

ZOMBIE MUTATION

RULES



1-4 Players • 30-120 Min Game Play • Ages 14 and up



OBJECTIVE OF THE GAME

In *Zombie Mutation*™, each player will take the role of one of six heroes fighting to escape the growing zombie population. During the game, players will fight their way through a multi-level game board searching for weapons, rescuing survivors, and killing zombies. Find special items to unlock doors and gain much needed supplies. The player or team to make it to the Helipad Tile with the most survivors and a successful rescue roll, wins the game. Watch out for infected survivors.... they may turn on you. Each rescue roll is counted as one action and a successful rescue roll is twelve. Each Survivor Card collected during the game counts as a minus to the twelve needed to escape the City of Mahem.

COMPONENTS

1 Game Board

3 Buildings

30 Action Cards

42 Supply Cards

30 Survivor Cards

24 Zombie Cards

12 Counters

6 Hero Figures

6 Zombie Hero Figures

36 Level 1 Zombies

30 Level 2 Zombies

30 Level 3 Zombies

6 Hero Special Ability Cards

6 Hero Player / Zombie Hero Player Cards

6 Zombie Player Tokens

54 Action Tiles

16 Blocking Tiles

1 Tanker Tile

9 Movement Trays

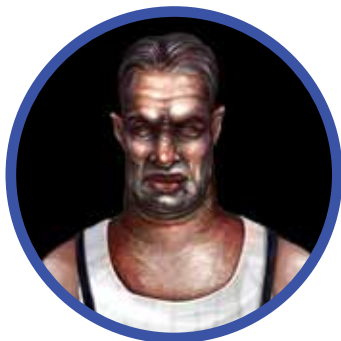
1 Helipad Tile

3 Locked Room Tiles



ZOMBIE™ MUTATION

Hero Character Bios



Lorenzo Luciano ~ Mobster

A.K.A – “Lui the Slugger” not because he hails from the great state of Kentucky, or his love of baseball, but more for his method of sending a message. Most messages Luciano delivers result in a trip to the ER at a minimum; so when things turned bad killing wasn’t a real adjustment for him. Luciano may not be a real “team player” so-to-speak, but he’s lethal even when all he has is a stick of gum and a piece of dental floss.



August Raine ~ Microbiologist

August is the product of two hippy burnouts and absolutely nothing like her parents. In fact, she has never been comfortable around people and has always preferred studying in solitude to any kind of social distraction. Consequently, she graduated from with a Doctorate in Microbiology along with three supporting degrees. Over the past 10 years her preferred method of relaxation is training with a professional Tai Fighter that lives on her street. She now works as the head of a small research team at the Medical Research Institute of Infectious Diseases.



Jackson Strong ~ Cop

Jackson Strong is a family man and respected member of the community; which is not an easy task in a neighborhood that doesn’t generally respect the law. Growing up in a rough inner city neighborhood provided him with more than just street smarts and the ability to handle himself, it provided him with the ability to find solutions and encourage others. People respect Jackson, not simply because of his large physique, but his ability to provide wisdom in a city full of bad decisions.





LeeAnne Lovelace ~ ER Nurse

LeeAnne had never been a violent person, truth be told, she wasn't even sure if she knew how to use the mace she kept in her purse correctly. Working as a ER nurse, one thing she did know very well was how to keep her cool when other people's lives depended on her to. LeeAnne's greatest asset is her ability to keep a straight head, plan and react under pressure. She may not be as physically intimidating as someone like Luciano, but you can bet your ass she can help keep YOU alive!



Jake Breaker ~ Special Forces

Jake just returned home from his most recent 6 month stint in Afghanistan. Zombie hordes weren't exactly the down time he was looking for, but what are you gonna' do?

Jake's steele blue eyes reflect his ability to remain cool when faced with hard circumstances as well as his ice-cold methods of dealing with those who make circumstances 'difficult'. Jake's a natural born leader, highly trained in both killing and staying alive.



Figure shown is not final version



Lexi Steel ~ Gangster

Lexi, part of a notorious local street gang with ties to the Mexican cartel, earned a rep quickly with her ruthless and bloody tactics to help secure more territory. Losing her little brother in a recent retaliation gave her cause to rethink her current lifestyle. She turned to Jackson Strong, probably the only person she ever trusted growing up, for help 'disappear' for good. However, getting out of the city might not be in the cards for Lexi.





Level 1 Zombie



Level 2 Zombie



Level 3 Zombie



Zombie ~ Mutation Level 1

Your standard zombie. You know your zombie fan fiction... Level 1's aren't particularly quick or tough, but if you get careless or greedy you may find yourself outnumbered and without a prayer.



Defense



Zombie ~ Mutation Level 2

That's right, this virus mutates. Zombies in this game get tougher. Not only does each mutation level get a little harder to kill, watch out for the additional mutation cards that affect all zombies on your game level.



Defense



Zombie ~ Mutation Level 3

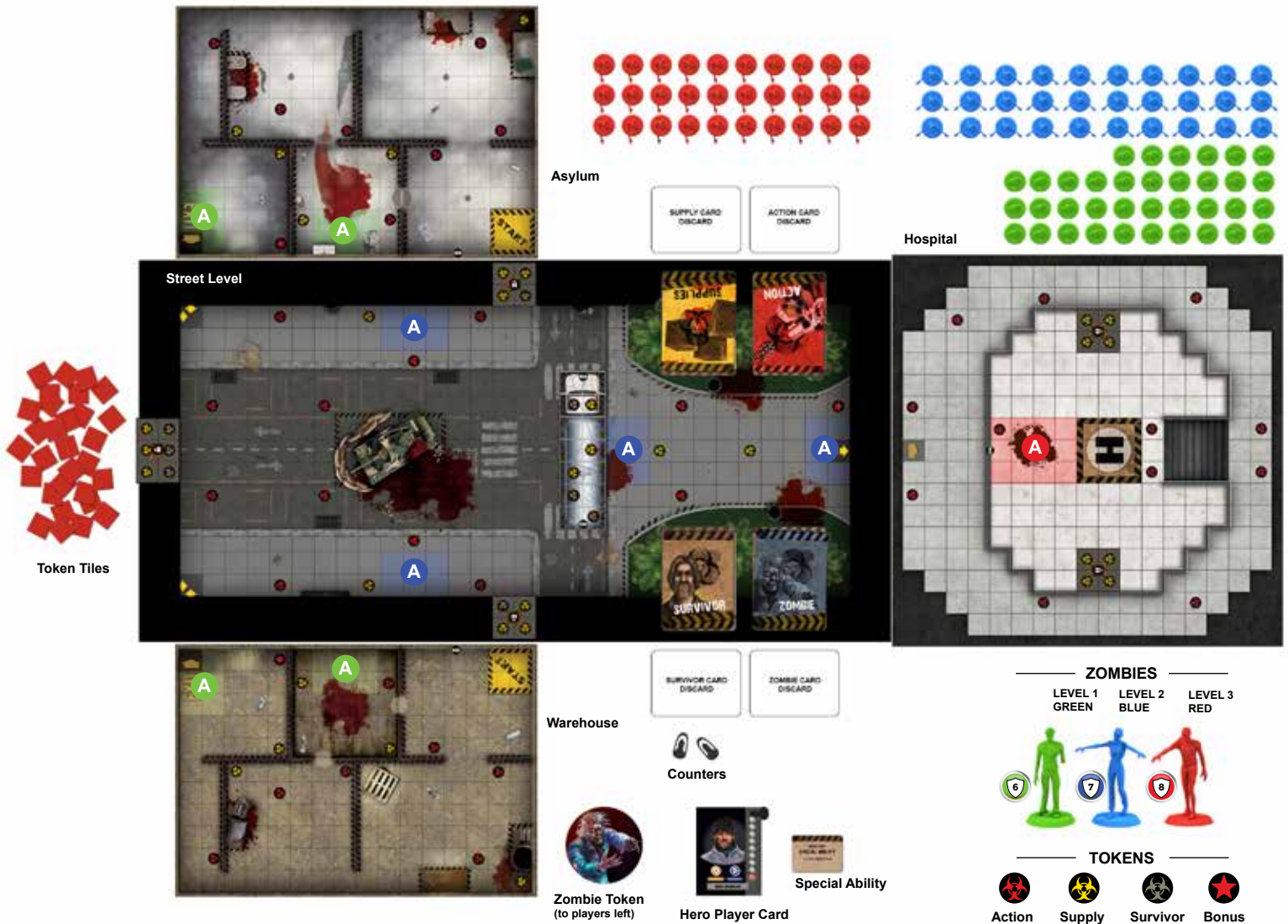
Oh crap! As you find yourself in a weakened state from fighting the mutating hordes beginning to wonder how you're going to make it out alive; you come face to hideous face with a Level 3 zombie freak. It won't always take a horde to kill you and fighting a Level 3 may not be an option for you.



Defense



GAME SETUP



Setup the game as shown above. Place the Action, Supply, Survivor and Zombies Cards on the Street Level game board. Players use counters to track health and ammunition on weapon cards. Place Tanker & Locked Room tiles on Street Level. Token Tiles are placed face down.

- A** Roll one die for each Green, Level 1 and Blue, Level 2 Zombie Starting Area and place the rolled number of zombies into each designated area. Each Zombie Starting Area is color coded with the zombie level to be used. Roll two dice for the Red, Level 3 Zombie Starting Area on Hospital roof. Using Movement Trays are optional.
- B** Choose game mode; Solo, Player vs Player or Teams. You may choose to start on the same building or opposite buildings. Roll one die, the highest roll goes first. Each player selects a Hero Player card, randomly draws a Special Ability Card and places their Hero Player in the starting area.

Tip: For shorter game play, move the Helipad tile to the street level

GAME MODES

SOLO (1 Player): You can play the game as a solo Hero Player with the following rule modifications. All Supply Tokens are now Action Tokens, with the exception of Locked Rooms & Tanker Tile. These items are not effected by this rule.

PLAYER VS PLAYER (2-4 Players): You may choose to start in the same building or opposite buildings. Players may trade supplies when adjacent. Cooperation is optional, but remember, if the other player dies, they will be coming after you as a Zombie Hero! To win the game, you only need to get yourself to the Helipad tile & make the rescue roll.

TEAMS (2-4 Players): Teams start the game in opposite buildings. To win the game, all team members who are still alive, must be on the Helipad to attempt a rescue roll. As a team, you can combine your survivor count and subtract it from the twelve needed for a successful rescue roll to win the game. *Example: Both members of a team make it to the Helipad. They are not adjacent to zombies so they can attempt a rescue roll. First player has one survivor, and the second player has four survivors. This means they only need to roll a seven or greater to escape and win the game.*

HERO PLAYERS TURN SEQUENCE

HERO PLAYERS TURN SEQUENCE

PHASE 1 - Start of Turn (free actions)

- Trade Supplies with other adjacent players
- Activate Special Objects such as Rope or Key or Stealth Card
- Roll for Infected Survivor or Zombie Horde Card

PHASE 2 - Action

Use only **one** of these Action sequences.

Move + Attack

or

Attack + Attack

or

Breakaway + Move

PHASE 3 - Zombie Token

All zombies not under control of a Zombie Hero, move or attack.

Hero Players have three phases in their turn.

Phase 1- Free Actions

At the start of the turn, a Hero Player may:

- Trade Supplies, Survivors, Health or Blocking Tiles with other players (must be adjacent to trade)
- Use special objects such as Rope or Key
- Roll for Infected Survivor or Action Zombie Horde Card (if applicable)
- Activate Stealth Card abilities
- Place Blocking Tiles in any adjacent square

Phase 2 - Actions

Use only one of these Action sequences:

MOVE + ATTACK

OR

ATTACK + ATTACK

OR

BREAK AWAY + MOVE

HERO PLAYER MOVEMENT

Roll one die for movement. Player can move in a horizontal, vertical, or diagonal direction. Player may choose to move fewer spaces than the number rolled. If a player becomes adjacent to a Token during movement, they must stop and draw the corresponding Token Card and a Token Tile. If player draws a Zombie Card, they get one additional Attack Action. Players may move through a square occupied by another player or zombie as long as that square is counted as part of the movement. Two players or zombies cannot occupy the same square. If a player has stealth activated, they do not have to stop when adjacent to Action, Supply, Survivor Tokens or zombies.

HERO PLAYER ATTACK

Anytime a Hero Player is adjacent to a zombie, they are considered to be engaged in combat. Player may choose one of two actions:

ATTACK + ATTACK

OR

BREAK AWAY + MOVE

If a player chooses to fight, they must first announce the weapon they are using and then roll 2 dice. This is the Attack Roll. The Attack Roll must be equal to or greater than the zombies defense (see Zombie card) to be a success. If the attack was successful, the zombie is killed and removed from the board. When surrounded by more than one zombie, player may choose which zombies to attack. Some weapons and Special Abilities Cards have additional attack bonuses when used in a close combat attack. Any combination of close combat or ranged attacks are allowed as part of a Hero Players two attack actions. A successful Attack Roll on a Zombie Hero causes one Health Point loss.

BREAK AWAY

If a Hero Player is adjacent to a zombie(s) and does not want to attack, they can attempt to Breaking Away. To Breaking Away, roll 1 die and subtract 1 from movement. Hero Players cannot attack then Breaking Away or Breaking Away then attack. Breaking Away is the first action and Moving is the second action.

Phase 3 - Zombie Action Token

Zombie Tokens affect all zombies not under the control of a Zombie Hero, that are on the same level as the Hero Player the Zombie Token is assigned to. During the Zombie Token turn, zombies that have line of sight, and are not adjacent to another Hero Player or Zombie Hero, will move one square (in a horizontal or vertical direction) towards closest Hero Player. If two Hero Players are equal distance, zombies move towards the last Hero Player to take an action. Zombies only have one action per turn; move or attack. If players are not in line of sight, zombies will not move.



Line of Sight: Any zombie that can draw a straight line, from any point in the zombie square to any point in the Hero Player square has line of sight.

MOVE

OR

ATTACK

ZOMBIE ATTACK AND MOVEMENT

If zombies are adjacent to a player, each adjacent zombie will attack. If zombie(s) are adjacent to more than one player, the player who moved or attacked last is the target. Roll two dice for each zombie attack. If the total is equal to or greater than the players defense, player loses one life point for each successful roll. Players should not roll for Zombie attacks against themselves.

Zombies not adjacent to a player may only move one square in a horizontal or vertical direction. If a zombie or zombie horde becomes adjacent to a player during this movement, they stop and do not attack until the next Zombie Player Token is activated on the same level.

Any time groups of zombies become adjacent to one another, they are now considered “joined” and move as one group and will not separate unless killed.

GAME CARDS

TOKENS

As soon as a player becomes adjacent to an Action, Supply, Survivor, or Bonus Level Token, all movement stops. Player draws one Action Tile and then one Action, Supply or Survivor Card (*indicated by corresponding color on game board*). Flip Action Tile over and place on top of Action Token to mark that it has been used. If you draw an Action Tile with a red “X” on it, you gain one Blocking Tile. Follow the directions on the Action Card.



BLOCKING TILES

Blocking Tiles can only be placed at the start of a turn as a free action. The first Blocking Tile must be placed adjacent to the Hero Player. Additional Blocking Tiles can continue to be placed adjacent to other blocking tiles. A player may only carry 3 Blocking Tiles at a time. A player must be adjacent and use one action to break through a Blocking Tile during their turn. Player rolls two dice, 8 or better to destroy 1 Blocking Tile. Zombies can not break through Blocking Tiles, but Zombie Heroes can when adjacent to Blocking Tile. Blocking tiles block line of sight.

Strategy Tip: You can use Blocking Tiles to stop an approaching horde of zombies or to slow down other players as shown in the scenario to the right; where August Raine traps Lorenzo with an approaching horde hot on his tail.



ACTION CARDS

The Action Card deck contains Zombie Cards, Mutation Cards, Zombie Horde Cards, Survivor Cards and Supply Cards. Action Tiles are always drawn with Action Cards.



ZOMBIE CARDS- If a Zombie Card is drawn, the Hero Player gets one additional Attack Roll. The Zombie Card will display the number and level of zombies to be placed on the board. The first zombie is placed on the Action Tile and remaining zombies are placed in adjacent squares. Zombies are placed on the board by the player who drew the Zombie Card and may only surround a player on up to 3 sides with at least one side always kept open. Zombie Cards also contain Zombie Horde Cards. In the event of a Zombie Horde...follow the instructions printed on the card... **good luck!**



ACTION DECK ZOMBIE HORDE CARDS - When a Zombie Horde Card is drawn from the Action Card deck, immediately roll two dice. If you roll doubles, you have stumbled on a Zombie Horde! Roll 2 dice again, and place that number of Level 1 Zombies on the board up to 6 squares away from you, within line of sight. Zombies may be placed surrounding an opponent on up to 3 sides. If you do not roll a pair, pass the Zombie Horde Card to the player on your left. Each player in possession of this card rolls at the beginning of their turn. This continues until doubles are rolled.



MUTATION CARDS- Mutation Cards are only found in the Action Card deck. Mutation Cards apply to all zombies and Zombie Heroes on the level the card was drawn. Once a Player exits the level, the mutation is no longer in effect. If a player draws a Mutation Card in the Asylum, it effects all zombies on the Asylum, but not zombies on the Street Level, Warehouse or Hospital. After a Mutation Card is drawn, player draws another card from the Action Card deck.



SPECIAL ABILITY CARDS

Special Ability Cards are selected randomly at the start of the game. Players may use their Special Ability throughout the game. If a Hero Player turns into a Zombie Hero, their Special Ability is no longer in effect as Zombie Heroes do not use Special Abilities.



SURVIVOR CARDS

Collect as many Survivor Cards as you dare! If you draw an Infected Survivor Card, roll two dice to see if the infected survivor turns all your survivors into zombies. If you roll doubles, all of your survivors are now infected and are immediately placed on the board adjacent to you as Level 1 Zombies. If you do not roll a pair, pass the Infected Survivor Card to the player on your left. This continues until someone rolls doubles.

Survivors can also be used as a shield to avoid taking damage. A single Survivor Card may be used for each successful attack. Player may announce the use of a survivor as a shield after a successful attack roll by a zombie or Zombie Hero. Players may not use a survivor as a shield against an attack from another Hero Player. Infected survivors can not be used as a shield unless you are playing solo... **nice try.**

Strategy Tip: Some Survivors are carrying special Items... and some are just annoying and will negate Stealth Ability Cards in play. You will need survivors to increase your chances of a successful rescue roll at the Helipad Tile. Each Survivor Card you have collected subtracts from the twelve needed to escape.

SUPPLY CARDS

Supply Cards contain Weapons, Health, Special Items and Abilities. Once a Supply Card has been used, place card in the Supply Card discard pile. Players may trade Supply Cards at the beginning of their turn if they are adjacent.

CLOSE COMBAT WEAPONS - These weapons add +1 to your attack roll and may only be used when adjacent to a zombie or Zombie Hero. If the Hero Player whose name is printed on the close combat weapon is using it, they gain +2 on close combat Attack Rolls.

RANGED WEAPONS - Ranged weapons, such as guns and crossbows, display the available ammunition and weapon range on the card. Use the Card Counters to track ammunition used. The Card Counter is placed on the card above the first ammunition icon. Once a ranged attack is made, slide the Card Counter down to mark the used ammunition. Weapon cards are discarded once all ammunition is used. You must have line of sight and be within range to use a ranged weapon. The Ranged Attack Special Ability Card adds +1 to your attack roll.

HEALTH CARDS - Hero Players may use Health Cards at any time during the game unless they are being attacked. Player may be engaged in combat and use a Health Card. At the start of play, place a Card Counter on the card above

the first health icon. When a player takes damage, the Card Counter slides down to track remaining health. It is best to redeem Health Cards whenever possible. Once a player's health indicator reaches the red heart icon, they can no longer heal and will become a Hero Zombie at the start of their next turn.

KEY - Use the Key Card to unlock a room at the beginning of a turn. Player must be adjacent to Key symbol to use Key. Once a Key is played, the room remains open for remainder of the game. Zombies and Zombie Heroes can enter unlocked rooms. Discard after use.

ROPE - Use the Rope Card to climb a building or vehicle roof. Player must be adjacent to Rope symbol and use at the beginning of their turn. Zombies and Zombie Heroes can not use rope. Rope access stays in place for remainder of the game and may be used by any Hero Player. Discard after use.

GRENADE - Use as one action. Roll one die and place Grenade in any square up to number rolled. Grenade does 5 damage to selected square and all adjacent squares (9 squares total). Hero Players, Hero Zombies and zombies take damage. Zombies in an effected square are killed immediately. Zombie Heroes and Hero Players take 5 damage. Discard after use.

STEALTH - Stealth Cards allow a player to go undetected during movement or attack for two player turns. Activate Stealth Card at beginning of turn. A player cannot activate stealth while adjacent to zombies. Stealth effect ends at the start of the 3rd turn. Mutation Cards and some Survivor Cards can render Stealth Cards ineffective.

RED BONUS STARS

The first Hero Player to reach a Red Bonus Star, draws a Supply Card for each player on the level and places cards face up on the board. The player that reaches the Red Bonus Star first, chooses one Supply Card to keep. The next player to reach the Red Bonus Star, selects a Supply Card etc., until all Hero Players on the level have a Supply Card.

ZOMBIE HEROES

Zombie Heroes are players that have either died and turned into a Zombie or started the game as a Zombie Hero! If a player started the game as a Hero Player and turned into a Zombie Hero, Supply Cards collected during play remain in their possession. Zombie Heroes can not use the Supply Cards, but if they are killed by a Hero Player, the Hero Player may collect the Supply Cards at the start of their turn if they are adjacent to the square the Hero Zombie was killed.

Hero Zombies have only one Action per turn.



ZOMBIE HERO PLAYERS TURN SEQUENCE

Zombie Hero Players can use **one action** during their turn.

Move or **Attack** or **Mutate**

Zombie Heroes can have a maximum of 12 zombies in their horde (any combination of levels). Zombie Heroes may "Mutate" zombies in their horde, as an action once per turn:

- Exchange 3 Level 1 zombies for 1 Level 2 zombie
- Exchange 3 Level 2 zombies for 1 Level 3 zombie
- Exchange 1 Level 3 zombie for 3 Level 2 zombies
- Exchange 1 Level 2 zombie for 3 Level 1 zombies

MOVEMENT

Zombie Heroes roll one die to move. They can choose to move from any square a zombie in their horde occupies. Some Zombie Heroes have a minus to their movement roll. A Zombie Hero or Horde may only move in a horizontal or vertical direction and may not move diagonally unless a specific movement Mutation Card is in effect.

ATTACK

All adjacent zombies under a Zombie Heroes control can attack once per turn if adjacent to a Hero Player. When a Zombie Hero becomes adjacent to another zombie(s) that are not under the control of another Zombie Hero, they automatically join the Zombie Heroes' Horde and moves in unison with them. Hordes cannot separate into smaller groups and must remain one unit unless broken apart by a Hero Player killing zombies in the horde. Zombies that become separated from the Zombie Hero are now controlled by the game Zombie Player Tokens.

Zombie Heroes stop for all Action Tokens and ignore Supply and Bonus Tokens. Zombie Heroes discard Supply Cards drawn. Zombie Heroes draw Action Tiles but cannot use Blocking Tiles drawn. Blocking Tiles are left in play on board and may be picked up by any players adjacent to the square at start of turn. Zombie Cards drawn are added to the Zombie Heroes horde. Any Survivor Cards drawn are added to the Zombie Heroes Horde as Level 1 Zombies.

A Zombie Hero can break through Blocking Tiles on a roll of 8 or better. The Zombie Hero Player must be adjacent to the blocking square to break through.

MUTATE

Zombie Heroes can have a maximum of 12 zombies in their horde (any combination of levels). Zombie Heroes may "Mutate" zombies in their horde, as an action, once per turn. Choose one of the following:

Exchange 3 Level 1 zombies = 1 Level 2 zombie

Exchange 1 Level 3 zombie = 3 Level 2 zombies

Exchange 3 Level 2 zombies = 1 Level 3 zombie

Exchange 1 Level 2 zombie = 3 Level 1 zombies

Mutation Cards are in effect only when Zombie Hero is on same level where Mutation Card was drawn.

WINNING THE GAME

The first player or team to reach the Helipad and make a successful rescue roll is declared the winner. Each rescue roll is counted as one action and a successful rescue roll is twelve. Each Survivor Card collected is counted as a minus to the roll. For example, if a player attempted a rescue roll with 4 survivors, they would need to roll 8 or better to win the game.

Players cannot attempt a rescue roll while adjacent to a zombie. When playing as a team, all team members must be on the Helipad to roll. If your team member did not make it and has turned into a Zombie Hero, you can attempt a rescue roll as an individual. Adjacent team members may combine survivors when attempting a rescue roll.

For example, if a team attempted a rescue roll and one player has 4 survivors and the other player has 2, they would need to roll 6 or better to win the game.