

**2ND VERSION**

# **HOW TO PLAY**

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# ABOUT THE GAME

Dice of the Living Dead 2nd edition is a solo dice game that's free to print and play.

In addition to game components in the file you'll also need 8 six-sided dice, a pawn, and cubes or some other markers. Alternatively you can laminate the game sheet and write on it or use dice with numbers to track your stats.

The 2nd edition of the game also includes a variant for playing with more than one player. This variant is described at the end of the rules.

## THE STORY

Zombies have overrun your hometown. You've grouped up with other survivors, and you now have to make your way to the outskirts of town and escape the undead menace.

On your way you have to fight zombies, search for survivors, and dole out your limited supplies.

Every turn you roll dice trying to find the right balance between moving fast, but still having the time to fend off zombies. But just as every roll of the dice can help you, it also holds certain risks.

## COMPONENTS

### PRINTED COMPONENTS:

#### 1 Game Sheet

Used to track information about your party and to reference what the dice means.

#### 6 District tiles

During the game you move your pawn on the track on a District Tile. You have to make it to the end of four districts to win the game.

#### 10 Event Cards

When you reach a safe house you resolve an event.

#### 14 Exploration

Tokens Exploration Tokens are placed on the

track and resolved as you pass them.

#### 6 Character Cards

The character cards show who you are as the party leader. Each character has two abilities that impact the game.

#### 9 Stress Cards

Stress cards are triggered when certain things happen in the game. How to use them depends on whether you are playing solo or multiplayer.

#### 4 Item Cards

Things that can aid you, if you find them.

## DICE

Dice of the Living Dead uses three different kinds of dice: a zombie dice, a scavenger dice and five survivor dice. Use a different colour dice for each type. You'll also need a dice to track time.

#### 5 Survivor dice

Survivor Dice can move you towards your goal and help you fight the zombies. But they can also generate zombies and make you lose valuable Time.

#### 1 Scavenger Dice

This die tells you what you scavenge as you search through the town. You can find Ammo, Supplies, or Survivors, but you always risk being bitten and infected as you search the buildings.


#### 1 Zombie Dice

The zombie die shows how many zombies you encounter during the game round. In addition to this you'll get to roll fight dice when in combat with the zombies. You can use the Survivor Dice for this or you can add even more dice to the game and have dedicated fight dice.

#### Cubes and pawn

You'll need cubes or some other markers to track Healthy and Infected Survivors, Supplies, and Ammo. Alternatively you can write directly on the game sheet. The pawn is used to track your progress on the District Tiles.

# SETUP

1. Place the game sheet on the table. You begin the game with **12 Healthy Survivors, 6 Supplies, and 6 Ammo** – place cubes on the sheet or write it in the appropriate box.
2. Pick a character or choose one randomly. You are the leader of the survivors.
3. Shuffle the Stress and Event Cards and place them in separate decks.
4. Shuffle the exploration tokens.
5. Decide if you want to start the game with the Item Street Map. *For first time players, I suggest using it.* Keep the other items close at hand.
6. Place the The Outskirts District Tile **face down** on the table. Then shuffle the remaining District Tiles, place three on top of The Outskirts District Tile and flip the top one.
7. Place the pawn on the **Red Space** on the District Tile.
8. Place an Exploration token face down on each space marked with  Place a dice on the Time space on the game sheet so that it matches the amount of time noted on the current district tile.



# ICONS

The following icons are used on the game sheet and on cards:



**Healthy Survivor**



**Infected Survivor**



**Infect a Survivor**



**Zombie**



**Supplies**



**Fight**



**Ammo**



**Exploration Token**

# PLAYING THE GAME

The game is played over a series of game rounds. You play until you make it out of the city, lose your last party member, or run out of time in which case darkness falls and the zombies overwhelm you. Each round consists of the following phases:

1. Change party leader. (Multiplayer only)
2. Roll dice
3. Scavenging
4. Movement
5. Combat
6. Safe house (only if you reached a safe house during movement).

On the next page, each phase will be explained.

## 1. CHANGE PARTY LEADER

In a multiplayer game you take turns being the party leader – pass the duty clockwise at the beginning of each turn except for the first.

**The party leader has final say** when it comes to dice and group decisions as described below.

## 2. ROLL DICE

Roll your five Survivor Dice, the Scavenger Dice, and the Zombie Dice.

Place the Zombie Dice in the zombie pool to show the number of zombies you know you'll encounter this turn.

The survivor dice and the scavenger die may be rerolled up to two times for a maximum of three rolls.

Between rolls you may freeze dice. You may also later choose to reroll dice you've already frozen. However, all Survivor Dice showing "1" cannot be re-rolled. Immediately place it in the zombie pool where it counts for an extra zombie.

Whenever you roll a 1 on the Scavenger Dice, you must immediately resolve it by infecting a survivor (see below).

You are allowed to reroll a 1 on the Scavenger Dice. After you've rolled three times (or opted not to spend a reroll), place all Survivor Dice showing 3 and 4 in the Movement Pool and all Survivor Dice showing 5 or 6 in the Fight Dice Pool. Then lose 1 Time for each Survivor Dice showing 2 and move to the next phase.

## 3. SCAVENGING

Resolve the Scavenger Dice. Remember that any 1's are resolved immediately if you roll them.

- 1 – Lurking zombie.** Infect a Healthy Survivor.
- 2 – Supplies.** Gain 1 supplies.
- 3 – Supplies.** Gain 2 supplies.
- 4 – Survivors.** Gain 1 new party member.
- 5 – Ammo.** Gain 2 ammo.
- 6 – Fight or movement.** Change it to a 4 or a 5 and place it in either the Fight or Movement Pool. It counts as a Survivor Dice.

## 4. MOVEMENT

When moving you have to spend all the dice placed in the Movement Pool. If you pass or end your move on an event token, immediately flip it and resolve it.

For each space with a zombie icon you pass, add 1 zombie to the zombie pool (use a token or a Survivor Dice). **If you end your movement on a zombie icon, add 2 zombies to the zombie pool.** You do not add a zombie from a space you begin your movement on.

If you reach the green space, you've made it to the Safe House and don't move any further – any excess movement is lost.

If you land on or pass a space with a Zombie, you also draw one Stress Card. If the "play when" condition has been met earlier in the turn, immediately resolve the effect. The Stress Card is active until the end of the round, so if the play when condition is later met, resolve the effect. If the Stress Card deck is empty, reshuffle and form a new.

*Example 1: After moving you land on a space with a zombie and draw the Stress Card Hoarder. You resolved a 6 on the Scavenger Dice, so since no Supplies or Ammo was gained from it, you must resolve the card effect and lose 1 Supplies.*

*Example 2: You draw the card They Always Turn which is triggered when a Healthy Survivor is infected. Since you didn't roll a 1 on the Scavenger Dice this turn, nothing happens right now. But if a Survivor is infected later during the game round, you must resolve the card effect.*



## 5. COMBAT

Now you have to fight the zombies you've encountered.

When fighting zombies you go through the following steps:

**A.** Add up the number of zombies generated by the zombie die, Survivor Dice showing 1, spaces with zombies on you've passed or landed on, and Exploration tokens. Use one or more dice to show the total.

**B.** Every dice in the Fight Pool gives you one Fight Dice. You can spend Ammo to add additional dice on a one for one basis.

**C.** *Roll fight dice.* You may roll the dice a total of three times freezing any or all of the dice when you want to. If a rerolled dice shows 1, immediately lose one Time. If you run out of Time you immediately lose the game, unless your pawn is on a green safe house space.

**D.** *Resolve.* First kill one zombie for each 4 or 5 you've rolled, and two zombies for each 6. Then kill one Healthy Survivor for each zombie remaining. The Healthy Survivors are at the front of the combat and thus most likely to die. Zombies that aren't killed do not carry over to the next round – they are busy eating.

*Example: You are fighting 5 zombies. The Zombie Dice rolled 6 which means one zombie. In addition you rolled a 1 on a Survivor Dice (+1 zombie), passed a zombie icon while moving (+1 zombie), and landed on a zombie space (+2 zombies).*

*You rolled one fight on Survivor Dice, and a 6 on the Scavenger Dice which you add to the fight pool. That only gives you 2 fight dice, so you spend one Ammo to add a third. You roll 1, 6, 2. That will only kill two zombies, so you reroll the 1 and the 2. The reroll gives you a 1 and a 3, so you immediately lose one Time. You only have one Time remaining and aren't at the Safe House yet, so you don't want to risk losing by rerolling anymore. You kill two zombies and then have to lose 3 Healthy Survivors.*

## 6. SAFE HOUSE

If you've reached a safe house go through the following steps. If not, simply end the round.

**A.** Draw an event. Keep drawing until you draw a card that matches your current safe house. Note that if you have to fight zombies as a result of safe house events, you must use Ammo in order to gain fight dice. But since you are in fact in the safe house you cannot lose time while fighting as a result of an event. You do not resolve an event at the extraction zone.

**B.** Spend Supplies. You must spend supplies equal to half the number of Survivors (both Healthy and Infected, round down). For every unit of supplies you lack, lose one Healthy Survivor – they leave your party to fend for themselves. You do not have to spend supplies at the extraction zone.

**C.** Infection Roll. Roll a dice for every Infected Survivor you have and consult the table below. You DO have to do this at the extraction zone.

**D.** Flip the next District Tile, place the pawn on the red space, and reset Time.

### Infection Roll Table

1 – The infected turns zombie, killing one survivor and infecting another. You lose one Healthy and one Infected Survivor and then infect a Healthy Survivor (see below).

2 – The infected turns zombie, infecting a Healthy Survivor. You lose one Infected Survivor and Infect a Healthy.

3 – The Infected Survivor dies. Lose one Infected Survivor.

4-6 – Nothing happens.

# OTHER RULES

## INFECTION RULES

When a Survivor is infected, lose a Healthy Survivor and gain an Infected Survivor. Do note that if an event specifically tells you to gain an Infected Survivor, this is a new survivor who has already been infected, so do not lose a Healthy Survivor.

## WINNING THE GAME

If you at the end of a game turn have reached the Extraction Zone and have at least one Survivor, you win the game. This is the case even if you only have Infected Survivors – they just have to hope for a cure.

## LOSING THE GAME

If at any time you run out of Time and your pawn is not on a green safe house circle, or if you lose your last survivor, you lose the game.

## DIFFICULTY

You can make the game easier by starting the game with the Items Street Map and/or First Aid Kit. For a harder game, begin with only 5 Supplies and 5 Ammo.

# MULTIPLAYER RULES

In a multiplayer game (2-3 players recommended) the following rules apply

## SETUP

Deal a Stress Card to each player. You must keep your card hidden and only play it when the play when condition is met. Each player is given a Character. Do not use The Doctor in a multiplayer game.

## PARTY LEADER

You take turns being the party leader. Pass the responsibility clockwise at the beginning of each round. The Party Leader rolls dice and has final say on what dice to freeze and reroll. The party leader should obviously listen to the other players (especially since they can have Stress Cards that may trigger), but doesn't have to.

## SAFE HOUSE PHASE

At the end of the Safe House Phase, if you do not have a Stress Card, draw a new one. Reshuffle the deck if needed.

## FINAL SAY

Each player can have final say on a decision once per game. You can do this even if you are not the party leader. You can have final say on which Survivor Dice to keep (they may not be rerolled this turn), which Fight Dice to keep, a decision during an event, which way to go on a District Tile, or the amount of Ammo to use in a fight. If you use your final say, turn your character card sideways to show you have used this option.

## WINNING OR LOSING

If at any time you have fewer survivors than the amount of players, you lose the game. To make the game a bit easier, you can begin with one extra survivor for each additional player beyond 1.

# CONTACT

You can contact the designer by writing to [brynnum@gmail.com](mailto:brynnum@gmail.com).

Dice Of The Living Dead is free to print and play. If you want, you can make a donation via Paypal using the above email.