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ESCAPE

Zombie City

BIG BOX



Escape Zombie City 2-11



The Survivor Chronicles 12-15



Queenie 1 16-17



Queenie 2 18-19



Queenie 3 20

Game components

• 23 street sections

1x cemetery



1x cargo bay



1x church



2x starting crossroads



2x gas station



2x hospital



2x supermarket



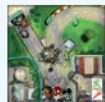
5x crossroads



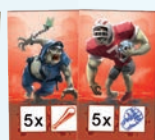
6x 3-way junction



1x exit



• 20 zombies



Before playing your first game, place the zombie pieces in the bases of the corresponding color.

• 20 colored bases



• 18 item tiles – 9 different



• 20 dice – 5 for each player



• 4 survivor tokens – 1 for each player



• 1 van



• 1 van tile



• 90 zombie cards – the numbers on the card fronts correspond to different scenarios



• 1 CD with 2 soundtracks

Each soundtrack has a total length of 16 minutes, with a game-playing time of 15 minutes.

• 1 bag

• 1 rules booklet

Introduction and goal of the game

Escape Zombie City is a real-time board game that is not played in game rounds!

You and your fellow players have only 15 minutes to escape from town before you're overrun by the zombies!

You are survivors of the zombie apocalypse and are trying to escape the zombie hordes that are devastating one city after another. You have found shelter in a church of a deserted little town and adapted yourselves to the circumstances ...

However, your peace won't last for long because the zombies are heading for the church. You must quickly gather your needed supplies from all over the town, start up the old van and escape town as quickly as you can.

While on the run, you will discover new street sections by using different dice combinations, fight zombies, and collect from various buildings the items you need to leave town. Coordinate your actions and help each other because your only chance to stand against the zombies is by working as a team.

Set-up of the basic game

1. Take the 5 starting street sections (marked on their back with a small “S” in the lower right corner) and place them in the center of the playing area, as shown in the illustration.

Sort the remaining street sections by “A” and “B” (on their back).

Mix each stack separately, then place stack A on top of stack B. This is the draw pile.



2. Pick the zombie cards needed for the first scenario from the zombie card deck, then shuffle them. Place these cards face down on the cemetery; this is the draw pile. Put all remaining zombie cards back into the box as you will not need them.

For the first scenario take all zombie cards with a “1”.



3. Sort the item tiles by their 3 different back sides and mix each stack well. Put them within reach of all players.



4. Put all zombies into the bag and put it within easy reach of all players.



5. Each player takes one player token (survivor) of his choice and 5 dice. Then, the players place their token on the church.



6. Put the van and the van tile next to the draw pile.



7. Insert the CD and select track 1 or track 2; their playing time is identical, and they don't differ in terms of gameplay. We recommend using track 1 for your first game.

Please note: Alternatively, you may download the soundtrack from our website www.escape-queen-games.com and listen to it with any device of your choice.

The street sections

Each street section is distinguished by its features:

Skull icon (1):

The skull icon marks the main street of this street section, zombies always move in the direction of the skull icon.

Open streets (2):

New street sections can be placed next to open streets.

Entry icons (3):

If players want to enter a street section, they must roll these two die icons.

Pile of zombies (4):

New zombies may spawn on this spot, depending on the zombie card drawn.

Special buildings (5):

The hospital, the gas station, and the supermarket can be searched for items the players urgently need for their escape. In order to search a building, players must roll the depicted icons.

Up to three different items can be found in each of these buildings.



The dice – There are 5 different icons on each die:



Getaway (2x): You need these to **reveal** new street sections or to enter a street section.



Fist and baseball bat: You need these to **enter** certain street sections, to **find** items in special buildings, and to **fight** the zombies.



Panic: The panic icon means that **this die is blocked**. It must be put aside and cannot be rolled again.



Example: Throwing his dice, Logan rolls two panic icons and must put these two dice aside. He has only 3 dice left to roll.



Caution: If you roll a caution icon, you may reroll **up to two** of your **blocked** dice anew.



Example: On his next roll, Logan gets a caution icon and may roll two of his blocked dice when he next rolls his dice.

If you occupy a street section with other survivors and roll a caution icon that you don't want to use yourself, one other survivor may use it to reroll up to two of his blocked dice.

Important: With each single caution die, you can help only one other survivor.

Please note that the dice do not change hands!

If zombies occupy the same street section as you and you roll a caution icon, **no one may use this die** to reroll blocked panic dice. If you want to use caution icons once again, you must either defeat the zombies or move to a street section without zombies. (You may, of course, reroll the die or dice with caution icons.)

The zombies

There are 6 different kinds of zombies in 3 categories:



You can defeat zombies only if you share the same street section with them and roll the icons depicted on the zombies. If other survivors occupy that same street section, you can combine your efforts to defeat the zombies — meaning, you can add together your rolled fists and baseball bats. Return defeated zombies to the bag.

Players must try to prevent the zombies from reaching the church. If too many zombies manage to get to the church tile, the game is lost.

Do not forget: You may not use your caution icons to reroll panic dice if you share the same street section with zombies. Instead you must reroll your caution icons and hope to roll the icons needed to defeat the zombies.



Example: Keith (blue) and Logan (red) together have rolled 5 fists and defeated the zombie, which is returned to the bag.

Sequence of play

After all preparations are completed, and everybody is ready to play, start the soundtrack and wait for the signal: “Escape”!
Start rolling your dice immediately!

The game is played over 2 phases:

1st Phase: Explore the city

2nd Phase: Escape by van

1st Phase: Explore the city

The players must find the exit, and depending on the number of players, collect a number of different items and take them to the church.

<i>Number of players:</i>	2	3	4
<i>Number of different items:</i>	5	6	7

The items can be found inside the 3 special buildings, while the exit is among the street tiles of stack B. Once the players have met both conditions and all players are inside the church, the 2nd phase starts: “Escape by van”.

Using various combinations of dice, the players may perform different actions, even several actions with one roll only, if possible.

1. Enter street section
2. Reveal new street section
3. Search/deposit/use items
4. Rescue

After a player has performed one action, he must reroll all dice used for this action. A player may put aside any dice not used for an action and use them later when performing another action. At any time, a player can reroll any dice he has set aside.

Important: Panic icons may be rerolled only by using caution icons!

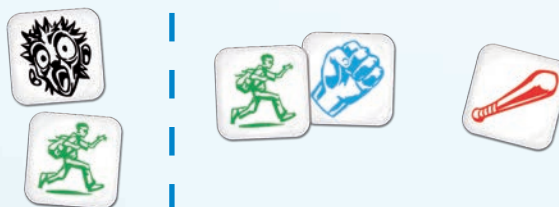


Exit



Cargo bay with different items
(example for 4 players)

Dice example (Logan):



Logan rolled 1x panic, 2x getaway, 1x fist and 1x baseball bat.

He is not allowed to reroll the panic die, because he has no caution die yet. He has to put the blocked die aside.

He wants to save one getaway die for later and puts it aside. He uses the other getaway die together with the fist for an action.

Logan doesn't need the baseball bat yet, so he rolls it again, together with the used getaway and fist dice.

1. Enter street section

The players can enter only those street sections that are connected by streets.

In order to enter a new street section, a player must roll the entry icons of that section, then move his player token onto the new street section.

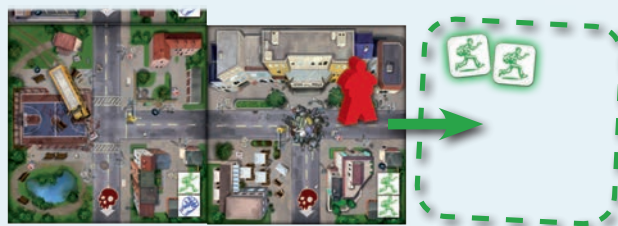


Example: Logan has rolled his dice and uses the getaway and fist icons to enter the left street section.

2. Reveal new street section

If a player is on a street section with one or more open streets that have no adjacent street section, he can reveal a new street section.

To do this, he must roll two getaway icons. If he does, he can reveal the top street section of the draw pile, then place this new section adjacent to the section he currently occupies.



Example: Logan uses two getaway icons to reveal a new street section from the draw pile.

The new section must be placed with the skull icon next to an open street of the section the player currently occupies.

If the new street section shows a special building, place the corresponding item tile on its designated space.



Example: He places the new street section with its skull icon next to the open street of his current street section. Additionally, he places a gas station item tile face down on the special building.

Each time a player reveals a new street section, he must draw the top zombie card from the cemetery.

Every card shows 1 or 2 icons; for each icon shown, the players must do the following:

Spawn a zombie: Draw a zombie from the bag and place it on the just revealed street section.



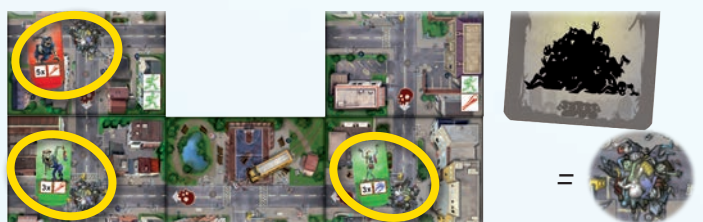
Spawn 2 zombies: Draw two zombies from the bag and place them on the just revealed street section.



Move zombies: Move the zombies of the corresponding color one or two street sections, always in the direction of the skull symbol. After a zombie has reached the church, place it on one of the three zombie spaces next to the cemetery.



Pile of zombies: Draw one zombie from the bag, one after another, for each pile of zombies visible on all street sections, and place one zombie next to each pile.



3. Search/deposit/use items

If a player's token is on a street section with a special building and its item tile is still present, he can search the building. Once he's rolled the icons depicted on the building, he takes that tile and places it in front of him. A player may never have more than one item in front of him.

Important: Do not replace the found item until after a countdown.

When a player has reached the church, he can immediately place his item in the cargo bay.

If a player has an item that's already in the cargo bay, he can discard it at any time or use it once to reroll all of his panic dice. He then places the tile in the box out of play.



Example: Logan uses his 3 fists to search at the gas station for an item tile. He takes the tile and keeps it (face up) in front of him.



Example: Logan has rolled only panic icons and wants to rescue himself by drawing a zombie card. The zombie card shows 1 zombie, so Logan places a new zombie from the bag on his street section.

4. Rescue

Sometimes all of a player's dice will show the panic icon. This unfortunate player can wait for help from other survivors or he can help himself — while possibly hurting everyone!

The player draws the top zombie card from the cemetery and acts accordingly. If 1 or 2 zombies spawn, the player adds them to the street section he currently occupies. **The player then rerolls all of his dice.**

Please note: Only the player who draws the zombie card may reroll his dice. This action should be used sparingly as it lessens the players' overall chances of escaping.



Example: Logan has rolled only panic icons and wants to rescue himself by drawing a zombie card. The zombie card shows 1 zombie, so Logan places a new zombie from the bag on his street section.

2nd Phase: Escape by van

Once the exit has been revealed, players have collected the required number of items in the cargo bay, and they all stand at the church, they can remove their survivor tokens from the map and place the van on the church.

You must now drive to the exit, with all players collectively deciding which of the following actions they want to perform:

1. Drive
2. Fight zombies
3. Rescue

From now on, all players are always on the same street section, which means they can always help one another with caution icons.



Example: Jenny, Frank, Logan and Keith are in the church, have already revealed the exit and have collected 7 different items in the cargo bay. Now they switch their survivor tokens with the van. From now on they drive together to the exit.

1. Drive

In order to drive the van to the next street section, each player must roll the entry icons required for that section, plus one additional getaway icon.



Example: All players have rolled the entry icons for the next street section (getaway & fist) plus one additional getaway (for the van). Now they can drive to the new street section.

2. Fight zombies

If the players drive onto a street section containing zombies, they must fight the zombies before they can continue their ride. The same rules for fighting apply as during “The zombies” described.



Example: Keith (blue) and Logan (red) together have rolled 4 base-ball bats and defeat the zombie. He goes back into the bag.

3. Rescue

If you want to rescue yourself, you must draw the top card of the cemetery deck. Only the spawn icons take effect, and these zombies spawn in the street section where the van is located. The pile of zombies still spawn on each pile on each street section, as usual.

After following the instructions on this card, exactly **one** player can reroll all of his panic icons.

Please note: This action should be used sparingly as you will have to fight (at least) one more zombie on the way to the exit.

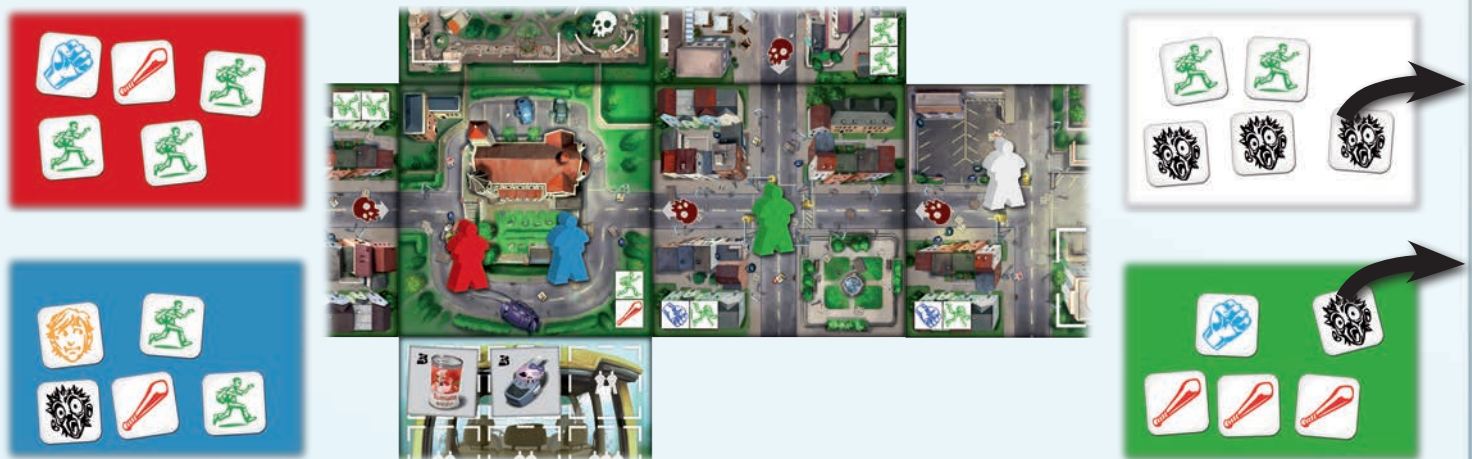


Example: Keith (blue) is blocked with five panic dice. Since no one has a caution icon for him, he decides to rescue himself. He draws a zombie card, ignores the “move green zombies” action, then spawns two zombies on the van’s location. Now Keith can reroll all of his blocked dice.

Soundtrack

During the soundtrack, you will hear 3 countdowns. Each countdown starts with a short silence, followed by knocking sounds, and a loud bang of one, two or three gongs. During the first two countdowns, you have 38 seconds to return to the safety of the church.

Each player who doesn’t manage to reach the church in time — that is, by the time the door slams shut — loses one of his dice for the rest of the game.

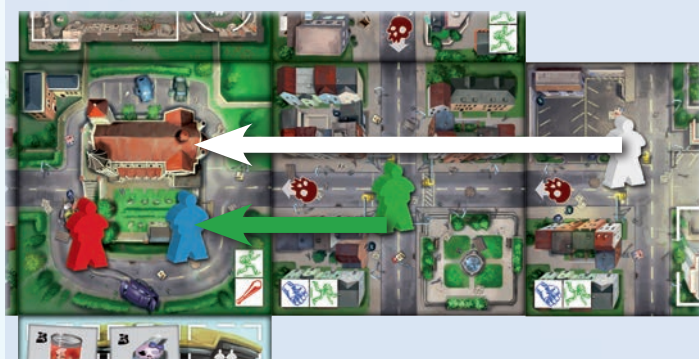


Example: Jenny (white) and Frank (green) did not make it to the church before the first countdown ended. Now they lose one die each for the rest of the game. They place their dice in the game box.

After the end of the first two countdowns, the players have 20 seconds for a short discussion and the following actions:

1. Each player who did not make it back to the church places his player token on the church.

2. Place a new item tile on each street section containing a special building if it has no item tile on it.



After 20 seconds, a voice will prompt you to continue rolling your dice and continue your search for items with the word "Escape".

Important: If you are playing "Escape by van" during the 2nd phase and do not make it back to the church before the end of the second countdown, everyone loses a die.

The third countdown starts after three bangs of a gong and ends with a zombie cry. You must have reached the exit before this cry.

End of the game

All players win the game as a team:

If the players manage to reach the exit with their van within 15 minutes and defeat any zombies on the exit tile.

All players lose the game as a team:

If a third zombie reaches the church. The zombies have overrun the players!

OR

If at the end of the third countdown, the players have not reached the exit with their van or if zombies stand on the exit along with the van.

Choose a new scenario to make the game more challenging

After you have successfully completed the first scenario, you may want to give these tougher ones a try, which alter the zombie cards in the deck to make things more challenging for you and your team.

In total, five different scenarios are available.



Use only the correspondingly numbered zombie cards for the scenario you have chosen. Most cards are used for more than one scenario.

You may customize these 5 scenarios by **changing the number of objects you need to collect:**



Number of players:	2	3	4
Standard	5	6	7
Advanced	6	7	8
Expert	7	8	9



The game becomes even more challenging if you **reduce the numbers of zombies that may enter the church before they overrun you!**



<i>Standard</i>	3
<i>Advanced</i>	2
<i>Expert</i>	1



The zombie-bite cards

If you draw a zombie-bite card, you must play with a handicap for the remainder of the game unless you can ditch the card. Place the zombie card in front of you as a reminder.

To remove the handicap, you must roll the number of symbols shown on the zombie card with no assistance from other survivors. If you do this, place the card in the game box out of play.



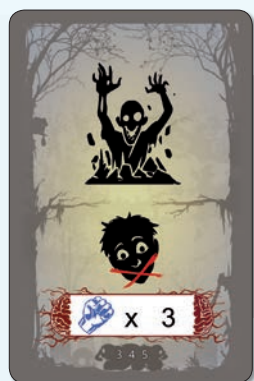
Paralysis

Place one of your dice on this card. You get the die back only if you get rid of this bite card.



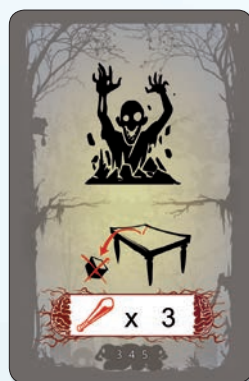
Broken arm

Keep one hand flat against your back.



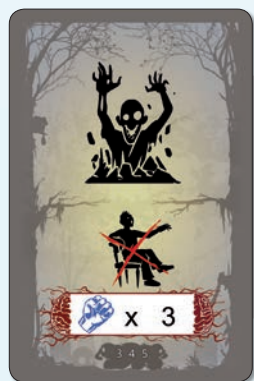
Silence

You are not allowed to speak to your fellow players.



Vertigo

If one of your dice rolls off the table, you must place the die in the game box out of play.



Unresting

You must play standing up.



Sneak

You must roll your dice one at a time.



ESCAPE

Zombie City

The Survivor Chronicles

– Expansion 1 –

The „Escape Zombie City“ base game is required to play with this expansion.
The rules of the basic game remain unchanged except for the following adjustments.

Zombies are everywhere ... so now some special individuals are needed to make a stand against these hordes. Take your chances as a tough policeman, a clever nerd, or a fearless grandma, and use your unique skills to subdue the zombie apocalypse. To keep this from being a walk in the park, you'll face an array of challenges on your way out of the city.

This expansion contains 2 new modules:

Module 1: Challenges

Module 2: Characters

Variety is guaranteed as all modules can be played individually or combined.

Arrange your adventure, and off you go!

Game components

Module 1: Challenges

• 6 Challenge road tiles



rock concert



circus



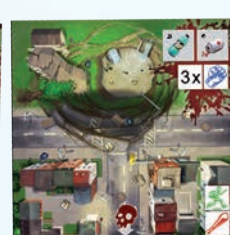
retirement home



barricade



workshop



the pit



• 1 Grandpa with base



• 1 Barricade token



• 3 Challenge tokens

(which indicate a completed challenge during the game)

Module 2: Characters

• 6 Characters with bases

(nerd, grandma, policeman, shopping queen, vendor, construction worker)

• 12 Character cards

2 cards for each character



Module 1: Challenges

The challenge road tiles create additional obstacles for players, who must overcome each challenge on such a road before they can leave the city.

Before the game begins, the players collectively decide how difficult they want their adventure to be.

The more challenge road tiles included, the harder it becomes to escape.

Changes during set-up

Mix the challenge road tiles face down; draw 1, 2 or 3 of them; place them aside for the time being; then return the remaining such tiles to the game box. Add these tiles to the appropriate pile of street tiles depending on the letter on their rear side — A or B. Shuffle both piles separately, then stack pile A on top of pile B.

Place a number of challenge tokens equal to the number of challenge road tiles used next to the draw pile, along with the grandpa and barricade tokens.

The remaining set-up is not changed.





The Challenges

A revealed challenge road must be resolved before the end of the game or else the players cannot escape the city. Once a challenge is resolved, place a challenge token on that tile.

The pit:

To resolve this tile, the players must enter the pit with both of the depicted items — **energy drink** and **pill bottle** — in front of them, then collectively roll 3 fist icons. If this challenge is resolved, place both items (energy drink and pill bottle) in the game box.



Rock concert:

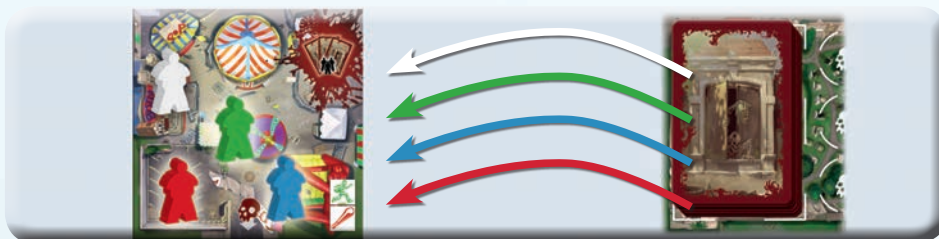
As soon as at least one player attends the rock concert, 3 zombies appear there — and until all zombies at the rock concert are defeated, no additional street tiles can be revealed. **This challenge is resolved once all zombies at the rock concert have been defeated.**



Note: Several players may combine their efforts to defeat the zombies.

Circus:

To resolve this challenge, all players must be at the circus at the same time. Once everyone has arrived, each player must draw one zombie card and perform the depicted action. **After all players have finished their actions, this challenge is resolved.**



Note: Any zombies appearing due to the zombie cards are placed on the circus.

Workshop:

To resolve this challenge, the player must **drive to the workshop** during „2nd Phase: Escape by van“, then once there collectively roll **7 fist icons**.





Retirement home:

Place grandpa on the retirement home as soon as this tile is revealed.

To resolve this challenge, the players must escort grandpa to the church. If a player is on the same street section as grandpa and they roll 2 baseball bats, they can relocate grandpa to an adjacent street section. That street section must have a free street access to the current one and not be blocked by buildings or a dead end.

Once grandpa reaches the church, this challenge is resolved.



Note: If grandpa hasn't reached the church by the end of a countdown, he must return to the retirement home for safety. Players must then escort him anew.

Barricade:

Place the barricade token on the barricade tile as soon as it's revealed.

To resolve this challenge, the players must enter the barricade tile, then collectively roll **5 fist icons** to **remove the barricade** — but players can't enter the barricade tile via the skull icon (thanks to the barricade!), so they must enter it from some other edge.

Once they have removed the barricade, they may freely enter this tile again via the skull icon.



Module 2: Characters

Each player chooses one of 6 characters, thus gaining a special skill for this game. A player may use their skill as often as they want or can.

Changes during set-up

Each player chooses a character and takes that character figure, a base, and the two corresponding character cards. Stick the figure into the base and place it on the church. This figure replaces each player's figure from the base game.

The two character cards show two different skills, and each player must choose one card to keep, returning the other card to the game box.

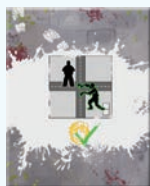
The remaining set-up is not changed.





The characters and their skills

NERD



Skill 1:

If the player is in the same street section as a zombie, they may use their own caution icons to reroll their own blocked panic dice.



Skill 2:

If the player rolls 2 fist icons, they may move a zombie on an adjacent street section towards themselves.



GRANDMA



Skill 1:

A caution icon allows the player to reroll all of their blocked panic dice.

Note: If the player gives their caution icon to another player, that player may reroll only two of their blocked panic dice as usual.



Skill 2:

If the player is in the same street section as a zombie, they may use 1 caution icon to reroll 1 of their blocked panic dice. They may give the caution icon to another player, and that player may reroll 1 of their own blocked panic dice.



POLICEMAN



Skill 1:

When the player fights zombies, they have 1 extra fist or baseball bat icon automatically.



Skill 2:

The player may fight zombies on adjacent street sections.

Note: The player cannot fight through dead ends or buildings.



SHOPPING QUEEN



Skill 1:

If the player is on a street section with a supermarket, they may exchange any one of their items for one item of their choice from the supply. This may be any item from the hospital, gas station, or supermarket.



Skill 2:

The player may have 2 items (instead of only one).



VENDOR



Skill 1:

For 2 fist icons the player may always enter an adjacent street section. That section does not have to be connected by a street.



Skill 2:

When performing the action **1. Drive** during “2nd Phase: Escape by van” only this player needs to roll the entry icons and the extra getaway icon in order to drive the van. The other players may help them with caution icons and by fighting zombies.



CONSTRUCTION WORKER



Skill 1:

If the player shares the same street section with another player, they may freely exchange dice at the same ratio.



Skill 2:

If the player rolls 3 baseball bat icons, they may move another player onto their own street section, no matter where this other player is located.



New components & Changes during set-up

• 10 Zombies



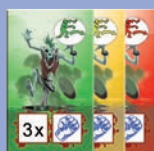
1x Queen



1x Robust



2x Runner



3x Gully

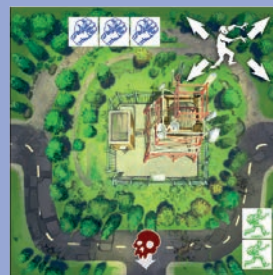


2x Leech



1x Burner

• 2 Street tiles



1x Radio tower



1 x Scrapyard

You can use all the components of this queenie or any combination you like, it is up to you.

Zombies:

For every new zombie you like to include take one zombie of corresponding color from the basic game, unplug the base and plug the new zombie in. Put the new zombie in the bag with the others. The unplugged zombie is put back in the game box. You can take any zombie from the basic game and exchange it with a runner-zombie. The zombie-queen should be exchanged with a red zombie.



Street tiles:

Shuffle the scrapyard with the street tiles marked with an A on the back side and the radio tower with the ones marked B.

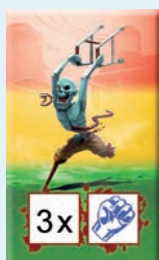
Changes during sequence of play

New zombies



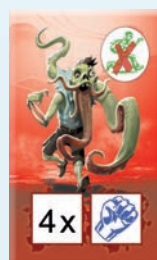
Robust-zombie:

In order to defeat this zombie one player has to be on the same street tile and carry the crowbar item. He discards the crowbar and the zombie is defeated. This is the only way to defeat this robust zombie. The crowbar is placed back into the game box and cannot be deposited into the cargo bay.



Runner-zombie:

This zombie moves every time a zombie card shows the “move zombies” icon, regardless of the color. The color of his base is ignored.



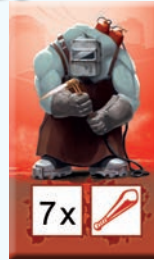
Leech-zombie:

If players are on the same street tile as this zombie they cannot move off the street tile until the leech-zombie is either killed or it moves away (due to a zombie card movement).



Gully-zombie:

When this zombie moves, he is placed on the same street tile of the player that has triggered the movement. This player is immediately in a fight with this zombie.



Burner-zombie:

Players need to roll 7 baseball bat icons in order to defeat this zombie.



Zombie-queen:

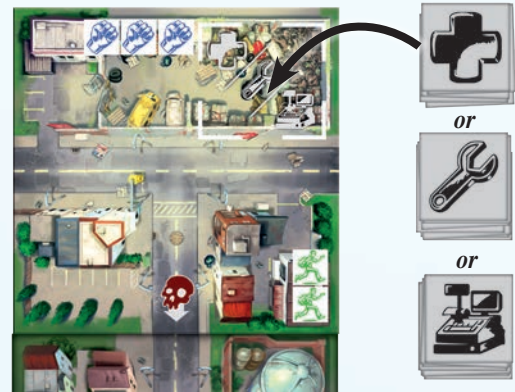
The zombie-queen does not move. She stays on the same street tile she spawns on until she is defeated. Every time the red zombies move, place a new zombie from the bag next to the zombie-queen.



New street tiles

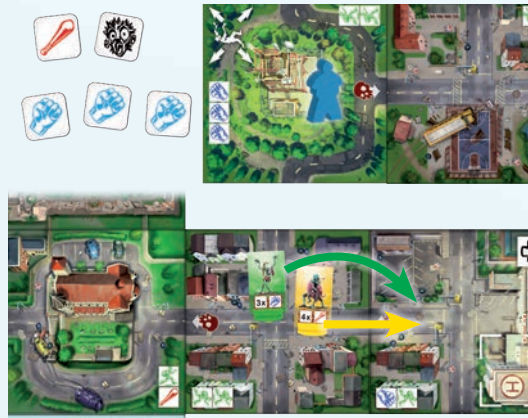
Scrapyard:

Once revealed, players take an item tile from any one of the 3 stacks and place it face down on the scrapyard. The scrapyard follows the same rules as the special buildings. After each countdown, when there is no item present on the scrapyard, players again choose one of the 3 stacks and place one item tile on the scrapyard.



Radio tower:

Once revealed, a player can activate the tower by rolling 3 fist icons while standing on the radio tower tile. When activated, the player chooses one street tile and places every zombie on that tile on an adjacent street tile of his choice. This gives players the opportunity to direct zombies away from the church.



New components & Changes during set-up

• 8 Items

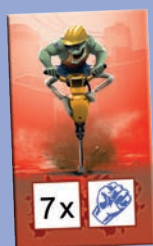


1 x Crossbow, 1 x Map, 1 x Defibrillator



1 x Flashlight, 1 x Kevlar vest, 3 x Backpacks

• 2 Zombies



1 x Hammer-Zombie



1 x Combi-Zombie

• 1 Street tile



1 x Shack

You can use all the components of this queenie or any combination you like, it is up to you.

Items:

Sort the items by their 3 different back sides and mix them with the items from the basic game.

Zombies:

To include the hammer-zombie and/or the combi-zombie just take one zombie of the corresponding color from the basic game, unplug the base and plug the new zombie in. Put them in the bag with the others. The unplugged zombies are put back in the game box.

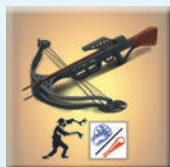
Street tile – the shack:

Shuffle the shack with the other street tiles marked with a B on the back side.

Changes during sequence of play

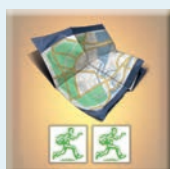
New items

When a player searches a special building and finds one of the new items, he keeps it in front of him and immediately places a new item tile on the special building. The new items cannot be deposited into the cargo bay, since they do not count towards the number of items you have to find. Instead, they give the player special abilities as long as he has the item in front of him:



Crossbow:

Every time you fight a zombie you can roll one fist or baseball bat less in order to defeat the zombie. The crossbow counts as one required icon (fist or bat).



Map:

You can enter any adjacent street tile by rolling 2 getaway icons, regardless of there being a street connection or not.



Defibrillator:

With only one caution symbol you can re-roll all your panic icons. Another survivor can use your caution icon with the same effect and re-roll all his panic icons.



Flashlight:

You can discard the flashlight to search a special building when there is no item on it. Take the first corresponding item tile from the stack and put it in front of you. The flashlight is put back into the game box.



Kevlar vest:

You can use your caution icons even if you are on a street tile with zombies. Note: You can only use your own caution icons on yourself. The Kevlar vest does not allow you to use your caution icons to help other players when on a street tile with a zombie.

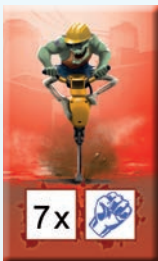


Backpack:

You can carry up to 2 more items alongside the backpack.

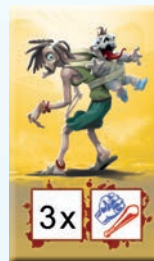
Remember, a player may never have more than one item in front of them (except with a backpack). A player can discard a new item at any time to make room for another item. Once discarded he no longer has the special ability. The item is then put back into the game box. Players can trade items between each other only when they are on the church tile.

Neue Zombies



Hammer-Zombie:

Players need to roll 7 fist icons in order to defeat this zombie.



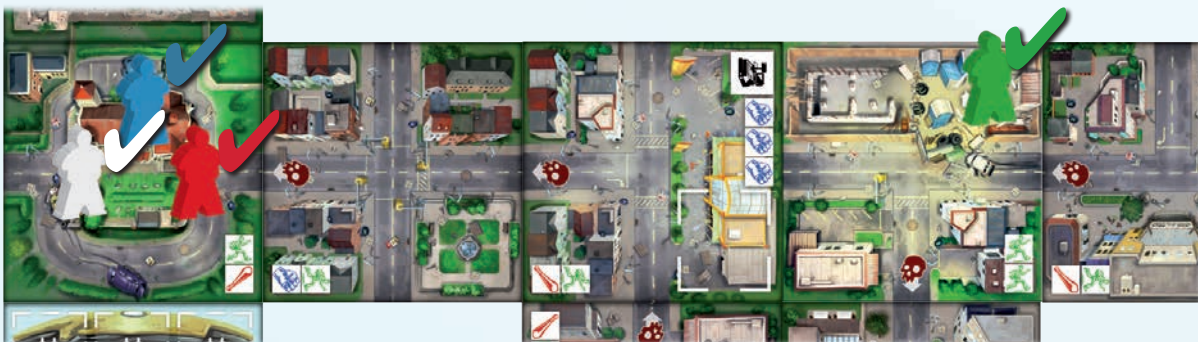
Combi-Zombie:

Players need to roll 3 fist and 3 baseball bat icons in order to defeat this zombie.

Neuer Straßenabschnitt

The shack:

The shack provides a safe space for one player to be at the end of a countdown. After the countdown he starts from the shack.





QUEENIE 3

Playable only with the Escape – Zombie City base game. The rules of the base game remain unchanged except as described below.

New components & Changes during set-up

• 10 task cards



Shuffle all task cards and place them face down on the table. Then randomly take a number of task cards and shuffle them in with the rest of the zombie cards. The number of task cards depends on the difficulty level you want to play:

Difficulty	standard	advanced	expert	insane
Number of cards	2	3	4	5

Changes during sequence of play

When a player draws a zombie card, chances are he now draws a task card instead. When this happens he places the card in front of him. Each task card is a mission that has to be fulfilled by players in order to successfully escape. If a task card is still lying in front of any player at the end of the third (final) countdown, the game is lost. Once a mission is fulfilled, the corresponding task card can be discarded and put back into the game box.

Task card missions



Voluntary work:

Players have to roll 5 caution icons while standing on the same hospital street tile.



Distress call:

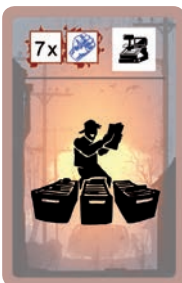
One player has to be on a gas station street tile while carrying the walkie talkie item. The walkie talkie item is then discarded and the mission completed.



Bloodlust:

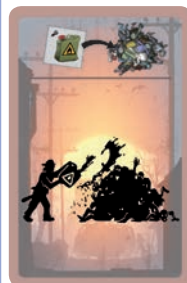
The player who has drawn this task card has to be part of defeating 3 zombies in order to complete the mission. To easily track the progress, place each defeated zombie on the task

card until there are 3 zombies on the card, then discard the task card.



Comic collector:

Players have to roll 7 fist icons while standing on the same supermarket street tile.



Disinfectant:

One player has to be on a street tile with a pile of zombies while carrying the gasoline item. The gasoline item is then discarded and the mission completed.



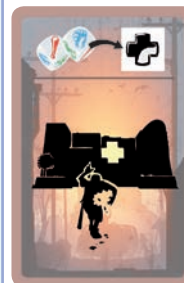
Buried alive:

Players have to roll 7 fist icons while standing on the same street tile with a pile of zombies.



Blood sample:

One player has to defeat a zombie while carrying the blood sample item. When the zombie is defeated, the blood sample has to be discarded and put back into the game box. The player can have help from other players defeating the zombie.



Flesh wound:

The player who has drawn this task card has to put 2 of his dice on one hospital street tile. The mission is to get to this hospital and retrieve the 2 dice. Once the dice have been retrieved by that player the mission is complete. In order to retrieve the dice the player has to reach the hospital street tile. If no hospital is in play when this task card is drawn, place the dice on the first hospital discovered.



Panic:

The player who has drawn this task card has to roll all panic icons in order to complete the mission.



Brawl:

Players have to roll 7 baseball bat icons while standing on the same gas station street tile. Coordinate this mission, because you will need more than one player to complete it.