

ZED DECK

It has been months since the dead rose and attacked the world of the living. At first, the survivors seemed to have the upper hand. Zombies were dangerous but slow. Working together, people were able to fight back against the shambling hordes.

And then the first full moon came after the outbreak. The slow-moving hordes of undead became raving, screaming maniacs, running down the living with a speed and ferocity that was unimaginable.

Initially, the moon frenzy lasted as long as the full moon did. Recently, however, they seem to last longer and some zombies even start to frenzy on the nights leading up to the full moon. Survivors now know to hunker down in a safe location and wait for the shrieking dead to stop and go back to their shambling existence.

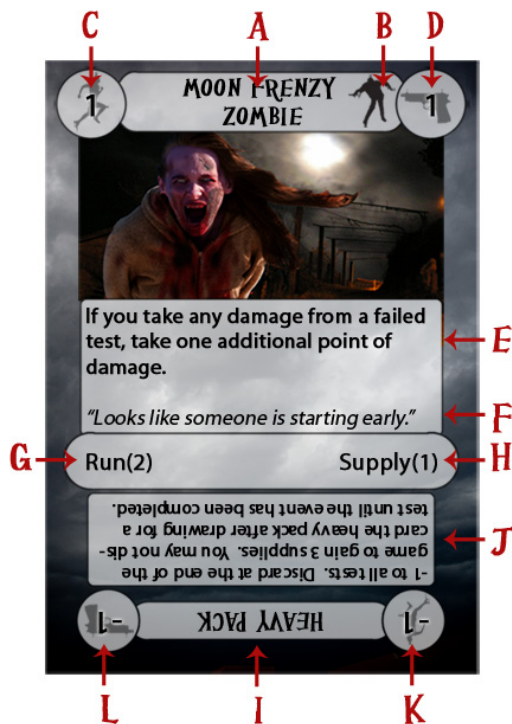
That's what you were all prepared to do when your hideout got overrun by the dead. Now you are scrambling to gather enough supplies to last the full moon frenzy before the screaming dead come for you.

Zed Deck is a solitaire game of surviving in a world after the zombie apocalypse. You need to gather supplies so you can hole-up during the full moon frenzy. The game takes about 5-15 minutes to play.

To play Zed Deck, you need:

- the Zed Deck (a deck of 54 cards)
- a means to track life points (6 counters, a 6-sided die, or pen & paper), referred to as your Health
- a means to track supplies (20+ counters, or pen & paper), referred to as your Stash

Parts of a Zed Deck card:



- A. Card Title
- B. Zombies Everywhere icon – These icons are used with the optional Zombies Everywhere rule. They can make it more difficult to overcome events as you need to try to not attract the attention of other zombies in the area.
- C. Run Value – this is the value used when a card is drawn for a Run test. These values range from -1 to 3.
- D. Fight Value – this is the value used when a card is drawn for a Fight test. These values range from -1 to 3.
- E. Event – this is the event you have to try to overcome or suffer the consequences.
- F. Flavor Text – This text is for atmosphere but has no effect on game play.
- G. Test Difficulty – This lists the type and difficulty of the test(s) needed to successfully resolve the event. Not all events require tests.
- H. Supplies – The supplies earned if you successfully resolve the event. Note that the event description itself may have additional rewards or specify changes to the supplies won.
- I. Equipment Name – This is the item of equipment you have found.
- J. Equipment Rules – The rules for using the piece of

equipment.

- K. Run Modifier – Any modifier to Run tests from the equipment. Note that an * means there are special rules concerning Run tests in the equipment rules.
- L. Fight Modifier – Any modifier to Fight tests from the equipment. Note that an * means there are special rules concerning Fight tests in the equipment rules.

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Set-up

Shuffle the Zed Deck and place it face down.

Game Play

Important! Any card that has rules that contradict these written rules overrides the rules here. The rules on the card have priority.

Draw the top card of the Zed Deck to determine what event you must overcome. Read the event rules. If the event has a test, you must decide how many cards to draw to try to overcome the test. Also, if both types of tests are listed (both a Run and a Fight difficulty), you must choose if you are going to make a Fight or Run test. You can choose to draw 1, 2, or 3 cards. After drawing the cards, total the appropriate values(s) of the drawn card(s), either Run or Fight. If the total equals or beats the difficulty of the test, you have successfully passed the test and resolved the event. If the total is less than the difficulty you have failed to resolve the event.

If you succeed at resolving the event, you gain any supplies indicated. The event may also list other rewards or effects for resolving the event.

If you fail to resolve the event, you take one point of damage for each point your total was less than the difficulty. If your total is below 0, count it as 0 when determining damage or other consequences of a failed test. Some events may have other effects instead of or in addition to damage for failing a test.

Cards drawn for a test normally have no effect other than their Run or Fight values.

Optional Rule: Zombies Everywhere – Some cards have a zombie icon in their title. If you draw two or more cards with this icon when drawing for a test, subtract 1 from the test total for each icon. This represents having to try to overcome the difficulty of the event while not drawing the attention of the hordes of undead wandering about. This is an exception to cards drawn for a test normally having no effect other than their Run/Fight values.

Some events do not have a test. For these events, follow the instructions on the card. Unless otherwise indicated, these types of events are resolved after the instructions have been followed.

Once you have resolved or failed the event, draw the next card to see what new event you must face.

Equipment

Some cards let you draw for equipment. To do so, draw the top card of the Zed Deck. The equipment is listed on the opposite side from the event. Some equipment requires that it be discarded when used, some are useable all the time, and others require spending supplies to use (representing gas, bullets, medical supplies, etc.).

You are only allowed to have one piece of equipment at a time. If you draw for equipment while you are already equipped, you must choose which piece of equipment to keep, placing the other in the discard pile. If the equipment drawn grants supplies (i.e. Hidden Stash) or has another immediate consequence (What The!?!?!?) you get the effects of that equipment even if you keep your other equipment.

You can discard a piece of equipment for no effect (to get rid of it) at any time except the time between drawing cards for a test and figuring the total and success or failure of the test. Some equipment may be more restrictive on when you can discard it.

Game End

The game ends when there are no more cards to be drawn. You score 1 point for each supply gathered. The game also ends in a loss if you lose all 6 of your Health (well, it's a win for the zombie side).

If you draw the last card in the deck for an event, follow the instructions unless the event requires you to draw a card. In this case, you have run out of time and must suffer the consequences. If the Run value is higher, you lose 1 supply. If the Fight value on the event card is higher, you suffer one point of damage. If the two values are the same, there is no effect from this card.