

Run For Your Life

The Cards

Determination Cards: These determine movement, assign item amounts, and resolve disputes with high-low draws. Resolve ties with another draw.

Event Cards: These cards reveal what happens to each player or group of players after the human movement phase. Each space will have one drawn.

Blood Cards: These determine if you become infected after contact with zombies. Always draw blood cards FACE DOWN!

Bullets

Players may use bullets to kill zombies before or after melee combat. This includes during movement instead of stopping because of a zombie.

The Goal

Stay alive, reach the safe zone, meet any other victory conditions.

Beginning the Game

Setup: Each player chooses a colored player token and places it on the starting space. All players decide on the conditions of the game together.

Game Conditions

Distance: Decide how far it is to the goal.

Example: 50 spaces is a good beginner starting distance.

Victory Conditions: Decide what it takes to win the game.

Example: First player(s) to the victory space win.

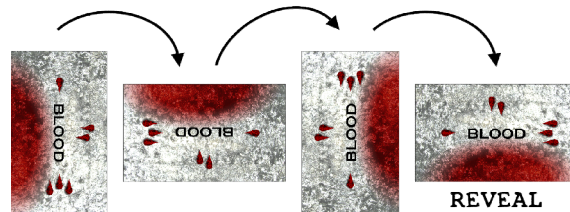
Starting Ammo: Decide how many bullets each player starts with.

Example: 3 bullets per player is good for beginners.

First Turn: The owner of the game draws first. Play continues clockwise.

A Turn

Infection Countdown - Any player with a blood card will tick off one blood drop. (Rotate the blood card clockwise.) Once the card has counted down to "0" drops, the player will reveal their infection status.



Infected players immediately become Zombie Players and take actions during the zombie movement and combat phases. Use a Zombie Player chip to replace your player token. All bullets and items are left on the space the player became a zombie on. Other players can pick them up. A player passing over the space may pick up one item or bullet. To pick up all the items on the space, a player must end their turn on that space.









Human Movement - Each player draws a determination card and moves up to that many spaces in any direction. Players may pass other players, but may not pass zombies without killing them. Keep the determination card until the turn is over.

Example: The fastest player closest to the victory space draws and moves first. The other players draw and move in clockwise rotation.

Events - Each occupied space has one event card drawn by the player on the space with the slowest movement. Unless otherwise stated, the card affects the player who drew it. Draw event cards in order of distance from the victory space. Resolve the effects of each card before the next one is drawn.

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Event Card Icons

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|  | Player must draw a blood card. |  | Zombie encounter. No zombies are placed on the board. Combat is resolved during the event phase. |  | Melee weapon that grants its bearer the ability to kill zombies in combat. |
|  | Item/Ability that may be kept and used at another time. Usage will be delineated on each card. |  | This card will add zombies to the board. | -1  | How many bullets a player gains, loses, or may spend to negate the other effects of a card. |
|  | Death in non-zombie related incidents. Dead players respawn as zombie players on the space they died. |  | This card affects player movement or entire turns. | | |

Zombie Movement - Draw a determination card for all non-player zombies. All non-player zombies move that many spaces toward the closest player(s), forward or backward. Move zombies in order of distance to the victory space. If two players are equidistant, zombies will pursue those closest to the victory space. Zombie(s) must stop and engage in combat on a player occupied space. When there are multiple zombies, the first zombie engages the slowest player, the second zombie engages the next slowest player, and so on. If there are more zombies than players, leftover zombies start at the slowest player again. Zombie Players may pass other zombies, travel in any direction, pursue any player, and may stop short of their full movement. Zombie Players may also stop and gain control of other zombies. The player may lead them forward or backward, as they see fit. Each Player Zombie draws his or her own movement determination card. Player Zombies, or player-controlled hordes may target any player(s) on a space. A player zombie may choose to pass slower non-player zombies, but will leave a horde back with the slower zombie(s) if they do.

Combat - When players and zombies end up on the same space, combat occurs. Players with bullets may shoot zombies rather than engage in melee combat. Each zombie takes one bullet to kill unless specified otherwise. If zombies are not instantly killed, melee combat will be joined. During melee combat, the zombie and the human each draw determination cards. Human players draw first. High draw wins. Humans using melee weapons can kill zombies when they win. Players must announce any weapon(s) they are using before they draw the determination card and any limited use weapons lose a use even if the player does not win the combat. Multiple weapons can be used in each combat. If the zombie draws higher than the human then that player must draw a blood card. Zombies may be killed with bullets after melee combat, but that does not negate a player's blood card draw. When Zombie Players are killed they respawn 10 spaces behind their killer.

Victory

The player(s) satisfying the victory conditions win the game. If all players are zombies, the player alive the longest wins.