

## Supplementary

- During the game, you may not show or see another players' character sheet, item cards, or the number of survivors they have saved.
- After you spend all 3 AP, you may continue to perform actions that don't require AP.
- If you draw a Zombie! card, discard the card after you place the zombie in your play space.
- If the item card did not indicate to discard after use, you may reuse it during gameplay.
- If an Emergence card specifies a room that has a Collapsed card in it, the Emergence will happen in next (higher) room indicated. In case this happens in room 12, the next room is room 1.
- If you draw a Collapsed card when survivors are in the room, you may save them immediately.
- When using a handgun, you may not target zombies beyond a Collapsed card.
- Even if there is a Collapsed card between the zombies and the PC or survivors, the zombies will still try to move towards their targets.
- If there is a Collapsed card placed in rooms 5 or 8, the Firefighter cannot use his special ability to move between floors 1 and 3.
- Survivors only become zombies at the end of the Zombie Phase, after the PC has been attacked.
- You may walk through rooms with zombies and Fires in them and pass / pickup items or save survivors without receiving any damage.
- During the game, you may exchange excessive 1 Zombie token with 3 / 6 Zombies tokens.

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## Overview

The year is 20XX, a mysterious object fell from outer space. Not long after, zombie outbursts have been reported all around the world!!

In this game, you will play as a one of the characters trapped inside a building crawling with zombies. Working with your teammates, you must try to evacuate the building before it collapses. But beware! Zombies will appear out of nowhere every so often, craving for your flesh. There are also other desperate survivors in the building, waiting to be rescued. You must search the building for various tools to fight off the zombies, save survivors, and evacuate from the building!

To make things worse, the building has started to collapse, and the areas you may move around has become limited. You cannot see where your teammates are and what they are doing, but you can still talk to them, and pass items through the small gaps in the rubble. Are you ready to escape from this hell hole?

## Includes

Rule Book x1

Emergence Cards x48

Search Cards(2F) x17:

Wall Boards x4  
Joint Boards x4  
Floor Boards x8  
Ground Board x1  
Roof-top Boards x2

Front: Room Number  
Back: Zombies / Survivor  
(4 sets of rooms 1-12)

Vaccine x5  
Communication Device x1  
Battery x1  
Flare x4  
Zombie! x2  
Collapsed x2  
Fire x2

Starting Player Marker x1

Beginning Cards x4:

Handgun x1  
Shotgun x1  
First Aid Kit x1  
Barricade x1

Search Cards(3F) x15:

PC pieces x5 (referred as PC)

PC stands x5

Search Cards(1F) x15:

Emergence Chips x134:  
(referred as zombies or survivors)

Zombie 1 / Survivor 1 x102  
Zombie 3/ Zombie 6 x32

Fire Extinguisher x2  
Handgun x1  
Magazine x1  
Buckshot x3  
Detonator x2  
First Aid Kit x1  
Barricade x1  
Zombie! x1  
Collapsed x2  
Fire x1

Shovel x2  
Magazine x3  
Shotgun x1  
Buckshot x1  
Dynamite x2  
First Aid Kit x1  
Barricade x1  
Zombie! x1  
Collapsed x1  
Fire x2

Damage Chips x11

Minor Objective Cards x12

Summary Cards x8

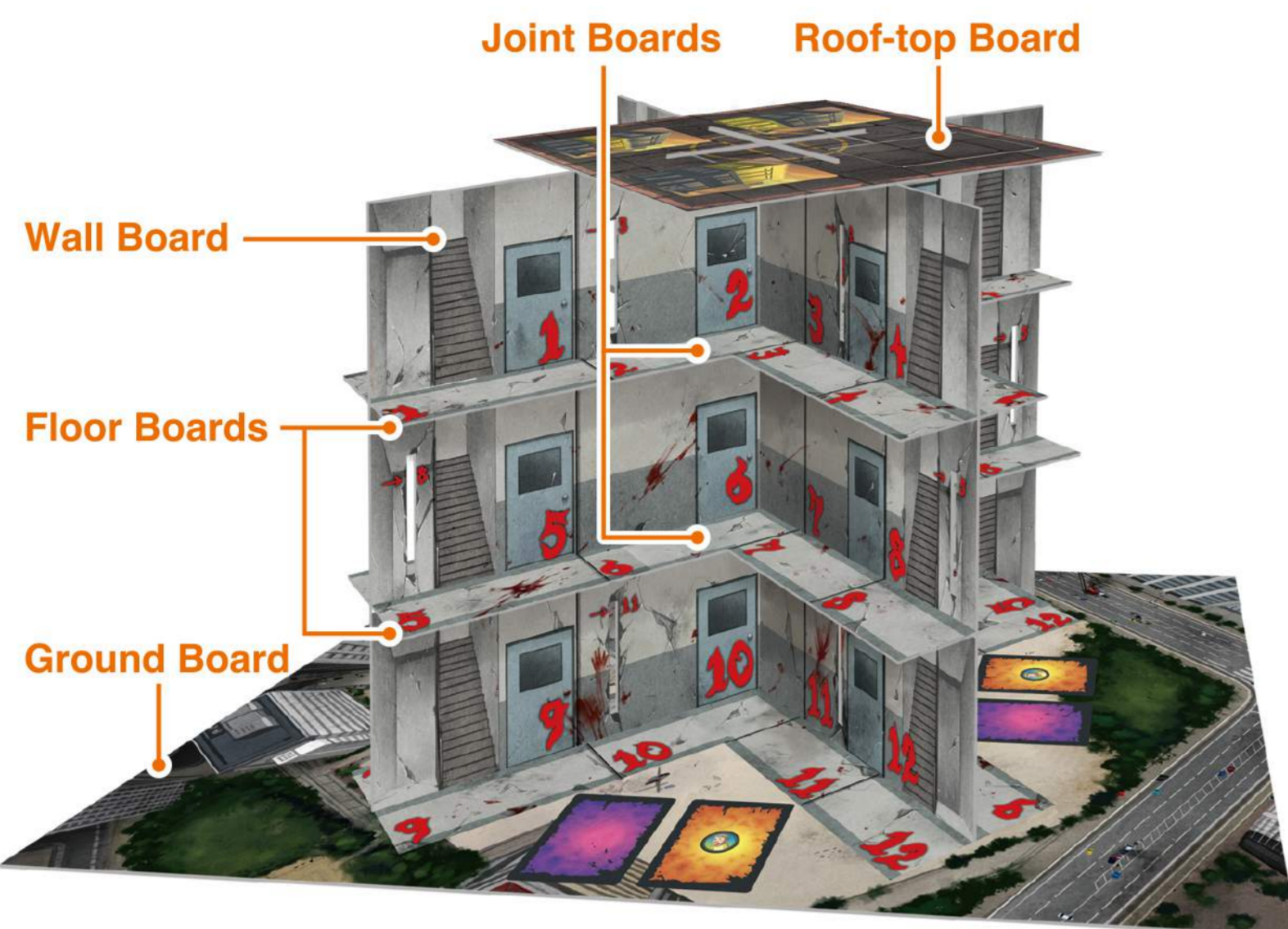
Character Sheets x5

# Getting Ready

**- Building the 3D Board:** Place the Ground board on the table. The two sides are used for 3 / 4 players games respectively.

Connect the Wall boards with the Joint boards and place on the Ground board. Note that the Joint boards for 3 / 4 player games are different and only 3 Wall boards are used for a 3 player game.

Attach the Roof-top board to the Wall boards and insert the Floor boards between the Wall boards. The Roof-top board for 3 / 4 players also differs, and only 6 Floor boards are used in a 3 player game.



**- 3 Dimensional Board:** Depending on the number of players, the 3 dimensional board is divided into 3 or 4 play spaces by the Wall boards, and each play space is divided into rooms 1 through 12. In this game, each player is appointed to 1 play space, and must sit where the player has complete view of his/her play space only. During the game, players may NOT look into the play spaces of other players

**- Placing Chips:** Divide the Emergence chips and Damage chips into a couple piles so each player will have their own stack to pick from.

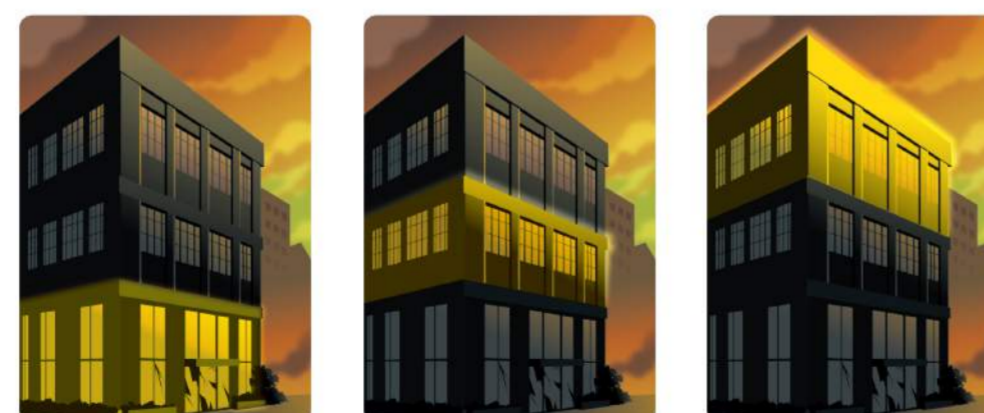
**- Placing Search Cards:** For a 3 player game, take out the following and return them to the box. These cards will not be used in the game

- 1F cards:
  - remove 1 Buckshot
- 2F cards:
  - remove 1 Vaccine (with +1 Survivor mark)
  - remove 1 Flare (with +1 Survivor mark)
- 3F cards:
  - remove 1 Magazine

All cards will be used in a 4 player game. Divide the cards based on the floors they belong to, shuffle, and place each pile on the appropriate location on the Roof-top board. The empty pile is for discarded cards.



▲Emergence Chips (Survivor/Zombie) ▲Damage Chips



▲Search Cards (1F/2F/3F)

**- Player Preparation:**  
Deal each player the following:

**1) One Character sheet**, you may deal the Character sheets randomly or choose which characters to be used in the game, each character has a unique special abilities.

**2) One PC piece**, corresponding to the Character sheet dealt.

**3) One set (1-12) of Emergence Cards**

**4) One Beginning item card** (deal randomly, you are not required to tell other players the content of your card)

**5) Three Minor objective cards** (deal randomly, but you may not tell other players the content of your card)

**6) One Summary card**

**- Player Placement:**

Place your PC in the room specified by the Starting Point on your Character sheet.

**- Decide the Starting Player**

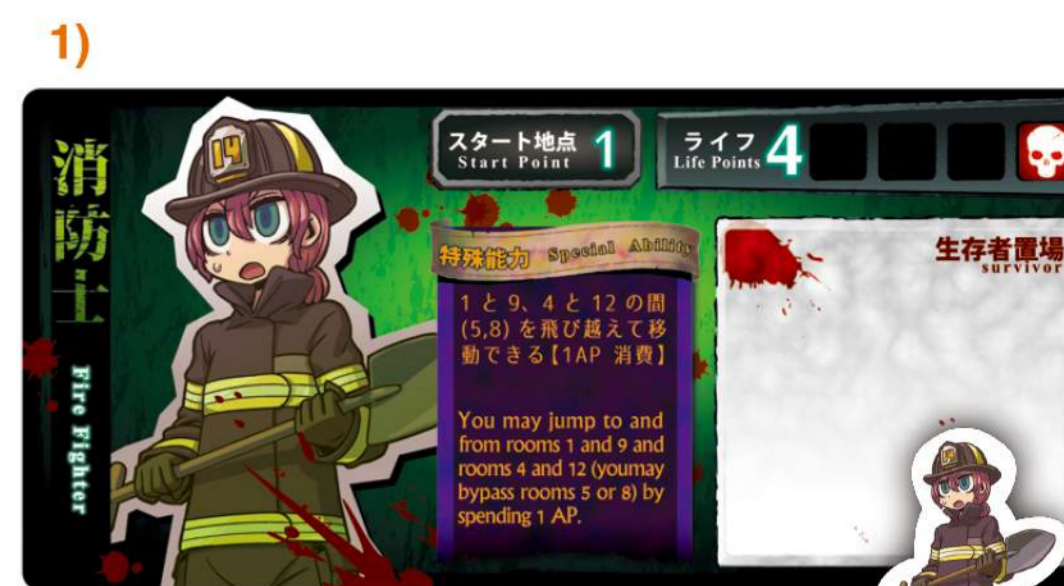
The player who has seen a zombie film most recently is given the Start Player marker.

**- First Encounter**

Shuffle all of your Emergence cards and draw 3 cards from the pile. Place zombie tokens in the rooms specified by the cards depending on the desired difficulty.

- 1 zombie: Easy Mode
- 3 zombies: Normal Mode
- 6 zombies: Hard Mode

Reshuffle all the Emergence cards again and place the pile with the zombie/survivor icons facing up in the corresponding areas on the Ground board.



▲Starting Player marker

# Gaming Procedure

Each round is consisted of the following 4 phases:

1. Emergence Phase
2. Action Phase
3. Zombie Phase
4. End of Round Phase

## 1. Emergence Phase

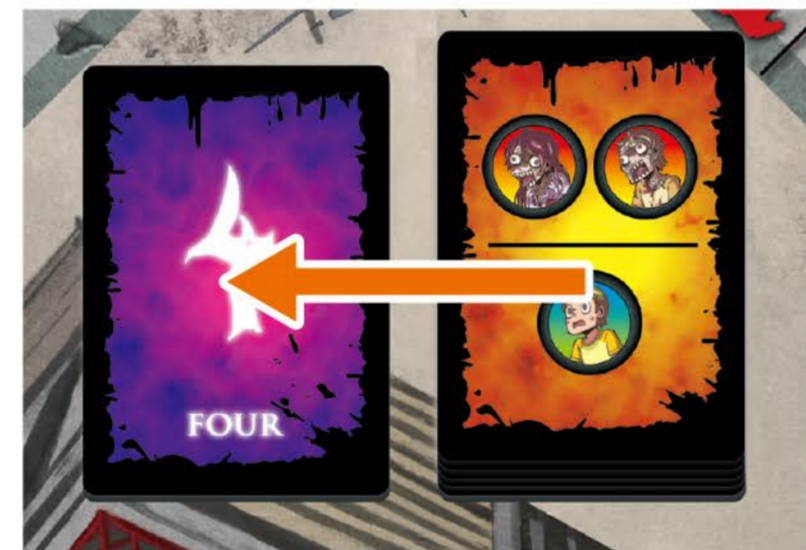
All players perform this phase at the same time. The Emergence phase is also required at the start of the game, after the First Encounter.

Flip over the top Emergence card to its numbered side, and add the number of zombies indicated on the new card to the room number that is currently showing. Similarly, flip over another Emergence card and add one survivor to the next indicated room.

- \* The top card of the original pile always become the top card in the flipped pile.
- \* When you flip over the last card, add one survivor (as indicated on the Ground Board) to the indicated room.
- \* When the pile runs out, reshuffle the discarded cards and make a new pile.



① Draw 1 card from the Emergence pile.



③ Draw another card.



① Place 2 zombies in the room 4!



④ Place 1 survivor in the room 7!

## 2. Action Phase

Each player take turns going clockwise starting from the player with the Starting player Marker. You will have 3 Action Points (AP) to spend per turn, and may perform the following actions in any combination.

## 1 AP Actions

### (1) Move

You may move to a room next to your current location. If you are at the corner of a floor (rooms 1, 4, 5, 8, 9, 12), you may also move up and down a floor to the next room.

### (2) Search

You may search the room you are currently in. Draw a card from the pile corresponding to the floor. If the card says "Annouce Immediately!", tell other players what the card is and follow the instructions written on the card.

Otherwise, the card becomes your hand, and you may choose not to disclose the card's content to other players. If the card says "survivor +1", place a survivor on your Character sheet.

This action cannot be taken If the corresponding cards run out, or if there is a zombie or Fire in the room. You may not search the same room twice during one round.

### (3) Rest

You may rest and heal 1 damage. Return 1 damage chip back to the pile. This action cannot be taken if there is a zombie or Fire in the room.

### (4) Use Item

You may use an item in your hand. Some cards can only be used in combination.

## 0 AP Actions

### (5) Save Survivors

You may save survivors located in the same room as your PC. Saved survivors are placed on your Character sheet.

### (6) Release Survivors

You may release survivors into the same room as your PC from the Character sheet.

### (7) Hand Over / Pick Up an Item

If you are in rooms 2, 3, 5, 8, 10, and 11, you may insert an item card into the slit in the wall.



Another player may pick up the item at no cost during their turn. You may hand over as many item cards as you want, but you may not hand over survivors.

### (8) Overcharge

After using up all 3 AP in your round, you may perform additional actions at the cost of taking 1 damage per action.

### 3. Zombie Phase

All players go through this phase at the same time. Each playing space is divided into 1F (rooms 9 - 12), 2F (rooms 5 - 8), and 3F (rooms 1 - 4). Check each floor individually and move the zombies according to the rules below. Zombies will **not** be able to move between floors.

**(a) When there are only zombies on the floor**

No zombies will move on this floor

**(b) When there are only PC and zombies on the floor**

All zombies on this floor will move 1 room towards the PC

**(c) When there are only survivors and zombies on the floor**

All zombies on this floor move 1 room towards the survivors. If there are survivors in more than one room, the zombies will move 1 room towards the nearest survivor.

If the rooms which the survivors are in have equal distances to the zombies, the zombies will be confused and not move during this round (the number of survivors in the rooms are not taken into account).

**(d) When PC, survivors, and zombies all exist on the same floor**

The zombies will ignore your PC and move 1 room towards the survivors (same as C). However, if the zombies are already in the same room with the PC, they will not move.

After moving, if the zombies have entered the room your PC or survivors are located, they will start to attack!!

**(a) If only zombies and survivors are in the room**

Count the number of zombies in the room, and flip over the same number of survivors in the same room, they have turned into zombies!

**(b) If only zombies and your PC are in the room**

You are dealt damage chips equal to the number of zombies in the room.

**(c) If there are zombies, survivors, and your PC in the room**

Count the number of zombies in the room, and flip over the same number of survivors in the same room. For each zombie exceeding the number of survivors, you are dealt damage chips equal to the difference between the two.

### 4. End of Round Phase

Remove any barricades in play during this round.

Remove all PC, survivors, and zombies in rooms with a Fire placed.

The player with the Starting Player Marker hands the marker over to the player his/her left.

## Clearing the Game

When either one of the following conditions are completely met, the game is cleared, and all players win the game!

### Secret Passage

Everyone has a Vaccine

Someone has both a Communication Device and a Battery

Everyone ends the round in room 10

Through the communication device, a mysterious person informs you that there is a secret passage for escape in Room 10. Grab the vaccines and get out!

### Helicopter Rescue

Everyone has a Vaccine

The total number of Flares equal to the number of PCs

Everyone ends the round in room 2

You hear the sound of a helicopter whirling by, light the flares to let them you're here and take off!

## The True Winner

Only if the game is cleared, you need to check if you have managed to fulfill your Minor Objectives. Each player is rewarded 1 - 2 Victory points depending on the minor objectives they complete. Furthermore, players are awarded 1 VP for each survivor saved at the end of the game. Add up all the VP gained, and the player with the highest VP becomes the true winner!! In case of a tie, both players win at the same time.

## Lose

If any of the following conditions happen, the game ends immediately, and all players lose.

(a) If any player is dealt damage chips equal or more than the amount of "Life" on their Character sheet.

(b) If any PC ends a round in a room where a Fire is placed.

(c) If the Emergence pile has run out for the second time (there is a total of 12 rounds).

## Advice

You may speak freely about your situation, playing space, and item cards. You are encouraged to actively tell other players about the cards you need. Good communication and teamwork are essential to winning the game.

If there are not many zombies in your floor and you feel safe enough, it would be advised to actively search the building and draw search cards even if they are labeled with "DANGER!!".