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ANOTHER GAME AID
by
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

CITY OF HORROR

SETUP

Place the **Crossroads** board with the 3 **roads** and the **Water Tower** board around it, then the remaining 4 **buildings** boards in the 4 corners. Place the Water Tower with its non-collapsed side faceup on the Water Tower board.

Place the **food tokens** facedown on the truck on the crossroads. If you're using side B of the crossroads, place 3 food tokens faceup.

Place the **antidote tokens** on the ambulance, and the shuffled **action cards** deck facedown on the military truck. Place all the **zombie** standees (with black bases) in the **horde zone**.

Each player gets a **summary card**, 6 **movement cards** and a set of 5 stands of the same color. The player who looks the most like a zombie takes the **first player token**. Place the **zombie leader token** on the wedge on the crossroads board matching that player's color.

Randomly deal **character cards** to each player:
3 players: 5 character cards per player.
4 players: 4 character cards per player.
5 or 6 players: 3 character cards per player.

All characters begin the game with their **rested** (blue) side faceup. Put the matching character standees on bases of your chosen color. Place grey **caches** over the unused colors on the **zombie leader wheel** on the Crossroads board.

The player to the right of the first player draws as many **movement cards** as the number of characters he is playing. Then, that player places one of their characters on each of the locations shown. **If a movement card indicates a location where all the character spaces are occupied, then the character is placed on the crossroads**. All players place their characters this way, in counter clockwise order (so the first player will place his characters last).

Deal each player a hand of **action cards** or, if all players know the game, use the draft distribution method.

3 players: 7 action cards per player.
4 players: 6 action cards per player.
5 players: 5 action cards per player.
6 players: 4 action cards per player.

Draw and reveal a random 00:00 **invasion card**. Put the number of zombies indicated on each location. Take a random invasion card from each of the hour packs without looking at it and make a deck in the following order, from top to bottom: 1:00, 2:00, 3:00, and 4:00 in the morning.

If the game is played using side A of the Water Tower, players with a character on the tower get to look at the 1:00 invasion card. If playing with side B of the Water Tower, then players with a character on the tower play their movement cards after the other players.

Draft Distribution of Action Cards

1. Deal the cards according to the number of players.

2. Each player secretly chooses 1 card from among those they've received and places it in front of them facedown. Remaining cards are handed to the player on their left.

3. Each player secretly chooses 1 card from those received from the player to their right and hands the remaining cards to the player to their left.

4. Proceed this way until each player has the proper number of cards facedown in front of them.

GAME ROUND

1. MOVEMENT CARD SELECTION

Each player secretly chooses 1 of their movement cards. When all have chosen, each player reveals their card simultaneously.

When playing with version B of the Water Tower, the player(s) with characters on the Water Tower can play their movement cards after everyone else has revealed theirs.

2. INVASION

Reveal the invasion card and apply its effects.

First move the zombies indicated from one location to another (these start at 2:00 am).

There can never be more than 8 zombies on a location. If any effect would result in more zombies on a location, additional zombies are not added or moved there.

Then place zombies, airdropped action cards and antidote tokens on the indicated areas, and move the zombie leader if appropriate. The Water Tower and the crossroads never get airdropped supplies.

3. CHARACTER MOVEMENT

Each player, starting with the first player and going clockwise, *must* choose 1 of their character tokens and move it to the location shown on their chosen movement card.

Each location has a limited number of character spaces. When you place a character on a location, place it on one of the available spaces.

The chosen character cannot already be on the chosen destination. If all of a location's character spaces are occupied, place the character on the Crossroads.

A character can attempt to move from the Crossroads to a full location and thus be forced to move back to the Crossroads.

4. LOCATION RESOLUTION

In order, starting from location 1, perform the following 3 steps at each of the 6 locations.

Once a location is resolved do not return to it for the rest of the turn (even if zombies are added to it).

A. ACTIVATION

In turn order, the players who have at least 1 character at a location can use its **location effect**. Each player can use a location only once per turn, even if they have several characters there.

B. ZOMBIE ATTACK

All players can play action cards, use the powers of their characters and make alliances in order to kill zombies. One of your characters does not need to be at the specific location.

Once no one wants to perform any more actions, if the conditions at a location for a **zombie attack** are met, an attack must occur.

Players at the location **vote** to choose the character who dies. Players get **1 vote per character** they control at the location.

On a tie, the player with the first player token splits ties.

Players may not play action cards or use character powers to change the result of the vote. These can only be played before the vote.

When a character dies, the player who controls it returns its token and card to the box. Zombies remain where they are.

C. SHARING

If there are **action cards** and/or **antidotes** on a location, a vote occurs to see who decides how to share the items among the players present.

All players (not only the players at the location) can discuss, negotiate and try and influence the votes.

When no one wants to act anymore, the vote takes place. Each player has **1 vote per character** they control present at the location.

The winner of the vote may look at any action cards, and must then distribute all the items (cards and antidotes) as he sees fit (even to players not at the location). **Each player may only get 1 item** each time sharing occurs.

If there are more elements to share than there are players, the extra item(s) remain on the location to be shared in a future turn.

END OF THE GAME

After the last turn of the game, the rescue helicopter arrives. **Each player must discard 1 antidote for each of his characters still alive**. Each character without an antidote immediately dies.

Then, each player's score is calculated:

• Each character still alive is worth as many points as its current value.

• Each remaining antidote token is worth 1 point.

• Each **food token** is worth as many points as indicated on the token.

A player with no living characters scores no points.

The player with the most points wins the game. On a tie, the player with the most characters still alive wins. On a further tie, all tied players win.

CHARACTER DEATH AND THE FIRST PLAYER TOKEN

When a player loses a character, they take the first player token.

In case of a tie due to the explosion of the Water Tower, give the marker to the first player who was a victim in the turn order.

A player that loses their last character is eliminated from the game and can no longer play action cards. The first player token goes to the next player in clockwise order.

ACTION CARDS

Action cards can be played at any time except right after a vote.

The card is then placed in the discard pile. All players can check the discard pile at any time.

An action card can be played anywhere, even at a location where a player doesn't have a character present.

If an action card with the **explosion** symbol is played for its effect, an **explosion marker** must be added to either the Water Tower or the Armory. If a card with this symbol is just discarded to trigger another effect, no marker is added.

CHARACTER POWERS

Powers can be played at any point except right after a vote.

A character card must have its rested (blue) side faceup to use its power. Once used, the character card is flipped over to its exhausted (red) side.

Exhausted characters are worth fewer victory points.

The Church and the *Energy Drink* card allow players to flip an exhausted character back to its rested side. Note however the Pregnant Woman may never be flipped back to her rested side once flipped.

VOTING

Voting to see who dies during a zombie attack, or to see who shares out any airdropped items, proceeds as follows:

Players who have characters at the location where the vote takes place have **1 vote for each character** present.

Before the vote, all players can play action cards and/or activate the powers of a character. Once the vote is done, it is no longer possible to play cards or powers to change its outcome.

All players who have a vote raise their hand. Players count 1… 2… 3 out loud and on 3 must point at the player they choose. You may not split multiple votes among different players.

The player chosen must have at least 1 character in the location where the vote is taking place. You may choose yourself.

The player who has the most votes in their favor wins the vote (either one of their characters present dies or they decide how to share the items).

NEGOTIATIONS AND TRADES

During the game, players can freely trade action cards, antidotes and information between themselves.

Promises made regarding the location currently being resolved must be respected, but promises on future locations are not binding. However, players may decide before the game to allow promises to be broken at any time.

THE WATER TOWER AND THE ARMORY

As soon as the 3rd explosion marker is placed on the Water Tower and the current action ends, the tower is removed and the Water Tower tile is flipped to its *exploded* side. **All characters and zombies present die**. Return the explosion markers to the game box. The Water Tower can only explode once per game. Any subsequent explosion markers must be placed on the Armory.

The effects of the explosion markers on the Armory vary depending on whether side A or B is being used. Once the Armory is full of explosion markers, any subsequent explosion markers must be placed on the Water Tower.

THE CROSSROADS

At the Crossroads, there's no vote to choose the victim of a zombie attack. The color of the victim is indicated by the position of the **zombie leader token**.

If there are no characters of that color at that location, the zombie leader token is moved clockwise 1 space at a time until it reaches the color of a player with a character present.

The zombie leader skips the grey caches and only stops on the colored spaces.

Once a character has been eaten, the attack is finished. **The token is then moved 1 space clockwise**.

If there's at least 1 zombie present, but all characters there are hidden, the zombie leader token doesn't move and no one is eaten.

CLARIFICATIONS

Hidden Characters

All character present at a location (even hidden ones) count in the total number of characters at a location when evaluating the conditions of a zombie attack.

A hidden character can't vote, but can receive an item.

Cancellation Effects

Cancellation effects must be played at the moment when the other card is played. Before the destination of the *Little Cat* is drawn, the explosion marker is placed, etc.

Wait a moment before applying the effects of cards which are susceptible to cancellation.

All cards can be cancelled, even *Canned Food* at the end of the game.

Food Tokens

When a food token is discarded to use at a location, the token is removed from the game.

CITY OF HORROR

1. MOVEMENT CARD SELECTION

Each player secretly chooses 1 of their movement cards. Then cards are revealed card simultaneously.

2. INVASION

Reveal the invasion card and apply its effects.

First move the zombies indicated from one location to another. **There can never be more than 8 zombies on a location**.

Then place zombies, airdropped action cards and antidote tokens on the indicated areas, and move the zombie leader if appropriate.

3. CHARACTER MOVEMENT

Each player, starting with the first player and going clockwise, *must* choose 1 of their character tokens and move it to the location shown on their chosen movement card.

The chosen character cannot already be on the chosen destination. If all of a location's character spaces are occupied, place the character on the Crossroads.

4. LOCATION RESOLUTION

In order, starting from location 1, perform these 3 steps at each of the 6 locations.

A. ACTIVATION

In turn order, the players who have at least 1 character at a location can use its **location effect**. Each player can use a location only once per turn.

B. ZOMBIE ATTACK

All players can play action cards, use the powers of their characters and make alliances in order to kill zombies. One of your characters does not need to be at the specific location.

Once no one wants to perform any more actions, if the conditions at a location for a **zombie attack** are met, an attack must occur.

Players at the location **vote** to choose the character who dies. Players get **1 vote per character** they control at the location. The player with the first player token splits ties.

C. SHARING

If there are **action cards** and/or **antidotes** on a location, a vote occurs to see who decides how to share the items among the players present.

All players (not only the players at the location) can discuss, negotiate and try and influence the votes. When no one wants to act anymore, the vote takes place. Each player has **1 vote per character** they control present at the location.

The winner of the vote may look at any action cards, and must then distribute all the items as he sees fit (even to players not at the location). **Each player may only get 1 item** each time sharing occurs.

ACTIONS

ALARM (2) Put 3 zombies from the reserve on a location of your choice.

BACK DOOR (2) During the Movement phase, you can enter a location that has already reached its maximum capacity. Your character is then considered to be in that location. This space is temporary and disappears when your character leaves the location.

CHAINSAW (1) Kill half of all zombies in a location (rounded down).

ENERGY DRINK (2) Flip a character card from its exhausted (red) side to its rested (blue) side.

CANNED FOOD (2) This card is worth 1 victory point at the end of the game.

FLASHLIGHT (2) Move the zombie leader token onto any colored wedge.

GUN (2) Kill a zombie in any location.

HIDEOUT (2) One of your characters hides (lay it down). It can't vote or be eaten for the rest of the turn. Stand it back up at the end of this turn.

KITTEN (2) Choose a starting location. Shuffle all your movement cards and draw 1 randomly. The zombies in the designated location move to the location indicated by the card without exceeding the available space.

MAKESHIFT BOMB (3) Kill 2 zombies on any location, then add an explosion marker to the Armory or the Water Tower.

MOLOTOV COCKTAIL (3) Kill a zombie on any location, then add an explosion marker to the Armory or the Water Tower.

NIGHT VISION GOGGLES (2) Look at the next invasion card.

PEPPER SPRAY (3) Cancel the action card which was just played.

PICKPOCKET (1) Steal an action card randomly from another player.

RESCUE FLARE (3) Move a zombie from 1 location to another, then add an explosion marker to the Armory or the Water Tower.

RUNNING SHOES (2) Change your movement card before moving your character.

SHOTGUN (4) Kill 2 zombies in any location.

WEAPON REPLICA (2) For the remainder of the turn, you have 2 extra votes in the specific location in which you play this card (zombie attack and sharing).

CITY OF HORROR

CHARACTERS

BLONDE 5/3 Each turn, after player movement, the Blonde attracts a zombie to her current location. You can exhaust her so that she no longer attracts zombies.

BUSINESSMAN 3/2, BUSINESSWOMAN 3/2 Discard a card from your hand to get any action card from the discard pile.

SUSHI CHEF 4/3 Draw an action card.

GEEK 4/3 Move a zombie from the Geek's current location to another location.

GRANDPA 5/3 The Grandpa can't vote. He can use his power to vote for this turn (both for zombie attack and sharing).

GRANNY 5/2 The Granny can never move. She can use her power to move normally for this turn.

HOUSEWIFE 4/2 Kill 2 zombies in her current location.

MAMA 4/3 During the Movement phase, she can enter a location which has already reached its capacity. She is considered to be in the location. This space is temporary and disappears when she leaves the location.

STUDENT 3/2 Take the first player token.

LITTLE BOY 5/2, LITTLE GIRL 5/2 They can neither vote nor be selected for anything (including being eaten) for the remainder of the turn.

PREGNANT WOMAN 4/2 When she gives birth, she has 2 votes until the end of the game. She can never return to her rested side. **Her card can't be flipped to activate any effect** (of a location or action card).

PRIEST 4/2 Cancel the character movement which was just made.

PUNK 4/3 Cancel the action card just played.

RASTA 4/3 Look at the next invasion card.

ROCKER 4/3 Move a zombie from the Rocker's current location to another location.

SECRET AGENT 4/2 Move the zombie leader token to any colored wedge.

TEEN 4/2 Change your movement card before moving your character.

THIEF 4/2 Steal a random action card from another player.

GUARD & REX 4/2 Kill 2 zombies in their current location.

LOCATIONS

CHURCH

Side A Discard an action card from your hand to flip any of your characters to its rested side.

Side B Discard a food token (remove it from the game) to flip any of your characters in play to its rested side.

WATER TOWER

Side A Look at the invasion card at the beginning of the turn. You are not allowed to show it to other players. You are, however, allowed to give them information about what's on it.

Side B Choose your movement card after every other player has revealed their cards but before revealing the invasion card.

Exploded Side No effect.

ARMORY

Side A Discard an action card from your hand to draw the first action card from the deck.

As soon as there are 3 **explosion markers** on this location, the Armory burns down. Place all characters present on the Crossroads and put **fire markers** on the character spaces. Zombies remain in place.

Side B Discard an action card from your hand to take any action card from the discard pile.

As soon as there are 2 **explosion markers** on this location, an explosion blocks the Armory's door. Characters can no longer enter or leave this location, but zombies can still attack it. It is impossible to re-open the door to the Armory.

BANK

Side A Discard an action card to move the zombie leader token onto a wedge of any color.

Side B Move the zombie leader token up to 1 space. You may choose not to move it.

HOSPITAL

Side A Discard an action card from your hand to take an antidote from the reserve.

Side B Flip one of your characters present at this location to their exhausted side to get an antidote from the reserve.

CROSSROADS

The zombie attack victim is indicated by the position of the **zombie leader token**. If there are no characters of that color there, the token moves clockwise until it reaches the color of a player with a character present. Once a character has been eaten, the token is moved 1 space clockwise (skip the grey caches).

Side A Discard an action card to draw a food token.

Side B Discard an action card to draw one of the 3 faceup food tokens or a facedown one from the truck. There must always be 3 faceup food tokens at the Crossroads.