



CARDS OF THE DEAD

THE BOARD GAME

RULEBOOK





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CREDITS

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GAME SUMMARY

Cards of the Dead : The Board Game is an adaptation of the "Cards of the Dead" video game.

A survival game for 1-3 players in a city infested by Zombies.

The game offers an experience that differs from the video game, and can be played both solo and with multiple players.

In ***Cards of the Dead: The Board Game*** players must take control of one of the Survivors and make it out of the city alive over the course of **three days**.

Players are advised to explore the interiors of places like the Market where they will need to stock up with equipment and resources in order to remain alive throughout the game.

At the same time, they will need to contain the Zombies who infest the city and its vicinity, before being surrounded and falling prey to their incessant hunger...

GAME COMPONENTS

This section sets out the various elements that make up Cards of the Dead: The Board Game.



"Survivor Cards (x3)"



"Survivor Sheets (x3)"



"Starter Set Cards (x18)"



"Immunity Tokens (x3)"



"Vitality Tokens (x3)"



"Survival Kit Cards (x18)"



"Threat Cards (x5)"



"Action Tokens (x9)"



"Hit Tokens (x9)"



"Hit Tokens (x9)"



"Use Tokens (x6)"



"Paralysis Token (x6)"



"Common Cards (x100)"



"City Cards (x16)"



"Market Cards (x5)"



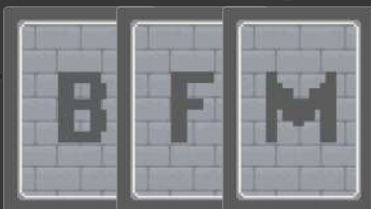
"Pharmacy Cards (x5)"



"Epic Cards (x2)"



"Playing Area Cards (x7)"



"Invoke Cards (x6)"



"Rulebook (x1)"

HOW DO YOU SURVIVE?

Players in a game of Cards of the Dead must survive for three days and escape from the city.

Victory goes to those Survivors who are **still alive at end the third day**.

Defeat:

- A.** If all the Survivors **die** before the end of the third day.
- B.** If the seven "Playing Area Cards" are **blocked** and the Survivor with "Last Wisper" does not succeed in **freeing** any space before the end of their turn.

SETUP THE GAME

1. Separate and shuffle the "Common Cards" into three piles sorted by **day** and leave them face down.



"Day I (x50)"

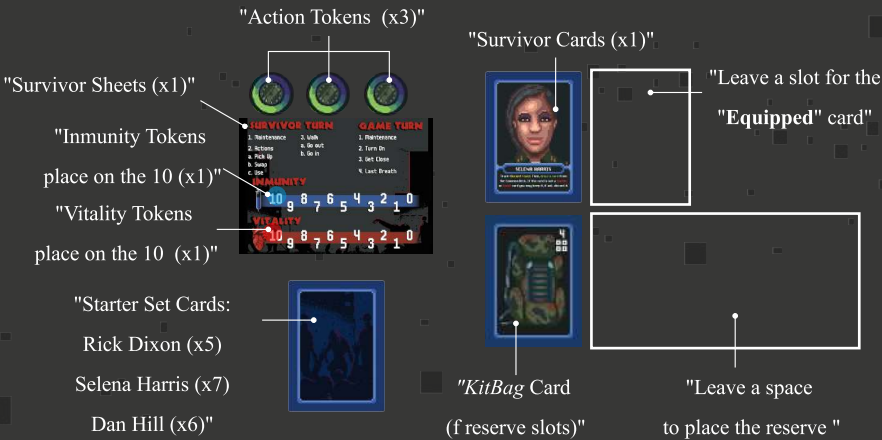


"Day II (x30)"



"Day III (x20)"

2. Each players chooses a Survivor together with their "Starter Set Cards" and prepares their "Survivor Area".



"Free"

"Blocked"

1. 

5. 

2.

SURVIVOR TURN

- 1. Maintenance
- 2. Actions
- 3. Pick Up
- 4. Sneak
- 5. Shoot

IMMUNITY

10 9 8 7 6 5 4 3 2 1 0

VITALITY

10 9 8 7 6 5 4 3 2 1 0

GAME TURN

- 1. Maintenance
- 2. Turn On
- 3. Set Class
- 4. Loot Branch

"Leave a space in the middle of the table for the "Deployment Area"".

"Hand cards (x4)"






SURVIVOR TURN

- 1. Reinforcement
- 2. Actions
- 3. Pick Up
- 4. Jump
- 5. Die
- 6. Heal
- 7. Go East
- 8. Go West

GAME TURN


- 1. Reinforcement
- 2. Turn On
- 3. Set Game
- 4. Last Breath

IMMUNITY

10 9 8 7 6 5 4 3 2 1 0

VITALITY

10 9 8 7 6 5 4 3 2 1 0



4. I

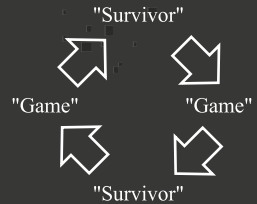


"Hand cards (x1)"

GAME SEQUENCE

A game of Cards of the Dead takes place over the course of three days. On each new day, the players will need to deploy the "City" in the "Deployment Area" and find the "EXIT" card to end the day.

To do this, the players alternate a Survivor turn with a Game turn, starting with the youngest player and continuing the remaining turns clockwise.



For games of one or two players, it will be necessary to turn over the following "Playing Area Cards": (you'll need to leave the "Blocked" card face up).



Summary of the Sequence:

1. **Draw "Survival Kit Cards".** (Only Day 1).
2. **Turn over "Threat Card".** (Only Days 2 and 3).
3. **Arrange the "Deployment Area".** (Every day).
 - A. **Main Zone.** ("City").
 - B. **Indoor Zone.** ("Pharmacy", "Market").
4. **Development of the day.** (Alternate between player and game).
 - A. **Survivor turn.**
 - B. **Game turn.**
5. **End of the game.** (At the end of third Day or if the Survivors have failed).

1. Draw "Survival Kit Cards":

Each player draws as many cards as needed to start the round with **five cards in the Hand**. ("Starter Set Cards" and "Survival Kit Cards").

"NB: Players may not have more than five cards in their Hands at the end of their turn; if this occurs they must discard one or more cards".



"Selena draws 3 cards since she starts with 2 cards in hand"

2. Turn over the "Threat Card":

Before starting Days 2 and 3, turn over a "Threat Card" and apply it.

"NB: The Threat cards are accumulative".

"Zombies increase their Damage by 1 for the rest of the game."



3. Arrange the "Deployment Area":

The "Deployment Area" represent the streets of a "City" infested by Zombies. The players must decide which route to take to make headway without being surrounded by Zombies ("Blocking" all the "Playing Area Cards").

At the start of each day the Zone needs to be set out in the "Deployment Area". The cards are arranged from left to right and from top to bottom. (The last cards to be placed always remain on top of the previous rows.)

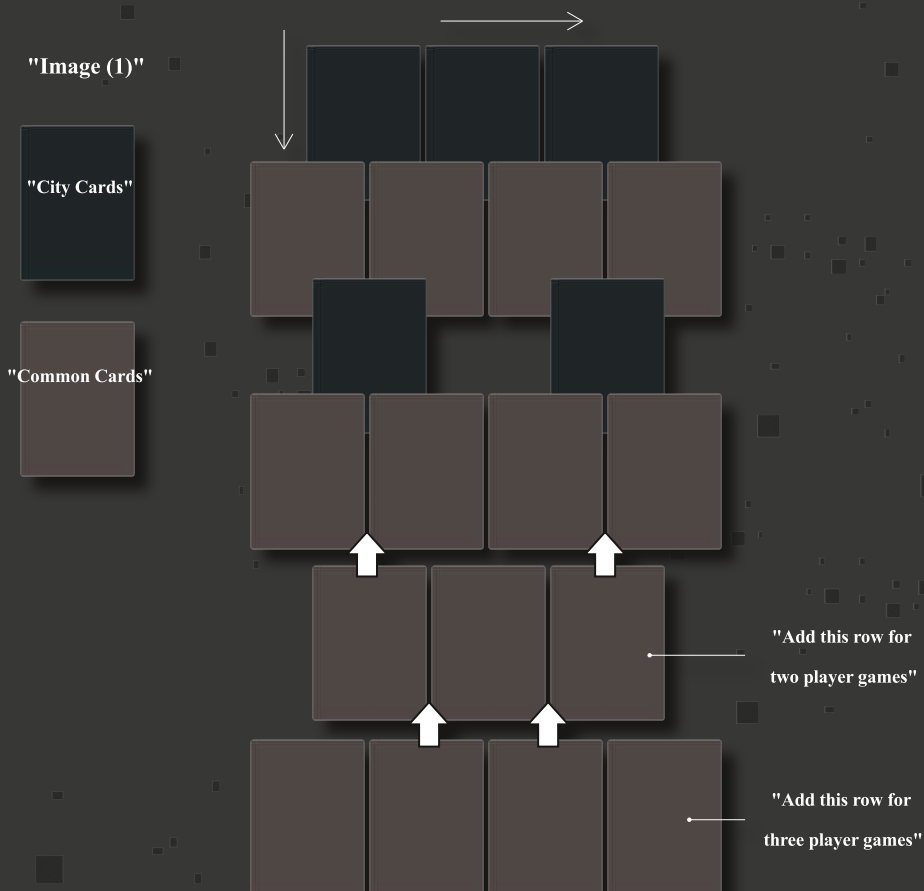


"NB: It is only possible to turn over cards that do NOT have any corner being blocked by another card".

ADDITIONAL In games of more than one Survivor, add additional rows to the end of the deployment of the "Main Zone" (see "Image (1)").

A. Main Zone:

1. Take the "City Cards" pile and separate the "EXIT" card.
2. Draw four cards from the "City Cards" pile.
3. Shuffle the "EXIT" card with the four drawn cards.
4. Combine the "City Cards" that you have already separated and shuffled together with the "Day 1 Common Cards", and place the cards as shown in "Image (1)".
5. When setting out Days 2 and 3, add the "Common Cards" for that Day (2 or 3) to the Day 1 pile and shuffle it to repeat step 4.



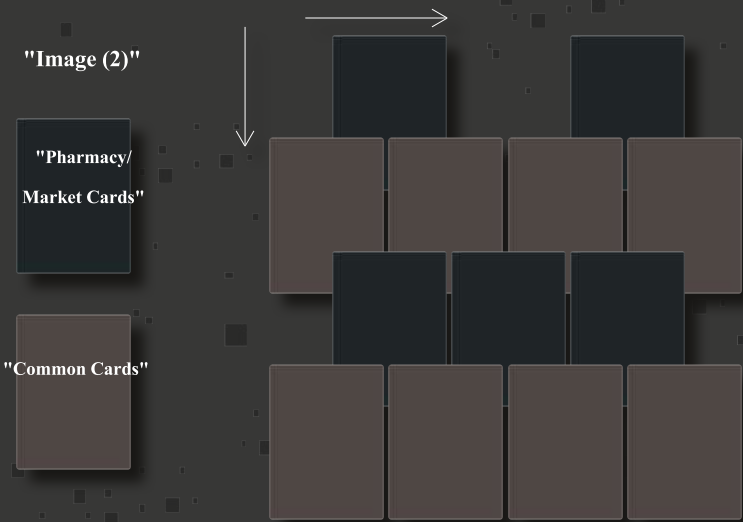
B. Indoor Zone:

When the Survivors enter an Indoor Zone, the round stops to set out the Indoor Zone next to the Main Zone, where the round will be played.

When the Survivors leave the Indoor Zone, the round continues in the Main Zone at the same point where it was left.

"NB: You can remove the Pharmacy/Market cards from the game once you return to the Main Zone, because it is only possible to enter each place once per round at most".

1. Combine the pile of "Pharmacy/Market Cards" that you have already separated and shuffled with the "Common Cards" pile, and place the cards as shown in "Image (2)".



4. How the Day unfolds:

Players and the Game alternate turns until a Survivor succeeds in escaping using the "EXIT" card. When this happens, the day has finished.

A. Player Turn:

The players have up to three Actions that they can use up before finishing their turn.

A Survivor is considered to be "Active" until the turn of the next Survivor begins.

In addition to their basic Actions the Survivors can use their "Skill" once per turn (page 19).

1. Maintenance:

a. Restore the three used Action Tokens.

b. You lose 1 "Immunity Point".

"NB: If the Immunity Points are reduced to 0, you then lose Vitality Points".

c. Remove the "Paralysis Token" if you lost the previous turn.

2. Actions: (Uses up 1 Action)

a. Pick Up:

Pick up a Resources card from the "Playing Area" to add it to your hand or to the Reserve (if you have space). Otherwise, discard a card from your Hand or the Reserve to carry out the Action.



b. Swap:

1. Place/Swap a card in your hand with the Reserve or vice versa. If you have no more free space, swap one card for another.

2. Move a card from your Hand to "Equipped". If there is already an equipped card it is discarded in the process. If the equipped card uses "Ammunition", the "Ammunition/Agent" card is discarded and the "Equipped" card returns to the hand.

ADDITIONAL Give a card from your Hand/Reserve to another Player's hand if they have free space in their hand.



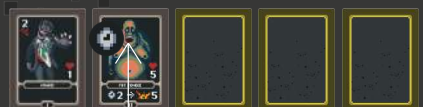
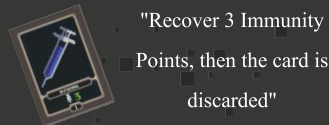
c. Use:

1. Use a card from your Hand. Then discard it.

2. Place an "Ammunition/Agent" card next to the "Equipped" card.

3. Attack with the card that is "Equipped".

"NB: Remember to place a Uses Token every time you attack until using up the card, then discard it".



"Attack with "Punch" equipped with "Berserk Agent" dealing 5 Damage to "Fat Zombie", then discard "Berserk Agent" "



3. Walk: (Uses up the remaining Actions).

Turn over a card in the "Deployment Area" and end your turn.

You can walk using special cards such as the "EXIT" card.

"NB: You can finish your turn without using up all the Actions".



"Voltea una carta"

3.1. Go out:

a. Main Zone: if you use up your actions to "Walk" in the "EXIT" card of the "Playing Area":

1. Solve the Game Turn.
2. Discard all the cards both from the "Deployment Area" and the "Playing Area".
3. Start a new Day (see "Main Zone" page 10).

If it is Day 3, omit this point and end the game. (see "End of Game" page 16).

b. Indoors Zone: If you use up your actions to "Walk" in the "Exit-Indoors-Area" card of the "Playing Area":

1. Solve the Game Turn.
2. Discard all the cards both from the deployed "Indoor Zone" and the "Playing Area" except the "EXIT" card (if present).
3. Continue the round in the "Main Zone".

3.2. Go In:

If you use up your Actions to "Walk" in the "Pharmacy" or "Market" cards of the "Playing Area":

1. Solve the Game Turn.
2. Discard all the cards from the "Playing Area" except the "EXIT" card (if present).
3. Deploy the corresponding Indoor Zone (see "Indoor Zone" page 11).
4. Continue the round in the "Indoor Zone".

B. Game Turn:

The game follows all its steps (whenever possible).

1. Maintenance:

Remove the Paralysis tokens from the cards that lost on the previous turn. Place a Turn Token on top of the cards in the "Playing Area" that need it.

"NB: If the card has a Paralysis Token on top, the Turn Token is not placed".



2. Turn On:

The cards in the "Playing Area" are turned on (if they can be) from left to right one at a time.

Example: (1)The "Zombie" causes 2 Damage to the active player. (2)The "Fat Zombie" explodes, causing 5 Damage to ALL the players as well as to the two adjacent cards; the three cards (the three Zombies) are discarded and then make a 2 Noise. (3) Two cards are drawn from the "Common Cards" pile; the first, being a "Zombie Screamer", is placed in the first "Free" space of the "Playing Area" where the first "Zombie" was, and the second card is discarded, being an "Antiviral" card. (4) The third "Zombie" was discarded by the explosion so the following card is the "Pipe" and is not activated, so point 2 (Turn On) comes to an end".



3. Get Close:

The turned over cards in the "Deployment Area" are placed in the "Playing Area" from left to right; if no "Free" space remains they are discarded.



4. **"Last Whisper"**: if at any point the "Playing Area" is left without any "Free" space, the next active player must leave at least one "Free" space before ending their turn or the round finishes immediately.

"NB: The seven "Playing Area" cards can be blocked by placing cards on top or by having the "Blocked" side face up".

***ADDITIONAL*:**

If a Survivor dies at any point during the round, turn over their card and apply their "Zombie Skill" for the rest of the game.

"Zombie Skill"



END OF THE GAME

On finishing the third Day of the game, the Survivors who have managed to survive will have won the game.

OPTIONAL Add optional challenges to your games:

- A. No Survivors have died.
- B. You have explored all the "Indoor Zones".
- C. You have eliminated more than 15 Zombies.
- D. You haven't made any Noise.

OPTIONAL (Hard) When you add the "Common Cards" of Days 2 and 3, instead of shuffling the entire "Common Cards" pile, take the first 10 cards and shuffle Day 2/3 with these. Then leave the shuffled cards on top of the "Common Cards" pile. (Replaces point 5. "Main Zone" page 10).

"Clarification:

ADDITIONAL: Only in games of various players.

OPTIONAL: May be added in games of Survivors who have no fear of Zombies".

SYMBOLS AND GLOSSARY

The game cards follow a general pattern of information, but may vary depending on the card.

1. Image.
2. Name.
3. Day it appears (Round).
4. Speed.
5. Active Features.
6. Passive Features.
7. Additional Features.



Speed: the cards may have one of the following three:

1. Instant: when an "Instant" card is turned over it resolves the card immediately. Then discard the card.

2. Fast: "Fast" cards are placed in the "Playing Area" at the start of the "Game Turn" (before its Maintenance).

3. Normal: the cards without an symbol. They are moved to the "Playing Area" in step 3 of the "Game Turn".

Passive Features: Affect the card itself.

Hit Points: the Damage a card can receive prior to being discarded.

NB: cards that do not have the icon have 1 Strike Point, unless the card specifies otherwise".

If the symbol appears as an "Additional Feature" it affects the active player and not the card itself.

If it appears in **Green** the player regains Vitality Points.

If it appears in **Red** the player loses Vitality Points.

"NB: "Canned Soup" causes the player to regain Vitality Points and is then discarded".

Uses: the number of times a card can be activated before being discarded.

Type of Ammunition/Agent: The "Ammunition/Agent" card that the "Equipped" weapon needs in order to be used.



Active Features: affect other cards.

Zombie Damage: the Damage affects the player who is active in that turn.



Melee Damage: the Damage affects a single objective in the "Playing Area".



Range Damage: the Damage affects a single objective in the "Playing Area".



It avoids "Explosive Damage" if an element is attacked that can explode.

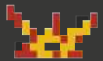
Paralyzing Damage: the Damage affects a single objective causing it to **miss its next turn**.



NOT accumulative.

"NB: if a player or Zombie missed their previous turn, they may play their turn before being affected again by "Paralyzing Damage".

Explosive Damage: affects itself, as well as the two adjacent cards in the "Playing Area" (if any) and **ALL** the players (if any) unless the card specifies otherwise.
Causes **2 Noise**.



Additional Features:

Defence: absorbs the "Hit Points" caused by any type of Damage.



Turn: when the number of Turn Tokens on top is equal to the value of the card, it **performs the action once**.



When the value appears in **Yellow**, once the action has been performed, remove the Turn Tokens and repeat the process until the card is discarded.

Tools: uses a "ToolKit" card to activate certain cards with this icon without needing to cause Damage.



Noise: for each Noise Point, a card is drawn from the "Common Cards" pile. If the card drawn proves to be a Zombie (any), it is added **immediately** to the "Playing Area". Otherwise, the card is discarded.



Slots in the Reserve: indicates the number of cards the Survivor can store in their Reserve.



Call: the symbol (letter) indicates which card to call, whether it is the "Epic Card" or one of the "Invoke Cards".



Immunity Points: if it appears in **Green** the player regains Immunity Points.



If it appears in **Red** the player loses Immunity Points.

*Remember to place Hit, Use, Turn and Paralysis Tokens on top of the cards that require it.

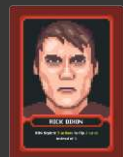
The Survivors:

There are three Survivors in the game, each with their own "Starter Set" and Survivor and Zombie Skills.

A. Rick Dixon: the most versatile Survivor.

Hand(5): "Bat" (x1), "Survival Kit" (x4).

Reserve(3): "Knife" (x1), "Canned Soup" (x1), "Antiviral" (x1).



Survivor Skill: at the start of his turn he can "RUN". Use three Actions to turn over two cards instead of one.

Zombie Skill: the Survivors lose two Immunity Points instead of one in their Maintenance phase.

B. Selena Harris: combat-trained soldier.

Hand(5): "Rifle: Semiautomatic"(x1), "Ammunition Rifle"(x1), "Survival Kit"(x3).

Reserve(4): "Ammunition Rifle"(x3), "Grenade"(x1).



Survival Skill: in her turn she can discard a card in order to "TRACK". Which allows her to draw two cards from the "Common Cards" pile and keep one of them provided it is a Resources card, discarding the remainder.

Zombie Skill: the Survivors draw two cards instead of three when using a "Note" card.

"Rifle": When it is "Equipped", one Action can be used up to turn over the card and change its Features.



May **NOT** be placed in the Reserve.

"Grenade": used from the Hand.

The Damage does not affect the players.



C. Dan Hill: creator of the virus.

Hand(5): "Punch"(x1), "Berserk Agent"(x1), "Explosive Agent"(x1), "Paralyze Agent"(x1), "Kit de Supervivencia"(x1).

Reserve(2): "Antiviral"(x1).



Survival Skill: he can lose one Immunity Point instead of using an Action when attacking with the "Punch".

"NB: if he has no Immunity left, he loses Vitality Points".

Zombie Skill: each Survivor needs to discard a "Common Card", otherwise they lose half the Immunity and Vitality Points, rounding upwards.

"Punch": can change the Damage type using **Agents** before hitting (the damage is not accumulated).

May **NOT** be placed in the Reserve or discarded.

Does **NOT** have limit of Uses.



"EXIT": the players must "Walk" by means of the "EXIT" card on the three days to win the game.

CANNOT receive Damage.



"EXIT-Indoors-Area": the players must "Walk" by means of the "EXIT-Indoors-Area" card in order to leave the "Indoor Zone".

CANNOT receive Damage.



"Pharmacy/Market": the players must "Walk" by means of the "Pharmacy/Market" card in order to enter the "Indoor Zone".

CANNOT receive Damage.



"Horde": turns over the "Free" card furthest to the right in the "Playing Area" leaving the "Blocked" side face up.



"Run Away": turns over the "Blocked" card furthest to the left in the "Playing Area" leaving the "Free" side face up.



"Note": allows three cards to be drawn from the "Common Cards" pile and one of them to be kept provided it is a Resources card, discarding the remainder.

"NB: to identify a Resources card remember that it does not have a Hit Points or Speed symbol".



"Security Box": if the Hit Points fall to 0 or a "ToolKit" card is used, the active player receives the "Epic Cards" "Gun" and "Ammunition Gun" cards (if they do not have space in their hand, they will need to discard cards in the process).



"Showcase MedKit": if the Hit Points fall to 0 or a "ToolKit" card is used, the active player receives the "MedKit" card (if they do not have space in their hand, they will need to discard a card in the process).



"Vending Machine": if the Hit Points fall to 0 or a "ToolKit" card is used, the active player receives the "Canned Soup" card (if they do not have space in their hand, they will need to discard a card in the process).



"Mommy Zombie": every time the card accumulates three Turn Tokens, place a "Baby Ghoul" card in the first "Free" space starting on the left of the "Playing Area"; in the event of not having space it is discarded ("the Baby Ghoul").



"Binoculars": looks at up to three "Common Cards" in the "Deployment Area". Then reorder them in any order face down.
 "NB: you can look at any "Common Card" in the "Deployment Area"."



"Lantern": You can turn over up to three active cards in the "Deployment Area". If they are Resource cards leave them face up. Otherwise, leave them face down.
 "NB: It is only possible to turn over cards that do not have any corners blocked by other cards".



"Chose One": the player chooses one of the three options when they are going to use the card.



"Kevlar": once used, leave the card next to that of the Survivor until their Hit Points are used up.

"NB: Remember that it can only absorb damage if the player receives Damage".



"The Last Supper": A Survivor must discard a "Canned Soup" card, otherwise ALL the Survivors lose two Vitality Points.



"The Trader": Discard as many cards from your hand or Reserve as you wish. Then draw the same number of "Survival Kit Cards".



"Sweet Home": A survivor can discard a "Lantern" card to recover all Vitality Points of all Survivors.



GAME OVERVIEW

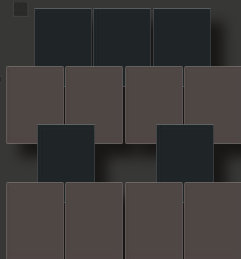
1. Prepare the Game table (page 6).

- 1.1. Separate and shuffle the "Common Cards".
- 1.2. Prepare the "Survivor Area".
- 1.3. Prepare the "Playing Area" on half of the table.
- 1.4. Prepare the remaining cards and tokens.

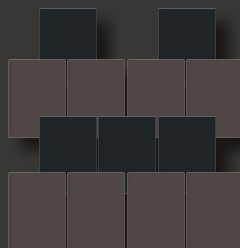
2. Game Sequence (page 8).

- 2.1. Draw "Survival Kit Cards". (Only Day 1).
- 2.2. Turn over "Threat Card". (Only Days 2 and 3).
- 2.3. Prepare "Deployment Area". (Once a day).

A. Main Zone. ("City")



B. Indoor Zone. ("Pharmacy", "Market")



"NB: remember to add additional rows in the "Deployment Area" when more than one player is playing".

- 2.4. Development of the Day. (Alternate between player and game).

A. Survivor Turn.

- I. Maintenance.
- II. Actions.
 - a. Pick up.
 - b. Swap.
 - c. Use.
- III. Walk.

B. Game Turn.

- I. Maintenance.
- II. Activate.
- III. Get Close.
- IV. "Last Wisper".
- *ADDITIONAL* "Zombie Skill" of the Survivors.

3. End of the Game (page 16).

(At the end of Day 3 or if the Survivors have failed).