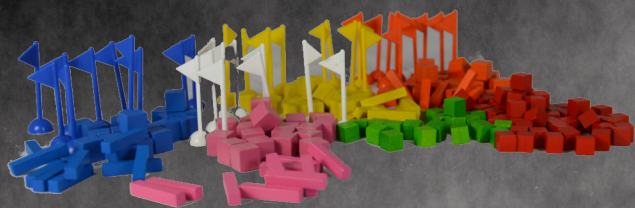


# Surviving One Month in

## What's in the box



20 survivors, 10 flags and 10 walls  
■ In each teams colour  
60 Zombies  
20 Food



10 Dice



42 Territory Hex's



110 Room search cards (loot)



# Setting Up the Game



Each tile has 4 numbers on in 4 corners.

The four numbers are:

**Blue** - Number of actions to claim

**Yellow** - Value of territory in victory point

**Green** - Number of Searchable rooms

**Red** - Number of zombies on flip

Each tile has an inner region (shown in grey) Symbolising the building full of zombies  
And an outer region (Shown with dotted pattern) The area around the building  
Each tile will have a dotted line to differentiate the outer and inner regions.

Until a building has been reclaimed these act as two separate zones.

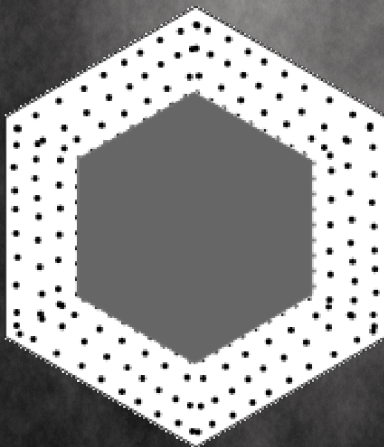
The player must move survivors into the outer region and then again into the inner region.

Think of it as the car park of a shopping centre. (the outer region)

But through the window you can see zombies munching away inside the shopping centre.  
(the inner region)

However once the zombies have been killed and the building reclaimed

The two areas act as one large area.





# Setting up the game

## Specific Tiles

### The Farm/Park



This tile is the Farm/Park tile.

This tile is unique: it produces food for the group of survivors who own it.

Once the zombies have been killed and the land has been reclaimed, at the start of the players turn they receive 1 food from the farm for owning it.

The farm can also be actively farmed by a survivor. When a survivor works on a farm, they spend their action point to get an extra food cube for their team at the start of the next turn.

The maximum food from one farm is 2. So only one survivor can work on each farm.

Reclaiming and actively farming 5 of these tiles will end the game.

### The Base



This is your starting tile.

At the beginning of your game you will place your starting 5 survivors on this tile.

When you start the game also place three fences around your base wherever you think will help you most.

(See fences section)



# Setting up the game

## Specific Tiles

### Research Centre



This is the Research centre tile.

This tile is unique. Reclaiming this tile and holding it for one turn without being attacked will end the game.

### The Military Base



This is the Military Base.

This tile is unique. Reclaiming this tile and holding it for one turn without being attacked will end the game.

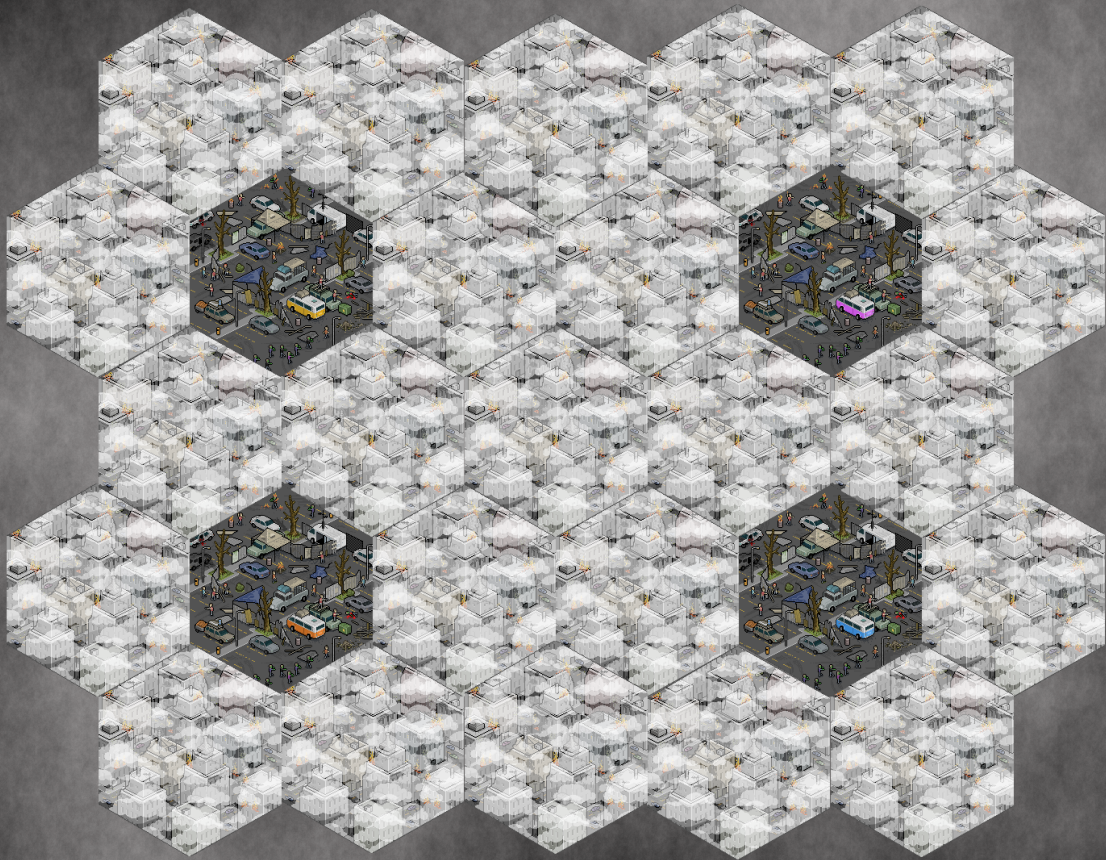


# Setting up the game

## Laying out the City

Place a base face up for each player. Then place tiles face down around the base tiles so that the fog side is showing.

The board should look like this for a 4 player game.



This layout is recommended for the first time playing. However the game is designed so that you can have whatever configuration you are in the mood for. Check online for configurations and estimated game length for more game styles.

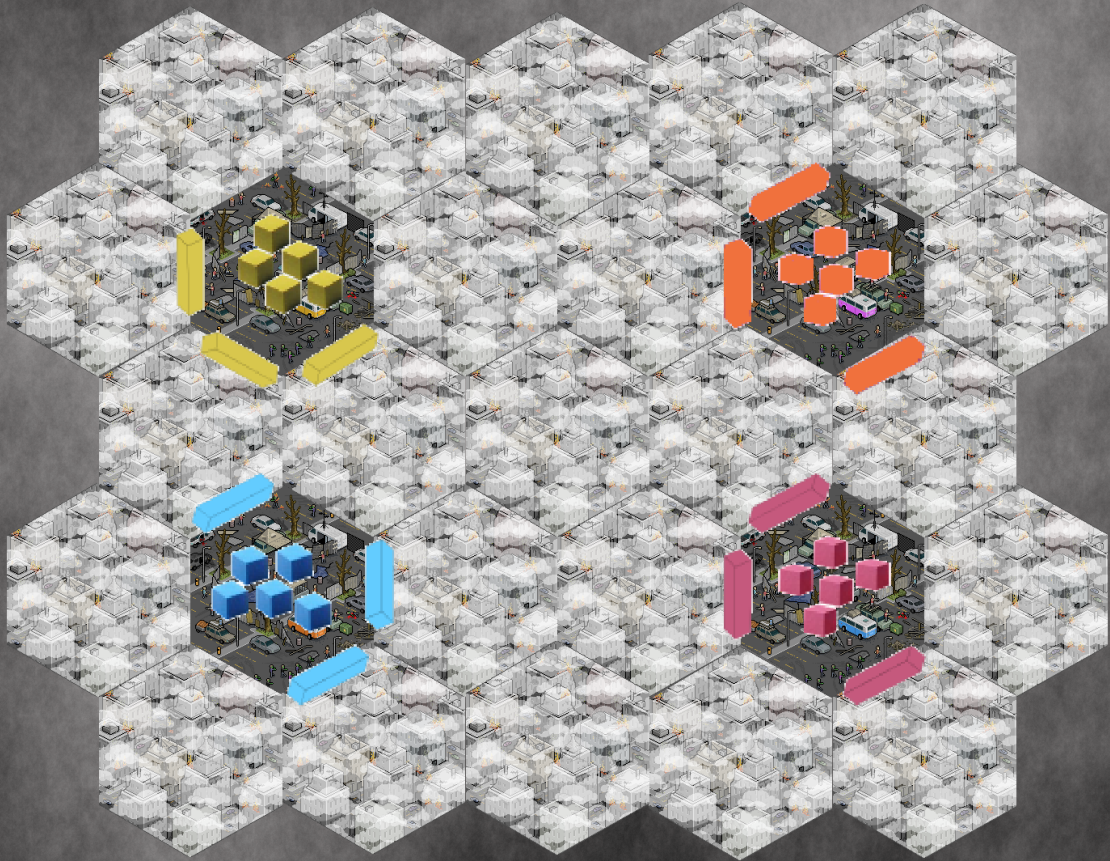


# Setting up the game

## Laying out the City

Next each player places 5 of their survivors onto the centre of their base. Then each player should place 3 fences on three borders of their base tile, in whichever position they choose. Players should take turns to place fences, placing one at a time starting clockwise from the oldest player.

When you're done, the board should look something like this for a 4 player game. *Note: the walls can be anywhere on your base's border.*

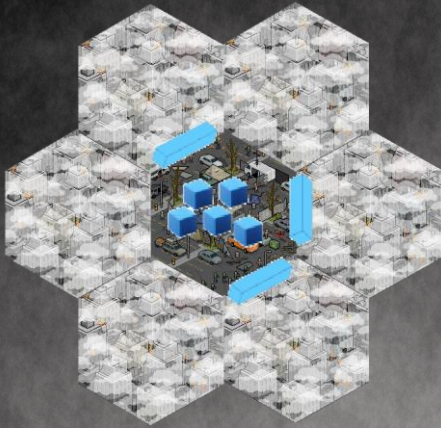




# Playing the game

## Your First Turn

To explain how each go takes place, we will look at an example game from the perspective of the Blue team.



Each survivor has 1 action point at the start of each turn.

This can be increased to two action points by feeding the survivor. Feeding survivors must be done before any other actions are taken.

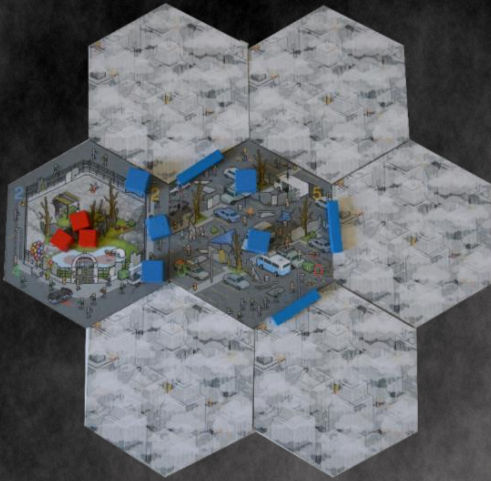
At the start of your turn you can trade one food to feed 3 survivors. Fed survivors then have 2 Action Points for that turn.

Blue has no food this turn so each survivor only has 1 action point.

An action point can be used to:

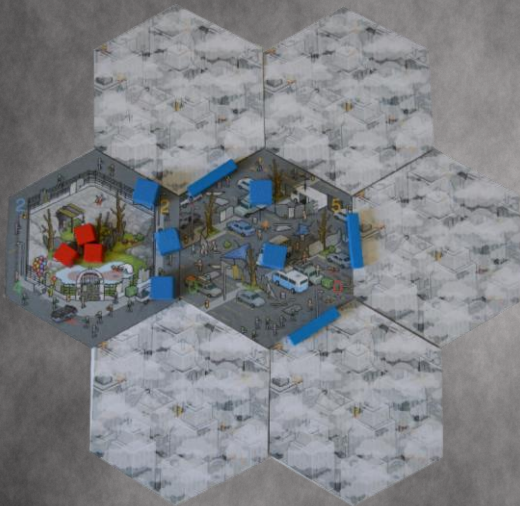
- Move one tile (if the tile is unexplored/fog side up, flip the tile to find out what's underneath)
- Move from the outer hex into the inner hex (move into the building)
- Reclaim a building
- Scavenge for supplies (if available)
- Run away from zombies



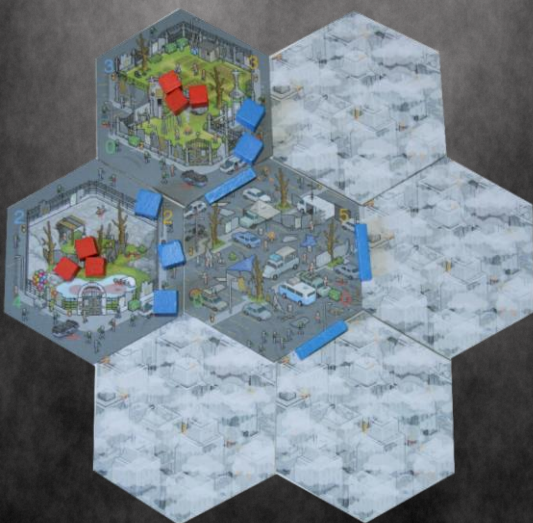


This turn Blue can only move.  
Blue moves 3 survivors to an adjacent tile's  
outer hex.  
This reveals the tile.

The red number in the bottom corner indicates the number of zombies inside the building. In this case it is 2, so we place 2 zombies inside the building shown by the inner hexagon.



The three survivors who moved have now  
used their action point for this turn.  
The player still has two survivors with action  
points, and moves them to another hex.



This reveals a farm with 3 zombies on it.



# Playing the game

## Your Second Turn

We will assume everyone else has now had their turn. It is now the Blue team's second turn.

All survivors now have 1 action point again.



Blue can spend this to move their survivors to adjacent tiles, as shown, using up all his action points.



The other option is for the player to now move in his survivors to fight the zombies: the first step to reclaiming the city!

To do this the player spends 1 action point on each survivor to move them in to the buildings on their tile (the inner Hex)

Now it's zombie fighting time.



Once fighting with zombies has initiated the survivors must continue to fight until all zombies or all survivors are dead. Unless a survivor still has an action point, in which case that survivor can run or sacrifice themselves so that the other survivors can escape.

When fighting a zombie the player rolls a dice for each survivor in the inner hex that is fighting.

For each dice that rolls a 4, 5 or 6, remove a zombie from the tile.

Once the survivors have attacked, any zombies which are left on the tile fight back. If there are no zombies left, the fight is over.

Roll a dice for each zombie left. For each die that rolls a 5 or a 6 remove one of your survivors from the tile.

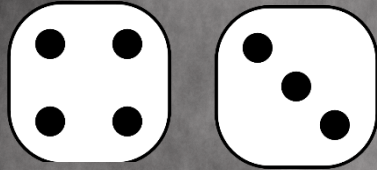
If any survivors remain on the tile, repeat until all the zombies are dead, or all the survivors are dead or have run away.



# Combat Example

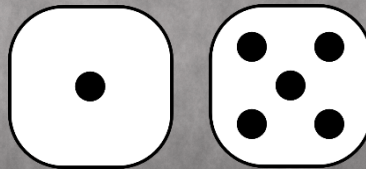
We will use the farm as an example.

There are two survivors so two dice are rolled.



A 4 and a 3 are rolled, so one zombie is killed.

Now there are two zombies left, so only two dice are rolled for the zombies.



A one and a 5 are rolled so one survivor is killed.

Now there is only one survivor left, so only one die is rolled.

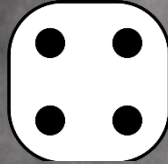


A 5 is rolled so one zombie dies



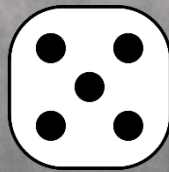
# Combat Example Continued

Now there is only one zombie left, so only one die is rolled



A 4 is rolled so no survivors die.

Now there is only one survivor left, so only one die is rolled.



A 5 is rolled so the final zombie dies.



Now there are only survivors left on the hex,  
so the fight is over.



# Reclaiming and Scavenging example

We will use the zoo as an example of how reclaiming tiles and scavenging works.

We assume that last turn the survivors killed all of the zombies and this is a new turn.

We can see from the blue number that this tile takes 2 action points to reclaim.



This means that two of the survivors must spend an action to reclaim this land.

Once these action points have been spent, the building now belongs to the Blue teams.

To mark the building as their territory, the Blue team put a blue flag on the tile.

The flags help keep track of who owns what territory, so that victory points can be calculated at the end of the game.



After we've reclaimed the tile, we still have a survivor with an action point.

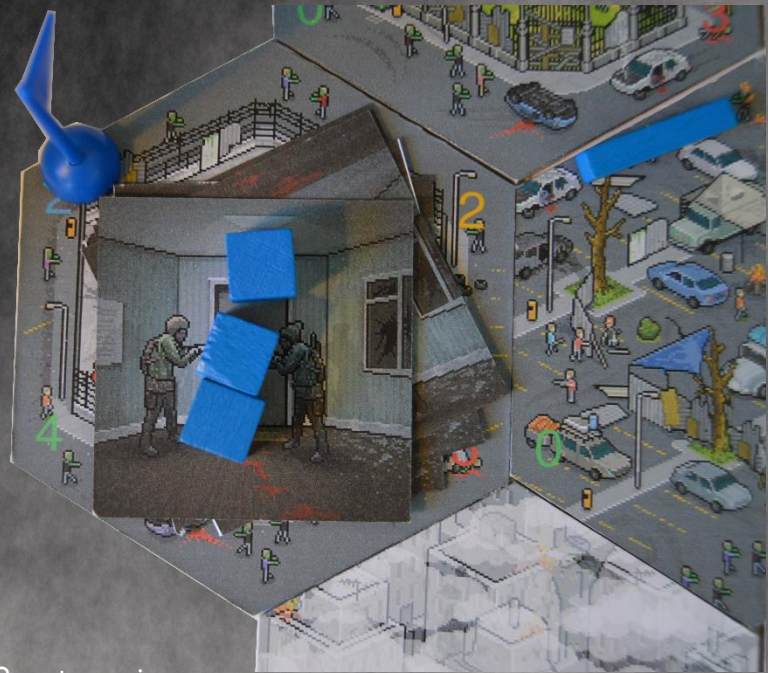
This can be spent drawing one of the scavenger cards available from the building.



# Reclaiming and Scavenging example

The green number in the bottom left corner indicates that there are 4 scavenger cards available from this tile. This means that we place the four top most scavenger cards on top of the tile.

Using the last survivor's action point Blue can draw a scavenger card from the stack.



Scavenger cards will be one of 3 categories, they are:

- Salvage - generic bits and bobs to help survivors
- Survivors - You gain the number of survivors indicated (they have 0 Action points this turn) and place them immediately on the tile you drew the card from.
- Zombies - You add the number of zombies indicated on the card to the tile you drew the card from.

You can draw 1 scavenger card per action point.

This means if a survivor is fed they can potentially draw two cards.

Turn over your scavenger cards one at a time, fighting any zombies as you find them.



Here are some example scavenger cards:

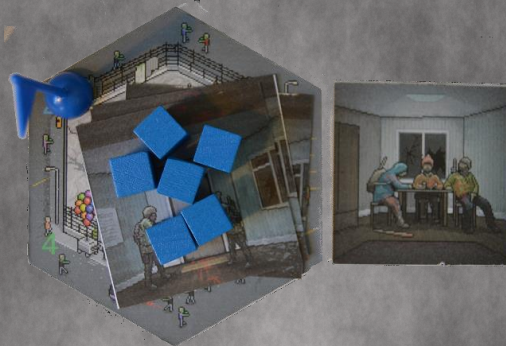
*Add 3 zombies to the inner hex.*

These must be fought before spending more action points (unless you use an action point to run away).



*Add 3 survivors to the inner hex.*

These survivors have no action points this turn.



*This card is generic salvage.*

Two salvage cards can be traded too:

- Place a new fence
- Arm for combat (give one die until the end of your turn a +1 in combat)
- Suit up (give one defence die a +1 until the end of your turn, zombie attacks have to roll a 6)





# PvP Combat

For PvP combat:

The attacker rolls 1 dice for each survivor up to a maximum of 3

The defender rolls 1 dice for each survivor up to a maximum of 2

The dice are then compared where the higher dice beats a lower dice. If there is a draw in the dice then the defending dice wins.

Examples:

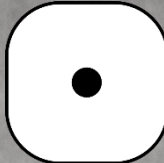
Attacker



Attacker



Defender



In this example the Defender would lose 2 survivors, then the attack continues until either the attacker or defender runs out of survivors.

Defender



In this example the defender's 5 would beat the attacker's 5 but the attacker's 4 would beat the defender's three. So the defender and attacker each lose one survivor



## Ending the game

There are three ways the game can end:

- One player has reclaimed and is actively farming 5 farms.
- The research centre or military base has been reclaimed and held for one turn.
- A player reaches 50 Victory points

When the game ends, the player with the most Victory Points wins the game.

## Calculating Victory Points

You gain 1 Victory Point for each survivor on the board.

You gain 1 Victory Point for every 2 salvage cards you have in your hand.

You also gain Victory Points for each territory you own. The number of Victory Points a tile is worth is indicated by the yellow number in the top right of the hex.