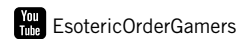# THE ESOTERIC ORDER OF GAMERS
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ANOTHER GAME AID
by
UniversalHead.
UNIVERSALHEAD.COM

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Game: **DEAD OF WINTER: A CROSSROADS GAME**

Publisher: **Plaid Hat Games (2014)**

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

SETUP

Place the **colony board** in the center of the play area with the 6 **location cards** around it. Each player takes a **reference sheet**.

Choose a **main objective card** (or pick one randomly) and place it on its space on the colony board. Set up the board according the card's setup instructions. Use the blue marker to track **morale** and the red marker to track **rounds**.

Shuffle the **non-betrayal secret objective cards** and set aside 2 (facedown) per player; return the rest to the box. Shuffle the **betrayal secret objective cards** and set aside 1 of them (facedown); return the rest to the box.

Shuffle the set aside cards together and deal 1 to each player. Return the remaining cards, unseen, to the box. You cannot reveal your secret objective card to other players.

Shuffle the **crisis cards** and place the deck on its space on the colony board.

Shuffle and make decks of the **survivor**, **exiled objective** and **crossroad cards** and place the decks to the side of the play area (remove the cards with mature themes marked (?!) if desired).

Shuffle the **starter item cards** and deal 5 to each player. Return the rest to the box.

Separate the remaining **item cards** into separate decks according to their location. Shuffle each deck and place it on its corresponding location card.

Deal 4 **survivor cards** to each player. Each player chooses 2 to keep and returns the others to the deck; then re-shuffle the deck.

Make 1 of your 2 survivors your **group leader**, placing it to the left of your reference sheet. Place the other survivor in your **following**, below your sheet.

Add the corresponding **survivor standees** for each player's survivors to the **colony occupants** spaces on the board.

The player whose group leader has the highest **influence** value takes the **first player token** and the first turn of the game.

Weapon	Fuel	Education	Food	Medicine	Tool	Survivor

GAME ROUND

1. PLAYER TURNS PHASE

1. Reveal Crisis

Reveal the top card of the **crisis deck**.

2. Roll Action Dice

Each player removes any action dice remaining in his **used** and **unused action dice pools**. Then each player receives 1 **action die**, plus 1 additional action die for each survivor he controls.

Each player must roll all of his action dice and keep the results in his unused action dice pool for use during his turn.

Even though you receive 1 action die per survivor you control, the action die does not belong to that survivor, but to your group of survivors. You can spend multiple action dice on performing multiple actions with a single survivor.

3. Player Turns

Each player, starting with the first player, takes a turn.

At the beginning of your turn, the player to your right draws a **crossroads card**, applying its effects to you if, at anytime during the turn, you meet the **trigger** requirement.

Once you have performed all the actions you wish (or if you run out of actions you are able to perform) on your turn, play passes to the player on your left.

Play continues clockwise until each player has taken a turn, and then the **colony phase** begins.

2. COLONY PHASE

1. Pay Food

Remove 1 **food token** from the food supply for every 2 survivors (including helpless survivors) in the colony (rounded up).

Survivors at locations other than the colony do not count towards the total number of survivors in the colony.

If there are not enough food tokens do not remove any food tokens. Instead, add 1 **starvation token** to the food supply and decrease morale by 1 for *each* starvation token currently in the food supply.

Note that if you did not add a starvation token to the food supply this phase, you do not lose morale for starvation tokens.

2. Check Waste

Count the cards in the **waste pile**. For every 10 cards (rounded down), decrease morale by 1.

3. Resolve Crisis

Shuffle the cards that were added facedown to the crisis during the player turns phase and reveal them one at a time. Each item card added with a symbol matching a symbol in the **prevent** section of the crisis is worth 1 point. Each card without a matching symbol subtracts 1 point.

After revealing all of the cards, if the combined point total is lower than the number of players then immediately resolve the crisis. If the point total equals or exceeds the number of players the crisis is prevented. Additionally, **if the point total exceeds the number of players by 2 or more the colony gains 1 morale**.

After resolving the crisis, remove all cards added to the crisis from the game.

4. Add Zombies

Add 1 zombie to the colony for every 2 survivors (including helpless survivors) in the colony (rounded up).

Add 1 zombie to each non-colony location for every 1 survivor present at that location. One at a time remove each **noise token** at a location and roll an action die for each. Add a zombie to that location on each roll of 3 or lower.

5. Check Main Objective

Check to see if the goal on the main objective has been achieved. If it has, the game immediately ends.

6. Move Round Tracker

Move the round tracker down 1 space on the round track. If it is moved onto 0 the game immediately ends.

7. Pass First Player Token

The first player passes the first player token to the player on his right. A new round begins.

PLAYER TURN ACTIONS

Some actions require spending an action die: move the appropriate die from your unused action die pool to your used action die pool.

Some actions require that the action die be a specific result (having rolled it during the roll action dice step).

Actions that require an Action Die

Attack

Choose a survivor you control and **spend an action die equal to or higher than that survivor's attack value**. You may then choose a target for that attack: a zombie or survivor that shares a location with the attacking survivor.

If a zombie is chosen, kill it and remove it from the board. **Roll for exposure** on the attacking survivor.

If a survivor is chosen, roll the spent action die. If the result is equal to or less than the chosen survivor's attack value place a **wound marker** on the chosen survivor and take a card at random from the hand of the player that controls that survivor. *Do not roll for exposure* when attacking another survivor.

You may attack multiple times with the same survivor in a single turn as long as you spend an action die equal to or higher than the attack value of the survivor each time that survivor attacks.

You cannot have a survivor you control attack another survivor you control. You cannot attack a helpless survivor.

Search

You can search at any location except the colony. To perform a search, choose a survivor you control and **spend an action die equal to or higher than that survivor's search value**. Then draw 1 card from the item deck of the location that survivor is on, looking at it but not yet adding it to your hand.

You may then choose to either:

- add that card to your hand and end your search action, or
- **make noise** by placing a **noise token** at the survivor's location to draw and look at an additional card. You may draw additional cards as long as there are still empty noise spaces for the corresponding noise tokens.

When you decide the survivor has made enough noise (or he can no longer make any more noise), you must add 1 of the drawn cards to your hand, and place the rest on the bottom of that item deck.

You may search multiple times with the same survivor in a single turn as long as you spend an action die equal to or higher than the search value of the survivor each time that survivor searches.

Barricade

Choose a survivor you control and spend an action die of any result to place a **barricade token** on any empty entrance space at that survivor's location.

Clean Waste

If you control at least 1 survivor at the colony, spend 1 action die of any result to remove the top 3 cards of the **waste pile** from the game.

Attract

Choose a survivor you control and spend an action die of any result to move 2 zombies from any location to any empty entrance spaces at that survivor's location.

Survivor Ability

If a survivor ability requires an action die to be spent, there is a number in front of the ability's text. The action die spent must meet or exceed that number in order for it to be used.

You may use the same survivor's ability multiple times in a single turn (unless the ability says otherwise), as long as you spend an action die equal to or higher than the ability's number each time it is used.

Actions that do not require an Action Die

Play a Card

As many times as you like during your turn *(and your turn only)*, you may play a card from your hand by placing it on top of the **waste pile**.

A card with an **equip** ability is instead equipped to any survivor you control by placing it next to that survivor, who now has the effect listed on that card. Once a card is equipped it cannot be unequipped unless it is being added to a crisis or handed off.

If a survivor with 1 or more equipped cards dies at the colony the equipped cards are added back to the controlling player's hand. If a survivor with 1 or more equipped cards dies at a non-colony location the equipped cards are shuffled into that location's item deck.

Add a Card to the Crisis

You may add 1 or more cards from your hand, and/or cards that are equipped to survivors you control, to the currently revealed crisis card. Cards from your hand are added facedown.

Food cards that add multiple food tokens to the food supply still only count as 1 card played into the crisis.

Move a Survivor

You may **move each survivor you control** once during your turn to any location that has an empty survivor space.

After each time you move a survivor, you must roll for exposure.

If the result of rolling for exposure was a **bitten**, when it is spread it spreads to a survivor in the location that the moved survivor just moved to.

Spend Food Tokens

You may **spend 1 or more food tokens** by removing them from the food supply area on the board.

Then increase any 1 unused action die you control by 1 for every food token you spend.

Request

You may **request 1 or more item cards** from other players.

Other players may give you an item card from their hand; if they do, it must be revealed and immediately played. **The requested card cannot be added to the crisis**.

Hand Off

You may have a survivor you control that has an item equipped **hand that item off to another survivor at the same location**.

It is unequipped from the survivor that is handing it off and is immediately equipped to the survivor it is being handed to.

If the item has a once per round ability and it has already been used that round it cannot be used again by handing it off to another survivor.

Vote to Exile

Once during your turn you may choose another player and initiate a vote to **exile** that player. This forces all players to simultaneously cast a vote of **yes** (thumbs up) or **no** (thumbs down) to determine whether or not the chosen player is exiled.

You cannot initiate a vote to exile yourself. As usual, all ties are broken by the first player.

ROLLING FOR EXPOSURE

Immediately after a survivor moves to a new location or kills a zombie, the player that controls that survivor must r**oll for exposure** by rolling the red **exposure die**.

Blank: Nothing happens.

Wound: The survivor receives 1 **wound token**.

Frostbite: The survivor receives 1 **frostbite wound token**. This is considered a wound. At the beginning of each of your turns, each survivor you control with 1 or more frostbite wound tokens receives an additional wound token.

Bitten: The survivor is killed and the bite effect **spreads**.

Wound Token   **Frostbite Token**

SPREADING A BITE EFFECT

When a survivor is killed as a result of a bitten roll, the bite effect spreads to the survivor with the **lowest influence** that shared a location with the bitten survivor.

Each time a bite effect spreads, the player that controls the survivor it spread to must choose from these options:

Option 1
Kill the survivor that the bite effect spread to. The bite effect stops spreading.

Option 2
Roll the exposure die again. On a blank result, the survivor that the bite effect spread to is not killed and the bite effect stops spreading.

On any other result, the survivor that the bite effect spread to is killed and the bite effect spreads again. The bite effect will continue to spread until a player either chooses option 1, rolls a blank result after choosing option 2, or there are no more survivors at the location.

RESOLVING CROSSROADS CARDS

At the beginning of your turn, the player to your right draws a **crossroads card**. That player keeps the card secret, only revealing it if its **trigger** happens.

The text on that card applies to you. If at any time on your turn you meet the requirements of the trigger, the player who drew the card reads all of the card's text (including all option text) aloud.

You must then choose 1 of the options. That option immediately takes effect and the card is removed from the game. If you are unable to meet the conditions of an option on a crossroads card, you must choose the other option.

If the card doesn't trigger, place it on the bottom of the crossroads deck.

If a crossroads card triggers when a player performs an action, the trigger takes place after the action has been resolved.

If you have to search a deck for a specific card, shuffle the deck afterwards.

ZOMBIES

Adding Zombies

Adding zombies to the colony: Always place the first zombie on any empty space in entrance 1, the second on any empty space in entrance 2, the third in entrance 3, etc., one at a time until all of the zombies that need to be added have been placed.

When adding a seventh zombie, place it on any empty space in entrance 1 again, an eighth zombie on any empty space in entrance 2, etc.

If there are no empty entrance spaces in the entrance the zombie would be placed but there is a **barricade token** in one of those spaces, destroy that token and remove the zombie that would have been placed.

If there are no empty spaces and no barricade tokens, the entrance has been **overrun**. Remove that zombie and kill the survivor at the colony that has the **lowest influence value**.

If there are only helpless survivors at the colony, kill a helpless survivor. If there are no survivors at the colony remove the zombie that would have been placed without further effect.

Adding zombies to non-colony locations:
Follow the same rules, except all of the zombies are placed in spaces at the one entrance.

If you run out of zombie standees, use the **tokens**.

Killing Zombies

Whenever a zombie is attacked it is killed. Whenever a zombie is killed by an attack or card effect, the survivor that killed the zombie must **roll for exposure**.

When killing a zombie at the colony, you may choose which zombie to kill from any entrance.

A zombie that is killed or otherwise removed from the board is placed back into the pile of unused zombies.

EXILE

If the players vote in favor of exiling a player, the exiled player must immediately draw 1 **exiled secret objective card**. This card adjusts his secret objective.

The exiled player must move all of the survivors he controls that are in the colony to non-colony locations of his choice. They follow all of the normal rules for movement, except this move does not count as the one move the survivors are allowed to make during their turn.

As an exiled player, these new rules apply to you:

- You cannot add cards to a crisis.
- When you are directed to add helpless survivor tokens to the colony those tokens are not added.
- If you play a survivor item card to add a survivor to the game, it is placed at a non-colony location of your choice rather than at the colony.
- You cannot spend food tokens to increase your action die results, but may play food cards to increase an action die result by 1 for each food card played rather than carrying out the effect listed on the food card.
- You cannot vote.
- The colony does not lose morale when a survivor you control is killed.
- When you play a card, instead of placing it in the waste pile, you remove it from the game.

> If at any time there are 2 exiled players and neither had a betrayal secret objective, morale immediately drops to 0.

SURVIVORS

Adding Survivors

Some game effects cause you to add a new survivor to your **following**. Whenever a survivor is added to the game, its corresponding standee is added to the **Colony Occupants** section of the board.

You may use your new survivor during your turn, but you do not roll an additional action die for it until the roll action dice step of the player turns phase.

If there are no empty survivor spaces remaining at the colony, you cannot trigger crossroads cards that would add survivors (including helpless survivors) and cannot play item cards that would add survivors.

Killing Survivors

- When zombies overrun a location entrance a survivor is killed.
- When a survivor has 3 or more wound tokens it is killed.
- When a survivor is bitten it is killed.
- Some card effects may kill a survivor.

> Whenever a survivor (including a helpless survivor) is killed by any game effect the colony loses 1 morale.

When a survivor is killed, remove its survivor standee from the board, decrease morale by 1, and place its survivor card in a **removed from game** pile.

If the survivor had any cards equipped to it and he was at the colony, those cards are added to the hand of the player that controlled that survivor.

If the survivor is at any other location those cards are shuffled into that location's item deck.

If your group leader is killed (or otherwise lost), you must choose a survivor from your following and make it your group leader.

If your last remaining survivor would be killed (or otherwise lost), immediately remove from the game all cards in your hand, draw a new survivor card, add it to the game, and make that survivor your new group leader.

If a helpless survivor is killed (by the effects of a card or as the result of a zombie overrun), remove a helpless survivor token and reduce morale by 1.

Some card effects remove survivors from the game. This is not the same thing as killing a survivor. You do not lose morale when removing a survivor unless the card directs you to.

WINNING AND LOSING THE GAME

When the game ends for any reason, **if a player has completed his secret objective he wins**. If he has not, he loses.

Some players may win in a game that other players lost; there can be multiple winners. Everyone may lose if no one has completed his secret objective when the game ends.

The game can end as follows:

- I**f the morale track reaches 0** the game ends immediately. Do not check to see if the main objective has been completed.
- **If the round track reaches 0** the game ends immediately. Do not check to see if the main objective has been completed.
- **The main objective is completed**.

OTHER RULES

Voting

Players may be given the option to **vote** with a thumbs up or down, either because a player initiated a vote to exile or because a crossroads card called for a vote to be cast.

Players may take time to deliberate before casting their vote. Once players are ready to vote, count down from 3, with every player simultaneously casting his vote on 0.

Cards

When a card effect contradicts the rules, the card effect takes precedence.

If two game effects would ever seem to trigger simultaneously, the first player decides in which order they will resolve.

An item card cannot be played to interrupt an effect currently taking place.

If a crisis card has two item symbols on it, any combination of the item types shown will fulfil the crisis conditions.

Outsider cards count as item cards when trying to complete a secret objective. Unlike item cards they do not go to the waste pile when used, but are removed from play instead. You may keep an Outsider card in your hand until you want to play it. You can even request and play these cards into the crisis, like any other item card.

VARIANTS

Co-op

Use the **hardcore** side of the main objective card and do not assign secret objectives.

Each player's only objective is to complete the main objective. Players cannot vote to exile a player.

During setup, remove from the game every card showing the **non co-op symbol** on the bottom right corner of the card.

2 Player

Follow the same rules as the Co-op variant.

During setup, each player receives 7 starting item cards instead of 5 and receives 4 survivors and keeps 3 of them instead of keeping only 2 of them.

Betrayer

During setup players may choose to add only 1 non-betrayal secret objective per player rather than 2, greatly increasing the odds of a betrayer.

Hardcore

Use the **hardcore** side of the main objective for a greater challenge.

Player Elimination

If your last remaining survivor would be killed (or otherwise lost), remove from the game all cards in your hand. You are out of the game.

DEAD OF WINTER
A CROSSROADS GAME

ITEM CARDS

Wpn Fuel Education Food Medicine Tool Survivor

GAME ROUND

1. PLAYER TURNS PHASE

1. Reveal Crisis

Reveal the top card of the **crisis deck**.

2. Roll Action Dice

Remove any action dice in your **used** and **unused action dice pools**. Then each player receives 1 **action die**, plus 1 additional die for each survivor he controls.

Each player then rolls all of his action dice and puts the results in his unused action dice pool.

3. Player Turns

Each player, starting with the first player, takes a turn.

The player to your right draws a **crossroads card**, applying its effects to you if, at anytime during the turn, you meet the **trigger** requirement.

Once you have performed all the actions you wish (or if you run out of actions you can perform), play continues clockwise until each player has taken a turn, and then the **colony phase** begins.

2. COLONY PHASE

1. Pay Food

Remove 1 **food token** from the food supply for every 2 survivors in the colony (rounded up).

If there are not enough food tokens do not remove any food tokens. Instead, add 1 **starvation token** to the food supply and decrease morale by 1 for *each* starvation token currently in the food supply.

2. Check Waste

For every 10 cards in the **waste pile** (rounded down), -1 morale.

3. Resolve Crisis

Shuffle the cards that were added facedown to the crisis and reveal them one at a time. Each item card with a symbol matching a symbol in the **prevent** section of the crisis is +1 point. Each card without a matching symbol is -1 point.

If the combined point total is lower than the number of players then immediately resolve the crisis. If the total equals or exceeds the number of players the crisis is prevented. **If the point total exceeds the number of players by 2 or more the colony gets +1 morale.**

Then remove all cards added to the crisis from the game.

4. Add Zombies

+1 zombie to the colony for every 2 survivors (including helpless survivors) in the colony (rounded up).

+1 zombie to each non-colony location for every 1 survivor present.

One at a time remove each **noise token** at a location and roll an action die for each. Add a zombie to that location on each roll of 3 or lower.

5. Check Main Objective

Check to see if the goal on the main objective has been achieved. If it has, the game immediately ends.

6. Move Round Tracker

Move the round tracker down 1 space on the round track. If it is moved onto 0 the game immediately ends.

7. Pass First Player Token

The first player passes the first player token to the player on his right. A new round begins.

ROLLING FOR EXPOSURE

Immediately after a survivor moves to a new location or kills a zombie, roll the exposure die.

Blank: Nothing happens.

Wound: The survivor receives 1 **wound token**.

Frostbite: The survivor receives 1 **frostbite wound token**. This is considered a wound. At the beginning of each of your turns, each survivor you control with 1 or more frostbite tokens receives an additional wound token.

Bitten: The survivor is killed and the bite effect **spreads**.

SPREADING A BITE EFFECT

When a survivor is killed as a result of a bitten roll, the bite effect spreads to the survivor with the **lowest influence** that shared a location with the bitten survivor.

Each time a bite effect spreads, the player must choose from these options:

Option 1: Kill the survivor that the bite effect spread to. The bite effect stops spreading.

Option 2: Roll the exposure die again. On a blank result, the survivor that the bite effect spread to is not killed and the bite effect stops spreading.

On any other result, the survivor that the bite effect spread to is killed and the bite effect spreads again.

The bite effect will continue to spread until a player either chooses option 1, rolls a blank result after choosing option 2, or there are no more survivors at the location.

Actions that require an Action Die

Attack

Choose a survivor you control and **spend an action die equal to or higher than that survivor's attack value**.

Choose a target: a zombie or survivor that shares a location with the attacking survivor.

Zombie: kill it and remove it from the board. **Roll for exposure** on the attacking survivor.

Survivor: roll the spent action die. If equal to or less than the survivor's attack value place a **wound marker** on the chosen survivor and take a card at random from the hand of the survivor's controlling player. *Do not roll for exposure* when attacking another survivor.

You may attack multiple times with the same survivor in a single turn if you spend an appropriate action die each time he attacks. You cannot attack another survivor you control, or a helpless survivor.

Search

You can search at any location except the colony.

Choose a survivor you control and **spend an action die equal to or higher than that survivor's search value**.

Then draw 1 card from the item deck of the location that survivor is on. You may then either:

• add that card to your hand and end your search action, or

• **make noise:** place a **noise token** on an empty noise space at the location to draw and look at an additional card. You may draw additional cards as long as there are still empty noise spaces for the corresponding noise tokens.

When you decide you have made enough noise (or can no longer make any more noise), add 1 of the cards to your hand (place the rest at the bottom of the deck).

You may search multiple times with the same survivor in a single turn if you spend an appropriate action die each time he searches.

Barricade

Choose a survivor you control and spend an action die of any result to place a **barricade token** on any empty entrance space at that survivor's location.

Clean Waste

If you control at least 1 survivor at the colony, spend 1 action die of any result to remove the top 3 cards of the **waste pile** from the game.

Attract

Choose a survivor you control and spend an action die of any result to move 2 zombies from any location to any empty entrance spaces at that survivor's location.

Survivor Ability

If a survivor ability requires an action die to be spent, there is a number in front of the ability that the action die spent must meet or exceed.

You may use the same survivor's ability multiple times in a single turn (unless the ability says otherwise), as long as you spend an action die equal to or higher than the ability's number each time it is used.

Actions that do not require an Action Die

Play a Card

As many times as you like during *your turn only*, you may play a card from your hand by placing it on top of the **waste pile**.

A card with an **equip** ability is instead equipped to any survivor you control by placing it next to that survivor. Once a card is equipped it cannot be unequipped unless it is being added to a crisis or handed off.

If a survivor with 1 or more equipped cards dies at the colony the equipped cards are added back to the controlling player's hand. If the survivor dies at a non-colony location the equipped cards are shuffled into that location's item deck.

Add a Card to the Crisis

You may add 1 or more cards from your hand, and/or cards that are equipped to survivors you control, to the currently revealed crisis card. Cards from your hand are added facedown.

Move a Survivor

You may **move each survivor you control** once during your turn to any location with an empty survivor space.

> **After each time you move a survivor, you must roll for exposure.**

If the result of rolling for exposure was a **bitten**, when it is spread it spreads to a survivor in the location that the moved survivor just moved to.

Spend Food Tokens

You may **spend 1 or more food tokens** by removing them from the food supply area on the board.

Then increase any 1 unused action die you control by 1 for every food token you spend.

Request

You may **request 1 or more item cards** from other players.

Other players may give you an item card from their hand; if they do, it must be revealed and immediately played. **The requested card cannot be added to the crisis**.

Hand Off

You may have a survivor you control that has an item equipped **hand that item off to another survivor at the same location**.

Vote to Exile

Once during your turn you may choose another player and initiate a vote to **exile** that player. All players must simultaneously cast a vote of **yes** (thumbs up) or **no** (thumbs down) to determine whether or not the chosen player is exiled.

You cannot initiate a vote to exile yourself. As usual, all ties are broken by the first player.

> **When a survivor (including a helpless survivor) is killed by any game effect the colony loses 1 morale.**