** a player uses, the more **Combat** cards they get to draw. Choose 1 of these **Combat** cards to apply to your **attack**, and discard the rest. You must use only 1 of the **Combat** cards you've drawn, regardless of the amount of **Ammo** used or cards drawn—so choose wisely.

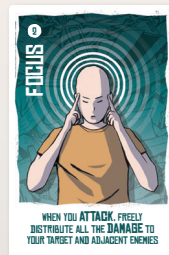


WEAPONS

Each player begins the game with **2 weapons**. (We recommend everyone choose **1 melee** and **1 ranged weapon**; but hey, you do you.) One of these **weapons** is determined by the character they chose (e.g., if you chose to play the **Hipster**, you will start the game with **Hipster's Bow** in your inventory). When playing solo, you can start the game with a third **weapon**: an additional **common weapon** of your choice. While a player can't lose the **weapons** they start the game with, they may give them away during the **Trade** phase if desired.

During the **Combat** phase, a character may use their **action** to **attack**. When they do, they must choose 1 of their **weapons** and a target **enemy** to which to deal **Damage**, potentially eliminating the threat. Different **weapons** deal **Damage** differently: some do a fixed amount of **Damage**, while others may deal a variable amount of **Damage** through the use of **Combat** cards. Others may also hit more than **1 enemy** at a time, dealing **Splash Damage**. Some **weapons**, such as guns, require at least **1 Gun Ammo** card to be used, and bows need at least **1 Arrow** card to be used. More than **1 Gun Ammo** or **Arrow** card may be used for a single attack to increase the number of **Combat** cards drawn for this attack.

You cannot stack **weapons**.



SPECIAL CARDS

These cards have various effects, and can be used at different key moments of the game (e.g., the **Bloodlust** card adds **1 Splash Damage** to your attack and can be used during your turn in the **Combat** Phase only, whereas the **Lucky** card can be used whenever a **Combat** card is drawn, to discard it and draw a new one instead). Be careful, though—some of these cards may cost you some **Health** to play, so make sure you don't die drinking an energy drink in the middle of a fight—that would be super embarrassing! Using these cards does not count as an **action**—you can **attack** or **craft** before or after using such a card—these cards cannot be stacked and, despite some of them being non-physical in nature (like **Cheer** and **Focus** for example) they still take up space in your inventory. What can I say, some emotions can be burdensome!



BAD LUCK CARDS

Useful stuff isn't all you can find in the ruins of the Old World. Unlucky survivors may draw **Bad Luck** cards from the **Rubble** pile. These cards, specially branded with the color that means "Yikes!", have a red background and confer penalties that the player who draws them suffers immediately. And before you ask: No, you can't keep that **horde** of rodents in your inventory! Ever heard of rabies?! (**Bad Luck** cards must be discarded once their effect has been applied.)



JUNK

The most plentiful of Old World treasures. These cards don't have any effect, and don't stack together. However, they may come in handy if you must discard a random card, and certain clever characters may find a special use for them.



HEALING ITEMS

These items can be used during the **Trade** phase *only*, to make some space in your inventory and recover some lost **Health**. The amount of **Health** recovered equals the number of hearts shown on the top right corner of the card. These items cannot be stacked.

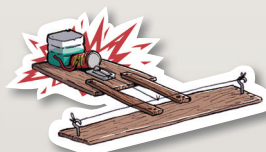


CRAFTING INGREDIENTS

Don't want to attack the baddies? Maybe you're out of Ammo after stuffing your gun to the brim with bullets? Believe me, I get that. It happens! During the **Combat** phase, you can use your action to discard matching **crafting** ingredients to **craft** 1 of these nifty things:

- **PLANKS** + **NAILS** = **BARRICADE** token
- **PLANKS** + **SHARDS** = **SPEAR** token
- **WIRES** + **EXPLOSIVES** = **TRAP** token
- **NAILS** + **EXPLOSIVES** = **GRENADE** token

Note: Unless a **Rubble** card has an infinity symbol (∞), it must be discarded after use.



CRAFTED ITEMS

• Barricade token

Place next to your character when **crafted**. Protects you against all **Damage** from the next **attack** that deals **Damage** to you. (Except for Brutes, who tend to skip these barricades and go straight for your tender bits!). Unless the **attack** deals **0 Damage** to its target, the **Barricade** then breaks, and the **Barricade** token must be discarded.

Barricades do not protect against **Splash Damage** or the effects of **Bad Luck** cards, and are not discarded after taking **Splash Damage**.

• Trap token

Place next to your character when **crafted**. Deals **4 Damage** to an **enemy** immediately before they **attack** that character. If this kills the **enemy**, the character doesn't suffer any effect or **Damage** from the defeated enemy's **attack**. Otherwise, the character suffers **Damage** from the **enemy's attack** as normal. After use, the **Trap** token must be discarded.

• Spear token

Place on an enemy when **crafted** to deal **3 Damage** to that **enemy**. In addition, every subsequent **attack** on that **enemy** will deal **+1 Damage**. When the **enemy** dies, discard the **Spear** token.

• Grenade token

Place on an **enemy** when **crafted**. The target and any **adjacent enemies** are temporarily removed from the combat. They cannot **attack**; cannot be targeted by any other **attacks**, abilities, or tokens; and can't take any **Damage**. At the end of the **Combat** phase, this effect ends, and the **Grenade** token must be discarded.

You cannot craft **Barricades** and **Traps** for a player other than yourself, nor trade them during the **Trade** phase, as they are not items.

WAVE!

Hear that roar behind that collapsed gas station? You're seconds away from a fight! When you draw the **WAVE!** card, bad things are coming. If it has not been revealed, draw the top **Assault** card from its deck and reveal it to the group.

Next, you can do one of **two things**:

- Put on your game face and let them come! Take the **WAVE!** card and place it next to your **character board**. Unless something real clever happens, the first baddy is going to take a swing at you for having disturbed them, so I hope that you either have big, loaded guns—or that you've made your peace.

- Buy yourself some time: Grab a sharp thing nearby, stab yourself a bit, and chuck that now-bloodsoaked thing in the direction of the roars. They should be drawn to the smell of blood, distracting the **horde** long enough for you to get ready and search for more useful items. Take **1 Damage** and draw 1 card from the **Active Rubble** pile before shuffling the **WAVE!** card back into it. Then resume the **Search** phase as normal until the **WAVE!** card turns up again.

The **WAVE!** card must be added to every **Active Rubble** pile before it is shuffled, at the beginning of every **Search** phase.

The **WAVE!** card does not take an item slot of your inventory. It's not an item, after all—just a reminder that you're the noisiest person around. Or maybe the tastiest . . .

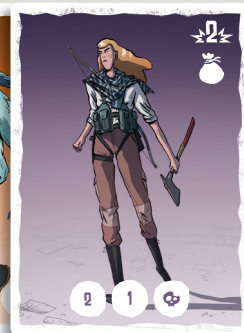


BRUTAL						
PLAYERS	1	2	3	4	5	6
WANDERER	1		1	1	2	2
RAIDER		1	1	1	2	1
BRUTE	1	2	3	4	4	5
MONSTER						
SURVIVOR	1	1		1	1	1

ASSAULT CARD



REMAINING FROM LAST WAVE
(IF ANY)



NEW HORDE CARDS

ASSAULT

When each **WAVE!** of bad guys approaches, you can generally get a glimpse of them.

Assault cards show how many of each type of **enemy** will **attack** during the next phase (e.g., **2 Brutes**, **2 Raiders**, etc.). This knowledge can help you prepare for the Combat phase, and choose whether you feel ready to face them, or try to buy more time to search the **Rubble** for useful stuff.

When you reveal this card, draw a corresponding number of **Horde** cards for each **enemy** shown on the **Assault** card based on the number of players, shuffle them together, and place them in a line from left to right in the center of the table. If **enemies** from the last **WAVE!** are still on the table, add the new cards to the right of them, so as to always have one line of **enemies**. The position of each **enemy** on this line will determine the order in which they **attack**—from left to right.

The image shows two Assault cards. The first card, 'VANGUARD', has a table with 6 columns (Players 1-6) and 5 rows (Wanderer, Raider, Brute, Monster, Survivor). The second card, 'OVER THE TOP', has a table with 6 columns (Players 1-6) and 5 rows (Wanderer, Raider, Brute, Monster, Survivor).

PLAYERS	1	2	3	4	5	6
WANDERER	1	1	1	3	3	1
RAIDER	1	1	2	2	2	2
BRUTE	1	2	2			
MONSTER						
SURVIVOR	1	1	1	1	1	1

PLAYERS	1	2	3	4	5	6
WANDERER	1	2	2	1	2	
RAIDER	1	2		1	1	1
BRUTE	1	1	2	2	2	2
MONSTER				1	1	2
SURVIVOR	1	1	1	1	1	1

TRADE PHASE

Before the oncoming carnage, you have a few moments to do a bit of on-the-spot bartering. I suggest trying to **trade** that empty bag of Sofa-Spud brand chips you found in a dumpster to one of your gullible friends for an ammo clip if they have one.

During this phase, players, in no particular order, can give one of their items to another player of their choice. A player may only give 1 item during this phase. The player to whom they give the item is free to refuse the trade—in which case you may find someone more grateful to give something to. Any **Rubble** card can be traded, regardless of its type. **Crafted** tokens, such as **Barricades**, cannot be traded.

A player can give away only 1 card during the **Trade** phase—never a whole stack of cards. However, if a player gives the **Backpack** card to another player, any items in the **Backpack** are also given to the other player. *Loophole!*

The **trade** phase is the only time where a player may use **healing items**, like food, by using the appropriate cards. There is no limit to the amount of healing you can get through eating in a round though! Ain't no feast in the apocalypse, but ain't no rule saying you can't enjoy what little you have, either!

You may choose to not give any item during trading—ain't nobody forcing you to! Also, as long as you still haven't traded an item this turn, you can absolutely regift an item you just received to someone else. They probably won't mind.

When all players are done trading, the **Trade** phase ends and the **Combat** phase begins.

COMBAT PHASE

During this phase, each player takes a turn to act before the **enemies** at the center of the table, starting with the **First Player**. During their turn, a player can take only **1 action**, which may be either:

- **Attack:** Make **1 attack** with one of their **weapons**; or
 - **Craft:** **Craft** 1 new item using the appropriate **crafting** ingredients (see page 13).
- You can also do nothing and skip your turn.

ATTACKS

Weapons may inflict **Damage** in 4 different ways:



- **Fixed Damage:** The target takes the fixed number of **Damage** indicated on the **weapon** card.



- **Splash Damage:** **Enemies** and **players adjacent** to the target each take **1 Damage** per **Splash Damage** indicated on the **weapon** card and **Special** cards. **Splash Damage** dealt to **enemies** only applies to other **enemies** (and **Survivors**) on the line, not player characters. Similarly, **Splash Damage** dealt to players only applies to adjacent players, and not enemies or **Survivors**. When playing solo, **Splash Damage** targeting the player is ignored. When playing as a duo, **Splash Damage** does not apply to the other player twice.



- **Combat cards:** Depending on the **weapon** and **Ammo** with which they are **attacking**, the player draws one or more **Combat** cards, and chooses one of them to use in the **attack**. Some **Combat** cards may deal **Fixed Damage**, **Splash Damage**, or a combination of both.

COMBAT CARDS

Some **attacks** are less reliable than others, but can be devastating if they land. Such **attacks** are represented by **Combat** cards, which will often yield amazing bonuses, like the fabled **+3 Damage**—but may also impose penalties, such as the dreaded **-2 Damage**.

Some **weapons**, some **enemies** and all **Ammo** used will add one or more **Combat** cards to the attack. Both players and **enemies** draw from the same pile, which must be reshuffled when empty, using any discarded **Combat** cards. Special effects on **Combat** cards apply for both players and **enemies**—except the “Loose **Rubble**” effect, which does not apply when used by an **enemy**.

When multiple **Combat** cards are drawn for an **attack**, 1 of them must be applied. When an **enemy** draws multiple **Combat** cards, players must keep the one that deals the greatest total **Damage** to the **enemy's target** only, ignoring any other special effect, such as **Splash Damage**.

In certain situations, **Combat** cards may reduce the **Damage** dealt by an **attack** below 0, resulting in negative **Damage** (-1, -2). In such cases, the **attack** deals **0 Damage** to its target, and despite any argument to the contrary, will not **heal** the target. You can't substitute a hospital visit with a slap from an unlucky wanderer, no matter how weak it was!



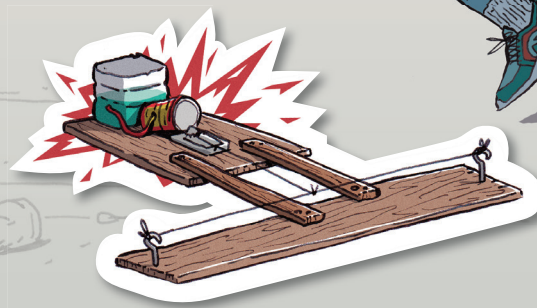
Once all players have taken their turn, any remaining **enemies attack** the group one by one. The first enemy **attacks** the player with the **WAVE!** card. (Don't worry, they definitely deserve it.) Then the remaining baddies **attack** players in clockwise order—meaning the second **attack** goes to the player left of the one with the **WAVE!** card, the third **attack** goes to the one left of the last **attacked** player, and so on.

PROTECTIONS

When an **enemy attacks** a player, any **Trap** tokens that player has activate first. Then, if the player has **Barricade** tokens, they take effect. Whether or not any **Damage** is inflicted or **Traps** and **Barricades** are activated, the remaining **enemies** then continue targeting players clockwise as normal.

If a **Survivor** is on the line with the enemies, they suffer the **Damage** before the player with the **WAVE!** card. Thanks, chump! If there are no **Survivors** left on the table, any following **attacks** will target the players as normal.

Once all remaining enemies, if any, are done **attacking**, the next **Search** phase can begin. If **Survivors** remain, they stay at the center of the table, where they belong—after all, as far as you know, they could be infected too! Can't take any risk! The next **WAVE!** of **enemies** will join them during the next **Round**.



LAST ROUND

Almost . . . there. . . After **Round 6** is completed, there are no more enemies lurking in the background. But don't think any baddies still standing will let you leave that easily!

If you didn't kill all the **enemies** on **Round 6**, here's how you can fix this oversight:

Step 1: Place the **WAVE!** card back on what's left of the **Rubble** pile.

Step 2: Once someone draws the **WAVE!** card, don't draw an **Assault** card.

Step 3: Trade as normal.

Step 4: Go through the **Combat** phase as normal.

If after all this there's still zombies standing, repeat from Step 1 until the baddies are all dead, or one of you dies! It's possible that the only card left in the **Active Rubble** pile is the **WAVE!** card, which means the **First Player** can either accept the **WAVE!**, or take **1 Damage** and pass it on to the next player.

PLAYING SOLO

Not all characters are equal when playing as a lone wolf. Some will survive alone more easily than others. It's up to you to learn which character works best in which situation.

When playing solo, your inventory limit is 10 item slots, and you start with **3 weapons**: your character's **unique weapon**, and 2 **common weapons** of your choice.

ENDING THE GAME

You getting tired, Rookie? Your killing arm getting sore? Just fill out this handy checklist to see if you've won:

- ☒ Has **Round 6** ended?
- ☒ Are all the baddies dead? (NB: **Survivors** aren't really baddies. Deep down, they're all quite warm and fuzzy.)
- ☒ Are all of you still alive?

If you checked all the boxes, it looks like you Rookies made it! Look, you can even see the first rays of the sun over the skyline! Seems you get to live another day!

If you're missing a few checks on that list, no worries. You're not worm food just yet! Keep playing until all the boxes are checked. And if one of you meets an unfortunate end before that happens . . . well, can't win 'em all. It was nice knowing you, though.

STORY MODE

Not all stories are just about surviving the night. The world's still turning, despite how dysfunctional it's become. There are opportunities aplenty in the end times—and there's no telling where you might find yourself tomorrow.

Each story offers a new way to play the game, with unique rules and situations available through the **STORIES + MODS** expansion pack.

CREDITS

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SYMBOLS



Health Tracker tracks the **Damage** inflicted to you or **enemies**. When the skull is reached, the character or **enemy** is dead.



Number of **Combat** cards to draw.



Damage suffered by the character or enemy that drew the card (1, 2, 3). **Barricades**, **Survivors**, and any other protection do not prevent or affect this **Damage** type.



Damage dealt to the target (0, 1, 2, 3).



Splash Damage to add to your attack. If not an **X**, the large number is **Fixed Damage** to also add to your attack.



Discard 1 random card from your inventory.



This item may not be stolen.



Crafting ingredient.



Do not discard after use.



Ignores **Barricades**.



All **enemies** on the line deal **+1 Damage** when they attack. This effect is cumulative.



This card may be played at any time. Playing it does not count as an **action**.



You can stack multiple cards of this exact same item together in your inventory. Example: You can stack together **3 Planks** cards, but not **1 Gun Ammo** and **2 Arrows** cards.



During the **Trade** phase, **heal** yourself by 1, 2, or 3 points.

SPECIAL CARDS

ENERGY DRINK

Tastes like guava. Play during your turn in the **Combat** phase. You take **1 Damage** immediately, and can either **attack (Red)** or **craft (Green)** 1 more time during your turn.

FOCUS

Play during your **attack**. You may distribute the **Damage** of your **attack** to **enemies adjacent** to your target. **Splash Damage** cannot be distributed with this card, but still applies.

CHEER

You can only play this card during another player's turn. They may take 1 additional **action (attack or craft)** during their turn. However, you must take the **WAVE!** card from the player who currently has it.

BLOOD LUST

Play during your **attack**. When played, you take **1 Damage**, and your **attack** deals 1 additional **Splash Damage**.

VITALITY PILLS

Play during your **attack**. Draw 2 additional **Combat** cards. You can use this card even if your **attack** doesn't require you to draw **Combat** cards.

LUCKY

You can play this card any time a **Combat** card is drawn, whether by a player or an **enemy**. Discard that **Combat** card and draw another to replace it.

BACKPACK

This card occupies **1 item** slot in your inventory. However, it can contain **2 item** cards. (Place them on top of this card.) The **Backpack** and the item(s) it contains cannot be stolen by a **Raider**, nor lost because of a **Bad Luck** card. When traded, any items stored in the **Backpack** are also given to the other player. You can change the items in the **Backpack** at any time. When the **Backpack** is discarded, the items stored in the **Backpack** are also discarded.

BAD LUCK CARDS

RODENT ATTACK

Take **1 Damage**, then discard.

CROW ATTACK

Discard 1 random **Rubble** card from your inventory, then discard.

BROKEN BONE

Take **2 Damage**, then discard.