





ESCAPE OF THE DEAD
 MINIGAME
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 Card Design and PocketMod Rule Booklet by Malechi
 Version 1.5

ALL YOU NEED TO PLAY

3 Game Cards (included) in card sleeves,
 6 Zombie Tokens (included), Grease Pencil;
 Dry Erase Marker or Gaming Stones, Erasing
 Cloth and 4 Six-Sided Dice.

Win the game by repairing the vehicle to
 100%.

SETUP

Place the three game cards in your playing
 area. Placing the Grease Pencil or Dry Erase
 Marker and Erasing Cloth; or Gaming Stones
 along with the four six-sided dice within
 easy reach.

Mark all 'Crossed Boards' of **Barricade
 Strength Points** on the Barricade Card. For
 a more challenging game mark less 'Crossed
 Boards'.

Place 1 **Zombie Token** on the Lawn Card
 as an initial threat. Place the remaining
Zombie Tokens to the side in your **Zombie
 Pool** for later play.

PHASE 1 SPAWN ZOMBIE

This game is divided into 5 Phases. Repeat
 until you have either won or lost.

PHASE 1 SPAWN ZOMBIE

Place a number of **Zombie Token(s)**
 from your **Zombie Pool** on the **Lawn Card**
 according to the **Zombie Spawn Level**. The
 maximum number of total **Zombies** that
 may be on the **Lawn Card** at a single time
 is 6.

The **Zombie Spawn Level** increases as
 the vehicle's **Repair Status** increases as
 indicated on the **Garage Card**. The more
 the vehicle is repaired the greater the
 number of **Zombies** will spawn. I.E. the
 first 3 'Crossed Wrenches' of the **Repair
 Status** will Spawn 1 **Zombie**, the next 3
 'Crossed Wrenches' will Spawn 2 **Zombies**,
 etc.

PHASE 2 ASSASSINATE THE ACTION DICE

You get 4 **Action Dice** to be placed on
 the 3 sections of the game **Lawn Card**,
Barricade Card and/or **Garage Card** as
 determined by you.

Each die placed here
 represents an attempt at a shot to the
 head of a **Zombie**. Each marked 'Zombie
 Head' under **Zombie Death Count** of
 the **Lawn Card** indicates 1 destroyed
Zombie.

Each die placed
 here represents an attempt to create
 a **Barricade Strength Point** for the
Barricade. Each marked 'Crossed Board'
 under **Barricade Strength Points** of the
Barricade Card indicates 1 **Barricade**.

Each die placed here
 represents an attempt to repair 10%
 of the vehicle. Each marked 'Crossed
 Wrench' under **Repair Status** of the
Garage Card indicates 10% of the repair
 completed.

PHASE 3 PLAY ACTION

You play each section by rolling all dice

placed on a card. You play each section
 once, in any order.

You successfully destroy
 a **Zombie** with a roll of 3, 4, 5 or 6 on
 any die. I.E. if you placed 2 dice on the
Lawn Card and you were to roll a 4 & 5,
 you have destroyed 2 **Zombies**.

For each **Zombie** destroyed, you must
 mark a 'Zombie Head' under the **Zombie
 Death Count** of the **Lawn Card** and
 remove 1 **Zombie Token** from the **Lawn
 Card** and place back into the **Zombie
 Pool**.

You successfully create
 a **Barricade** with a roll of 3, 4, 5 or 6 on
 any die. I.E. if you placed 3 dice on the
Barricade Card and you were to roll a 1,
 3 & 6, you have created 2 **Barricades**.

For each **Barricade** created, you must
 mark a 'Crossed Board' under **Barricade
 Strength Points** of the **Barricade Card**.

You successfully
 completed a repair of 10% on the vehicle
 with a roll of 5 or 9 on any die. I.E. if
 you placed 3 dice on the **Garage Card**
 and you were to roll a 2, 3 & 5, you have
 repaired 10% of the vehicle. you must
 mark a 'Crossed Wrench' under the

A) Destroy all **Zombies** (does not count

SELECT ONE REWARD

REWARDS FOR DESTROYING 10 ZOMBIES

taking a reward.

When you have successfully destroyed
 10 **Zombies**, select your reward from the
 'Rewards' list and play it immediately.
 Erase all marked 'Zombie Heads' after
 taking a reward.

PHASE 5 REWARD

M M M M M , B R A A A A I N N N S . . .

You die when the last **Barricade Strength
 Point** is erased. The game is now over and
 you have lost.

PHASE 4 ZOMBIE ATTACK

Each **Zombie** on the **Lawn Card** that was
 not destroyed attacks the **Barricade**. The
 damage to the **Barricade** is equal to number
 of **Zombies** on the **Lawn Card**.

For each **Zombie** on the **Lawn Card**, erase
 1 mark from the **Barricade Strength Points**
 of the **Garage Card**.

You die when the last **Barricade Strength
 Point** is erased. The game is now over and
 you have lost.

vehicle **Repair Status** of the **Garage
 Card**.

PHASE 4 ZOMBIE ATTACK

as **Zombies** destroyed).
 B) Repair 10% of the vehicle. Mark
 a 'Crossed Wrench' under the vehicle
Repair Status of the **Garage Card**.

C) Stop **Zombie** Spawning next turn.
 Skip Phase 1 next turn.

D) Create 3 **Barricades** immediately.
 Mark three 'Crossed Boards' under
Barricade Strength Points of the
Barricade Card.

FAQS

For the first turn, how many zombies will
 attack the barricade?

Basically, on your first turn there will be 2 **Zombies**
 on the **Lawn Card** (1 Initial threat **Zombie** and 1
Zombie for the Phase 1 first Spawning).

If I ran out of **Zombies** to Spawning, or to
 place on the **Lawn Card**, do I lose the game?

No, you don't lose the game. You only lose the
 game when your **Barricade Strength Points** reach 0.
 6 is the maximum amount of **Zombies** that can be on
 the **Lawn Card**.

Does **Escape of the Dead** come in different
 languages?

Yes. **Escape of the Dead** has been translated into 3
 different languages English, Spanish and Catalan.

Do you add the remainder of **Zombie
 destroyed** to your **Zombie Death Count** if

you accumulated over 10 **Zombies** destroyed
 before taking the reward?

Yes, you do this after taking your reward. Add
 any remaining **Zombies** destroyed that you haven't
 marked except for those destroyed using reward A
 Destroy All **Zombies**.

Do you have to use the reward now or can
 I hold it to wait for the right time to use it?

You must play the reward immediately after
 choosing one. After every 10 **Zombies** destroyed,
 during Phase 5, you may choose a reward and must
 play it immediately. You may never hold a reward.

What is the difference between the
 different versions of **Escape of the Dead**?

Version 1.00 - In this version you will only need to
 print the game while you provide a pencil, an eraser
 and 4 six sided dice to play it.

Version 1.02 - In this version there are minor
 graphic changes. The use of pencil and eraser has
 been thrown out in exchange for tokens to keep
 track of the **Zombies** destroyed, etc.

Version 1.5 - In this version the game board has
 been replaced with three reusable cards. To be used
 with a Grease Pencil; Dry Erase Marker or Gaming
 Stones to keep track of the **Zombies** destroyed, etc.

The graphics have been colored. The PocketMod
 rule booklet was created. Some terms have changed
 to create a more cohesive terminology. Counting
Barricade Strength Points has been reversed so that
 zero remains a bad thing across all cards.