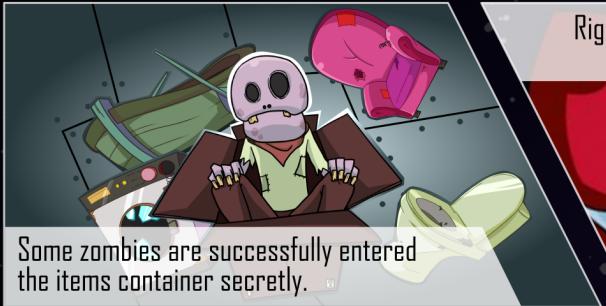


1: STORY



The zombies are frightened getting haunted by humans. Humans are now evils.

Hence, they infiltrating a rocket from NAZA (Nation of Anti-Zombie of America) to escape.



Some zombies are successfully entered the items container secretly.

Right after the launch, the rocket is overweighted.



They must throw the items one by one to survive.



The zombies must survive until they reach the outer-space.



*Mission :
Go to the outer-space and
don't be thrown away.*

2: COMPONENTS



6 Order Tokens



6 Zombie Cards



10 Item Cards



68 Action Cards



2 Rocket Cards



Lifepoint Marker

3: SETUP



1. Each player choose 1 of **Zombie** card. Put away unused Zombie from the game. Shuffle the chosen Zombie cards. Arrange a line with those Zombie cards arranged randomly, face it down.
2. Separate all **Item** cards which have special **effect** (red-colored background) from its deck. Put **3** of **non-effect Item** cards onto behind the last Zombie (rear of line). Recombine 4 Item cards that have effect to its deck. Shuffle and put the deck (faced-down) in front of first Zombie (front of line). The **maximum lenght of line = number of players + 3**.
3. Shuffle **Action** cards and put the deck somewhere near the line so all players can reach it, then face it down.
4. Each player gets **4 Action** cards in the beginning.
5. Reveal all of the **Item** and **Zombie** cards on the line (face it up). *Make sure you arrange the game as picture above shows.

4:GAMEPLAY

1. In each **round**, the first player is determined by whose **Zombie** position is in the **front** of line (**Rocket's head**).
 2. Distribute the **Order** tokens according to the Zombie position.
 3. In each turn, a player draws **1 Action** card if he/she has less than 7 cards. Then he/she can choose to do :
 - a. use **1 Action** card (2 cards if using '**Anger**') or
 - b. just **pass** the turn.
 4. Each player's turn ended change the **Order** token to face-down to indicate he/she end the turn.
 5. Every round ended, open **1 Item** card from its deck then put it onto the front of line. Afterward, move (slide) all the objects (Items & Zombies) behind it direct to the **rear** of line (**Rocket's Exit**) by as many as **1 plot (space)**. If there is **empty space** in the middle of line, all objects in front of first empty space moved by 1 plot toward the exit and all objects behind the first empty space are stay (not moved).
 6. If there is no more **Action** cards in the deck, shuffle all the used Action cards. If there is no **Item** cards in the deck, then Items or **Zombies** on the line are still moved toward the **exit**.
 7. Any object passing the exit boundary is stated **out** from game (lose).
 8. In each new round, distribute the **Order** tokens again to the players according to the their Zombies's position.
- *Use unused card as a mark for any empty space.

5:END GAME

1. The game end when there is no item on the deck and line.
2. There are **2 Game Modes**,
 - **Reincarnation Mode** : Every Zombie has 2 life points. If any Zombie out from Rocket, it can be revived again 1 more time. Put that Zombie to the very top of Items deck. Thus, that player can play again in new round.
 - **Spaceless Mode** : Replace any empty space with Item card from the Item deck immediately. There is no life point. The winner is determined by whose Zombie has less death.

*Of course you can make your own mode.

7:CREDITS & THANKS

Game Design

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that can't be mentioned in here.

This game, which has been awarded



madly made by the gorgeous



inlanderboardgame.com

6:CARDS DETAIL

Action Cards

1. Slide 1 : Move your Zombie by 1 spaces.
2. Slide 2 : Move your Zombie by up to 2 spaces.
3. Slide 3 : Move your Zombie by up to 3 spaces.
4. Zombie Commander : Rearrange (only) the Zombie's position as you wish.
5. Fight : Cancel other player's action. It can only be activated when player use Action card. Fight can also be cancelled.
6. Exit : In the end of round throw the last 2 objects from the rocket. Open 2 items from deck, and move the line by 2 spaces. on the new round.
7. Revership : Change direction of line. Front become rear, rear become front. Effect is activated immediately and permanently.
8. Angger : Collect 2 cards to do Push 2 times, or 3 cards to arrange all objects' position. This card can't be cancelled.
9. Bite : Steal 1 card from 1 player. Stolen card can be used immediately.
10. Swap : Swap (only) your Zombie position with only another Zombie's position.
11. Mind Break : Gather all cards from each player, then shuffle it and redistribute all of it back to the players as many as they had before.
12. Trap : If there is any Zombie who get this card on the next round, his/her turn will be skipped. Put this card below the line. The effect will be activated on the next round.
13. Push : Push all objects and empty spaces behind your Zombie toward exit (Rocket's tail), and create an empty space. .

Special Item Cards

1. Gem : Any Zombie who want to pass through this item is reduced by 1 point of slide. You need at least 2 points of slide.
2. Fitnees Tool : When this card entering the line, each player takes 1 card from Action deck.
3. Vacuum Cleaner : When this card entering the line, each player takes 1 card from a player on his/her left-side.
4. WC : In the end of round, 2 Zombies positioned right before and after this item need to discard 1 card on the next round.

Video Tutorial -> bit.ly/zombiespacegameplay

Facebook Fans Page -> [Zombie Space](#)