CARDS OF THE DEAD

THE ROAD
DAY 2

Broaden the base game experience with **"The Road"**.
Find new weapons, ransack new abandoned locations and square up to new varieties of zombie while surviving for one more day.

COMPONENTS

- •2x Epic Cards II
- •10x Invoke Cards
- •3x Threat Cards
- •5x Gas Station Cards
- •5x Refuge Cards
- •15x The Road Cards
- •100x Common Cards (The Road)

SET UP

1. Mix the new Threat Cards with those from the base game to create a pile of eight cards.

2. Separate and shuffle the Common Cards (The Road) sorted by Days, just as you did with the Common Cards in the base game.

3. Prepare the remaining cards in separate piles as in the base game.

GAME SEQUENCE

1. Before starting, the players will need to decide whether to begin the game in **the City** or on **the Road**. Once this has been settled, **Day 1** will be deployed from its respective pile.

"NB: New players are recommended to start with **the City**".

2. At the end of Days **1** or **2**, the players will need to turn over the first card of the active Common Deck. This card is then discarded.
If it proves to be a **zombie card,** play continues in the **same location.** (The pile of cards for the new Day are added and shuffled).
In the event of being **another type of card,** play carries on in the **new location.** (The pile of cards for the new location is used and the applicable Days are shuffled).

"For example: the players decide to start in the City, so they use the Common Cards for "The City", Day 1. When Day 1 has ended, they turn over the first card of the Common Cards for "The City", Day 1. This reveals the "Car Alarm" card, so play will continue in the Road, given that a zombie has not appeared. The players will mix up the Common Cards (the Road) Days 1 and 2 to start Day 2 on the Road".

3. When you need to deploy the **Main Zone** you'll have to think about whether it will be the City or the Road, because each location has its own deployment.
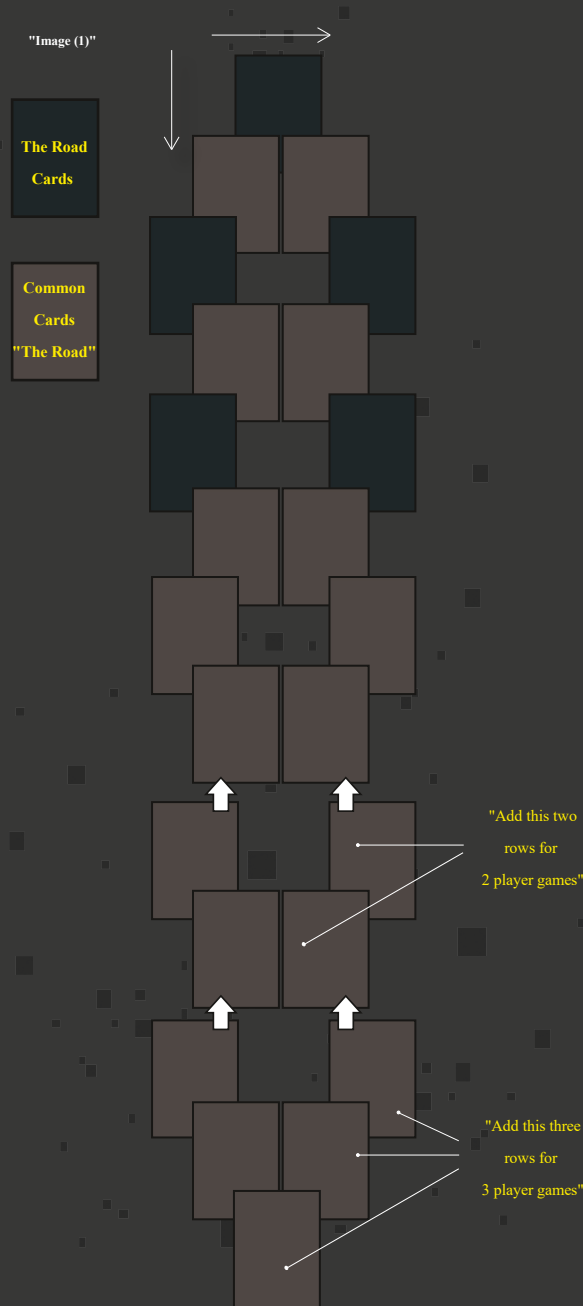For the City, follow the steps set out in the Main Zone section of the base game rulebook (page 10).
If deploying the Road, follow the steps set out below, because the Survivors will need to continue their journey along the course of a long road, rather than the mazy streets of the city.

"NB: The new Indoor Zones are deployed in the same way as in the base game".

Main Zone (The Road):

1. Take the pile of "The Road Cards" and separate the "EXIT" card.

2. Draw four cards from the "The Road Cards" pile.

3. Shuffle the "EXIT" card along with the four drawn cards.

4. Combine the "The Road Cards" that you have already separated and shuffled together with the pile of "Day 1, Common Cards (The Road)", and place the cards as shown in "Image (1)".

5. In the event of deploying Days 2 or 3, add the "Common Cards (The Road)" for that Day (2 or 3) to the pile for Day 1 and shuffle to repeat step 4.

"Image (1)"

The Road Cards

Common Cards "The Road"

"Add this two rows for 2 player games"

"Add this three rows for 3 player games"

GLOSSARY

"Shotgun": Causes Range Damage to two cards adjacent to a single shot. Both cards receive the same damage and it causes one Noise Point.

"Reaping Hook": Causes Melee Damage to two cards adjacent to a single attack. Both cards receive the same damage.

"Showcase Shotgun": If the Hit Points fall to zero or a "Toolkit" card is used, the active player receives the "Epic Cards II", "Shotgun" and "Ammo Shotgun" cards (if they do not have enough space in their hand, they'll need to discard one or more cards in the process).
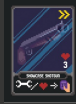
"Fuel & Spark": in the event that both cards are revealed when turning over cards in the "Deployment Area", all players will immediately lose three Vitality Points. They will then need to discard all "Indoor Zone" and "Playing Area" cards except the "EXIT" card (if present). Lastly, the Survivors will continue play in the "Main Zone" if they haven't been killed by the huge explosion triggered by the uncontrolled fire.

"NB: If only one of them is revealed, nothing happens".

"Stalker": when this card is revealed, the active player will need to discard a Common Card of their choice from their hand. If they're unable to do so, they'll lose three Vitality Points.

"Alpha Zombie Dog": when this card accumulates two Turn Tokens, place a "Zombie Dog" card in the first "Free" space starting on the left of the "Playing Area". If there is no space, the "Zombie Dog" card is discarded.
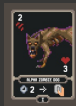
"Evolved Baby Ghoul": when this card accumulates two Turn Tokens, replace the "Evolved Baby Ghoul" card with a "Ghoul" card. The "Ghoul" card comes into play without any counters on top.
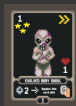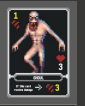
"Zombie Farmer": when the zombie is removed, the active player receives the "Reaping Hook" card (if they do not have enough space in their hand, they'll need to discard one card in the process).

"Zombie Soldier": this card cannot receive Range Damage.

"Ghoul": If the Ghoul receives damage and survives, it increases its Zombie Damage permanently until being removed.

"Dynamite": when this card accumulates two Turn Tokens it will explode. If it explodes in the "Playing Area", determine the Explosive Damage. If it explodes in the hand of a player, it only causes Damage to the Survivors. If the card is used before exploding from the hand, it damages up to three adjacent cards in the "Playing Area" and the Survivors are not damaged.

"NB: If the card is in their hand, it also accumulates time tokens".

"Abandoned Car": discard a "Toolkit" card to turn over all the cards in the "Playing Area" that have the "Blocked" side face up. Leave the seven cards with the "Free" side face up regardless of the number of players.

"The Lost Survivors": the players will need to play an additional Day on "The Road". At the time of Deployment, cards for a new Day are not added.

"NB: If the Survivors survive until the end of the game, they will have played four days".

"For example: the Survivors are playing in the City and at the end of Day 2 they draw a Threat card. The card proves to be "The Lost Survivors", meaning that the players need to play one more day on "The Road" using the Common Cards of Days 1 and 2 corresponding to "The Road"".