

CHARACTER ABILITIES



PIN-UP MODEL

Points 7 • Strength 1 • Vote 1

Her screams attract 1 extra zombie during F: Zombie Attack.



TOUGH GUY

Points 5 • Strength 2 • Vote 1

Having twice the strength of other characters means that he is able to keep out two zombies during F: Zombie Attack.



GUNMAN

Points 3 • Strength 1 • Vote 2

Having a gun allows his opinion to count double during any voting phase he may be in.



LITTLE GIRL - 3 PLAYER GAME ONLY

Points 1 • Strength 1 • Vote 1

The Pin-up Model's kid sister.
Too terrified to really do much.

ACTION CARDS

THREAT

Played before any vote

Gain one additional vote for the current vote.

SECURITY CAMERA

Played during C: Arrival of the Zombies

Get to secretly look at the hidden dice after the CoS.

SPRINT

Played during E: Movement of Characters - Zombie Reveal

Select a new destination to move your character to from that initially selected. You can even return to the location you just left.

HARDWARE

Played during F: Zombie Attack and before a vote

Reinforces door to keep one additional zombie out. Can not be used in Parking Lot and can not prevent 4 zombies or more entering the Supermarket.

HIDDEN

Played before any vote

The character hides and is excluded from voting and is unable to be voted for.

WEAPON

Played during F: Zombie Attack before a vote

Immediately kills number of zombies indicted on card.

GAME SEQUENCE

A: SEARCH THE TRUCK

All characters in Parking Lot vote.

Winner takes 3 cards - keep 1, give 1, return 1 to bottom of draw deck.

B: ELECTION OF THE CHIEF OF SECURITY

All characters in Security HQ vote for CoS.

Winner takes CoS badge.

2 ties, no CoS!

C: ARRIVAL OF THE ZOMBIES

CoS shakes the hidden dice and secretly looks at result only if elected this round.

D: CHOICE OF DESTINATION

If elected this round CoS selects destination and reveals to all.

All players secretly select destination.

E: MOVEMENT OF CHARACTERS - ZOMBIE REVEAL

All players reveal selected destinations.

CoS reveals dice and places zombies

All players, in turn order, move a character to chosen destination

8 zombies condemn an empty destination (not Parking Lot)

Chosen location full? - Forced to Parking Lot!

F: ZOMBIE ATTACK

Location with most characters gets an extra zombie.

Location with most Pin-ups gets an extra zombie.

Starting with Location 1 and continuing in numeric order, if zombie strength is greater or equal to human strength then vote for victim.

4 zombies are strong enough to enter the Supermarket.

If victim claimed remove all zombies from that location.

Every zombie in the Parking Lot claims a victim by vote. Only when last character in Parking Lot is eaten are all zombies removed from this location.

G: RESCUE HELICOPTER ARRIVES?

Game ends if either:

All characters alive are in same location.

Only 4 characters are left alive (6 in a 6 player game).