

SETUP (OPT: Co-op variant = remove non-co-op cards; Hardcore Main Objective; no Secret Objective / Exile)

1-2) Setup Colony+6 Location Boards; each Player = 1 Player Reference sheet

3) Agree / 1 random Main Objective (1st Game = „We need more samples“; OPT: flip to Hardcore) → Colony Board

4) Shuffle (face-down) **Secret Objectives**: 2 (per Player) non-Betrayal + 1 (only) Betrayal → deal 1 / Player (secret)
OPT: Ignore Secret Objective in Co-op; OPT 1 (per Player) non-Betrayal for Betrayal variant (more likely)

5) Shuffle (face-down) **Crisis Cards** → Colony Board

6) Shuffle (face-down) **Survivors / Exiled Objective / Crossroads** → adj to Colony Board

OPT: remove „!?!“ Crossroads cards (contain mature references) for more PG-friendly game

7) Shuffle (face-down) **Starter Item cards** → 5 (2-PL: 7) cards / Player

8) Shuffle (face-down) **Location Item cards** → each to matching Location

9) Deal 4 Survivors / Player → each Player keeps 2 (2-PL: 3) & return remaining → re-shuffle the deck

10-11) Each Player → nominate 1 Survivor as Group Leader (left of Player sheet); remaining → Following (below)

12-13) Place matching Survivor's standees → Colony; prepare other standees & tokens

14) Nominate 1st Player = Group Leader with highest Influence

SEQUENCE OF PLAY (Round order)

I) Player Turns Phase

1) Reveal top Crisis card (to be resolved in the Colony Phase)

2) Remove Action D6 → roll # (1+1/Survivor in Player's Group) Action D6 (all Players simultaneously)

3) Player Turns (1st Player, clockwise) = previous Player Crossroad card; all Frostbite = place 1 Wound

Actions (any # until no more Actions):

a) **Attack a Zombie (Action D6 >= Survivor Attack)**: remove (Colony = any Entrance) → roll **Exposure**:

Wound (3/12) = place 1 Wound (3+ Wound/Frostbite KIA)

Frostbite (2/12) = place 1 Frostbite (3+ Wound/Frostbite KIA; +1 Wound / Turn Start if 1+ Frostbite)

Bitten (1/12) = Survivor KIA, Spreading to Survivors at destination Location, 1 at a time (lowest Inf):

a) owner Kills Survivor → end Spreading

b) owner rolls D12 → blank ends Spreading, other Survivor KIA & spreads further

b) **Attack a Survivor (Action D6 >= Survivor Attack)**: roll D6 → if <= target's Attack target 1 Wound

c) **Search (Action D6 >= Survivor Search, non-Colony)**: draw # Items (secretly) → keep 1, rest bottom

Draw # = base 1, may make Noise (1 at a time, if able, mx 4 Noise/location); +1 card/Noise

d) **Barricade (any Action D6)** → place Barricade in own Survivor's Location

e) **Clean Waste (any Action D6, Survivor in Colony)** → remove 3 cards from the Waste Pile (WP)

f) **Attract (any Action D6)** → move 2 Zombies from any Location → own Survivor's Location

g) **Survivor's Ability (Action D6 >= Ability's #)** → per Ability

h) **Play a card** → for effect / Equip to Character (face up) / to Crisis (face down & non-Exiled only)

i) **Move a Survivor (mx 1 / Survivor)** → any Location with an empty space → roll **Exposure** (as above)

j) **Spend Food (remove # Food tokens from supply)** → +1 to Action D6 / Food token spent

k) **Request a card (from other Players)** → if handed over must be played immediately & not for Crisis

l) **Hand of (equipped item only)** → move item from own Survivor to Survivor in the same Location & Equip

m) **Vote to Exile (not self / in Co-op)** → all Players vote, 1 vote/Player, 1st Player breaks ties

All Survivors Move Colony → any other Location (roll **Exposure**); no -1 Morale if KIA; draw Exile Obj.

Cannot vote / add cards to Crisis / spend Food to ↑ Action D6 (may play Food from hand instead)

Survivors added to non-Colony Location (Helpless not added); used cards removed (no Waste Pile)

II) Colony Phase

1) **Pay Food (from Food Supply; only „a“ if able to feed all)**

a) remove 1 Food / 2(↑) Survivors/Helpless Survivors in the Colony (other Locations fed)

b) place 1 Starvation → Food Supply, then -1 Morale / Starvation token in Food Supply

2) **Check Waste** = -1 Morale / each (full) 10 cards in the Waste Pile

3) **Resolve Crisis** = shuffle, reveal & check symbols (if # >= non-Exiled Players +2 → +1 Morale); resolve

Note: non-matching symbols count against; count symbols only, e.g. „Food 3“ counts as 1 card

4) **Add Zombies** → place (EXC: if Barricade = remove it but don't place) / full = KIA lowest Influence > Helpless

Colony: add 1 Zombie / 2(↑) Survivors/Helpless Survivors → Entrance 1,2,3,4,5,6,1...

Non-Colony: add 1 Zombie / 1 Survivor

KIA (3 Wounds / Bitten/Spreading / Colony Phase Add Zombie/Overrun):

-1 Morale; any Equipped items → owner Hand (Colony) / shuffle Location's items (Location)

Leader lost → select new; Group lost → discard hand, draw 1 new Survivor (OPT: Player eliminated)

5) **Check Main Objective** (if achieved = **END GAME**) then **move Round marker** (if „0“ = **END GAME**)

END GAME (also if Morale 0 = don't check for Main Objective) = reveal Secret Objective for Win/Lose

6) **Pass 1st Player marker** (counter-clockwise)

