



ZOMBIES!!! – The card game solo variant

ZOMBIES!!! – The card game solo variant simulates the coming zombie apocalypse in card form. This solo variant allows you to use the 104 game cards and components in a solitaire game format. You will create a randomly generated city and make your way through that city to try and find the Helipad; allowing you to fly away to safety. To get to the Helipad you will be fighting zombies along the way but also searching buildings to replenish your supplies to help you survive your journey. If your health ever drops below zero you will lose the game and increase the ever-growing zombie population.

COMPONENTS

104 Cards	"The City" and supply cards
1 – d4	"Zombie spawn location generator"
20 – Green d6	"Zombies"
6 – Black d6	"Knife Attack dice "you could use 1d6 and just roll it up to 6 times if needed"
1 – Red d6	"Player token + health tracking"
3 – Yellow d6	"Gun Ammo"
25 – White cubes	"Searched building markers"
3 – Green 8mm cubes	"Zombie phase trackers"
1 – Yellow 8mm cube	"Gun usage tracker"
1 – White 8mm cube	"Knife usage tracker"
1 – Red 8mm cube	"Player action tracker"

Solo Player reference card

Solo Variation rules

PRE-SETUP

You will need to modify one of the cards from the original card game or sleeve the cards. You can choose any street map card, but I prefer to use one of the Hospital cards since these buildings normally have a helipad on the roof. Draw directly on the card a big RED capital **H** with a circle around it to

represent the Helipad. This is the final city card you must reach to win the game. Since the original game didn't have a helipad card, we need to create one for this solo variant. If you don't want to modify one of the cards you can always play the game using sleeves and place a new created Helipad card within one of the sleeves.

OBJECTIVE

Find your way through the city with the goal of reaching the "helipad" without being overrun by zombies and dying.

NOTE: You will only be concerned with the building name type on the cards and ignoring any reference to the zombie count!

SETUP

1. The setup for the solo variant is as follows; find the newly created Helipad map card and a "four-way street" map card and set them aside. Now take out 29 cards randomly and shuffle them. Take 9 cards from this deck and place the Helipad card inside this stack and reshuffle this stack of 10 cards but make sure you don't see where the helipad card is in the stack. Place this stack on the bottom of the remaining 20 cards to create the CITY MAP DECK. Place this deck ability side up; this will be the CITY MAP DRAW DECK.
2. Take the remaining cards and shuffle them thoroughly. Place them map side up; this will be the DRAW DECK.
3. The city map deck should be off to the right and the draw deck off to the left within easy reach. Now take the "four-way street" card that was set aside and place it in the middle of the play area; this is the starting map card.
4. Place the **red** d6 in the middle of this "four-way street" card with the [6] showing on the die; this is your player token with a starting health of six.
5. Draw [5] cards from the draw deck and place them in your hand; this is your starting hand.
6. Place the [6] black d6 dice off to the side within easy reach; these are your knife attack dice.
7. Place the "Solo Player reference" card in front of you.
8. Place the [3] yellow d6 on the Solo Player reference card. Two go in the designated spaces marked **Gun Ammo** with sixes showing on both dice; this is your guns current total ammo. The third yellow d6 will be placed in the **spare ammo** space with the 6 showing.
9. Place the [3] green cubes to the right of the "Solo Player reference" card.
10. Place the [1] red cube in the ACTIONS space within the box marked 4.
11. Place the [1] yellow cube to the left of the "Solo Player reference" card.
12. Place the [1] white cube to the left of the "Solo Player reference" card.

13. Draw [4] MAP cards from the CITY MAP DECK and place them against each edge of the "four-way street" card with the correct vertical card orientation. The cards can be rotated 180 degrees to help connect the streets. Once the MAP cards are placed against all four edges, take four green D6 and roll them. Place the four-green dice with the numbers rolled showing, on each of the MAP cards just placed; one for each card. This is the number of starting zombies in the area. When complete you should have four new MAP cards placed around the four-way street card with a green d6 placed on each new map card. If a drawn street card can't be placed against the four-way street card with the correct portrait orientation, discard it to the draw deck and draw another map card.
14. Place the remaining green dice in a pile off to the side within easy reach.
15. Place the twenty five white cubes off to the side within easy reach.
16. The game is now ready to play.



GAME PLAY

The Game Play for ZOMBIES!!! – The card game solo variant consists of the player taking actions and the zombies reacting to those actions. Each turn will consist of the player taking their actions first and then the zombies taking their actions second.

PLAYER TURN:

The player can take any [4] actions in any order during his/her turn.

ACTIONS:

- MOVEMENT
- ATTACK
- SEARCH A BUILDING
- PLAY A CARD ACTION

FREE ACTIONS DURING YOUR TURN

- DISCARD CARDS FOR AMMO
- DISCARD CARDS FOR HEALTH

MOVEMENT

A movement action consists of deciding on a direction to either move onto an existing map card or drawing a new map card from the draw deck and moving onto it. All movement must follow an existing street path and you can't move diagonally.

NOTE: If you're on a map card that has green dice on it, you are not allowed to move from this map card unless the number of zombies showing on the green dice is EQUAL TO OR LESS THAN one half your health value shown on your red d6 rounded up. So, for example, your health is 6 and you have a zombie die in the same space showing a 5. Since half of 5 is 2.5 or 3 rounded up, this is equal to half your health which means you can move to another street. If your health had been 5, you would not have been able to move away from the space.

Existing MAP card – If you decide to move into an existing map card, place your **red** d6 into the center of the MAP card keeping the original number on the die showing.

- If there are any green zombie dice located on this map card you are attacked immediately by each zombie on the card. Roll a black d6 for each zombie and every 6 rolled is a point of damage you take. If your health drops below one you lose the game.
- If there are no green zombie dice on the map card roll a green d6 and place it on the card with the number rolled showing.

New MAP card – If you decide to move and there is no map card connected to the street edge of the card you plan to move through, draw a new map card from the top of the MAP deck and place it against the edge of the card you plan on moving through. Remember to keep the correct vertical "portrait" card orientation when placing the new map card.

- If the map card won't fit correctly against the card with all street connections you could move through, try to rotate the card 180 degrees.
- If it still won't fit, place this map card against the edge of any other map card on the table "your choice", place a green d6 with the 6 showing on the card then draw another map card and try again to fit the new map card against the card edge you are moving through.

- If this map card won't fit against any existing map card edge, then discard this card and draw another card and try again. Spawn a new zombie as explained in section "**zombies will spawn**".

Next, place your **red** d6 on the center of this new map card with the existing health number showing. If you have a second action available, you can attack these new zombies.

ATTACK

An attack action consists of you attacking the zombies on your map card or an adjacent map card by using your gun. Your inventory consists of a gun with an ammo clip of 12 rounds, a spare ammo clip with 6 rounds and a knife. The gun is only usable if you have available ammo. The knife is always available but can only attack 6 zombies per attack action.

Attacking zombies in same space –

- **Knife** - You can attack with the knife by rolling the number of black dice equal to the number of zombies on a green die. If you roll an unmodified **[5 or 6]** on any of the dice, you destroy a zombie. Depending on the number of zombies destroyed, modify the green die with the updated number of remaining zombies. If you destroy all the zombies for that die and there are more zombie dice on the map, you can continue to roll more attack dice up to a max of 6. As a bonus for destroying zombies you may draw a card from the draw deck for each zombie destroyed and add it to your hand. You can only attack up to six zombies per attack action with a knife. If you use your knife, place the white cube on the "**Used my knife**" box.
- **Gun** - You can attack with the gun by first adjusting the yellow ammo dice to reflect the ammo used for the attack, then take the same number of black dice and roll for your attack.
 - If you are attacking zombies in an adjacent space and roll a **5 or 6** on any of the black dice, you destroy a zombie. Depending on the number of zombies destroyed, modify the green die with the updated number of remaining zombies. If you destroy all the zombies on the map, remove the green die and set it back in the pile.
 - If you are attacking zombies in the same space and roll a **4, 5 or 6** on any of the black dice, you destroy a zombie. Depending on the number of zombies destroyed, modify the green die with the updated number of remaining zombies. If you destroy all the zombies on the map, remove the green die and set it back in the pile. If you can play a card to add modifiers to a die roll, you can apply them now! If you didn't kill all the zombies and still have ammo remaining, you can continue to roll attack dice against the remaining zombies until you run out of ammo, destroy the remaining zombies or decide to finish your attack. If you use your gun, place the yellow cube on the "**Fired my Gun**" box.

SEARCH A BUILDING

If you are on a map card that has a designated building name, has no white cube on it and no zombies; you may search the building at no penalty. On a search you roll a d6 and based on the roll you draw that many cards from the draw deck. So, for example, if you search and roll a 5 you get to draw 5 cards from the draw deck and place them in your hand. A building can only be searched once and after you search the building, place a white cube on the map card. If there are zombies in the space, their total must be subtracted from the die roll. For example, if you search and roll a 4 but there are 3 zombies still in the space, you would only be able to draw 1 card from the draw deck and place it in your hand.

PLAY A CARD ACTION

Some cards in the game have usable card text that can be used during play. Some cards refer to an opponent and can only be used for health or ammo but some have specific uses that can be used to help you out during an attack. Depending on the text you can play a card action and use the text on the card as an ability to help you during play. After you finish using the card, place it in the discard pile.

Free Actions

Discard cards for ammo – *Free action anytime during your turn*

You may discard any cards from your hand that you no longer want and place them into the discard pile. You can now add the number equal to the number of cards that were discarded to your Yellow ammo dice. You can't add a value that would take the value of the three dice above 18.

Discard cards for health – *Free action anytime during your turn*

You may discard any cards from your hand that you no longer want and place them into the discard pile of the draw deck. You can now add the number equal to the number of cards that were discarded to your health by adjusting your red d6. You can't add a value that would take the value of the die above six.

Each time you take an action move the **red ACTION** cube to the next box on the left. When you have used all four actions, it will be the zombies turn.

ZOMBIE TURN:

On the zombies turn there are a number of things that can happen.

First, if any zombies are on your map card they immediately attack you! “Go to **Zombie Attack**”

ZOMBIE ATTACK

If zombies are already in a map card you occupy or move into a map card you occupy; they immediately attack you. Take black dice equal to the number of zombies on the map card attacking you and roll them. For each 6 rolled you take 1 point of damage, which is immediately adjusted on your **red** d6. If this damage causes your health to drop below 1 you die and the game is over.

ZOMBIE MOVEMENT

Zombies are attracted to sound and depending on the type of attack you perform, this will determine how the zombies react.

- If you didn't attack and only moved, searched and/or did nothing, the zombies **ONLY** move on a roll of 6.
- If you attacked with a knife and not the gun, the zombies **ONLY** move on a roll of 4, 5, or 6.
- If you attacked with a gun all zombies **WILL** move to the direction of the sound.

ZOMBIES ONLY MOVE ON A 6

1. Roll a black die for each zombie die:

- If you roll a 6 move the zombie die one space in your direction.

ZOMBIES ONLY MOVE ON A 4, 5, or 6.

2. Roll a black die for each zombie die:
 - If you roll a 4, 5 or 6, move the zombie die one space in your direction.

ZOMBIES WILL MOVE

3. Start with the closest zombie die to your map card with the card above you and move in a clockwise direction outward to check every zombie die.
 - Move the zombie die one space in your direction.

ZOMBIES WILL SPAWN

Zombies will always spawn at the end of the zombie turn from one of the original [4] map cards that surround the initial four-way street map card. Roll a green d6 and a d4 dice together. Based on what was rolled on the d4, count clockwise from the top card starting with 1 and place the green d6 on the correct map card showing the number rolled.

Example: You shot your gun during your turn so once you've moved all of the zombies, you must see where the new zombies will spawn from. You roll a d4 and a green d6, which results in a 3 and 5. You count from the top map card above the initial four-way street map card clockwise and place the green die with the value of 5 on the map card below the four-way street map card.

Once the zombies have finished their turn start the player turn all over again. Keep moving until you reach the Helipad card. Once you've cleared the Helipad card of zombies, you win the game and escape to safety.

VICTORY CONDITIONS

Whenever you draw the Helipad map card and place it on the table, the game is in its final stages. To win the game you must be able to move into the Helipad map card with at least 1 health and no zombies. If you reach the Helipad and there are zombies on it, you must destroy all zombies on the card and still have at least 1 health to win.

ADJUSTING THE GAME DIFFICULTY

The normal game difficulty is set at 29 map cards but you can change this difficulty by either adding or removing cards from the initial CITY MAP DECK. If you want a very difficult game you can make the MAP DECK with 70 cards, which will leave you with only 34 cards in your draw deck! you may need more zombie dice

ZOMBIES!!!

THE CARD GAME – SOLO VARIATION

PLAYER TURN

PLAYER ACTIONS

MOVEMENT

ATTACK

SEARCH

PLAY A CARD

FREE ACTIONS

DISCARD CARDS FOR AMMO

DISCARD CARDS FOR HEALTH

ACTIONS



USED MY KNIFE

ONLY IN THE SAME SPACE, ON A 5-6 ZOMBIE IS DESTROYED
MAX OF 6 SHOTS PER TURN

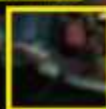
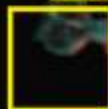


FIRE MY GUN

IN ADJACENT SPACE, ON A 5-6 ZOMBIE IS DESTROYED
IN THE SAME SPACE, 4, 5 OR 6 ZOMBIE IS DESTROYED
MAX OF 12 SHOTS PER TURN

GUN AMMO

SPARE AMMO



ZOMBIE TURN

PHASE #1 – ZOMBIE ATTACK

ZOMBIES IN THE SAME SPACE AS YOU ATTACK YOU!
FOR EACH ZOMBIE ROLL A D6, ON EACH 6 YOU TAKE 1 POINT OF DAMAGE.



THIS PHASE RESOLVED

PHASE #2 – MOVEMENT

- 1 - If YOU ONLY SEARCHED OR MOVED, NO ZOMBIES MOVE
- 2 - If YOU USED A KNIFE, ZOMBIES MAY MOVE ON A D6.
4, 5 OR 6, ZOMBIES MOVE - 3 OR LESS - NO MOVEMENT!
- 3 - If YOU USED A GUN, ALL ZOMBIES MOVE!

ROLL A D6 FOR EACH ZOMBIE DIE, THAT IS THE NUMBER OF ZOMBIES THAT MOVE.



THIS PHASE RESOLVED

PHASE #3 – SPAWN

ZOMBIES WILL ALWAYS SPAWN FROM AROUND THE ORIGINAL [4] MAP CARDS THAT SURROUND THE INITIAL FOUR-WAY STREET MAP CARD. ROLL A GREEN D6 AND A D4 DICE TOGETHER. BASED ON WHAT WAS ROLLED ON THE D4 COUNT CLOCKWISE FROM THE TOP CARD STARTING WITH 1 AND PLACE THE GREEN D6 ON THE CORRESPONDING MAP CARD.



THIS PHASE RESOLVED