

Run For Your Life

You don't know how it happened. You don't know how or why they rise. All you know for sure is that when the dead start walking...it's time for you to Run For Your Life.

Contents

- 8 Colored Player "Pawns"
- 30 Green Zombie Meeples
- 30 Black Octagonal "Bullet" Tokens
- 3 Decks of cards
 - 72 Event Cards
 - 63 Determination Cards
 - 42 Blood Cards
- 8 Semi-Transparent Colored Player Zombie Meeples
- 1 Flag Token to indicate Victory Space

The Cards

Determination Cards: Most things are determined by the aptly named "Determination Cards." They determine movement, they assign amounts to items in the game, and they resolve disputes with a high-low draw. Anytime there is a tie, simply resolve it by having each party involved in the tie draw another determination card.

Event Cards: These cards are drawn to reveal what happens to each player or group of players after the human movement phase.

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

The Goal

Stay alive, reach the safe zone, meet any other victory conditions. (Oh...and have fun!)

Beginning the Game

Setup: Shuffle each deck of cards. Discards can be set face up next to each deck. The determination card deck is likely to be reshuffled and reused depending on the distance and complexity of your game.

Each player chooses one of the colored player tokens and places it on the starting space. We provide eight tokens. Once all players decide on the conditions of the game, it can begin.

Game Conditions

These are all the things that must be decided before the first turn of the game. We recommend all players agreeing on them, but if needed, the owner of the game can dictate the rules for you. We have provided a few examples to get you started.

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Distance: Decide how far it is to the goal. Place the victory token on the chosen victory space. The further the goal, the harder the game.

Simple: 50 spaces is a good beginners starting distance.

Intermediate: 100 spaces makes for a more challenging game.

Advanced: 40 spaces if reached within 5 turns. Otherwise, the helicopter takes off and players must reach the safe zone at the outskirts of the city at space 100.

Expert: 75 spaces to start. Draw a determination card before any players draw theirs. Use bullet tokens or zombies as counters for that draw. Each turn, remove a counter. When there are no counters left, draw a determination card at the beginning of each turn and move the victory space half that distance, rounded up, away from the players.

Victory Conditions: Decide what it takes to win the game. Is it first player out, or the first group of three to the safe zone? Can a player have unrevealed blood cards, or must all players be certifiably uninfected? The more comfortable you get with the basic game mechanics, the more complex you can make it.

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

Intermediate: First player(s) to the victory space without any blood cards win.

Advanced: Minimum two players, one of each gender must reach the victory space without any blood cards. (Players can choose to be their own gender or the opposite at the beginning of the game if there are not enough players of one gender playing.)

Expert: Minimum of two players must reach the victory space. One must have an unrevealed blood card, and the other must have at least one bullet or a weapon capable of killing zombies.

Starting Ammo: Decide how many bullets each player starts with in his or her gun. How hard do you want the game to be? Distribute bullet tokens accordingly.

Simple: 3 bullets per player is good for beginners.

Intermediate: 1 bullet per player makes a more challenging game.

Advanced: Each player will be awarded bullets based on their first movement determination card draw. 10 = 3 bullets, 7-9 = 2 bullets, 4-6 = 1 bullet, 2-3 = no bullets, 1 = no bullets, and the player starts with a blood card.

Expert: Each player begins with no bullets and no gun. Before drawing a movement card, a player can announce that he or she is searching for a gun. His or her movement is reduced to half, rounded down. Any player searching draws a determination card during the event phase, before drawing their event. On a draw of 6 or above, the player finds a gun. Any bullets acquired are unusable until a player finds a gun.

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Bullets: Bullets are represented by black octagonal tokens. Players with bullets may use them to kill zombies. Zombies can be killed before or after melee combat. Players may also use them during the movement phase instead of having to stop their movement because of a zombie blocking the path. Thus, if a zombie blocks your way you move onto its space, kill it, and move the rest of your remaining movement. The effect(s) of an event card with a bullet icon and corresponding negative number at the bottom may be prevented if the player drawing the card or any player on the space with the drawing player (or any combination of players on the same space) spends the indicated amount of bullets.

Heroic Conditions: Decide if there are any other conditions that affect normal game play. Intended for Advanced and Expert players only.

Advanced: Double all zombie placements, encounters, and blood card draws.

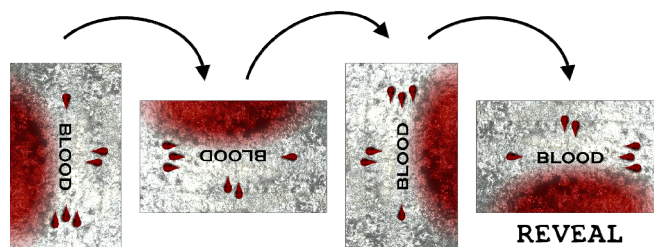
Expert: *Apocalypse 1.0:* After three turns, spawn a zombie at the beginning space every turn moving forward. If players move beyond the first 25 spaces, remove the prior zombies and begin new additional spawns at space 26. Repeat at 51 and 76 respectively if distance allows.

First Turn: The player who owns the game draws a determination card. All other players draw in clockwise sequence. This will be each player's first movement card.

* We encourage house rules for many aspects of our game, including who "goes first." Perhaps the person who most recently watched a zombie movie, or the first player to groan draws first. Have fun with it.

A Turn

Infection Countdown - At the infection countdown phase, any player with a blood card will tick (Clockwise rotation) off one blood drop. Once the card has counted down to "0" blood drops and the bloodstain faces the player, (Text is right side up to the player possessing the Blood Card) the player will reveal their infection status.



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If it turns out that that player has been infected they immediately become a Zombie Player and take zombie actions during the zombie movement and combat phases beginning the turn in which they are zombified. Use the corresponding Zombie Player chip to replace your player token. All bullets and items are left on the space the player became a zombie on. Set them aside and use a bullet token to indicate the space where the items are. 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. Fastest player ending their turn on the space picks up the items, and if a player stops on the space, other players cannot pick up any items in passing.

Human Movement - Each player will draw a determination card and move 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. There are things determined by who was fastest/slowest on any given space. If there is a tie, draw additional determination cards until the tie is broken.

Simple: *The player closest to the victory space (and fastest on that space from the last turn if there are more than one) draws and moves first. Then the other players move in clockwise rotation until all players have moved.*









Intermediate: *The player closest to the victory space (and fastest on that space from the last turn if there are more than one) draws and moves first. Players continue in increasing distance from the victory space, fastest to slowest for spaces with multiple players until all players have moved.*

Advanced: Play without a specific draw and movement order. Each player can simply move his or her token and discuss strategy with other players at the same time in real time. Once all players are satisfied with the movement choices, head to the event phase.

Events - Each occupied space has one event card drawn by the player who reached that space with the slowest movement. Unless otherwise stated, the card affects the player who drew it. If it is an item, it goes to the player who drew it. Draw event cards in order of distance from the victory space, closest to victory drawing first. Resolve the effects of each card before the next one is drawn. Combat may occur during this phase through zombie encounter cards. Follow the standard combat rules unless otherwise indicated on the event card. Event cards may have a series of icons that will assist in recognizing what actions need to be taken or effects occur for the player(s) involved.

Icons

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	Player must draw a blood card.		Zombie encounter where 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. It may also grant combat bonuses.
	Item that may be kept and used at another time. Usage will be delineated on each card.		Add zombies to the board.	-1 	How many bullets a player gains, loses, or may spend to negate the other effects of a card.
	Player or players have died in non-zombie related incidents. Dead players respawn as zombie players on the space they died.		Affects player movement.		

Zombie Movement - If there are zombies and/or Zombie Players on the board, draw a single determination card for all non-player zombie movement. Each single zombie or zombie group not controlled by a player moves that many spaces toward the group or individual closest to them, forward or back. Move zombies in the same order as players, closest to the victory space first. If two players are equidistant from a zombie, the zombie will pursue the one closest to the victory space. Non-player zombie(s) must stop and engage in combat on a space occupied by a human. If there are multiple zombies the lead zombie will engage the player with the slowest movement, the second zombie engages the second slowest player in line, and so on. If there are more zombies than players, then the leftover zombies start at the slowest player and work their way through until there are no more zombies to engage players.

Zombie Players may pass other zombies, may travel in any direction pursuing whomever they wish, and may stop short of their full movement. Zombie Players may also choose to stop and gain control of other zombies. When they do, they become a horde that moves with the Zombie Player based on his or her movement draw. The player may lead them forward or backward, as they see fit. Non-player zombies that would pass will always stop and join a Zombie Player and their group.

Player Zombies, or player-controlled hordes may target any player on a space according to the player zombie wishes.

A player zombie may choose to pass a slower non-player zombie, but they will leave their horde back with the slower zombie if they do so. Non-player zombies cannot pass other non-player zombies.

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Combat - When players and zombies end up on the same space, combat in some form is required. **Players with bullets may choose to shoot a zombie rather than engage in melee combat with it.** If the player reaches a zombie before his or her movement is complete, a bullet may be used during the movement phase to eliminate the zombie before forcing the player to stop. Each zombie takes one bullet to kill unless specified by other effects or cards. If players do not have bullets or choose not to use them, melee combat will be joined.

During melee combat, the zombie and the human each draw determination cards. Human players always draw first. It's a high/low scenario. If the human draws higher they have managed to defeat or elude the zombie for that turn. **Humans using melee weapons are able to kill zombies when they win combat.** Players must announce any weapon(s) they are using before they draw the determination card and any limited use weapons are lost whether the player wins the combat or not. Multiple weapons can be used in combat. A non-player zombie that is not killed will continue to pursue players on the next turn based on proximity during the next turn.

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.

Players without weapons may kill zombies, but it takes at least three unarmed players to do it. All players taking part in the fight draw versus the zombie. If they have three victories then they kill the zombie. Any player drawing lower than the zombie must draw a blood card.

Any Zombie Player that is killed respawns 10 spaces behind their killer and continues pursuing players on the next turn.

Victory

The player(s) satisfying the chosen victory conditions win the game. If all players are zombified, then the player who was alive the longest is considered the winner.