

A QUIET FRIDAY NIGHT

And nowhere to run to. Sigh
and catch your breath, but
not too loud.

Nothing happens.

I THINK YOU MEAN...

I don't think there's any
such thing as a Mazel Tov
Cocktail.

Other than being mocked by
everyone....

Nothing happens.

THE STARS ARE OUT

You can't remember the last
time this many lights were
out. The sky really is
pretty. Thankfully, it's a
quiet night.

Nothing happens.

THIS LOOKS FAMILIAR

Move back two spaces.

You got lost in your mad
dash to safety.



YOU COULD GET USED TO THIS

The fresh air, the quiet,
some nights you forget that
the world is ending.

Nothing happens.

THESE THINGS HAPPEN

Taking a dangerous
route you fall and your
hurt your leg. Lose
your next turn to tend
to your injuries before
you move on.

Hey, at least you did not
die from the fall.



NOTHING BAD HAPPENED TODAY

You must finally be getting
the hang of this whole
"Apocalypse" thing

Nothing happens.

STEAK

Keep this card.
Use it to send all
zombies on your space
back one space.

Discard after use, or
if you are turned into
a zombie.

By itself a rotting piece
of meat...Strapped to a
remote control car, it
becomes a zombie decoy.



BIG NADA

It's cold, you're scared,
but things could be a lot
worse. Horrifically worse.
You could be reading Last
of the Mohicans.

Nothing happens.

FRIENDLY FIRE

Become a zombie on the
current space.

Things got a little crazy.
There was biting, shooting,
and screaming and you took
a bullet. Well, that's
life...or at least, it was.



BRICK

The brick allows you to
kill a zombie in melee
combat. However, it can
only be used once.
Choose whether or not
to use it at the
beginning of each melee
combat.

It bashes heads in well
enough, but after that you
aren't going to want to
pick it up again.



IT'S JUST A CAT

If you have bullets use
1 of them.

Too bad you shot at it,
there are worse things
that bullets should be
used on...



-1



JUST ONE BULLET

Add 1 bullet to your total.

Back in my day if we found "just one" bullet we were grateful. Meant you didn't have to turn into one of "them." Now quit being a spoiled brat.

+1



ALWAYS CHECK THE HOUSE WITH THE NRA SIGN

Add 4 bullets to your total.

Well, you could have gotten shot if someone was in here, but they weren't. You also find a moldy grilled-cheese sandwich. Take the bullets with you, but leave the sandwich.

+4



REDNECK WRECK

Add 2 bullets to your total.

Just because the truck is flipped upside-down doesn't mean there won't be anything good in it. You get lucky and find some loose rounds.

+2



DEAD GANGSTERS

Add 3 bullets to your total.

They have gone to the great turf-war in the sky. They won't need them...

+3



BETTER THAN NOTHING

Add 1 bullet to your total.

You find an entire box of rounds. Too bad they are "less than lethal" rounds. It's going to take the whole box to stop a zombie.

+1



BULLETS DON'T GROW ON TREES

Add 2 bullets to your total.

Though, you can find them beneath the branches after people drop them as they are running and trying to reload at the same time.

+2



THEY WON'T MISS ONE

Keep this card.
Play it at any time to use another player's bullet to shoot a zombie you must face in combat.

Discard after use or if you are turned into a zombie.

When did you steal that?



DON'T MIND IF I DO

Keep this card.
Play it at any time to take another player's event for yourself. That player draws another to replace it. This does not replace an event you may have to draw.

Discard after use or if you are turned into a zombie.



THEY'RE THE BREAKS

Keep this card.
Play it at any time to transfer an event you draw to another player. Draw a new event to replace it.

Discard after use or if you are turned into a zombie.



A QUIET NIGHT

Almost too quiet... but no, just quiet enough.

Nothing happens.

SNAP!

The biggest event tonight is the snap of a twig and the heart attack you almost had.

Nothing happens.

ONE IN A MILLION

Keep this card.
If you are forced to draw a blood card, draw a determination card. If it is 1 or 2, do not draw the blood card.

Discard after a successful use or if you are turned into a zombie.



THAT'S BAD

Place 3 zombies 1 space behind you. They will not move until next turn.

Lucky for you they are busy feasting on something right now. Unlucky for you, this is a reminder of what they will do to you if they catch you...



AT LEAST IT'S NOT US

Place 2 zombies 2 spaces from another human occupied space.

Try not to feel too guilty that they are in peril and you are not.



THAT'S A LOT OF ZOMBIES

A massive horde blocks your progress. Everyone on this space must go back to the space they started on this turn.

Oh, come on...we can take 'em! There's only a whole horde of 'em!



WHAT DID YOU EXPECT?

Since it's the zombie apocalypse, place 1 more zombie on every zombie occupied space and 1 new zombie on every human occupied space.

Because Zombie Apocalypse.



MINI MART

Place 1 zombie on your space.

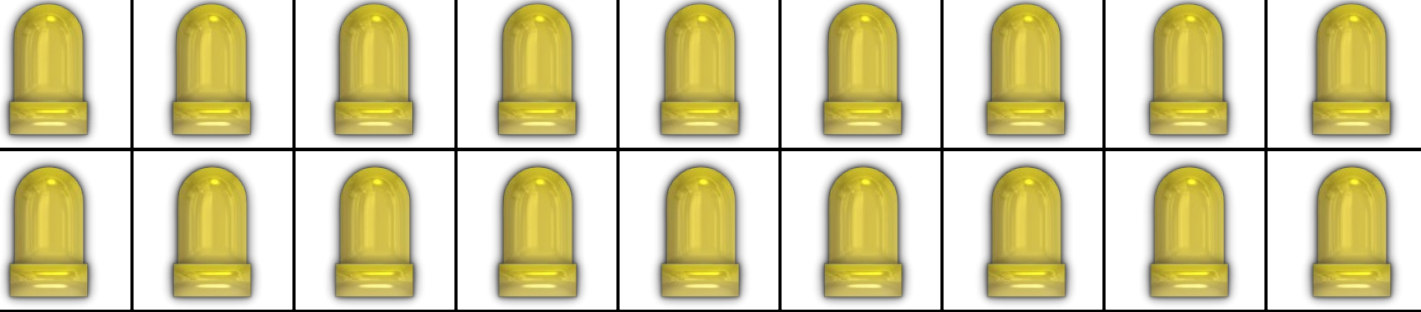
A great place to get a snack...or become one.



ZOMBIE IN THE CLOSET

Place 1 zombie on your space.

The door was rattling. What were you expecting?



PEEK AROUND CORNERS

Draw 1 determination card for yourself and 2 for the zombies. If you drew higher than both, you get away unscathed. If not, draw 1 blood card or spend 3 bullets to save yourself.

There you go, zipping around the corner, right into a pack of dead-heads.



-3



-1



NOT THE FASTEST

Every player on your space draws a determination card. The lowest number must engage 1 zombie.

Just faster than the slowest. Hope you aren't going solo.



-1



GOOD OL' ZOMBIE RUMBLE

You are attacked. Every person on the space must engage in melee combat with 1 zombie.

Now, aren't you glad you took those karate lessons when you were 8.



-1



WHY IS YOUR WATCH BEEPING?

Draw 3 event cards. Resolve any zombie encounters and place any zombies on the board per instructions to do so. All other cards are ignored and get shuffled back into the deck.

Beep! Beep! Be-rainnnnss!



EARBUDS KILL

Engage in melee combat with 1 zombie. You cannot use a bullet to avoid this combat.

You put some heavy metal on to keep you awake while on watch. Too bad you didn't hear the crawler scraping across the ground toward you.



99 PROBLEMS

Engage in melee combat with 1 zombie.

And zombies are 95 of them.



-1



BUT I'M SHY

Draw a blood card.

The call of nature was stronger than your common sense. Stepping away for a moment of privacy ends rather messily.



ZOMBIES CAN'T SWIM... RIGHT?

Draw a blood card.

They don't drown either, so sleeping by the river was a dumb idea.



COMMUNICATION IS KEY

Draw a blood card.

When the dead are walking, they deserve to get shot if they aren't going to answer a simple question like "What's your name?" Next time shoot first and ask questions later.



YOU HID IN A TENT?

Draw a blood card.

Yeah, cause those nylon walls are going to keep them out. You're lucky we don't make you draw 2 just for being dumb. And, no, you can't use a bullet to get out of it.



OLD BATTERIES

Draw a blood card or shoot twice in a panic.

Your flashlight goes out at the most inconvenient time. When you bang it back to life there is a zombie in your face.









-2

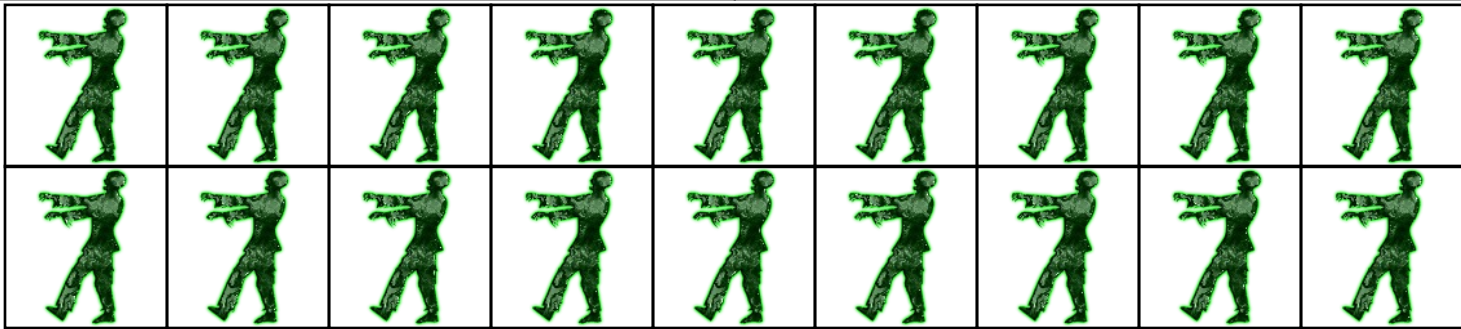
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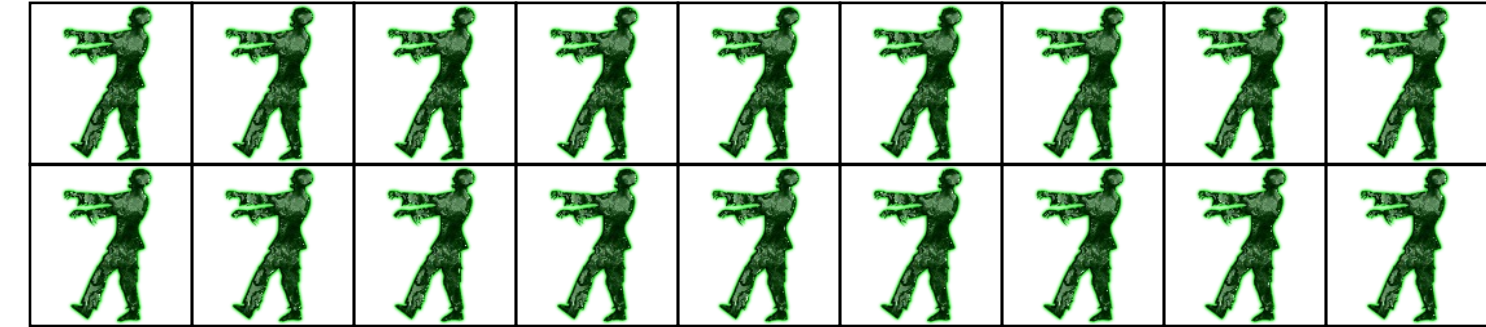
Draw a blood card.

It's hard to pass by a jewelry store that's full of shiny things and has a window already broken, but you should have. You cut your self on some already bloody glass.



<p>BANDITS</p> <p>Spend 2 bullets to fight off bandits or all players on your space move back 3 spaces to go around them.</p> <p><i>Zombies are not the only problem during a zombie outbreak.</i></p> <p> -2 </p>	<p>I'M SOOOOOO HUNGRY</p> <p>If your next movement draw is even, you found food and can move. If odd, you waste your next turn scrounging for beef jerky and ketchup packets.</p> <p><i>No, other people aren't starting to look tasty, but you can't go on if you don't eat.</i></p> <p></p>	<p>AUTOPILOT</p> <p>Move forward to the next occupied space, even if it is occupied by zombies. If nothing is ahead of you then move forward 1 space.</p> <p><i>You are so tired you don't know what your own two feet are doing.</i></p> <p></p>
<p>LOOKING EVERY WHICH WAY</p> <p>Your movement draw is reduced by 1 next turn.</p> <p><i>Is that your impersonation of an owl? Sure you'll see what's coming, but it slows you down.</i></p> <p></p>	<p>NOSTALGIA</p> <p>Go back 1 space.</p> <p><i>How could you not stop and go back for that vintage memorabilia? It will be worth something again... you know....after the world gets back to normal.</i></p> <p></p>	<p>BAD IDEA</p> <p>Everyone on your space loses their movement next turn.</p> <p><i>What you thought would be a shortcut turned into a disaster. Everyone also loses their respect for your instincts.</i></p> <p></p>





SLOW ZOMBIES

Place 2 zombies on the path 3 spaces behind you. These zombies only move 1 space this turn.

Slow and steady wins the race....erm, brains.



SLIM CHANCE

Someone on your space may have been infected. Everyone on the space draws a determination card. Lowest number draws a blood card.

It's not paranoia if it turns out to be true.



BASEBALL BAT

The baseball bat allows you to kill zombies in melee combat.

Remember don't pull your head. Keep your eye on the ball....uh...brain.



UNDEAD POLITICIANS

Engage 2 zombies in melee combat. You may only use bullets to avoid them if you have enough to shoot both.

Even dead they cause problems. If there are other humans on your space we suggest Lobbying them to help you out.



-2



SCROUNGE AROUND

You may chose to skip your movement next turn to add 1 bullet to your total.

You never know what you might find until you Look.



+1



LOOKOUT

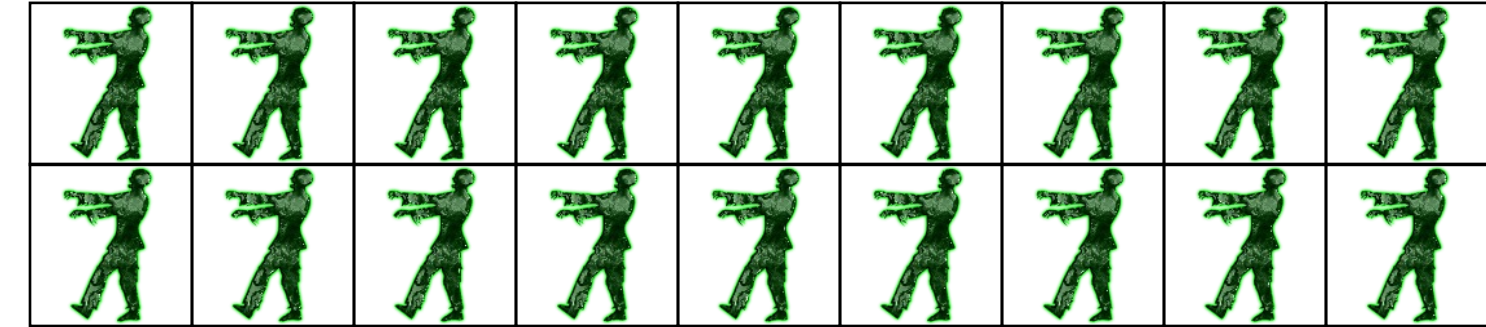
You moved to high ground to get the lay of the land. While you were away a group of zombies wandered onto your space. Each player other than you on your space must engage 1 zombie in melee combat.

You're the lucky one, this time...



-1





RESPECT YOUR ELDERS

These zombies have -2 to combat draws. Every player on your space engages 1 in melee combat.

Don't fail. Blood card aside, you will never hear the end of it if a zombie geezer takes you down.



-1

ENERGY DRINKS

The player who drew this card may move forward 1 extra space.

What they lack in taste and nutritional value they make up for in stimulants.



FATHER, FORGIVE ME

Spend a bullet or draw a blood card.

God can hear you wherever you are, so why did you go into the confessional?



-1

WATCH WHERE YOU'RE GOING

Place 2 zombies between the goal and the player closest to the goal. Both can be on the same space. If the player is on the goal space, place them there and add 1 more for good measure.

Always Look both ways...



LAST OVER THE FENCE

Spend a bullet or draw a blood card.

You should have climbed more stuff as a kid. You barely made it over the fence with them biting and scratching at your legs.








-1



















NOT AS EASY AS IT LOOKS

Your next movement is reduced by 1.

You spend too much time trying to hot wire a car. You should have just grabbed the bike that was lying next to the car...Like the guy who just took off on it.



<h3>FLASHING YOUR LIGHT AROUND</h3> <p>Place 1 zombie on your space.</p> <p><i>What do you think this is, a rave? If you do survive, then try to remember that you are running for your life, not partying.</i></p> 	<h3>FIGHT OR FLIGHT</h3> <p>You stumble onto a zombie. You may choose to engage it in melee combat, or run the long way around it. Your movement next turn is reduced by 2 next turn if you choose to run.</p> <p><i>Yep, that's a zombie... But you could avoid it...</i></p> 
<h3>A FIRE?</h3> <p>Place 1 zombie on your space.</p> <p><i>Really? You think this is some kind of camping trip? The light, noise, and smell draws a zombie out of the dark.</i></p> 	<h3>DEAD AHEAD</h3> <p>Place 3 zombies between your space and the goal. Place each zombie on a separate space.</p> <p><i>They're everywhere... to the left, to the right, behind you, and of course dead ahead.</i></p> 
<h3>OOPS</h3> <p>Place 1 zombie on your space.</p> <p><i>Try not to knock things over. It draws unwanted attention...</i></p> 	<h3>IS IT A TRAP?</h3> <p>Place 2 zombies on the board. Place 1 of them 2 spaces ahead and the other 2 spaces behind the player who drew this card.</p> <p><i>You do not have time to contemplate whether they could have planned it or not...</i></p> 



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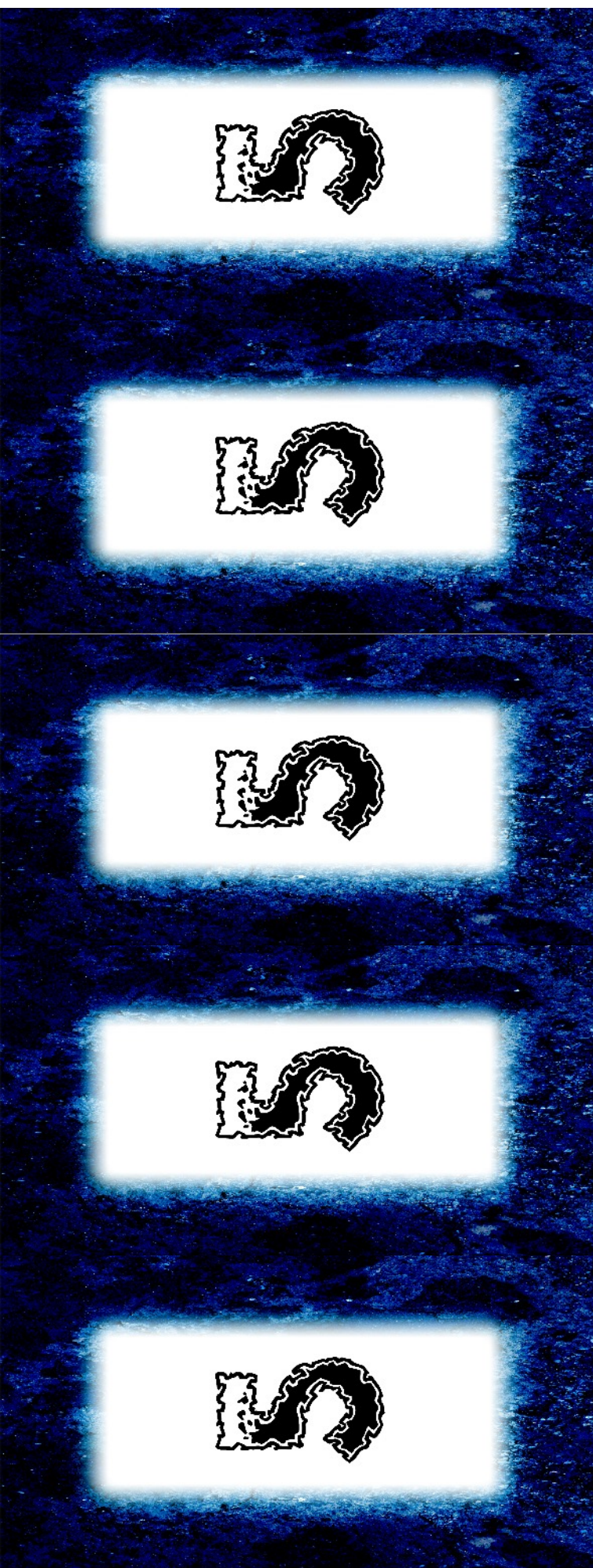
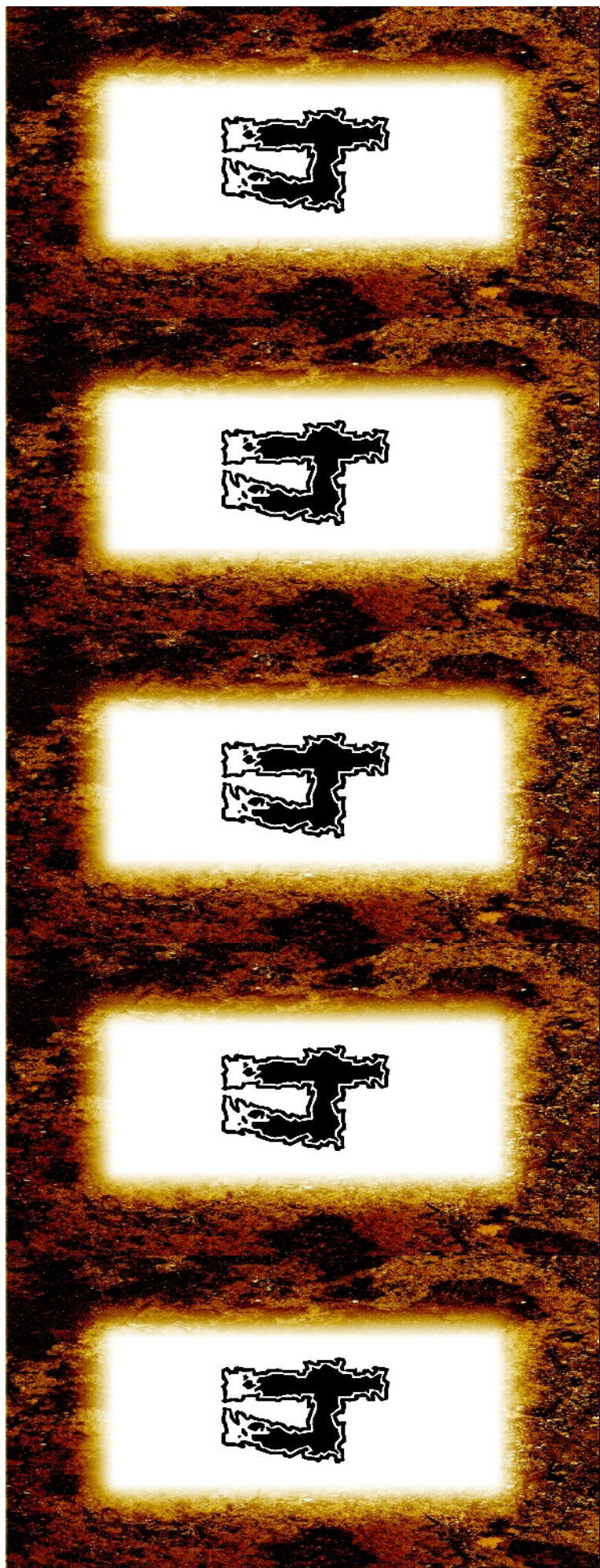
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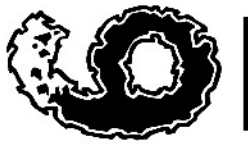
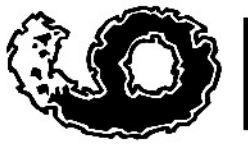
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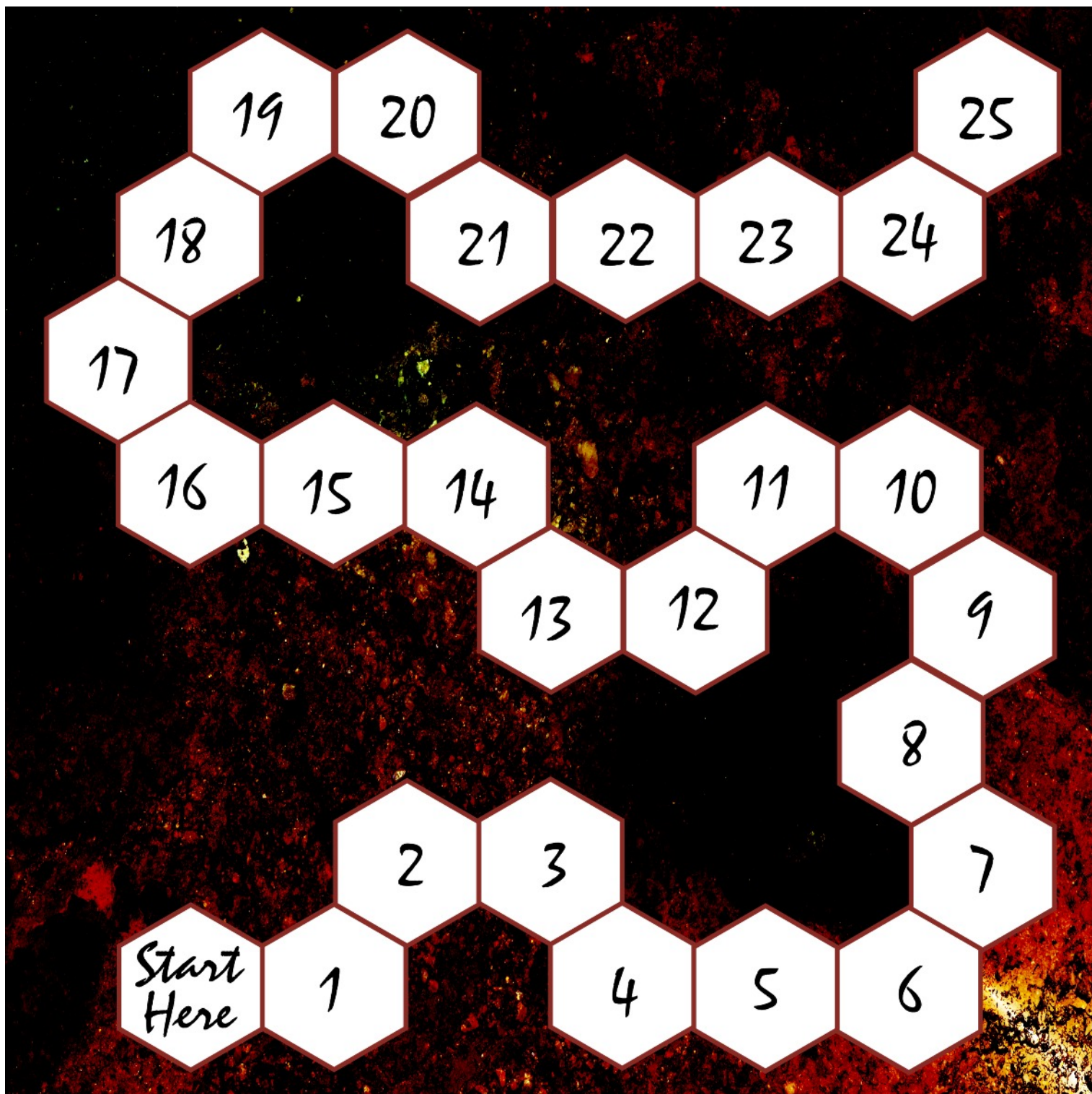


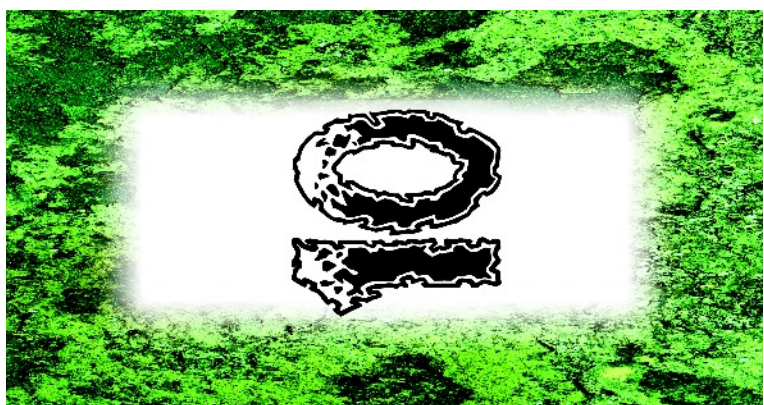
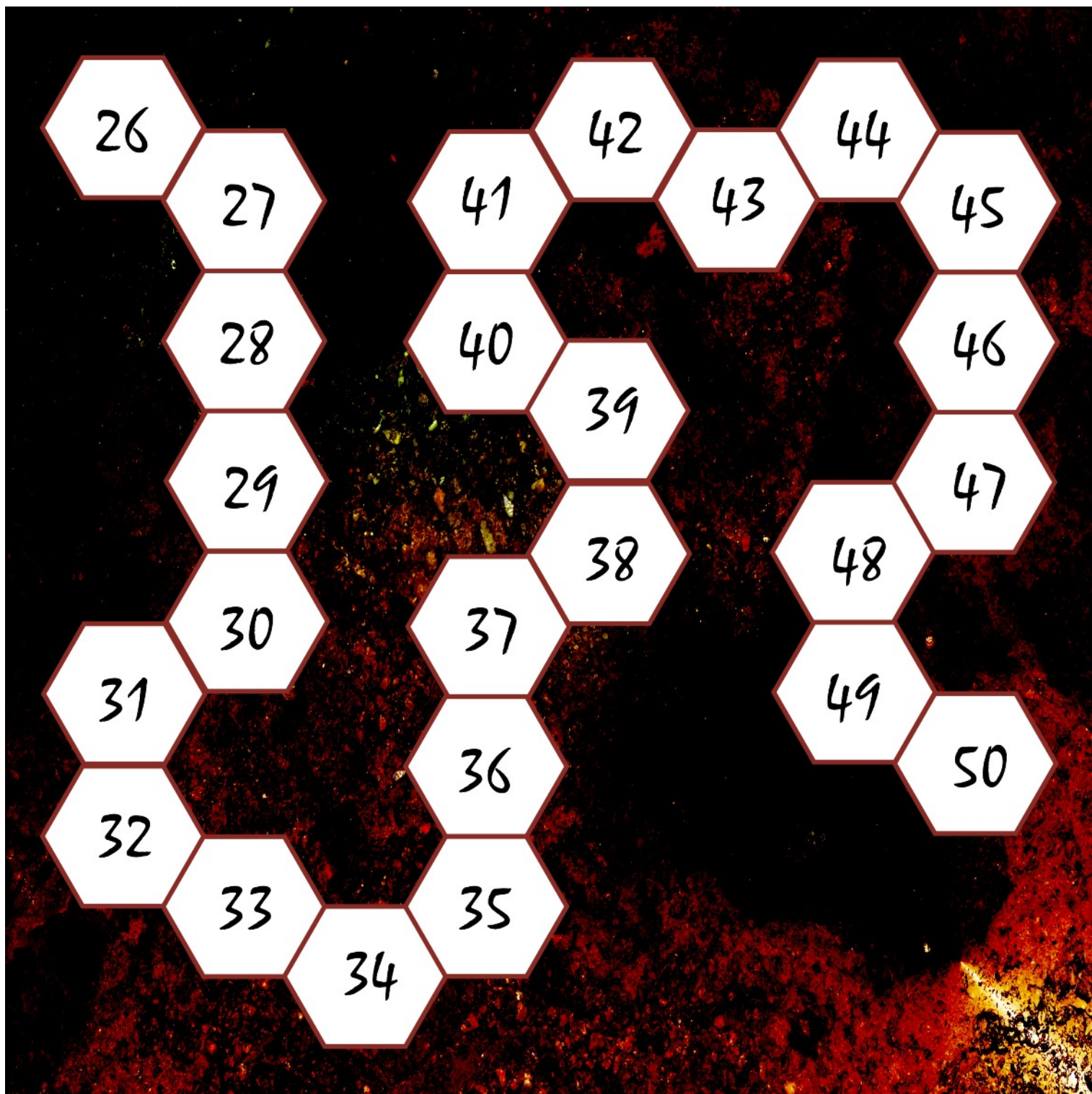


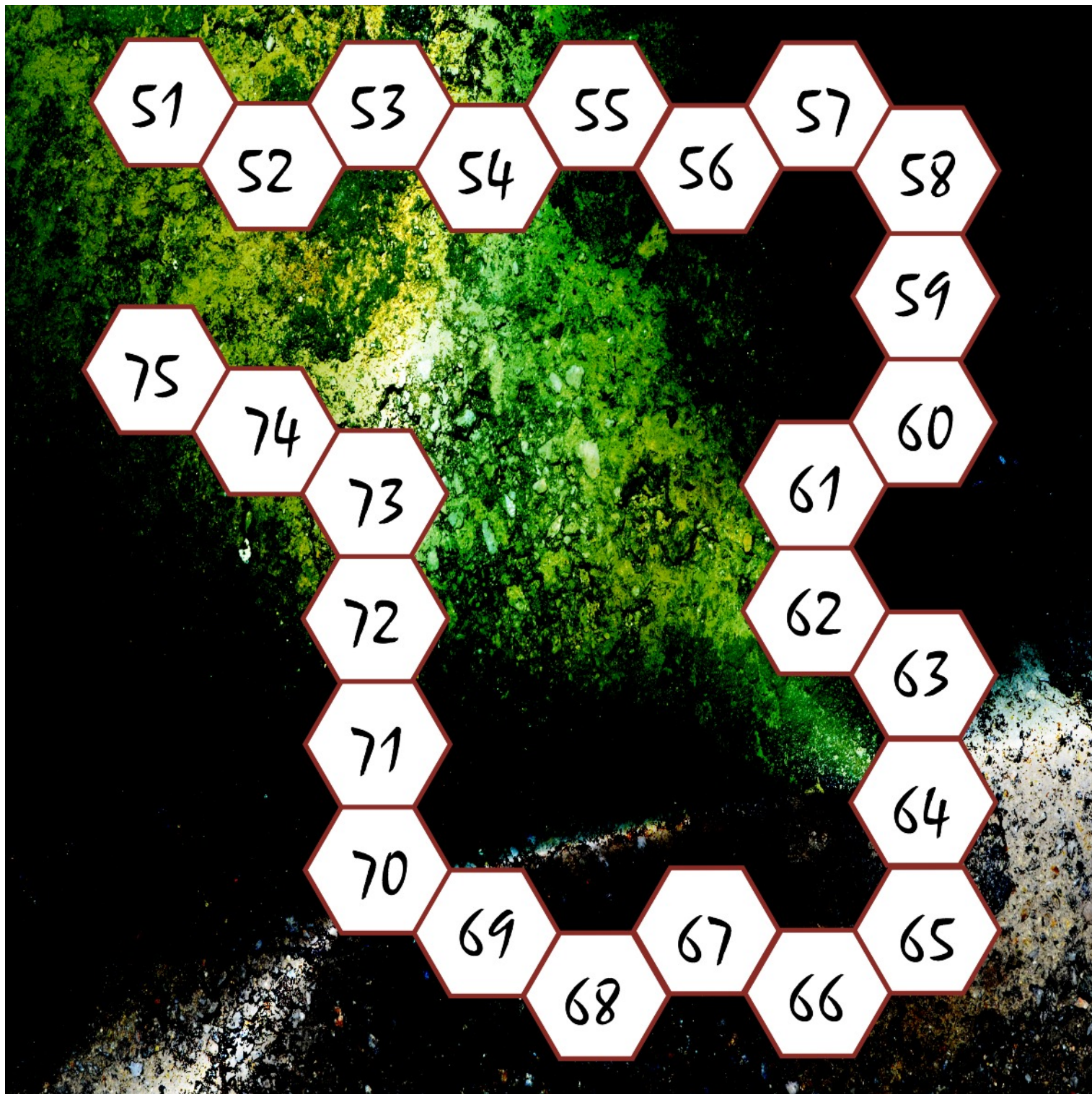












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