

THE LABORATORY

DAY 3

Broaden the base game experience with **"The Laboratory"**.

Venture into the laboratory where the virus first emerged, square up against new varieties of zombie and find the cure for humanity before it's too late.

COMPONENTS

- 2x Epic Cards III
- 3x Pathogen Cards
- 3x Threat Cards
- 5x Engineering Room Cards
- 5x Nursing Room Cards
- 10x The Laboratory Cards
- 100x Common Cards (The Laboratory)

SET UP

1. Mix the new Threat Cards with those from the base game to create a pile of eleven cards.
2. Prepare the remaining cards in separate piles as in the base game.
3. Decide whether to play in "Classic Mode" or "New Game +".

"NB: the "Classic Mode" is described in the base game and expanded in "The Road" rulebook (to add new locations). If you have both expansions, do not repeat the location when it comes to deciding where to deploy on the next Day. Decide which location to deploy in the event of a zombie or another type of card appearing".

NEW GAME +

How to win

Humanity is not yet lost and still has a chance. Find the **Pathogens** needed and produce a cure for the virus while fleeing from the hordes of zombies.

1. **Victory "Save Humanity"**: if the Survivors manage to end the third Day in possession of the three Pathogens.
2. **Draw "Live another day"**: if the Survivors manage to end the third Day but they are not in possession of all the Pathogens.
3. **Defeat "Brainssss"**: all the Survivors have died before ending the third Day.

Set Up

1. Find and separate from the piles of Common Cards:
 - a. **"The City"**: the **"Abomination"** card.
 - b. **"The Road"**: the **"Witch"** card.
 - c. **"The Laboratory"**: the **"Project Goliath"** card.
2. Shuffle the Common Cards by **location**, forming three piles. (The City, The Road, The Laboratory).

"NB: Days 1, 2 and 3 will get mixed together within each location".

3. Draw the **first three cards** for each location and add the cards from **step 1** to their respective piles.
4. **Shuffle the four cards** for each location and leave them in the upper part of each pile.

The Pathogens

The Survivors will need to eliminate the unique enemies of each location to obtain their Pathogens.

- a. **"Abomination"**: you receive **"Pathogen A"**.
- b. **"Witch"**: you receive **"Pathogen B"**.
- c. **"Project Goliath"**: you receive **"Pathogen C"**.

•The player who delivers the coup de grace receives the applicable Pathogen card. They can keep the Pathogen either in their hand or in the Reserve (if they have space), otherwise they will need to discard a card in the process or not collect the Pathogen card.

"NB: If the player decides not to collect the Pathogen they will not be able to win the game".

•**Immediately** after a Survivor dies in individual or multi-player games, if one of the players is carrying a Pathogen card they can discard the Pathogen card to bring the Survivor who has just died back to life with half of their Vitality and Immunity Points.

"NB: This play is optional and does not use up any Actions".

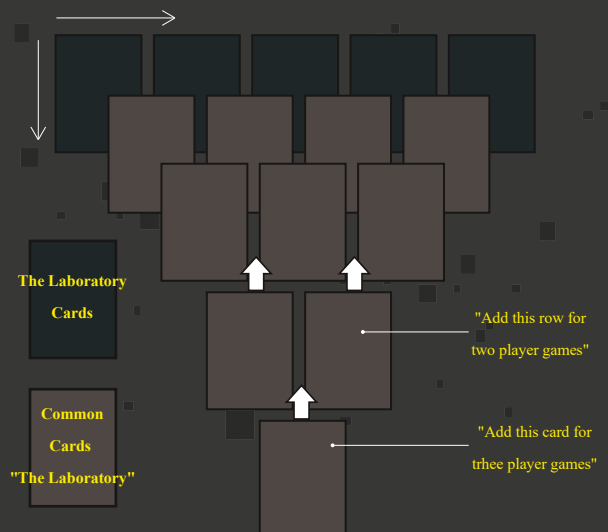
Game Sequence

"New Game +" games always follow the same order of locations.

1. Day 1 in the City.
2. Day 2 on the Road (an extra Day may be added).
3. Day 3 in the Laboratory.

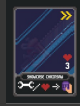
Deployment of the Main Zone (The Laboratory):

1. Take the "The Laboratory Cards" pile and separate the "EXIT" card.
2. Draw four cards from the "The Laboratory Cards" pile..
3. Shuffle the "EXIT" card with the four drawn cards.
4. Combine the previously separated and shuffled "The Laboratory Cards" with the pile of Common Cards (The Laboratory), placing the cards as set out below.



GLOSSARY

"Showcase Chainsaw": if the Hit Points get to zero or a "Toolkit" card is used, the active player receives the "Epic Cards III", "Chainsaw" and "Gas Chainsaw" cards (if they don't have space in their hand, they'll need to discard one or more cards in the process).



"Workshop": if a player discards a "Toolkit" card, each player can increase by 1 the Damage of one of their weapons (regardless of the type of Damage) that they have in their hand, Reserve or equipment at that time. If the weapon has limited Uses, the effect will be lost once the card has to be discarded.



"NB: "Punch" is not a weapon. It cannot benefit from the effect.

"Zombie Doctor": when the "Zombie Doctor" is removed, the remaining zombies present in the "Playing Area" remove any Hit Tokens they had on top of them.



"Zombie Scientist": on receiving Range Damage the "Zombie Scientist" explodes. In this case, determine the Explosive Damage.

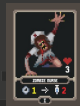


"Hidden Stash": each player can discard any number of cards from their hand and draw the same number from the discard pile. The players choose the cards to draw from the discard pile. Players may not discard more cards than the total number of cards available in the discard pile.

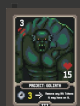


"NB: players can only draw cards that are usable, just as in the "Playing Area".

"Zombie Nurse": every time this card accumulates a Turn Token, each player loses the Immunity Points shown.



"Project: Goliath": every time this card accumulates three Turn Tokens, remove any Hit Tokens the "Project: Goliath" card had on top of it.



"N.B.C.": once this is used, leave the card next to the Survivor card (to show that they are wearing it). As long as the Survivor has the "N.B.C." card, they cannot lose Immunity Points. If the Survivor receives Damage causing them to lose Strike Points, immediately discard the "N.B.C."



"NB: The Survivor can be kitted out with "Kevlar" and "N.B.C." simultaneously. Because "Kevlar" absorbs the Hit Points, as long as the player has the "Kevlar" card activated, they will not need to discard the "N.B.C." card".

"Viral Gun": every time a player shoots the "Viral Gun" they lose the Immunity Points shown.



"NB: If they're wearing the "N.B.C." suit, the player will not lose Immunity Points when they shoot".



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