

THE ZOMBIE NIGHTMARE OF FILLIBREE COUNTY



Little Devils Inc...

THE ZOMBIE NIGHTMARE OF FILLIBREE COUNTY

Hellish Nightmares In a Pastoral Setting

Game Design by Jeff Sinasac

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The designer should like to acknowledge the following sources of inspiration: George A. Romero's *Night of the Living Dead*, *Dawn of the Dead*, *Day of the Dead* and *Night of the Living Dead 1990*, Stephen King's short story *Home Delivery*, as well as a little old film I only recently re-found called *Children Shouldn't Play with Dead Things*.

A Note About the Manual:

Nobody likes reading instruction manuals. It's a drag, isn't it? Unfortunately, especially when it comes to strategy games, trial and error can only get you so far. By all means, dive in, give the game a tour, play around. But if you find you need to come back here, the rule book is laid out in the order I figure a new player would need the info. You should be able to sort through to the individual chapters and root about till you find what you need. But don't come crying to me if the buddy you're playing with has read the manual cover to cover and knows some little rule that you don't and eats your brain because of it...

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CHAPTER 1:

Introduction and Game Setup

"It has been established that persons who have recently died have been returning to life and committing acts of murder. A widespread investigation of funeral homes, morgues, and hospitals has concluded that the unburied dead have been returning to life and seeking human victims. It's hard for us here to be reporting this to you, but it does seem to be a fact."

- Newscaster, *Night of the Living Dead*, 1968

Another Day in Fillibree County...

Jennifer Lambert watched from the living room window as the old, sputtering truck backed into her gravel drive. By the time it had edged near the house it was coughing loudly, and when it shuddered and came to a stop, Jennifer shook her head. Harold had been out with the boys again last night, driving the truck about the twisted, wooded roads of Fillibree County, ostensibly looking for deer to shoot, more likely just drinking. It was now six in the evening and already the sun was dipping toward the jagged pine peaks of the forest about their house. Harold had been out for almost twenty four hours.

Jennifer pulled open the front door and greeted her husband in a loud, irritated voice. "You're lucky you made it back at all, this time! You'd best gas her up now, or you'll forget it come morning and have to do it then. You'll be late for work!"

"Don't nag me, woman," came Harold's reply, as he slid his muddy boots out the driver's side door. He hit the truck's locks, then stepped fully into the fading sunlight. The old twelve gauge rested in his hands like a stick of dead wood.

"I see you didn't shoot nothin' again last night. More likely just drinkin', huh?"

"You never mind my habits," Harold bit back, walking toward the front door. "We did catch a buck, a nice big one. Gave it to Bobby in payment for the work he did on the shed door last week."

Jennifer only nodded, not in the mood to argue. Bobby Delaware was a friend of Harold's, and while Jennifer didn't like him, she had to admit he had done a nice job on the shed. The old door had been worn and feeble, and despite a padlock, coons and even a bear had fought their way inside last winter when the Lamberts' had been using it for cold storage. Not much chance of that now. The door was made of thick, orange painted aluminum, and three separate padlocks lent it some serious strength.

"You gonna gas up the truck, or you gonna forget about it?" Jennifer asked Harold as he finally reached the porch.

He responded with a cold grin. "I'll get it in a moment, *dear*. Figured I'd put the gun away first. Wouldn't want Elden coming home and finding Daddy's shotgun laying around loaded, would you? Might blow his own head off. That wouldn't be politically correct!" He stormed past her to the inside.

"Why don't you just unload the thing, then?" Jennifer was leaning against the door jamb looking out to the woods. The sun was almost gone now. Only a red glow remained above the pines like the last glowing hump of a rainbow. Like a smear of bright blood.

"Remember the bear last year, Jen? Someday you'll be glad I keep this thing loaded, you mark my words... by the way, where is Elden?"

"Didn't come home yet."

"Weird," Harold replied, but there was no real concern in his voice. Not yet. "It's almost dark."

Nightfall in Fillmore County...

Harold lay slumped in a chair in the living room, staring vacantly at the television. The *Seinfeld* re-run he'd been watching had jolted out more than eight minutes ago, replaced by loudly hissing static – probably something to do with the thunder he heard rolling in the distance. He thumbed through the other channels, but finding only more snow on those, finally returned to the first one and settled into a waiting contest with the TV. His eyes had actually begun to drift shut, hypnotized by the television's random pattern, when his wife's voice cut into his brain.

"Harold, it's past eight."

Harold grunted in reply.

"Elden ain't home yet... Doesn't that worry you a little?"

Another grunt.

"Well, maybe you ought to go look for him."

This time Harold mustered the energy to actually formulate words. "No gas in the truck."

"So fill it up!"

"What am I supposed to do? Push the truck all the way to the gas pump around back by myself?"

"Well, why did you park it there, then?"

"I didn't *park* it there, Jen, it ran out of gas! Act of God! Ain't my fault! I'll wait till Elden gets home and he can help me push her."

"Harold, you're not listening. It's after eight. Jesus, don't you even care about your son?"

"He's a big boy," Harold assured her. When no answer came in return he craned his head to look at her. Her face was set in hard lines. There would be no arguing. Not if he wanted to win, at any rate.

"Fine," he grunted, rising to his feet. "I'll go get the gas can from the shed, fill it up that way. Gimme the shed keys."

"I don't know what you did with them!"

"Well, I can't open the shed without the keys, Jennifer! Go find 'em!"

Jennifer sighed. "Fine. I'll go look for the keys. In the meantime, why don't you go check the shed door and see if you left the keys in one of the locks like last time? Honestly, I don't know why we bother locking the thing if you're just going to leave the keys in the lock!"

"Bears can't use keys, Jennifer," Harold retorted, but he was already heading for the door. He hadn't taken his muddy boots off since he got home.

Jennifer walked into the kitchen. She pulled open the first drawer beneath the sink, not really expecting to find the keys there, but figuring she might as well be systematic. No keys. Down to the second drawer.

Harold's voice from the sidelot, near the shed: "They're not here! The keys ain't in the locks! Somebody owes someone an apology!"

"I'll apologize later. Right now come help me look. I don't like Elden being out this late. He's only sixteen and..."

"*Only* sixteen! Practically a man! He's probably at football practice!"

"He didn't take his gear with him today!" Jennifer shrieked back. "You think he's gonna practice without his gear?"

"Christ, you do worry some! I..."

Harold had only paused in his speech, but something in the tone of his voice made Jennifer bring her head up. "What? What's wrong?"

Another long pause and then... "Elden? Elden is that... Christ, never mind, Jen, the boy's home!"

Jennifer slumped against the counter, relieved.

"Elden, you prig! You had your mother scared out of her wits! Why didn't you... Elden? Jesus Christ, boy, what happened to you?!"

The slouching was gone. Jennifer was straight and rigid, her heart already beginning to pump faster. What was wrong with Elden?

"My God, son, you – Jennifer! Jennifer, get out here! Oh God, Jennifer!"

Jennifer bolted for the back door, cracking it back hard on its hinges. She heard the crickets, felt the cool grass on her feet, saw the pale orb of the moon now hanging perfectly above the trees. It was being eaten by gathering storm clouds. She noticed none of it.

“Elden! You – Aaaggghhh! Jesus Christ!”

She rounded the house’s corner, could barely make out the shapes of her son and husband in the dark ahead. One of them was on the ground, the other leaning over him.

“He bit me! Oh God, he – you bit me!”

She sprinted toward them. Her fast movement past the side of the house triggered the motion sensor Harold had installed last summer after he’d tripped in the dark and sprained his ankle. A bright light sprayed out from a naked bulb, casting the scene in surreal, black and white tones. It was Harold on the ground, with Elden, her son, crouched over him... helping him up?

“Elden,” Jennifer breathed, slowing now, relieved to see it was her son. She’d had flashes back to the bear the way her husband had been screaming. “Elden, you –”

Elden looked up from his crouched position. Even in the shadows Jennifer could see that something was not right. There were dark bruises and what looked like gouges across his face. My God, had her son been foolish enough to attend football practice without his gear? But there was something else. Something loose and dark hanging from Elden’s mouth.

Harold made a strangled gurgling sound. His right hand shot up, gripping Elden’s face, pushing him away. Elden growled in return.

Looking down at her husband, Jennifer could see a dark stain already spreading in the grass. He was bleeding. Dear God, he was bleeding, bleeding bad from a gash in his shoulder. She turned her gaze back up to Elden, saw the loose, fleshy thing that draped from between his teeth. *He bit me*, Harold had yelled. And, suddenly, impossibly, she understood.

The sharp snap of a twig breaking brought Jennifer’s gaze back up to her left. There was something in the tree line about fifty feet away. A person, shambling slowly toward the three of them.

“*Help!*” Jennifer shouted at the unknown figure. “*Help! My son’s got rabies!*”

The figure let out a low, forlorn moan in response.

Harold was still struggling with his son, but the blood was pumping furiously from the bite and he was losing strength every moment.

Jennifer, not knowing what else to do, sprinted toward the approaching stranger, still babbling out confused pleas. The light from the house only extended some thirty feet, but the figure was still approaching, and as he took the final step that brought him into the bulb’s spill, Jennifer stopped running. She opened her mouth to let out a scream, but found only a terrified whisper.

The figure in front of her was dressed formally, in a black suit. But the suit was tattered, and the head that topped it was a sickly green. His one eye bulged horribly from its socket, like the painted bottom of an egg. The other socket was empty. His mouth was spread in a wide gape revealing yellowed, moss-furred teeth. His stench was horrible. As Jennifer stood before him, the man let out another desperate moan.

Jennifer took a single step backward, away from the man, when she felt a hand grab at her shoulder. She spun to see that Elden had left Harold, and approached her. Closer she could see the horrible, claw-raked tracks across his face. His lip was split in a fissure at two different points. He was missing at least three teeth.

Elden hissed out his own quiet moan, his blood covered tongue lolling at the back of his teeth.

Jennifer let out a horrified scream... and ran.

The Zombie Nightmare of Fillmore County...

Jennifer Lambert bolted around to the back door. She yanked it open so hard that it rattled against the wall. She pulled it shut, and turned the deadbolt with violently trembling hands.

She dashed for the window over the sink. It was still open from the hot day, and she slammed it down hard, catching her thumb and crying out in pain. She locked it as well, and stared out in horror.

Elden and the other figure were both crouched now over the still form of Jennifer's husband, their heads low to his body like horses drinking from a trough. Or like wolves picking at a kill. The unknown, well-dressed "man" seemed suddenly agitated. He looked up at Elden and shoved him. Elden rocked back on his heels, toppled into the grass. The man then gripped one arm of Harold's body and began dragging it off into the shadows. Elden stood on wobbling legs, looked to his mother's face framed in the brightly lit window, and then after the man dragging Harold's body into the woods. After a moment, Elden shambled off into the darkness too, following his father's fallen shape.

Jennifer brought her hands up and pulled at her hair. She became aware of a strange, high pitched keening, and almost simultaneously realized it was her.

That was when the loud crash came from the living room.

Oh God, she thought. *The front door. I forgot to lock the front door!*

She turned in that direction, left hand fumbling across the countertop for anything to defend herself with. There was a figure approaching that way, a large figure, coming fast.

Jennifer screamed.

"What? What is it?" Ted Neeson hauled his hefty form into the light of the kitchen. He was huffing and out of breath. He wasn't used to running. "What? I heard the screaming, what's wrong?"

Jennifer's knees buckled and she collapsed to the kitchen floor. She began to weep.

There were more noises now, coming from out front of the house. Thunder, getting louder, but also yelling and shrieking. A voice, a female one, shouted the name Jeff.

Ted walked as swiftly as he could into the living room. There was a fire burning in the fireplace to his left, and though it was a hot night, Ted was grateful for it. He felt positively chilled. The front door was still open from his sudden entry, and he stepped into its frame. There were three people running across the front lawn from the woods. They were headed directly for the Lamberts' home, casting fearful glances back over their shoulders.

"Who are you?" Ted demanded as they reached the front porch. But all three ignored him, muscling their way past.

The first one in the house was a good looking guy in a tee-shirt and jeans. Behind him came a beautiful girl with tough features, dressed likewise. And lastly was a thin, wiry guy in a jogging suit. The wiry guy spun to the door after he'd entered, shoving Ted aside.

Stronger than he looks, thought Ted.

The wiry man pushed the door shut, fumbling with the deadbolt and the chain lock after that.

"What is going on here?" Ted demanded.

The jean wearing man and woman had by now slumped on the living room sofa. They were a couple, Ted surmised, by the way they were clinging to each other. Wiry-man was at the front window, peering out into darkness. All were out of breath.

The pretty girl on the sofa spoke anyway. "We were over at the park. Near Fillibree Memorial."

Ted nodded. He knew the hospital. The only one in the small county.

"We were just there to watch the sunset. It's perfect."

"No trees to the west," the man beside her added.

"When all of a sudden, these... these... people... these deranged, rotting people, came at us from the woods to the south. They attacked us! We had to run past them, back to the road in the woods, where our car was. That's when Gary, over there, came running out of the forest. He said he'd been attacked too. So we all got in my car and started to drive down the road really fast. It was late by that time, and really dark in the woods. My headlights picked out a crowd of people ahead on the road. I wouldn't have stopped, except it was dark... I couldn't tell... I didn't know..."

"They were zombies," the one she'd called Gary muttered, turning from the window momentarily.

"*Not* zombies," the man on the couch retorted. "Don't be stupid."

"Well, what else would you call them?"

But Couch-man had no reply for that. He just shrugged and looked without concern over his shoulder at the woman still weeping on her kitchen floor.

The girl went on: "When I saw them... I mean really saw them... By then it was too late. They were so close. They swarmed around us from all sides, pounding on the windows, trying to open the doors.

One of them smashed the windshield in and grabbed at Gary, but he got hold of its wrist and rolled the thing off the hood of the car.”

“I’m a martial arts instructor,” Gary told them.

“Another one had broken the passenger window and was reaching in there. Thank God I had pushed in the car’s cigarette lighter a minute before we stopped. Needed a cigarette to calm down.” Even as she spoke she was fumbling at her pockets. She withdrew a carton of cigarettes and a pack of matches. She drew a cigarette with fingers that were visibly trembling, lit it, and brought it to her lips. She gestured to her boyfriend beside her. “Jeff used the lighter to burn at the thing’s hand. It danced back pretty quickly.”

“I don’t think they like being burned,” Gary offered.

“Who does?” Jeff asked snidely.

“By now they had broken in all the windows,” the girl continued. “And they had dented the hood – the engine had died and wouldn’t turn over. We couldn’t get out the doors, ‘cause they were crowded in so tight around us. So, Gary climbed out the broken windshield. He stood on the front hood, kicking away at their hands and heads. When there was a little more room, Jeff and I climbed out too. Then we all ran like hell down the road. This was the first house we saw.”

Ted shook his head. It was an outlandish story. But something had obviously scared the hell out of Jennifer Lambert. And where were Harold and Elden? What had cut out the television signal at his, and, he now saw, the Lamberts’ home, earlier? That last might have just been the storm – the lightning had the windows glowing with flashbulb intensity now... but that storm had sure come up fast. He’d heard no warnings on the news. And hadn’t the two on the couch said they’d gone to watch the sunset? Ted was about to speak when the rattle of automatic fire sounded from the woods.

“Jesus Christ,” Jeff exclaimed. “What was that, a machine gun?” He was on his feet, and, followed quickly by his girlfriend and Ted, crowded in behind Gary at the window.

“Some kind of gun,” Gary agreed.

There was movement in the woods. A solitary man dressed in fatigues came bursting from the tree line, running for the house. There was something around his neck, some heavy looking weapon. He pulled it off himself and dropped it as he ran.

Ted had the presence of mind to unlock and open the door. The running man pounded up the porch steps and into the house. He dropped to one knee as Ted locked the door behind him.

“You were attacked too?” Jeff’s girlfriend asked.

The man nodded, trying to catch his breath. “Yeah. By a horde of something. I’m Jack Elbert.”

“I’m Melissa Galliston,” the woman told him. “This is my boyfriend, Jeff Havelock, and that’s Gary...”

“Masters,” Gary chimed in.

All eyes turned to Ted. “Ted Neeson,” he told them, and then, nodding toward the still sobbing woman in the kitchen, added, “That’s Jennifer Lambert. She lives here.”

“How’d you get here?” Melissa asked Jack.

“Was out for a night exercise with the Fillibree Militia...”

Ted groaned inwardly. The Fillibree Militia were a half-crazed bunch of fanatics, preparing for the end of civilization by stockpiling weapons and training for WW III.

“These goddamned things came at us from the cemetery nearby. We thought it was just some drunk or stoned party at first, but they killed Febber and Narse before we even knew what was going on. I took down six of the things and started running. They were all over the woods though, behind every tree. There’s hundreds of them! I don’t know what they are, or where they came from!”

“What’d you throw away the machine gun for?” Jeff demanded.

“Out of ammo and it was weighing me down.”

“What if we find some more?” he countered.

“I really doubt we’re gonna turn up 7.62 millimeter chain-link in this house.” Jack forced himself to his feet, called out to Jennifer. “That’s your truck out front, right?”

Jennifer nodded, still sobbing. The tears had flowed down each cheek in a wet mask.

“We’re gonna use it to get out of here!”

“No gas,” Jennifer managed from between sobs.

“There’s the gas pump out back,” Ted suggested. “From when Harold used to run a service.”
 At the mention of Harold’s name, Jennifer’s crying redoubled. But she still struggled to get out, “Harold had the keys. And he’s... he’s...”
 Ted nodded sadly, eyes downcast. So that was where Harold was.
 “There’s gotta be a spare set,” Jeff said. “Somewhere. Isn’t there?”
 Jennifer only nodded.
 “How we going to get the truck around back to the gas pump?” Gary asked.
 “We could push it,” Jeff suggested.
 “We could,” Ted said. “But I know Harold keeps a gas can in the shed. If we could get it full, we could fill the truck enough to get us out of here. Shed would be locked, though. Jennifer might know where the keys are.”
 All eyes turned to Jennifer’s sobbing form. No help there. Not until they could get her calmed down.
 A chorus of low moans and eerie cries rose distant in the woods. Gary spun back to the window. “I can see one out there. Just came through the woods. From the sound of things, the others won’t be far behind.”
 “We’d better get searching for those truck keys,” Melissa said.
 “And the shed keys,” Ted reminded.
 “We could get out there now and start pushing the truck. While there’s not many here yet,” Jeff insisted.
 “I think we should start barricading the house,” Gary told them all. “Now, before it’s too late. Hole up, till help comes.”
 “We may be the only help we get,” Jack spat. “We need weapons. Something to defend ourselves with...” He glanced at Jennifer, hacking out her tears from the floor. “And do me a favour,” Jack went on. “Somebody shut her up...”

INTRODUCTION

The Zombie Nightmare of Fillibree County is a two-player game depicting a horrible struggle between a horde of bloodthirsty zombies and a group of six people trapped inside a rural home. Playing time is usually around an hour, maybe a little more if it’s your first time playing. For the time being, the game is hotseat and PBEM playable only... later versions will hopefully include TCP/IP support, and possibly even AI for single player games. You can keep up with the latest version at www.codedread.com

Object of the Game

The object of the game varies depending on whether you are playing the Humans or the Zombies. The object for the Human Player is to survive the night. The object for the Zombie Player is to make sure as few humans do as possible.

The Zombie Player’s principle objectives are simple to outline: Get in the house. Kill Humans whenever possible. And prevent the Humans from fleeing by whatever means are open to you.

The Human Player’s objectives are a little more complex because there are really two ways to win: fleeing, or holing up and waiting for help. Which route you choose will be mitigated by what Objects you find in the house and how close the Zombies are. Your principle objectives therefore are: search the house, gas up the Truck and escape in it if you can, or barricade tightly and get ready for a fight if you can’t.

Launching Zombie Nightmare

You can launch the game by double-clicking the executable wherever you've unzipped Zombie Nightmare. This will take you to the title screen.



Clicking "New Game" will take you to the "Game Setup" screen. Clicking "Load Game" will load and immediately launch your previously saved game – note that you may only have one saved game at a time. Clicking "Exit" will end the program.

Game Setup



From this screen you have several options. Until you've played through the game a few times, or at least read the rules, it's suggested you leave the settings at their default levels... if you're not going to mess with the options, click "Launch" and then skip on ahead to "Launching a New Game" on pg. 10.

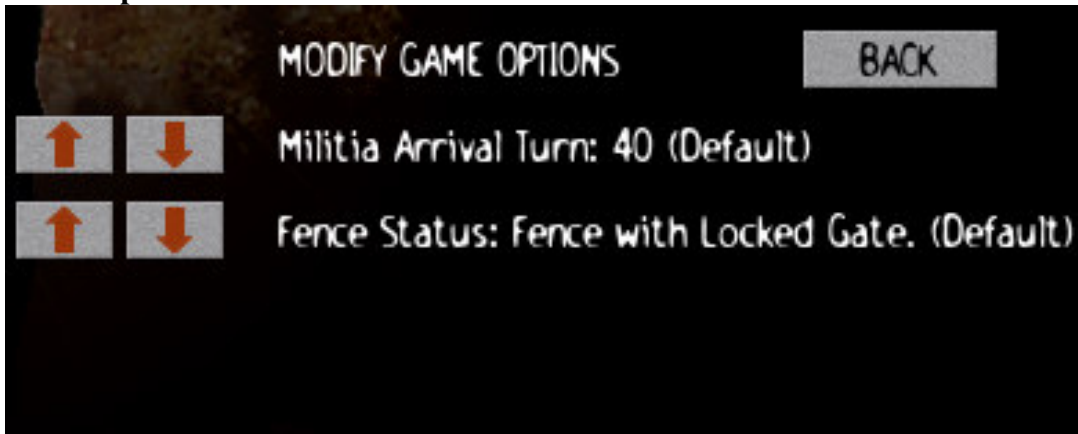
Click "Launch" if you want to start a game with the default settings, or if you have modified the game settings and are happy with them.

Click "Back" to head back to the title screen.

Clicking any of the other three buttons will take you to a new menu where you can modify specific options pertaining to that aspect of the game.

Note that any changes you make to any of the options will be saved in ZNprefs.sav, so that the next time you start Zombie Nightmare, those options will be preset. You have to manually restore them to default if you want to.

Game Ops:



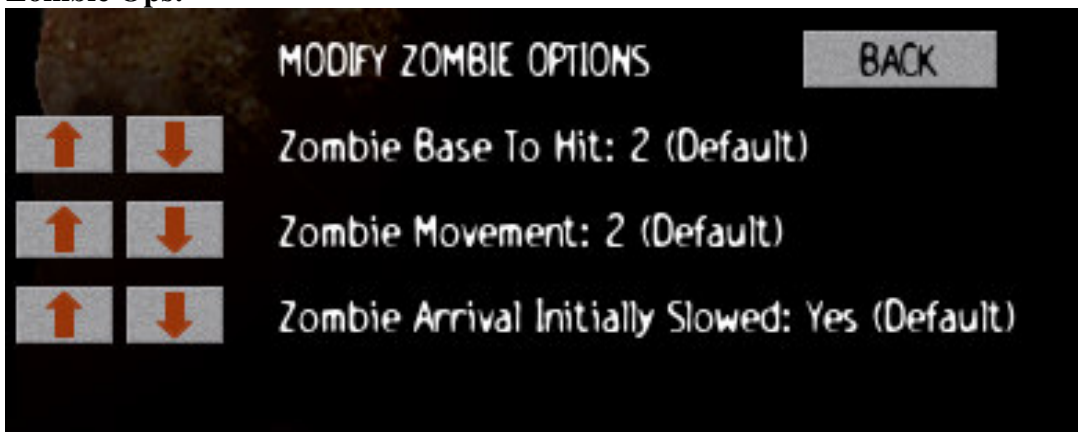
This option lets you modify a few things that affect the overall game.

Click the up or down arrows to modify any variable in a positive or negative direction. Click “Back” when you are satisfied with the options you have set on this page.

Militia Arrival Turn: This number is the Virtual Turn at which Jack’s Militia buddies might start showing up (for more on Virtual Turn, see pg. 42). Raising this number makes it harder for the Humans to win and may force them into trying to escape rather than holing up. Lowering this number makes for a shorter game and a more readily assured Human victory. (Lowering it enough will negate any impetus the Human Player feels to escape – easier to just stay put). Militia Arrival Turn defaults to 40 and can be set anywhere between 1 and 255.

Fence Status: The fence can be set to one of four settings. Lowering it to “No Fence” will turn off the fence to the south. This eliminates one of the obstacles facing the Zombie Player and makes it easier for him to bring more of his Zombies into play quicker. The default setting of “Fence with Locked Gate” is the most difficult setting for the Zombie Player, since it means any of his Zombies that appear to the south will be kept out of play for probably the first 20 Turns or more. “Fence with Unlocked Gate” still blocks the Zombie Player from bringing Zombies from the south into play early on, but they will get there sooner than with a locked gate. And “Fence with No Gate” doesn’t block Zombies from entering, but it does mean that some of them will still have to take a long route in, so it still slows Zombies from the south.

Zombie Ops:



This option lets you alter variables that affect the Zombies.

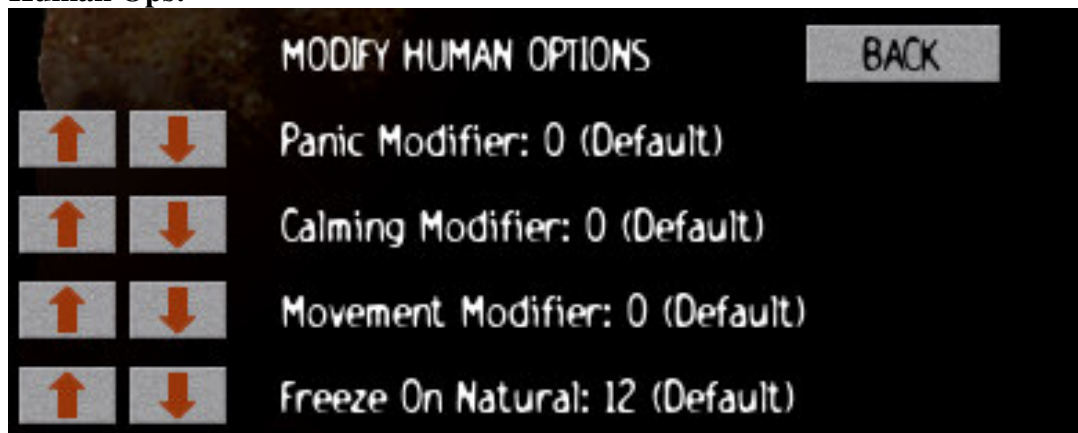
Click the up or down arrows to modify any variable in a positive or negative direction. Click “Back” when you are satisfied with the options you have set on this page.

Zombie Base To Hit: This number is what Zombies have to roll less than or equal to on one die to hit a Human. This number is modified in game by two factors: whether the Zombie is Attacking from behind and whether the target is wearing Football Gear. The default setting is 2, but it can be set anywhere from 0 to 7. At level 0, Zombies can only hit a Human from behind, and can never hit a person wearing Football Gear. At 1 Zombies have a very difficult time hitting Humans, and can only hit a Human in Football Gear from behind. Levels 3 to 5 make it easier than normal for a Zombie to hit a Human, and at level 6 a Zombie automatically hits unless the target is wearing Football Gear. At level 7 Football Gear is worthless, because Zombies hit every time.

Zombie Movement: This number controls how many Movement Points each Zombie has. It defaults to 2 but can be set anywhere from 1 to 255. Note that at level 8 a Zombie can outrun even the fastest Human (unless their stats have been modified) and at the utterly ridiculous level of 255 a Zombie would be able to run several laps of the map each Turn before bothering to move in for the kill.

Zombie Arrival Initially Slowed: The default for this option is “Yes” and simply means that for the first six Turns of the game, the maximum number of Zombies that can arrive each Turn are no greater than the current Turn/2, rounded up. Hitting the down arrow will toggle this setting to “No” and gives the Zombie player an advantage by allowing more Zombies onto the board in the first six Turns.

Human Ops:



This option lets you alter variables that affect the Humans.

Click the up or down arrows to modify any variable in a positive or negative direction. Click “Back” when you are satisfied with the options you have set on this page.

Panic Modifier: This number is added to each Human’s Panic Rating. It defaults to 0 but can be set anywhere from -9 to +18. Raising the number makes it less likely that Humans will Panic, and lowering it increases the odds that they will Panic. Modifying this number by 1 or 2 in either direction can make for an interesting game, which is either more or less challenging for the Humans. Altering it by more than that will likely upset game balance. At the extreme of -9, even the bravest Human will automatically Panic every time he/she is forced to make a Panic Roll. At the opposite end of +18, even the biggest coward, when surrounded on all sides by Zombies and having witnessed every one of his/her friends devoured by Zombies that Turn, will not Panic.

Calming Modifier: This number is added to each Human’s Calm Rating. It defaults to 0 but can be set anywhere from -12 to +8. Raising the number makes it more likely Humans will calm down after they go into Panic or Freeze. Lowering it makes it less likely. As with Panic Modifier, altering this by 1 or

2 in either direction can be a good way to handicap one player or the other, but more than that will make the game very challenging for someone. At the extreme of -12, even if Ted and all four of the other Humans spent their last Turn Comforting a Character, that Character will not calm down – the only way to Calm them is to force feed them Liquor. At the opposite end, +8, even the hardest to calm Human automatically Calms one level the Turn after they go into Panic or Freeze.

Movement Modifier: This number is added to each Human's base Movement Points. It defaults to 0 but can be set anywhere from -4 to +120. At -4 Ted only has one Movement Point per Turn, even uninjured. At anything above +2 or +3, unless Zombie Movement has likewise been modified, it will be almost impossible for a Zombie to ever catch a Human.

Freeze On Natural: This number is the natural number that must be rolled equal to or higher than on two dice when making a Panic Check for a Human to Freeze. It defaults to 12 but can be set anywhere from 2 to 13. Raising it makes it less likely Humans will Freeze, and lowering it increases the likelihood. At the extreme of 2, every failed Panic Check results in the Human Freezing. At the extreme of 13, no Human will ever Freeze.

Launching a New Game

At the start of the game, the Humans and several Objects are set in pre-placed positions. There will also be 4 Zombies on the board, 3 of them placed randomly to the west, and one randomly to the north. Two of those to the west will be Harold and Elden – Jennifer's undead family. Jennifer always begins the game Frozen.

Terminology:

Any time this manual refers to a Character, it means either a Zombie or a Human. It may also make reference to dice rolls, though the computer will actually generate the random numbers to simulate any dice rolls mentioned.

Cursor Conventions:

The game uses several mouse cursors, to help keep clear what activity clicking the mouse buttons will engage. They are:



Default Cursor: Your cursor will almost always appear like this outside the View Screen, and within the View Screen will default to this whenever conditions for any of the other cursors aren't met.



Character Select Cursor: Your cursor will transform into this whenever you are pointing at a Character who isn't already selected. Left clicking will select that Character.

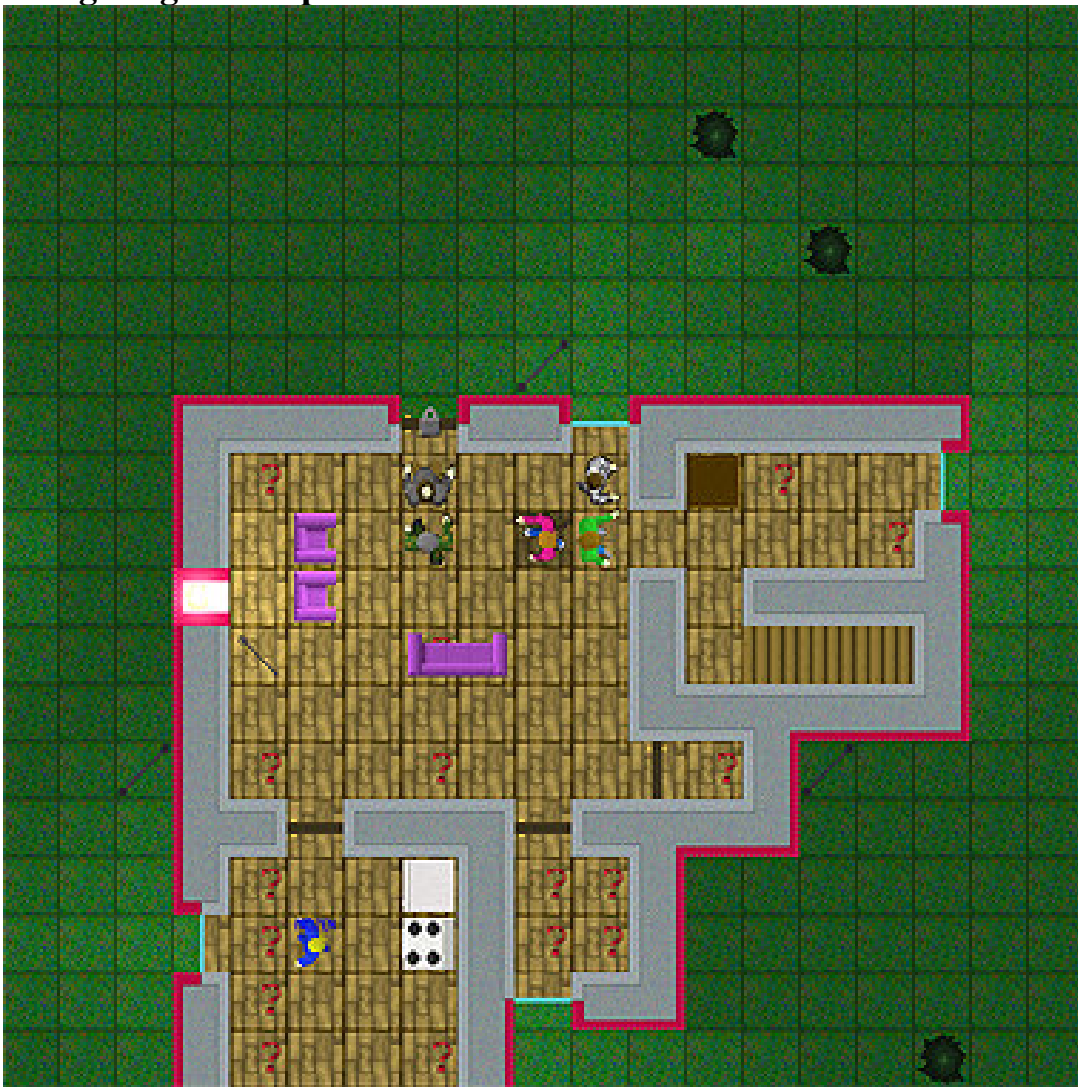


Movement Cursors: Your cursor will appear as a pair of feet if you have a Character selected who is eligible to be moved and you are pointing at a square the Character is eligible to enter. Left clicking will move the selected Character into that square. (The feet will always point in the direction of the movement).



Target Cursor: This cursor only appears when you have assigned a Character an Action and a second (or third) mouse click is required to complete it. The cursor will only become the Target Cursor if it is positioned over a valid target for that Action. Left clicking will carry out the Action.

Navigating the Map



The map can be navigated fairly easily. Middle clicking (depressing the middle mouse button or the mouse wheel) on any square will centre the screen there. (If you click on extreme outer squares, the map will centre as nearly as it can, without exposing non-existent portions of the map). Holding the middle mouse button down will allow you to scroll the map around rapidly. Actually, clicking any mouse button will centre the screen on the square the cursor is pointing to, but since the left mouse button also lets you select Characters and the right mouse button reveals the contents of squares, it's safest to use the middle button to scroll the map, so you don't accidentally select someone or something you didn't mean to.

To select a Character at any time, just move the cursor over the Character. Provided the Character isn't already selected, the cursor will change into the Character Select Cursor. Left clicking will select the Character and centre the screen on them.

Right clicking any square will reveal, in the bottom right panel of the screen, the contents of that square (any Objects available to be picked up). It will also, as mentioned above, centre the screen on that square.

Pressing "c" at any time will centre the map on the currently selected Character.

The Side Panels

The Side Panels appear to the right of the View Screen and contain information vital to the game.

Step Panel

The top panel is the Step Panel. As you can see, it contains a Turn notation. This tells you the current Turn (referred to as the Actual Turn), and beside that, in brackets, the Virtual Turn (for more on Virtual Turn, see pg. 42). To the right of the slash is the Militia Arrival Turn – the earliest point at which Jack’s Militia may show up and end the game.

Beneath the Turn notation you see the current Step and its title, and beneath that any information pertinent to this Step.

There are also three buttons in the example here: “OPT”, the Red Arrow and “DONE.” Although certain Steps introduce additional buttons in the Step Panel, these three buttons are universal – they appear in every Step.

The Red Arrow controls which portion of the house you are looking at. Clicking it toggles the View Screen to show the upstairs or downstairs portions of the house (and changes the Red Arrow’s direction accordingly). If the Red Arrow is pointing up, then you are currently looking at the ground floor of the house. If it is pointing down, you are looking at the second storey.

“OPT” is short for Options. Clicking this will bring up the Options menu with just four options – “LOAD GAME”, “SAVE GAME”, “EXIT GAME” and “BACK.” Clicking “LOAD GAME” will load your last saved game in place of the current one. Clicking “SAVE GAME” will save your current game. But be aware that there is an auto-save feature always running – it saves your game at the end of every Turn anyway. Clicking “EXIT” will take you to the title screen and clicking “BACK” will close the Options dialog and return you to the game in progress.

“DONE” always ends the current Step and advances to the next one. In Steps 3 and 4, if the player still has Characters to move, he/she’ll be warned and given the option to continue or not before moving to the next Step.

Any buttons/rules or anything you need to know about the Step Panel that applies only in a given Step will be talked about in the Chapter relevant to that Step.

Character Panel

Beneath the Step Panel is the Character Panel. It usually contains information about the currently selected Character. At the top is the Character’s name (or the title “Zombie” if it’s just a generic Zombie). The rest of the information in the panel varies depending on whether the Character selected is a Human or a Zombie.

For Humans, the breakdown includes a bunch of stats, a list of special abilities, and, during most Steps, two buttons labeled “WOUNDS” and “INVENTORY” (these are called Character Tabs). During Steps 3 and 4 there will also be an “ACTIONS” Tab, but that will be discussed in the sections on those Chapters.

Here’s a brief description of what the stats mean:



Movement: This is the number of Movement Points the Character has left to spend this Turn. The higher this is, the further the Character will be able to move.

Throw: This is the maximum number of squares the selected Human can Throw a standard Object. Note that arm injuries and Heavy Objects may mitigate the actual distance an Object can be thrown.

Panic: This number shows how easily the Human freaks out when something bad happens. Humans with a high Panic Rating aren't fazed by much, while Characters with low ratings have to be sheltered or they'll be running around screaming in no time.

Drinks Downed: This is a straight record of how many shots the Human has done so far this game. One drink in a game won't hurt them, but more than that and their Movement and combat abilities start to suffer.

Calm: This number shows how easily the Human can get themselves back under control after they Panic or Freeze. The higher this number, the more likely they are to calm down after they freak out. Characters with low scores tend to stay panicked a long time.

Left Handed/Right Handed/Ambidextrous: This simply states the Human's handedness. If either arm is injured it can affect their abilities, but if it's their good arm, the effects can be a lot worse.

Carrying Nails: There's only one box of nails in the game, but everybody's got pockets. Once they grab up nails (with the Action Grab Nails – see Chapter 4, pg. 35), they have them for the rest of the game, even if they're not carrying the actual Hammer and Nails Object. This just lets you know if they have them or not.

Push Truck On: Pushing the Truck back to the Gas Pump can be one viable means of escape. However, in the mud and rain, and with the Truck being so old and heavy, it's no easy task. This is the number the computer must roll equal to or higher than on two dice to successfully push the Truck one square in the direction of the Gas Pump, each time this Human attempts it.

Special Abilities: This outlines any special rules, whether abilities or deficiencies, that apply just to this Character. They apply for the whole game (and the text here is NOT modified to reflect any changes you may have made during Game Setup – the Special Abilities listed here are those in a standard game with default settings).

Zombie Character Panels are much simpler, since they don't need to worry about most of the stats Humans do (Zombies don't throw things, they never panic and, hence, never need to calm down, they don't drink (anything but warm blood, that is), they're uncoordinated and use both hands equally poorly and they don't care at all about nails other than those freakishly sharp ones at the ends of their hands). They do have a Movement Rating and Elden and Harold do have Special Abilities. They also have one other stat that Humans lack:

Base To Hit: This will be the same for every Zombie, but since it can be modified during Game Setup, it serves as a reminder to both players. The default is 2, and the higher this number is, the easier a Zombie will hit a Human each time it Attacks.

Wounds Tab

Only Humans have the Wounds Tab – Zombies can be killed (or re-killed, I guess), but simple injuries don't affect them in any way. Clicking on the Wounds Tab will bring up the Wounds Window in the Multi-Purpose Panel.

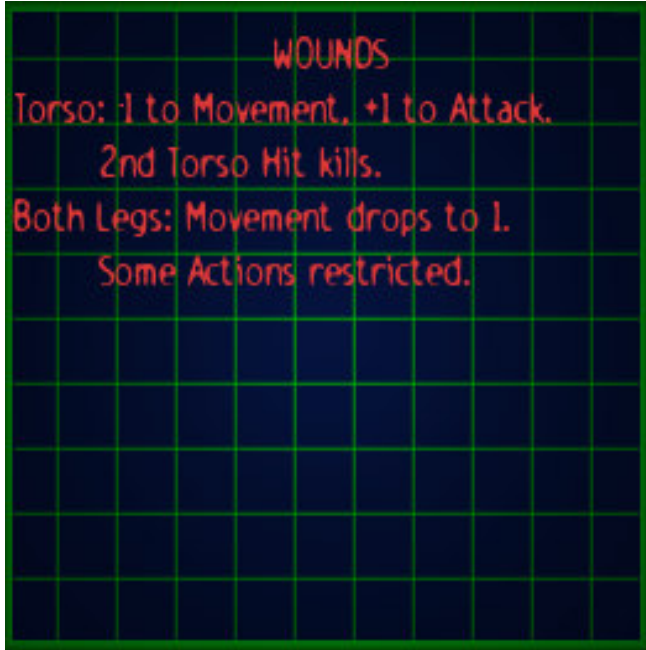
Inventory Tab

Only Humans have the Inventory Tab – Zombies carry only an insatiable desire to consume the living. Clicking on the Inventory Tab will bring up the Inventory Window in the Multi-Purpose Panel.

Multi-Purpose Panel

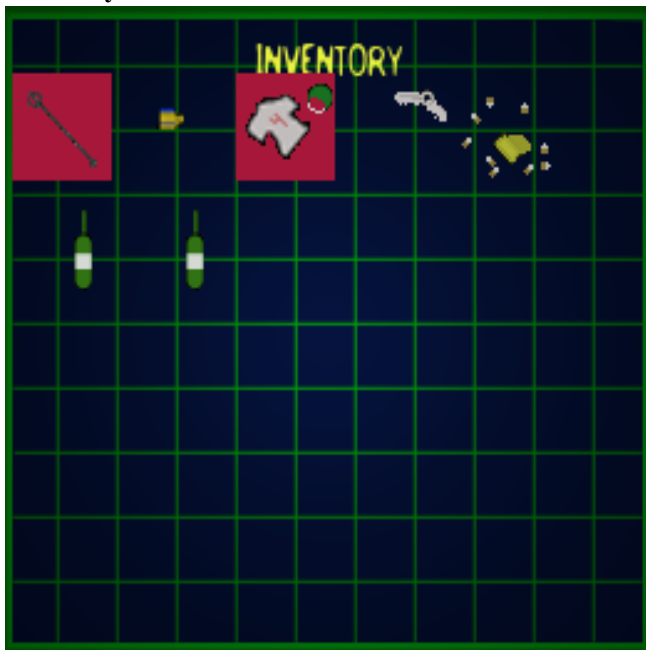
Beneath the Character Panel is the Multi-Purpose Panel. As the name implies, all sorts of information gets revealed down here. The three most common pieces would be the Wounds Window, the Inventory Window and the Actions Window.

Wounds Window:



This Window reveals any Wounds the currently selected Human has and what effect they are having on him/her. In this example, the Human is in serious trouble. Both their legs are chewed up and their torso has a gaping hole in it. The net effect is that they're stuck with a Movement Rating of 1 for the rest of the game, all their Attacks are penalized and if they get hit in the torso again, they're dead.

Inventory Window:



This Window graphically reveals any Objects the currently selected Human is carrying. During Step 3, clicking on an Object in this Window will open a new Window with details about that Object and what Actions may be performed with/upon it (but we'll discuss that in Chapter 4).

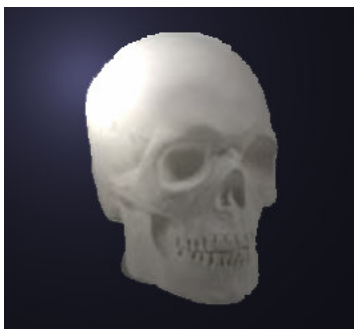
Red backed Objects are Equipped. In this example the Human is carrying the Fire Poker, Matches, Football Gear, Truck Keys, Pistol Bullets and 2 Liquor Bottles. He/she is wearing the Football Gear and has the Fire Poker Equipped as a Weapon.

Turn Sequencing

Zombie Nightmare is played through multiple Turns, consisting of sequential Steps. Each of the Steps will be addressed in its own Chapter hereafter. The Turn sequence works as follows:

1. Calming – Any Characters who are in Panic or Frozen must make a roll to see if they calm down.
2. Spread Fires – Dice are rolled to see if any currently burning squares extinguish, or spread.
3. Human Player Moves – The Human Player may now move any, all, or none of his pieces, and have his Characters perform any actions he desires. He may move them in any order, but once he has finished with a Character he may not return to that Character later.
4. Zombie Player Moves – The Zombie Player now moves and has any of his Characters that he wishes to perform Actions. Attacks that land may necessitate Panic Checks for certain Humans - these will be made as each Wound occurs.
5. Panic Checks – Panic Checks may now be required because of Humans who died earlier in the Turn, or because of the proximity of Zombies to specific Humans. In addition, Jennifer requires an extra Panic Check if she has a line of sight to Elden or Harold during this Step.
6. Zombies Arrive – Dice are rolled to see how many new Zombies arrive on the scene, and where they arrive at. The Zombie Player may have some choice as to where Zombies come into play. Also during this Step, any Humans who died this Turn come back as Zombies. If the Virtual Turn is *less* than the Militia Arrival Turn, both the Actual Turn and Virtual Turn are advanced by one at the end of this Step.
7. Militia Arrival – This Step only occurs if the Actual and Virtual Turns were not advanced at the end of Step 6 (i.e. if the Virtual Turn was equal to or greater than the Militia Arrival Turn). A die is rolled to see if Jack's Militia arrives (ending the game). If not, the Actual Turn and Virtual Turn are advanced by 1 and play resumes from Step 1, Calming.

Each of these Steps will now be discussed in detail in its own Chapter.



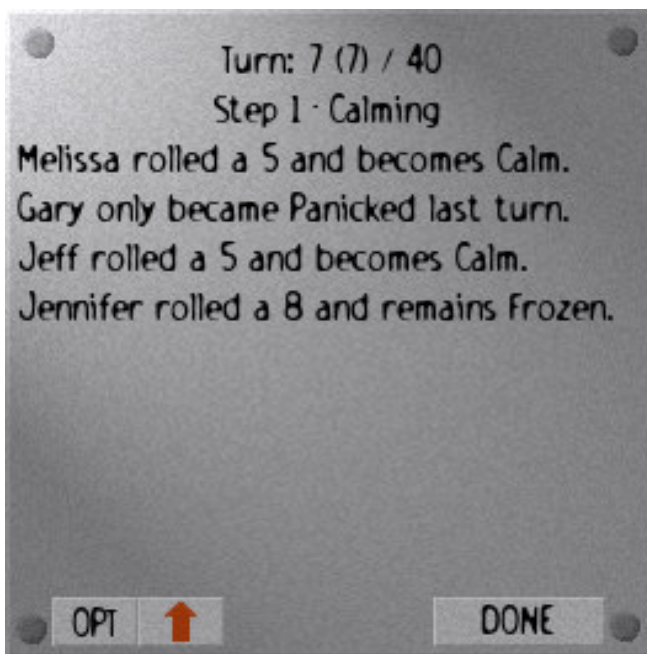
CHAPTER 2:

Step 1 • Calming

Peter: Roger, get your head together, we got a lot of work to do... You all right?

Roger: Perfect, baby. Perfect.

- *Dawn of the Dead, 1978*



Zombies are pretty calm fellows. They never Panic and they never Freeze. Humans, however, do have a tendency to lose their cool when confronted with the walking dead or when they suffer massive body trauma or when they witness their friends eaten alive. This is reflected in the game by allowing Humans one of three states: Calm, Panicked or Frozen.

Calm Characters are keeping their heads and can function normally. Panicked Characters have gone into flight mode – they can still move around normally, but their ability to do much else is pretty limited. Frozen Characters have collapsed on the floor in hysterics – they can't move and are pretty well Zombie fodder unless they can get themselves back under control.

During Step 1 – Calming, Humans who are Panicked or Frozen have a chance to do just that. Here's how it works:

2 dice are rolled for each Human who is currently Frozen or in Panic *and who did not enter this state during the previous Turn*. Any Human who becomes Frozen or Panicked must spend one full Turn in that state before rolling for Calming during this Step. (Note that this does not prevent a Human who became Frozen or Panicked during the previous Turn from Drinking Liquor as an Action to try to calm down - see Drink in Chapter 4, pg. 33). The two numbers are added together and 1 is subtracted for each Character who used their Action during the previous Turn to Comfort this Character (see Comfort in Chapter 4, pg. 33). An additional 1 is subtracted if one of the Characters who provided Comfort was Ted. If the modified number is less than or equal to the Human's Calm Rating, then the Human has calmed down one level. If the Human was Frozen, the Human downgrades to Panicked. If the Human was merely Panicked, then he or she reverts to Calm status.

The details of all rolls made will appear in the Step Panel. When you are finished reading them, click "DONE" to proceed to Step 2.



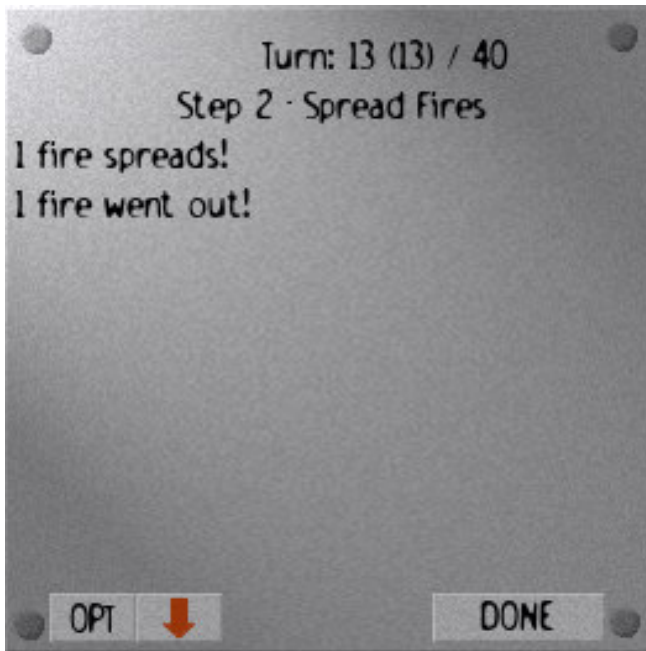
CHAPTER 3:

Step 2 • Spread Fires

Slack: You take care of him, huh?

Charlie: Hell, yeah. He pulled me out of the fire. It was bad... Just look at me, you can tell it was bad.

- Land of the Dead



Fires are excellent for killing Zombies and for keeping them at bay, but they do have a tendency to spread out of control. And fire will burn living flesh about as readily as it does dead flesh.

During this Step the computer rolls 1 die for each square that is currently burning on the map (excepting the fire in the fireplace). If a 1 is rolled, that Fire extinguishes itself. If a 6 is rolled, the Fire has spread to a randomly chosen adjacent square - if indoors, this adjacent square may even be 1 floor up or down from the current Fire, simulating tall blazes or collapsing bits of flaming ceiling. Fires that catch during this Step are not rolled for, and will not spread or extinguish until the next Step 2 is reached on the subsequent Turn.

If a Fire spreads into a square occupied by a Zombie during this Step, that Zombie is immediately destroyed.

Any Human in a square to which a Fire spreads during this Step has a 50% chance of being killed. Humans killed by Fire do NOT become Zombies – their bodies burn away. All Objects the Human was carrying drop in the square where he/she died.

The following Objects are destroyed if they end this Step in a Fire square: Matches, Football Gear, Fire Extinguisher, Medical Kit, Hammer and Nails, Baseball Bat, Pistol, Shotgun, Pistol Bullets, Shotgun Shells, Empty Gas Can, Lumber, Door or Chair.

If the FULL Gas Can ends this Step in a Fire square, it explodes, spreading Fire to every adjacent square. Any Human or Zombie in one of these squares is immediately destroyed.

If the left rear corner of the Truck (the Gas Tank) ends this Step in a Fire square and the Gas Tank was full, the Truck explodes on a roll of 5 or 6 on 1 die. Every square of the Truck is now on fire and every square within 2 squares of the Truck has a 50% chance of catching on fire. Any Human or Zombie in a square that is ignited by the exploding Truck is instantly destroyed. The Truck is useless for the rest of the game. (Its Gas Tank is now also empty, so it won't blow up twice).

If the Gas Pump ends this Step in a Fire square, it explodes – every adjacent square is ignited and any Human or Zombie in such a square is destroyed. The pump is useless for the rest of the game (and can only explode once).

All the results of this Step will be displayed in the Step Panel. When you are finished reading them, click DONE to proceed to Step 3.



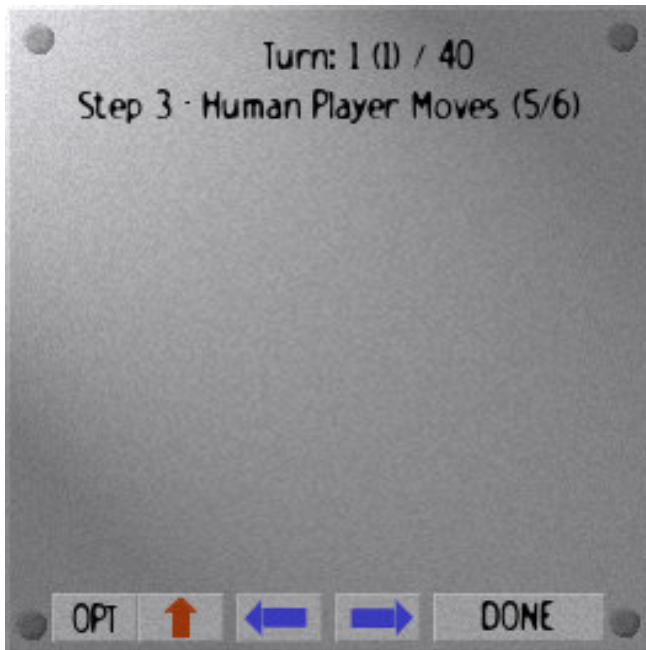
CHAPTER 4:

Step 3 • Human Player Moves

Field Reporter: Chief, if I were surrounded by eight or ten of these things, would I stand a chance with them?

Sheriff McLelland: Well, there's no problem. If you have a gun, shoot em in the head. That's a sure way to kill em. If you don't, get yourself a club or a torch. Beat em or burn em. They go up pretty easy.

- *Night of the Living Dead, 1968*



What makes a good zombie flick is twofold – watching zombies disembowel a bunch of screaming people, and thrilling to the heroic actions of those few who manage to keep themselves under control. During Step 3, the Human Player gets to enact the latter.

During this Step, the Human Player may move any, all or none of his Characters, and have each of them perform 1 Action. No Character is required to move, or to perform an Action. There is no rule about which order the Human Player's Characters need be moved, however, once a Character has expended a SINGLE Movement Point or performed an Action, if you then select another Character, the previous Character will lose all remaining Movement Points and be unable to perform any further Actions this Turn (whether or not they previously did so). You may freely select different Characters to examine their stats or Inventories and return to them later

so long as they have expended no Movement Points and performed no Actions.

Changes in the Step Panel

There are a couple of new things you'll notice about the Step Panel during Step 3. There is the addition of two Blue Arrow buttons (these will be discussed below in the section on Selecting Characters). And there is a ratio, in brackets, next to the Step Title.

The ratio simply displays how many Characters you have (including the currently selected one) still eligible to move or perform Actions, vs. how many Characters you still have alive and in play. Note that Frozen Characters will never be counted in this ratio as among those still eligible to move or perform Actions *even though* there is a single Action they can perform: Drink (see pg. 33). Also, even when Jennifer is Insane (see Family Ties in Chapter 5, pg. 43) she will still be counted among the Characters you still have alive and in play, since she still counts toward the Human Player's Victory Points if the game ends.

Selecting Characters

You can select Characters in Step 3 the normal way – by Left clicking them. However, there is another tool at your disposal during this Step. In the Step Panel you will see the addition of two Blue Arrows, pointing left and right. Left clicking the right pointing one will cycle through to the next Character still eligible to move or perform an Action. Left clicking the left pointing one will cycle through to the previous Character still eligible to move or perform an Action. Pressing “d” or “a” respectively will have the exact same effect. You can cycle through your Characters as often as you want, returning to them as many times as you want, so long as they remain eligible to move or perform an Action. Note that Frozen Characters will not be cycled to using these buttons *even though* they do have a single Action they can perform: Drink (see pg. 33). If you want to select a Frozen Character, you have to do it manually, with the Select Character cursor.

If you are absolutely certain that you do not want the selected Character to do anything this Turn, you may instead Right click one of the two Blue Arrow buttons. This will have the same effect as Left clicking it, except, in addition, it expends all that Characters remaining Movement Points, making them ineligible to be cycled through to again with the Blue Arrow buttons.

If you wanted to, you could select a Zombie during this Step. Doing so will bring up its Character Panel as usual. But you will be unable to move it or have it perform any Actions, and Left or Right Clicking the Blue Arrows will only result in the first available or last available Human being selected.

The square occupied by the currently selected Human will be highlighted if the Character is still eligible to move or perform an Action. Squares occupied by Humans that have no remaining Movement Points and can perform no Actions will be shadowed. If you’ve selected a Zombie, its square will be shadowed as well, as a reminder that it cannot be moved or assigned any Actions.

If you try to cycle through to the next or previous available Character and nothing happens, then you have no remaining Characters eligible to move or perform Actions (as reflected in the ratio in the Step Panel, next to the Step Title).

You can still manually select a Human, even if its square is shadowed. This is because Humans that have no Movement Points and/or have already performed their Action may still freely pick up any Objects in their current square at any time during this Step. They may also drop any Objects they are carrying, and may be able to Equip certain Objects.

Panicked and Frozen Characters may not carry or pick up any Object except for Liquor Bottles.

Note that when a Human has no Movement Points left and has completed its Action, it will automatically cycle through to the next available Human. This is just a time saver, and the Character may still be returned to at any time by selecting it with the Select Character cursor.

Moving Characters

As mentioned in Chapter 1, placing the mouse over a square into which the currently selected Character is eligible to move will transform the cursor into the Movement Cursor. Moving the selected Character into that square is then as simple as Left clicking.

Since Humans may only be moved during Step 3, you’ll only see the Movement Cursor for a selected Human during this Step.

There are limits, however, on how far each Character may move each Turn. In addition, entering certain squares can be dangerous.

Movement Points

Every Character has a maximum number of Movement Points. For Humans, these are based on the individual Character and the Movement Modifier, if it was altered during Game Setup. A Character may never have more Movement Points than its maximum (which is set at the start of the game).

At the start of each new Turn, each Character’s actual Movement Points are set equal to their maximum. The actual Movement Points may then be modified by several mitigating factors, however:

1. Wounds (specifically those to the Legs or Torso) can lower a Human's Movement Points.
2. Carrying Heavy Objects can lower a Human's Movement Points.
3. Frozen Characters have their Movement Points reduced to zero.

Outside of the circumstance where a Human is Frozen, a Human may never begin this Step with less than 1 Movement Point.

Each type of Terrain costs a varying amount of Movement Points to enter. As each square is entered, its Movement Cost is subtracted from the selected Character's Movement Points – the new total will be displayed in the Character Panel. When a Character has no more Movement Points left, he/she may not move further this Turn.

A Character may never enter a square whose Movement Cost is higher than his/her remaining Movement Points.

Listed below are the varied types of Terrain in the game, their Movement Cost, and any other general effects they have, only in so far as movement is concerned.

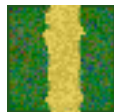
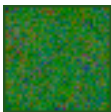
Although some Terrain may look slightly different than the representatives below (doors and windows, for instance, may run in either a horizontal or vertical direction, and may have varied types of Terrain to either side), those shown below should give you enough of a taste to figure out what the others are.



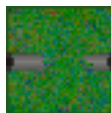
Cement: Movement Cost: 1. Running along the house's roof and in the shed, Cement squares may be entered freely by Humans or Zombies.



Floor: Movement Cost: 1. Found throughout the house, Floor squares may be entered freely by Humans or Zombies.



Grass: Movement Cost: 1. Surrounding the house, Grass squares may be entered freely by Humans or Zombies.



Broken Door: Movement Cost: 1. These are Doors that some enterprising Zombies have already smashed in. Broken Doors may be entered freely by Humans or Zombies *provided the square contains no Barricades*.



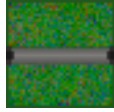
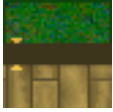
Lumber Barricade: One of two types of Barricades, Lumber Barricades are not a square unto themselves, but are a feature added to certain squares. For now, all you need to know is that any square containing a Barricade may not be entered by Humans or Zombies.



Door Barricade: The other of the two types of Barricades.



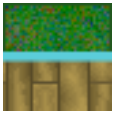
Shattered Window: Movement Cost: 1. These are Windows that have been breached by Zombies, or by something some Human threw through them (possibly including themselves). They may be entered freely by Humans or Zombies *provided the square contains no Barricades*.



Unlocked Door: Movement Cost: 1. Some Doors can be Locked, others can't. In any event, an Unlocked Door may be entered freely by Humans (provided it contains no Barricades), but is completely impassable to Zombies.



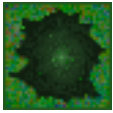
Lock: Any door with one of these on it is Locked. Locked Doors are completely impassable to Humans and Zombies.



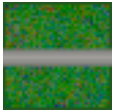
Window: Movement Cost: 2. Windows can't be opened, but they can be Shattered (as you saw earlier). Humans may enter Windows at the cost of 1 Movement Point (provided they contain no Barricades), however, doing so Shatters the Window and administers a random Wound to the Human. Windows are completely impassable to Zombies.



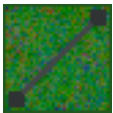
Wall: Walls are impassable to both Humans and Zombies.



Tree: Trees are impassable to both Humans and Zombies.



Fence: Movement Cost: 3. Humans can climb over the fence at the Movement Cost listed, but Fence squares are completely impassable to Zombies.

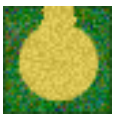


Trellis: Movement Cost: 4 for Humans, 2 for Zombies. Entering a Trellis square transfers you to either the Upstairs or Downstairs map (whichever you weren't on). Zombies attempting to enter a Trellis square from the ground floor have a die rolled for them; on a 6 they are successful, otherwise they still spend the 2 Movement Points, but go nowhere. Zombies entering a Trellis square from the second floor are automatically successful – they simply plummet to the ground.

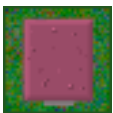
While standing on a Trellis square on either level, for the purposes of Actions performed upon them only (like being Attacked or Traded to) Characters are considered to occupy both the Upstairs and Downstairs portions of the map.



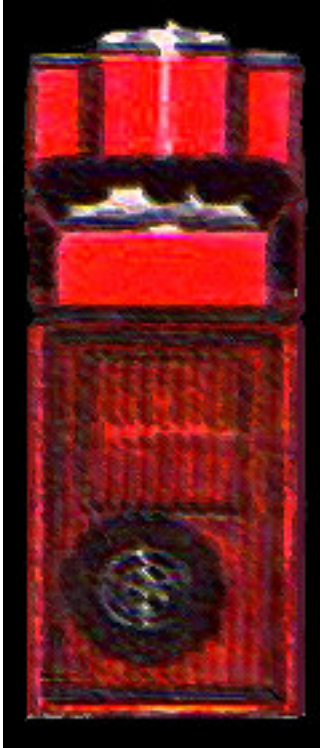
Stairs: Movement Cost: 2 for Humans, 1 for Zombies. Entering the final Stair square (the one surrounded on 3 sides by Walls) will transfer the Character to the other level, though as with Trellises, for the purposes of Actions being performed upon them, Characters in this square are considered to occupy both levels.



Clearing: Movement Cost: 1. Clearings may be entered by either Humans or Zombies, but they may *not* be exited along the path that leads out from them. Zombies treat clearings as Grass squares, but Humans entering Clearings are attempting to flee into the woods and are removed from the game – they may or may not survive. Clearings are the squares in which Zombies arrive during Step 6.



Gas Pump: The Gas Pump is completely impassable to both Humans and Zombies.



The Truck: The Truck is a lot more complex than most types of Terrain because, firstly, it's mobile, and secondly, certain parts are enterable from certain directions, while others aren't.

Neither Humans nor Zombies may ever enter the engine area of the Truck (the top three squares).

Both Zombies and Humans may enter the flatbed through the rear of the Truck, and once inside, may move about the flatbed as they wish, with each square costing 1 Movement Point.

Neither Zombies nor Humans may enter the flatbed from any direction but the rear.

Both Zombies and Humans may *exit* the flatbed in any direction except one that leads into the cab of the Truck, by hopping over the sides.

If the Truck doors are Unlocked, Humans, but not Zombies, may enter them from outside the Truck at the cost of 1 Movement Point.

If the Truck doors are Locked, neither Humans nor Zombies may enter them from outside the Truck.

If the Truck doors are Shattered, both Humans and Zombies may enter them at the cost of 1 Movement Point.

Once *inside* the cab of the Truck (the second row of three squares, where the windshield is), both Humans and Zombies may move about in there at the cost of 1 Movement Point per square. They may *even* move onto the Locked (or Unlocked) doors of the Truck, since from the inside these squares actually represent the driver and passenger seat. However, Humans may *not* exit the cab through a Locked door, and Zombies may not exit the cab through anything but a Shattered door.

The cab may not be entered or exited through any square except one of the two Truck doors.



Furniture: Furniture is not a Terrain type unto itself, but it does affect movement. Squares containing Furniture may not be entered by either Humans or

Zombies. Furniture may be moved by Humans, however, and destroyed by Zombies. (Note that the Chairs are not considered Furniture – they are treated as Heavy Objects and so do not obstruct movement).



Fire: We talked about this in Chapter 3. Fire is not a Terrain type either, but can occupy any Terrain. If any part of a square contains a Fire image, the entire square is considered to be a Fire square. Zombies entering a square containing Fire are immediately destroyed. Humans may or may not be destroyed and may or may not Panic – this will be discussed further below.

TURNING:

You may change the Facing of the currently selected Character (provided they're still eligible to move and/or have Actions assigned) without actually moving them by holding down the shift key and Left clicking any square – the Character will turn in that general direction without spending any Movement Points.

MOVEMENT THROUGH UNSHATTERED WINDOWS:

As mentioned above, Humans may move through Unshattered, Unbarricaded Windows at the cost of 2 Movement points, but the Human doing so immediately receives 1 Wound to a random location, and the Window immediately becomes Shattered. The results of this Wound are applied immediately, before any further movement or Actions are possible. If this affects the Character's Movement Rating, his/her Movement Points are recalculated to equal the Rating (randomized if necessary) with any previously spent

Movement Points then subtracted. If this recalculation drops a Character's current Movement Points below zero, they are treated as zero.

(E.g. Melissa, with 7 Movement Points, moves over 2 Floor squares toward an Unshattered Window and then breaks through the Window. The Window becomes Shattered and a roll is made for a random Wound to Melissa. The roll is a 5, indicating a Wound to her Right Leg, the result of which is that her Movement Rating drops to the roll of 1 die plus 1. The die is rolled as another 2, meaning her Movement Rating for this Turn is 3. Since she has already expended 4 Movement Points (2 to approach the Window and 2 to enter the Window) her Movement Points are now zero. She may still perform an Action, but may not leave the Window square this Turn).

LEAPING FROM THE ROOF:

Impatient Characters who don't want to use a Trellis or Stairs may simply leap from the rooftop to the ground below. For Humans, this does not require any extra Movement Points (other than those spent for entering whatever Terrain the Human is entering), though it does result in a random Wound, the results of which are applied immediately. For Zombies it costs 2 Movement Points, though they won't be injured from the fall.

To leap a Character from the rooftop, simply move that Character as normally onto any adjacent square which is not on the rooftop.

Note that since Stairs cost 2 Movement Points for a Human to enter and the Trellis costs 4 Movement Points for a Human to enter, leaping from the rooftop is the only way a Human with both legs Wounded (and thus possessing only 1 Movement Point) may get back to the ground floor.

Characters may not leap TO the rooftop.

MOVEMENT INTO CLEARINGS:

Humans can take their chances with a sprint through the woods as an attempt to escape and survive, but their odds are not good. To do so, simply move a Human onto any of the numbered Clearing squares in the woods at the edge of the map.

As soon as this happens, the computer rolls 2 dice. On a score of 9 or higher, the Human has successfully navigated the Zombie infested woods and reached safety and will be counted toward the Human Player's score at the end of the game.

On any other roll, the Human is surrounded and messily devoured by the Zombies in the woods. He/she has been killed and will count toward the Zombie Player's score at the end of the game.

All Objects in the Inventory of any Human that flees the map are removed from the game.

Humans who have fled the map may not re-enter at any time.

If no more Humans remain on the map, the game is now over.

MOVEMENT THROUGH FIRE:

Humans may voluntarily enter Fire squares, provided the underlying Terrain is passable and they have enough Movement Points to enter that square.

When the Human enters his/her first Fire square for this Turn, a +2 Panic Roll is made for him/her (see Panic Rolls below). For each subsequent Fire square the Human enters this Turn, another +2 Panic Roll is made for them, with an additional modifier of +1 for each previous Fire square the Human entered this Turn.

Additionally, for each Fire square a Human enters during a Turn, the computer will roll 1 die. If the roll is less than or equal to the number of Fire squares the Human has entered so far this Turn, the Human is immediately destroyed; all Objects he/she was carrying drop into the square where he/she died, though Objects will not burn away until the next Step 2: Spread Fires. Humans killed by Fire do not return as Zombies (their bodies are burned away).

In addition, if the Human is carrying the *Full* Gas Can, for each Fire square he/she enters during a Turn, a die is rolled. If the roll is less than or equal to the number of Fire squares the Human has entered so far this Turn, the Gas Can explodes; the Human is immediately destroyed, all Objects are dropped in the current Fire square and results of the exploding Gas Can (as detailed in Chapter 3, pg. 17) are put into play.

Humans may end their Turn in a Fire square, though they run the 50% chance of being consumed by fire during the next Step 2.

(Example: The Human Player wants to move Jack Elbert (who is not carrying a Gas Can, full or otherwise) through a series of 3 Fire squares during 1 Turn. He expends 1 Movement Point and Jack enters the first Fire square. Jack has a Panic rating of 11. The computer rolls 2 dice for the Panic Roll. Since this is the first Fire square Jack has entered this Turn, the number rolled is amended with +2. The computer rolls a 7. With the addition of 2, this becomes 9. Since this is less than Jack's Panic rating of 11, Jack does not Panic. Next, the computer has to see if Jack has been overcome by the heat and smoke, and died. It rolls 1 die, scoring a 3. Since this is higher than the number of Fire Squares Jack has entered so far this Turn (1), Jack survives. Now Jack expends another Movement Point to enter the next Fire square. Another Panic Roll is made, scoring a 6. This is amended with the +2, as well as a +1 (as noted above: +1 for each previous Fire square the Character entered this Turn), for a total of +3. $6+3=9$, which is less than 11, so Jack still hasn't panicked. Another die is rolled to see if Jack survives. It comes up 6, which is far more than the 3 Jack now needed to survive. Expending 1 more Movement Point, Jack moves into the final Fire square. For the Panic Roll the computer rolls a 3, which modified with +4 (+2 because it's a Fire square, and +2 for the 2 previous Fire squares Jack entered that Turn) is still only 7, which is less than Jack's Panic rating of 11, so Jack does not Panic. For the Survival Roll, the computer rolls a 5. If it had rolled 3 or less, Jack would have died, but a 5 is fine. Jack survives. The Human Player expends 1 more Movement Point to get Jack out of the Fire and clicks a Blue Arrow to move on to the next Human.)

After each Fire square is entered, a panel in the bottom right corner of the screen will detail the results of all rolls. Left click "OK" to proceed.

Panic Rolls:

Because they can come into play in this Step (as a result of entering Fire squares or receiving injuries from running through Windows or throwing one's self from the roof) we should really outline how Panic Rolls work now. As you may have pieced together from the above example, Panic Rolls are made through the computer rolling 2 dice and comparing the total to a Human's Panic Rating. The sum of the dice rolls is usually modified in some way, and if the modified total is greater than or equal to the Human's Panic Rating, that Human has gone into Panic.

Panic Rolls for individual Humans are required:

1. Every time that Human enters a Fire square during Step 3: Human Player Moves.
2. Every time that Human receives a Wound in any Step (whether as a result of Zombie Attack, Human Attack, or self-inflicted injury (from doing something like throwing one's self through a Window, or dropping from the second storey of the house)).
3. During Step 5, Panic Checks, if that Human now finds him or herself adjacent to one or more Zombies.
4. During Step 5, Panic Checks, if *any* Human died at any point during the current Turn.

Additional Panic Rolls are required for Jennifer:

1. During Step 5, Panic Checks, if Jennifer now has a Line of Sight to either Elden or Harold.

Panic Roll Modifiers:

+1 for each Human that died in the current Turn. (Note that this modifier is applied to *every* Panic Roll in Step 5, (though not those in other Steps)).

+1 for each Zombie above 1 that the Human is adjacent to during Step 5. (This modifier is applied *only* to the Step 5 roll when a Human finds himself adjacent to Zombies).

Additional modifier to Jennifer's Step 5 Roll for having a Line of Sight to Elden or Harold:

+1 if she has a Line of Sight to *both* Elden and Harold. (Note that the computer still only makes one Roll for having a Line of Sight to them, it is simply modified).

RESULTS OF PANIC ROLLS:

If a Panic Roll is passed (the computer's modified Roll is *less* than the Human's Panic Rating) nothing happens.

If a Panic Roll is failed (the computer's modified Roll is *greater than or equal to* the Human's Panic Rating), the Human goes into Panic with the following effects:

1. The word "PANICKED" appears in yellow over the Human's icon.
2. The Human drops all Objects he/she is carrying, except any Liquor Bottles (or the Football Gear *if* it is being worn), in the square where the Panic occurred.
3. While in Panic, the Human may still move his/her full Movement allowance, but may not perform any Actions except Drink Liquor (see pg. 33).
4. The Character may not pick up or be handed any Object except a Liquor Bottle.

Freezing:

An *unmodified* Panic Roll equal to or greater than the "Freeze on Natural" setting established in Game Setup (12 in a standard game) results in a most severe form of Panic: Freezing. A Character who has Frozen follows the rules for a person in Panic with three notable exceptions:

1. The word "FROZEN" appears in blue over the Human's icon.
2. His/her Movement Rating is immediately cut to zero.
3. He/she will remain Frozen until making a successful Calm Roll. At that time the Human is no longer considered Frozen, but is still in Panic. His/her Movement Rating is restored. Another successful Calm Roll on a subsequent Turn is required to bring the Human out of Panic.

A Frozen Human will still only make one Calming Roll in Step 1: Calming. It takes at least 2 Turns for a Frozen Human to be upgraded to Calm. All the usual Calming modifiers apply.

Jeff, used to stress on the job, may never Freeze.

Note that Characters in Panic will still make Panic Rolls whenever required, to see if they Freeze.

Character Tabs Revisited:



We talked about the Character Tabs in Chapter 1, but you'll note there is a third Tab in the Character Panel now: The Actions Tab. During Step 3, as long as you have a Human selected, these 3 Tabs will always be visible, and you can select any one of them by left clicking it at almost any time. (Selected Zombies will only have the Actions Tab, since they may not be Wounded and may carry no Objects).

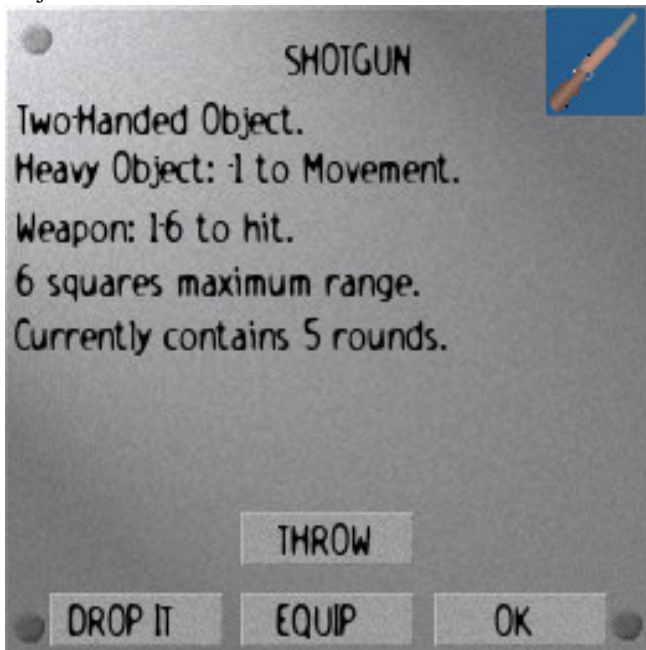
We talked about both the Wounds Tab and the Inventory Tab in Chapter 1.

The Wounds Tab functions identically no matter what Step it is.

The Inventory Tab, however, functions slightly differently during Step 3, and so will be discussed in greater depth here. After that, we'll talk about the Actions Tab.

Dealing with Inventory:

Selecting the Inventory Tab still opens the Inventory Window in the Multi-Purpose Panel, and still displays the Objects held by the selected Human, graphically. The difference is that clicking on one of those graphics during this Step will open a new Window in the Multi-Purpose Panel, providing details about that Object.



By the example on the left, you can see that this new window will contain the title of the Object, top-centre, and a picture of it in the top, right-hand corner. Beneath this will be any pertinent data, like whether it's a Two-Handed Object (see below), and/or a Heavy Object, and if so how it affects the Movement Rating of the person carrying it. If it is a Weapon, this will be noted, along with the Weapon's Base To Hit (see Attack in this Chapter, on pg. 31). If the Weapon is the Shotgun or Pistol, its range is listed here, as well as the ammunition remaining within it. If the Object serves other purposes, keyed to specific Actions, these will all be noted here too.

At the bottom of the Object Window you will see several buttons. Two of these are universal – the “DROP IT” and “OK” buttons. No matter what Object you are looking at in a Human's Inventory, and no matter what the circumstances, these two

buttons will always be present.

The other buttons may or may not appear. Some buttons are specific only to individual items (for instance the “LIGHT” button only appears when examining Liquor Bottles, and then only under certain circumstances, and the “RELOAD” button only appears under certain circumstances with either the Pistol or Shotgun).

The “THROW” button will always appear if the Human hasn’t performed an Action yet this Turn and doesn’t have two Arm Wounds, but will be discussed later on, when we get into Actions.

The “EQUIP” and “UNEQUIP” buttons will only show up if the Object is a Weapon, and then only under specific circumstances.

Since clicking “DROP IT”, “EQUIP”, “UNEQUIP” or “OK” never constitutes an Action, we’ll discuss them here.

Clicking “OK” will simply close the Object Window and re-open the Inventory Window.

Clicking “DROP IT” will remove the Object from the Character’s Inventory, and place it in the Character’s current square. It will also close the Object Window and re-open the Inventory Window. (And it will Unequip the Object if the Object was Equipped).

Clicking “EQUIP” will specify the Weapon as the one the Human is currently using. If he/she already had another Weapon Equipped, that Weapon will automatically be Unequipped. Each Human may only have one Weapon Equipped at a time. Also, a Weapon may not be Equipped by more than one Human in a Turn. If Melissa has the Shotgun Equipped, for example, and hands it to Jack, Jack will not be able to Equip it until his next Turn. While Equipped, a Weapon will show up in its owner’s Inventory with a red backing.

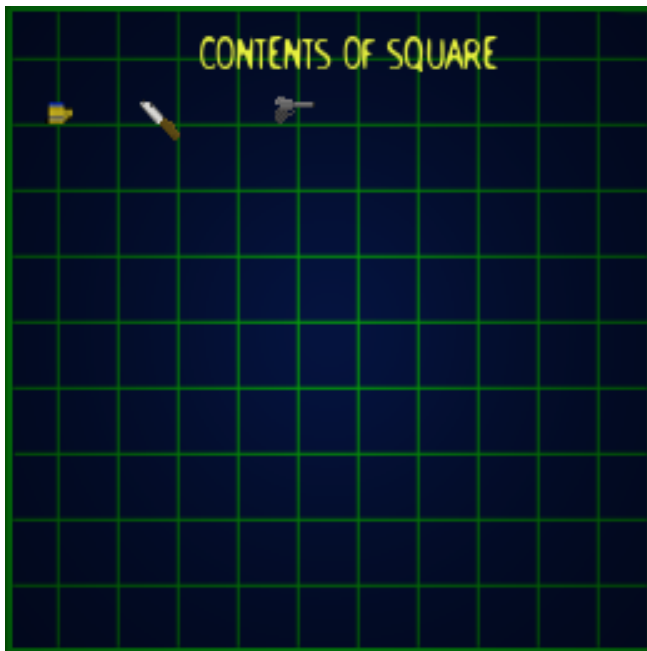
Clicking “UNEQUIP” will Unequip the Weapon, leaving the Human fighting with his fists (or feet in the case of Gary) once more.

Since all other buttons in the Object Window are keyed to Actions, we will discuss them later.

Picking Up Objects:

The Matches begin the game in Melissa’s Inventory, but other than that, there has to be a way to get Objects into a Human’s Inventory in the first place. There are, in fact, two – the “TRADE” Action (detailed on pg. 41), and directly picking up Objects from the ground.

As mentioned in Chapter 1, Right Clicking any square will centre the View Screen there and reveal the contents of that square. A new Window, called the Contents of Square Window, opens in the Multi-Purpose Panel.



As you can see, the Contents of Square Window resembles the Inventory Window closely. It functions identically too, in that clicking on an Object within the Contents of Square Window will open an Object Window for that Object.

To close the Contents of Square Window you need click on one of the three Character Tabs, or select a new Character. Until you close it, it will continue to display the contents of any square you are centered on, whether you Left click, Middle click or Right click that square.



The Object Windows displayed through the Contents of Square Window differ from those of the Inventory Window only by the buttons at the bottom. There will only ever be two buttons at the bottom of an Object Window resulting from a Contents of Square Window: “LEAVE IT” and “PICK IT UP”.

“PICK IT UP” may not appear if the Object is ineligible to be picked up (see below). “LEAVE IT” will always be an option.

Clicking “LEAVE IT” will leave the Object in the square it currently occupies, close the Object Window and re-open the Contents of Square Window.

Clicking “PICK IT UP” will remove the Object from its square, place it in the current Human’s Inventory, close the Object Window and re-open the Contents of Square Window.

“PICK IT UP” will never appear if the Object occupies a square other than the one occupied by the currently selected Human.

Two-Handed Objects:

Some Objects are small and wieldy, while others are big and bulky, requiring both hands to successfully manipulate. This is reflected in the game by allowing Objects to be either One-Handed or Two-Handed.

A Human may carry any number of One-Handed Objects at once (stuffing them into pockets, shirt, waistband, and carrying them in the hands). However, a Human may only carry *one* Two-Handed Object at a time. To pick up another, he/she must first lose the Two-Handed Object he/she is already carrying.

If you open an Object Window for a Two-Handed Object from the Contents of Square Window, and the selected Human is already carrying a Two-Handed Object, you will be reminded of this in the Object Window and the “PICK IT UP” button will not appear.

Here’s a list of all Objects in the Game and whether they are One or Two-Handed:

One-Handed Objects:

Matches
Gas Can (Full or Empty)
Medical Kit
Truck Keys
Shed Keys
Hammer and Nails
Carving Knife
Pistol
Pistol Bullets
Screwdriver
Shotgun Shells

Two-Handed Objects:

Football Gear (One-Handed while being worn)
Fire Extinguisher
Baseball Bat
Fire Poker
Shotgun
Lumber
Door
Chair

If a Human has a single Arm Wound, they may not carry any Two-Handed Objects *except* the Baseball Bat, Shotgun or Fire Poker. However, with an Arm Wound, although one of these three Objects

may still be carried, it may *not* be Equipped. EXCEPTION: Jack, well versed in firearms, may Equip the Shotgun with a single arm injury.

A Human carrying the Fire Extinguisher, Football Gear (unless it's being worn), Lumber, Door or Chair who receives an Arm Wound will drop that Object in his/her current square. A Human with the Baseball Bat, Fire Poker or Shotgun Equipped will immediately Unequip it upon receiving an Arm Wound (except in the case of Jack with the Shotgun).

Humans with both Arms Wounded may not pick up *any* Two-Handed Objects, and will immediately Unequip and drop all such Objects as soon as they receive the second Arm Wound (except the Football Gear if it is being worn).

Heavy Objects:

Some weapons are bulky, but light (like the Baseball Bat). These Objects may qualify as Two-Handed Objects, but not Heavy Objects. Other Objects are so weighty that it slows you down to carry them. These are called Heavy Objects.

Humans carrying Heavy Objects incur a penalty to their Movement Rating. How much of a penalty depends on the Object(s) being carried. Remember, though, that except for Frozen Humans, a Human may never begin a Turn with a Movement Rating less than 1.

Humans who pick up a Heavy Object during this Step immediately incur that Object's full Movement Penalty. This *can* knock a Human's current Movement Points down to zero (though the next Turn, unless Frozen, they will start with a Movement Rating of at least 1).

Movement penalties for Heavy Objects are cumulative.

A Human does not immediately regain Movement Points by dropping a Heavy Object, though their Movement Rating will reflect the lost weight next Turn.

The chart below lists all Heavy Objects and the Movement Penalties they carry.

Heavy Objects:

Chair - 3

Door - 4

Fire Extinguisher – 1

Football Gear – 3 (1 if being worn)

Full Gas Can – 3

Lumber – 3

Shotgun – 1

As you can see from the chart, some Objects are treated differently depending on circumstances. The Football Gear, for instance, provides a Movement Penalty of 3 while you're toting it around, but put it on and it only provides a Movement Penalty of 1. And the Gas Can isn't even considered a Heavy Object until you fill it with petrol at the Gas Pump – as long as it stays full it provides a hefty Movement Penalty of 3, though.

Human Actions and the Actions Tab:

You now know everything there is to know about moving your Humans around and picking up, Equipping and dropping Objects. But what do you do with those Objects (besides Equip or drop them) once you have them? And where are these Humans running to? It's time to learn about Actions.

Actions are the individual activities that Characters perform to try to further their team's goals. Some obvious examples of Human Actions include Attacking Zombies, or chucking a Molotov Cocktail at them. But there are also less obvious ones like Comforting other Humans, Locking and Unlocking Doors or trying to push the Truck back to the Gas Pump.

Each Character may only perform one Action per Turn. They don't have to perform an Action, but they can't perform more than one.

Some Actions can only be performed under certain circumstances. An obvious example of this might be putting on or taking off the Football Gear – can't do that one unless the Human has the Football Gear in his/her Inventory. But sometimes Actions have other pre-requisites – for instance, for some Actions the Character can't have expended any Movement Points this Turn prior to performing the Action, or the Character can't have any Arm Wounds. Sometimes performing an Action also expends all the Character's remaining Movement Points. Any such limitations or consequences will be discussed below in conjunction with the specific Action.

Actions are enacted by pressing the appropriate button. But, for the Human Player, at least, these buttons can be found in two separate places – under the Actions Tab, and in individual Object Windows, accessed through the Inventory.

The Actions Tab:



Clicking the Actions Tab opens the Actions Window in the Multi-Purpose Panel.

Provided the current Human hasn't yet performed an Action this Turn, or ended their Turn, the Actions Window will contain 11 buttons, but only some of them will have writing on them. Writing only appears on buttons corresponding to Actions the currently selected Character is eligible to perform. Clicking on a button with no writing on it will have no effect.

Clicking on a button that does have writing on it will initiate that Action.

If the current Character is ineligible to perform *any* Actions keyed to the Actions Window (because he/she has already performed one this Turn, perhaps, or maybe because he/she is Panicked or Frozen) no buttons will appear in the Actions Window. An explanation will, however, appear.

As we saw in the sample Object Window for the Shotgun, back on pg. 26, some Actions are keyed to specific Object Windows. The Action "THROW", for instance, will never appear in the Actions Window, but provided the current Human is eligible to perform the Action, it will appear in any Object Window. Buttons in Object Windows corresponding to Actions a Human is ineligible to perform will not appear at all.

Whether in an Object Window or the Actions Window, Left clicking a button for an Action will enact that Action. The effects depend on what the Action is.

LINE OF SIGHT:

Because it's a term that comes up in the Action descriptions, we should get out of the way just what Line of Sight is. Line of Sight is a term used to determine whether or not a Character can see another point on the map. To determine whether a Character has a Line of Sight to a given square, the computer draws an invisible straight line from the centre of the Character's square to the centre of the square in question. If any point of that line crosses a Wall square, Door square or Tree Square, or certain portions of the Truck (the cab, mainly, unless the doors have been shattered) the Line of Sight does not exist. If the invisible line passes through an Unshattered Window, a Line of Sight exists, but any shot fired along this route, or Object

thrown, will result in the Window becoming Shattered. Lines of Sight may exist from the ground outside the house to the second storey and vice-versa.

Human Actions:

Here follows an alphabetical listing of all Human Actions possible, where their buttons are found, what their possible outcomes are and any limitations or consequences to performing them.

ADD WEIGHT: A Character performing this Action is using his bulk and strength to try to keep a Door shut, or a Barricade in place.

To perform this Action, the Character must be adjacent to a Door or Window. If the Door or Window is Shattered, it must contain at least 1 Barricade.

If this Action is viable, the “Add Weight” button will appear in the Actions Window. Clicking it will bring up a new Window in the Multi-Purpose Panel instructing you to choose the Barrier to which to add your weight. Left clicking an appropriate Barrier (an adjacent Unshattered Door or Window, or an adjacent Shattered Door or Window which contains at least 1 Barricade) will perform the Action. Right clicking will cancel the Action.

Each Character Adding Weight to a Barrier increases the Strength of that Barrier by 1, unless the Character is Ted, in which case the Strength is increased by 2. In brief, the higher a Barrier’s Strength, the harder it is for Zombies to break through it. (For more details, see Barrier Strength in Chapter 5, pg. 48). This effect lasts for the current Turn only.

As a visual reminder, a small white arrow will point from the Human performing the Action to the Barrier they are adding their weight to.

All of the Human’s remaining Movement Points are expended by performing this Action.

ATTACK: A Human performing this Action is attempting to incapacitate a Zombie, or to kill a fellow human (usually only used in the latter capacity by Jennifer while controlled by the Zombie Player (see Family Ties on pg. 43), or ON Jennifer when she is controlled by the Zombie Player).

Humans may perform this Action at any point during Step 3 - it does not require any Movement Points, so they may continue moving after the Action is completed.

If the Action is currently viable, the “Attack” button will appear in the Actions Window. To Attack, Left click this button.

There are two forms of attack: Melee and Missile. Which type is being used is dependent on the Weapon (if any) the Human has Equipped. If the Human has no Weapon Equipped, or if they have Equipped the Fire Poker, Hammer, Baseball Bat or Carving Knife, the attack is a Melee Attack. If the Human has the Pistol or Shotgun Equipped, it is a Missile Attack.

To perform a Melee Attack, the Human must be in a square adjacent to a Zombie or Human. Remember, for the purpose of Actions, the second to last Stair square on both floors is considered adjacent to the final Stair square both on the current floor and one floor up or down. (This is to prevent Characters from occupying the up/down transfer square and completely preventing other Characters from ascending/descending). The same rule applies to Trellises (Characters or Zombies on either level are considered adjacent to targets on a Trellis square (provided the square is indeed adjacent) even if they are on the opposite level). Actions are performed normally on Characters in such a position; you can place the target cursor over the square occupied by the Character on either level (it doesn’t matter which).

To perform a Missile Attack, the attacker must have a Line of Sight to a Zombie or Character. If using the Pistol, the Human performing the Action must be within at least 10 squares of the target. If using the Shotgun, the Human must be within at least 6.

Note that the “Attack” button will not appear if the Character is using the Pistol or Shotgun and it is out of ammunition, or if he is using the Shotgun and it is Jammed.

When the “Attack” button is pressed, a new Window will open in the Multi-Purpose Panel instructing you to Left click the target.

Right clicking at this point will cancel the Attack and bring back the Action Window.

Left clicking will attempt to target the specified Zombie or Character. If a Line of Sight exists and the target is in range, the Attack will proceed, otherwise the screen will simply centre on the selected square.

If the Attack proceeds, another panel will open up detailing the results. Click “OK” when you are finished reading it.

To resolve a Human Attack, the computer rolls 1 die and compares it with a “To Hit” number.

The To Hit number is determined by several things: The Weapon (if any) Equipped, any Arm or Torso Wounds the Human performing the Action has, how many Drinks they have downed so far this game and, possibly, which Human is performing the Attack.

If the die roll is less than or equal to the To Hit number, the Attack is successful. Otherwise it fails, though it still constitutes the attacking Character’s Action.

The base To Hit is determined by which Weapon is currently Equipped and is summarized in the chart below (Gary’s unarmed bonus is due to his background as a martial artist):

No Weapon – 1
Gary using No Weapon - 2
Fire Poker – 2
Hammer - 2
Baseball Bat – 3
Carving Knife – 4
Pistol – 5
Shotgun – 6

As you can see, the Shotgun is successful every time, unless the user is drunk or has an Arm Wound.

Wounds modify the To Hit in the following way:

A Torso Wound subtracts 1 from the To Hit.

An Arm Wound subtracts 1 from the To Hit *if* it is the Character’s good arm. (Each Character has a Handedness listed in their Character Panel. Note that Gary is ambidextrous – a single Arm Wound does not affect his ability to fight no matter which arm it is).

Drinks affect To Hit in the following way:

For each drink *beyond the first* that a Character has had this game, the To Hit is lowered by 1. The number of Drinks a Character has had this game may be seen in his/her Character Panel.

If the target is wearing the Football Gear, the To Hit is lowered by 1.

Attacking a Human Character from behind will raise the To Hit by 1. Attacking a Zombie from behind does not affect To Hit, since they won’t try to avoid a blow even if they see it coming.

Additionally, certain Humans gain bonuses when they Attack. The To Hit is raised by 1 for Jeff if he has a Melee Weapon Equipped. The To Hit is raised by 1 for Jack if he has a Missile Weapon Equipped.

All To Hit modifiers are cumulative.

The results of a successful hit depend on whether the target was a Zombie or a Human.

If the target was a Zombie, the Zombie is destroyed.

If the target was a Human, the Human receives a single Wound to a random location, as listed on the following chart:

1. Torso
2. Left Arm
3. Right Arm
4. Left Leg
5. Right Leg
6. Head

A Human may not receive a Wound to a previously wounded location *except* the Torso. If a previously wounded location is chosen, the computer will choose another location until it gets an uninjured one. The specific effects of Wounds have been touched on so far, but will be gone into in greater depth in the Zombie Actions segment of the rules (since that's where they most commonly occur). The reason a Torso may be Wounded twice, is because the first Wound affects the Human negatively but a second one kills the Human. (A Head Wound kills the Human on the first Wounding, just to let you know).

Remember that the Pistol and Shotgun use ammunition. Each time an Attack Action is performed by a Human Equipped with one of these, the ammunition in the Weapon is lowered by 1. The Weapon may not be used to Attack if there is no ammunition left in it. (Though it may be Reloaded – see the Reload Action on pg. 38).

Also the Shotgun can occasionally Jam. Any time it is used to Attack, the computer rolls 2 dice. On an 11 or 12, the Shotgun Jams, and may not be used to Attack until Unjammed. (See the Unjam Shotgun Action on pg. 41).

Jennifer may not Attack either Elden or Harold, though she may Attack any other Zombie.

When an Attack is resolved, a new Window will open in the Multi-Purpose Panel detailing everything that happened. Click “OK” to move on.

COMFORT: A Human performing this Action is trying to calm down a Panicked or Frozen one.

To perform this Action, the Human must be adjacent to a Panicked or Frozen Character. Left clicking the revealed button in the Actions Window will open a new Window in the Multi-Purpose Panel instructing you to Left click the Character you wish to Comfort. The chosen Character must be either Frozen or Panicked and adjacent.

Right Clicking will cancel the Action, but Left Clicking a valid target will open a new Window in the Multi-Purpose Panel detailing the results. Click “OK” to move on.

A comforted Human will be treated as if their Calm rating was 1 higher during the next Step 1: Calming. (If Ted performed this Action, the comforted Character will be treated as if their Calm rating was 2 higher instead, because he is such a soothing fellow).

Performing this Action expends all the Character's remaining Movement Points.

DRINK: A Human performing this Action is taking a belt of scotch in order to calm his or her nerves.

To perform this Action, the Human must have a Liquor Bottle in his/her Inventory and must be either Panicked or Frozen.

This Action is NOT accessed through the Actions Window. To perform it, click on a Liquor Bottle in the Human's Inventory. A “Drink” button will be revealed in the Object Window. Clicking this will perform the Action.

Panicked Humans performing this Action are immediately downgraded to Calm. Frozen Characters are downgraded to Panicked (though they do not immediately regain their Movement Points).

This Action also removes the Liquor Bottle from the game.

You'll note that the Drinks Downed stat in this person's Character Panel has increased by 1. Each Drink Downed over the course of the game, beyond the first, lowers that Human's To Hit and Movement by 1.

This Action does not require any Movement Points, so the Human may continue moving after they've performed it.

DRIVE: A Human performing this Action is attempting to make a getaway in the pickup Truck.

To perform this Action, the Truck's Gas Tank must be Full, the Truck must be Started, the Human must have the Truck Keys in his/her Inventory and must occupy the driver's seat of the Truck (the same square as the Truck's left door). The Human may not have expended any Movement Points so far this Turn.

If viable, the "Drive" button will appear in the Actions Window. Clicking it will perform the Action.

If performed, the Truck will advance 3 squares to the north. All Humans, Objects and Zombies occupying the Truck will be moved with it.

If the Truck reaches any Clearing, the Truck and all its contents are removed from the game. Any Humans on board the Truck when this happens survive the game and are counted toward the Human Player's score at the end. If there are no Humans left in play, the game will now end.

Any Humans or Zombies in the path of the moving Truck will be run over and killed. (Humans killed in this manner will not reanimate – they've been thoroughly squashed).

Performing this Action expends all of the Human's remaining Movement Points.

ERECT: A Human performing this Action is nailing Lumber or a Door up to form an impromptu Barricade.

To perform this Action, the Human must be in a square adjacent to a Door or Window (collectively known as Barriers) and that square must contain no Characters. The Human must be carrying Nails (noted in the Character Panel) or have the Hammer and Nails in his/her Inventory. The Human may have expended no Movement Points so far this Turn. If the Door or Window to be Barricaded is currently both Shattered and Unbarricaded, the Action may *not* be performed if there is a Zombie adjacent to the Barrier (*you try nailing up a barricade over a broken window while a zombie claws your face*). Also, each Barrier may contain only *one* Lumber Barricade and *one* Door Barricade – if a corresponding Barricade already exists in this Barrier square, a new one may not be Erected there. Finally, the Human must have either Lumber or a Door in his/her Inventory.

If the Action is viable it will NOT appear in the Actions Window. It is accessed through the Lumber or Door's Object Window. Clicking the "Erect" button there will open a new Window in the Multi-Purpose Panel asking you to choose the square to receive the Barricade. Click on an appropriate square to choose it, or Right click to cancel.

Performing this Action removes the Lumber or Door from play (temporarily perhaps), and places either a Lumber or Door Barricade respectively in the chosen square.

Lumber Barricades increase Barrier Strength by 3 and are seen as a pair or crossed planks in the right half of the Barrier square. (See Barrier Strength in Chapter 5, pg. 48).

Door Barricades increase Barrier Strength by 4 and are seen as a small door in the left half of the Barrier square.

Lumber and Door Barricades are cumulative in their bonuses (so having both in one square increases the Barrier Strength of that square by 7).

Neither Humans nor Zombies may enter a square containing any Barricades.

Note that neither the Fence Door nor the Truck Doors may be Barricaded (there's nothing to nail anything to).

Performing this Action expends all the Character's remaining Movement Points.

EXTINGUISH: A Human performing this Action is using the Fire Extinguisher to try to douse nearby flames.

To perform this Action the Human must have the Fire Extinguisher in his/her Inventory, and be within 3 squares of at least 1 Fire square that is on the same level and that he/she has a Line of Sight to.

If the Action is viable it will NOT appear in the Actions Window. To perform it, click on the Fire Extinguisher in the Human's Inventory and then the "Extinguish" button that appears in the Object Window. Doing this will open a new Window in the Multi-Purpose Panel instructing you to choose the Fire squares to Extinguish. Left clicking any square containing Fire (within 3 squares, on the same level and that the Human has a Line of Sight to) will remove the Fire from that square – you may do this up to 3 times per performance of this Action (and will be prompted to do so). Right clicking before choosing any

Fire squares will cancel the Action. Right clicking *after* at least one Fire square has been chosen will end the Action (in case you want to Extinguish less than 3 Fire squares), though it will still count as a performed Action.

This Action does not use any Movement Points, so the Human may continue moving after it is performed.

FILL ER UP: A Human performing this Action is filling the Gas Can with petrol from the Gas Pump.

To perform this Action the Human must have the Empty Gas Can in his/her Inventory, and must be in a square adjacent to the Gas Pump. He/she may not have expended any Movement Points so far, this Turn.

If the Action is viable it will NOT appear in the Actions Window. To perform it, click on the Gas Can in the Inventory and then the “Fill Er Up” Button that appears in the Object Window.

Performing this Action results in the Gas Can becoming Full. (Remember – it’s a Heavy Object while Full). It also expends all the Human’s remaining Movement Points.

This Action may not be performed if the Gas Pump has previously exploded.

FILL TANK: A Human performing this Action is filling the Truck’s Gas Tank with petrol from the Gas Can OR the Gas Pump.

To perform this Action the Human must have the Full Gas Can in his/her Inventory and be in a square adjacent to the Gas Tank (the rear left corner of the Truck), *or else* (if he doesn’t have the Full Gas Can) be in a square adjacent to both the Gas Tank and the Gas Pump. The Truck must not have previously exploded. If using the Gas Pump, it must not have previously exploded either. Whatever the case, the Human may not have expended any Movement Points so far, this Turn.

If the Action is viable, it will appear in the Actions Window (if using the Pump to fill the tank) or in the Object Window for the Gas Can, accessed through the Inventory (if using the Full Gas Can). Click the button to perform it.

Performing this Action results in the Truck’s Gas Tank becoming Full. If the Gas Can was used, the Gas Can is now Empty.

Performing this Action expends all the Human’s remaining Movement Points.

GRAB NAILS: A Human performing this Action is grabbing nails from the little box for use in Erecting Barricades. (Under the circumstances, one doesn’t need a hammer to build barricades – just nails... any heavy blunt object (like a paperweight) will do just fine, thank you).

To perform this Action the Human must either have the Hammer and Nails in his/her Inventory, or be adjacent to a Human who has the Hammer and Nails in their Inventory.

If viable, the button will appear in the Actions Window. Click it to perform the Action.

Performing this Action gives the Human Nails (as noted in their Character Panel) for the rest of the game. It expends no Movement Points, so they may continue moving after the Action is performed.

HEAL: A Human performing this Action is binding open wounds and administering stern doses of Aspirin from the Medical Kit.

To perform this Action the Human must have the Medical Kit in his/her Inventory, and either have at least one Wound, or be adjacent to a Human with at least one Wound. Neither the Human performing this Action, nor the Human who’s Wound is being Healed, may have expended any Movement Points previously, this Turn.

If this Action is viable, it will NOT appear in the Actions Window. To perform it, click on the Medical Kit in the Inventory then the “Heal” button that appears in the Object Window.

Performing this Action will open a new Window in the Multi-Purpose Panel requesting you to choose an adjacent Character to Heal. Left click the Human you wish to Heal (this can be the Human performing the Action), which will open another Window in the Multi-Purpose Panel containing buttons labeled for each of that Human’s Wounds. Simply click the button of your choice to eliminate that Wound and all its effects from the selected Human.

Performing this Action removes the Medical Kit from the game. It also expends all remaining Movement Points for both the Human who performed the Action and the recipient.

LIGHT: Liquor ain't just for drinking. As every great survival film has shown us, it's also highly flammable and can be used in a pinch to make everybody's favourite impromptu grenade – the Molotov Cocktail. A Human performing this Action is stuffing a rag into the mouth of a scotch bottle and lighting it.

To perform this Action the Human must have a Liquor Bottle in his/her Inventory and also either have the Matches in his/her Inventory, or be standing in any square adjacent to the Fireplace or any Fire.

If this Action is viable, it will NOT appear in the Actions Window, but is accessed through the Liquor Bottle's Object Window (accessed through the Inventory). Click on the "Light" button that appears there.

You will note that the graphic for the Liquor Bottle has changed to represent its lit status. Lit Liquor Bottles may no longer be drunk. The details in the Object Window if you click the Liquor Bottle again will have changed to show its status as a Molotov Cocktail. Among these details you will note how long the Molotov has left before it explodes.

Any Molotov Cocktail will automatically explode during the third Spread Fires Step after it is lit, if it hasn't been Thrown before that. Any Human carrying a Molotov Cocktail which explodes is instantly destroyed (and does not transform into a Zombie later – their body is burned away).

Molotov Cocktails which explode because of time expiration create a Fire in the square where they exploded. In addition, each adjacent square has a 50% chance of catching fire.

Molotov Cocktails may never be transformed back into a standard Liquor Bottle. Once they explode, they are removed from the game.

Performing this Action does not expend any Movement Points, so the Human may continue moving after they have performed it.

LOCK/UNLOCK: A Human performing this Action is turning keys, sliding deadbolts and/or latching/unlatching chains to try to secure a Door or get it open.

To perform this Action, the Human must be adjacent to a Locked or Unlocked Door that is Lockable. The following doors are considered Lockable: The house's Front Door, the house's Back Door, the two Truck Doors and the Shed Door. The Fence Door, which begins a standard game Locked, may not be Unlocked as no key exists (in fact, it is just rusted shut). The internal doors of the house carry no locks.

The Front and Back Doors of the house may only be Locked or Unlocked from the inside.

The Shed Door may only be Locked or Unlocked from the outside, and only if the Human performing the Action has the Shed Keys in his/her Inventory.

The Truck Doors may be Locked from either side, though to Lock or Unlock a Truck Door from the outside, the Human performing the Action must possess the Truck Keys. Also, from the *inside*, the Truck Doors are not Locked or Unlocked from adjacent squares, but from directly atop the Doors themselves (which are also considered two of the three front seat squares for the Truck).

Broken Doors may not be Locked (and hence may never be Unlocked either).

If the Action is viable, the "Lock" or "Unlock" button will appear in the Actions Window. Just click it to perform the Action, toggling the Locked status of the adjacent Lockable Door.

Performing this Action expends all of the Human's remaining Movement Points.

PUSH FRNITR: A Human performing this Action is moving a piece of Furniture, probably in the hopes of using it to assist in the Barricading of a Door or Window.

To perform this Action, the Human must be adjacent to the Sofa, Fridge, Stove or Cabinet. Remember, the Chairs are not considered Furniture for these purposes. They count as Heavy Objects (and so may be picked up, carried and dropped to move them). The Human must not have any Leg Wounds.

If this Action is viable, the button will appear in the Actions Window. Clicking it will open a new Window in the Multi-Purpose Panel instructing you to click the piece of Furniture you wish to move. The chosen Furniture must be adjacent to the Human performing the Action. After choosing the Furniture, you will be asked to Left click the square you want to move the Furniture to. This second square must be

adjacent to the Furniture you've chosen, though it need not be adjacent to the Human performing the Action. Clicking it will move the Furniture to that square.

The Sofa, with two halves, may be pushed from either half – just remember that the destination square you choose is where you want the chosen half of the Sofa to end up.

You may move the Furniture into the square of the Human performing the Action. In this case, the Human and the Furniture will swap positions.

Furniture may not be pushed into any other occupied square, nor may it be pushed into impassable Terrain. It may not be pushed into an Unshattered Window, or onto a Stair square, and may never be pushed outside the house.

Furniture occupying any square adjacent to a Barrier (an Unshattered Door or Window, or a Barricaded, Shattered Door or Window) may add to that Barrier's Strength. There are a couple things you need to be aware of, though:

1. Furniture only adds to the Barrier's Strength if the Breaching Zombie is not adjacent to it. (See Breach, in Chapter 5, pg. 46)

2. Furniture comes in two forms: Regular and Squat. Squat Furniture (which includes the Sofa and Stove – and all Chairs, incidentally; Chairs can aid in Barrier Strength to, though as noted above they are carried and dropped, not pushed) can only add to the Barrier Strength of Doors. They are too short to block Windows and will have no effect on the Barrier Strength of Windows they are adjacent to.

Keep in mind that, in many cases, three or more pieces of Furniture may be used to aid the Barrier Strength of a given Barrier, by pushing Furniture into the square horizontally or vertically adjacent to the Barrier, and the two diagonally adjacent. Also, since Chairs are Objects, they can be piled in one square, accumulating their effect.

Since different Furniture weighs different amounts, they contribute to Barrier Strength differently. The chart below shows how much each piece of Furniture (and Chairs) adds to Barrier Strength. Furniture marked with a bracketed (S) is considered Squat.

Furniture

Fridge +4

Cabinet +3

Stove +3 (S)

Sofa +2 (S)

Chair +1 (S)

Performing this Action expends all of the Human's remaining Movement Points.

PUSH TRUCK: A Human performing this Action is heaving at the Truck, trying to get it back to the Gas Pump.

To perform this Action, the Human must have no Leg wounds, and be adjacent to one of the front end squares of the Truck (even diagonally adjacent) and the Truck must not have previously exploded.

If the Action is viable, it will appear in the Actions Window. Simply click the button to enact it and a new Window will open in the Multi-Purpose Panel, detailing the results. Click "OK" to move on.

The Truck is heavy and the ground is slippery, so it's hard to move. The computer will roll 2 dice each time the Truck is pushed and compare it with the Character's "Push Truck On" stat (which you can see in the Character Panel). If the sum of the dice rolled is greater than or equal to the Human's "Push Truck On" stat, the Truck will move one square backwards toward the Gas Pump (and all Characters and Objects inside will move with it).

If any Character is standing in a square directly behind the Truck, the Truck may not be pushed. Also, the Truck may only be pushed backwards, toward the Gas Pump and may not be pushed further than required to fill the Gas Tank at the Gas Pump (where the tire tracks in the grass end).

Performing this Action expends all of a Human's remaining Movement Points.

PUT IT ON/TAKE IT OFF: A Human performing this Action is putting on or removing Elden's Football Gear.

To perform this Action the Human must have the Football Gear in his/her Inventory and may have expended no Movement Points so far, this Turn.

If viable, this Action will NOT appear in the Actions Window, but in the Football Gear's Object Window (accessed through the Inventory). Click the appropriate button to enact the Action.

Performing this Action toggles the status of the Football Gear as worn or unworn.

Humans wearing the Football Gear are afforded a fair amount of protection – Characters attacking them have their To Hit lowered by 1.

While worn, the Football Gear will be highlighted in red in the Inventory.

Worn Football Gear may not be Dropped, Thrown or Traded. It needs to be taken off first.

Remember that Football Gear is a Heavy Object which subtracts 3 from Movement while carried, but that only subtracts 1 from the owner's Movement Rating while worn.

Performing this Action expends all of the Human's remaining Movement Points.

RELOAD: A Human performing this Action is cramming bullets/shells back into the Pistol or Shotgun.

To perform this Action the Human must have both of either the Pistol and the Pistol Bullets or the Shotgun and the Shotgun Shells in his/her Inventory and (in the case of the Pistol) the Pistol must contain less than 6 rounds or (in the case of the Shotgun) the Shotgun must contain less than 8 rounds.

If this Action is viable it will NOT appear in the Actions Window. It is enacted by clicking the "RELOAD" button in the Object Window for either the Pistol or Shotgun (accessed via the Inventory).

Performing this Action will transfer as many rounds as possible from the Pistol Bullets or Shotgun Shells to the Pistol or Shotgun respectively. The Pistol may never contain more than 6 rounds. The Shotgun may never contain more than 8 shells.

The Pistol Bullets and Shotgun Shells are finite – how many exist will be shown if you open their Object Windows. If rounds remain in either after performing this Action, the Object will remain in the Inventory so that this Action may be performed again later. If the Pistol Bullets or Shotgun Shells run out, they are removed from the game. The maximum number of rounds that will be transferred to the corresponding Weapon is also mitigated by the rounds remaining in the Pistol Bullets or Shotgun Shells.

Neither the Pistol nor Shotgun will function as a Weapon if no rounds remain in them.

Performing this Action expends no Movement Points, so the Human may continue moving afterwards.

REMOVE B.: A Human performing this Action is yanking the nails from a Barricade, in the hopes of moving it elsewhere, or to provide an impromptu egress.

To perform this Action, a Human must have the Hammer and Nails in his/her Inventory and be adjacent to a square containing a Barricade. He/she must have expended no Movement Points previously, this Turn.

If the Action is viable it will NOT appear in the Actions Window but must be enacted through the Hammer and Nails Object Window, accessed through the Inventory.

Performing this Action will open a new Window in the Multi-Purpose Panel, instructing you to click on the square containing the Barricade you wish to remove. Right Clicking will cancel the Action.

If only one Barricade exists in the chosen square (which must be adjacent), it will be removed. If two Barricades exist (one Lumber and one Door) you will be presented two buttons in the Multi-Purpose Panel labeled "Lumber" and "Door". Click on the type of Barricade you wish to remove.

Only one Barricade may be removed per Turn. If two Barricades exist in a square, it will take two Turns to remove both.

Performing this Action will remove the appropriate Barricade from the chosen square and move either a Lumber or Door Object (depending on the type of Barricade removed) to the square occupied by the Human performing this Action.

Performing this Action expends all the Human's remaining Movement Points.

REMOVE D.: A Human performing this Action is removing a Door from its hinges in the hopes of nailing it elsewhere as a Barricade.

To perform this Action the Human must be in an Unshattered Door square and must have the Screwdriver in his/her Inventory. He/she may have expended no Movement Points so far, this Turn.

If the Action is viable, it will NOT appear in the Actions Window. To enact it, click on the “Remove D.” button that appears in the Screwdriver’s Object Window, accessed through the Inventory.

Performing this Action will permanently alter the map – there will no longer be a Door Barrier in the square where it was performed. A Door Object will appear on the map in this square and may be picked up and carried. (It is a Two-Handed, Heavy Object subtracting 4 from Movement Ratings). The Door Object may be used to Erect Barricades.

It is not possible to ever replace a Door that has been removed in this manner. Also, while Shattered Doors may still be Barricaded, a square that *used* to contain a Door but now does not may not be.

This Action may only be used to remove internal Doors. It will not function on the Front Door, Back Door, either Truck Door, the Shed Door or the Fence Door.

Performing this Action expends all of the Human’s remaining Movement Points.

SEARCH: A Human performing this Action is rummaging through cupboards, boxes or closets, looking for something of use in the battle against the Zombies.

To perform this Action the Human must be in a Searchable square and must have expended no Movement Points so far, this Turn. Searchable Squares contain a big red question mark, like this:



If the Action is viable, it will appear in the Actions Window. Click the button to enact the Action.

There are 26 Searchable squares in the house (13 Upstairs and 13 Downstairs) and a total of 16 Objects that can be found. Searching will reveal one of these 16 Objects or (in 10 of the 26 cases) will turn up nothing. In either event, each square may only be Searched once – performing this Action removes the question mark from the square, rendering it Unsearchable.

Performing this Action will open a new Window in the Multi-Purpose Panel with the results. If nothing was found, click “OK” to move on. If an Object was found, the button “Leave It” will appear, and possibly the button “Pick it Up”. These buttons function identically to those found in an Object Window accessed through the Contents of Square Window. (And as there, “Pick it Up” will only appear if the Human is eligible to pick up the Object – if not, an explanation will be given).

The Objects available to be found are listed in the chart below. Searching is the only way to bring any of the following Objects into play:

Findable Objects

Baseball Bat
Carving Knife
Fire Extinguisher
Football Gear
Hammer and Nails
Liquor Bottles (4 of them)
Medical Kit
Pistol
Pistol Bullets
Screwdriver
Shed Key
Shotgun
Truck Keys

If the Character performing this Action is Jennifer, a few special rules come into play:

Jennifer Lambert, as the owner of the house, is more familiar with the whereabouts of things amidst the clutter of her home. Harold was constantly moving things, though, so even she is a little hazy on where to find stuff.

Because of her familiarity with the home, whatever the Search reveals (an Object or Nothing) Jennifer has the option of “Trying Again.” To enact this ability, click on the “Try Again” button that will appear at the bottom of the Search Results Window. Jennifer may only “Try Again” *once* per Turn. Whatever the results of her second Search, she must abide by them. She may not retroactively decide to go with the results of the first Search.

Although Jennifer was aware of Harold’s Shotgun, which he kept for hunting, she frowned heavily upon it, figuring it was dangerous with Elden in the house. So, naturally, when Harold bought a Pistol for home defense, he didn’t tell his wife. He hid it somewhere that Jennifer would never think to look. Since the Pistol and its Bullets were hidden with Jennifer’s mentality in mind, she will find them impossible to uncover. If Jennifer’s Search reveals either the Pistol or Bullets, if she has not yet “Tried Again” it will be the only option presented her – she may neither pick up the Pistol or Bullets nor Leave It. If the results of a “Try Again” reveal either the Pistol or Bullets, the entire Search is ignored. It still counts as Jennifer’s Action, but no Object is brought into play and the square remains Searchable.

Performing this Action expends all of the Human’s Movement Points.

START TRUCK: Before the Truck can be driven, its engine needs to be started – no small feat with the battered pile of crap that Harold’s been driving. A Human performing this Action is attempting to start the Truck’s engine.

To perform this Action, the Human must be in the Driver’s Seat (Truck’s left front Door square) and have the Truck Keys in his/her Inventory. The Truck’s Gas Tank must be Full, the engine may not already be started and the Truck must not have previously exploded.

If the Action is viable, it will appear in the Actions Window. Simply click the button to enact the Action.

The computer will roll 1 die. On a score of 4, 5 or 6 the Truck will start. On a roll of 1, 2 or 3 it will not.

A new Window will open in the Multi-Purpose Panel, detailing the results of the Action. Click “OK” to proceed.

Note that if at any time the Human with the Truck Keys in his/her Inventory does not occupy the Driver’s Seat, the Truck’s engine will die and this Action will need to be performed again before the Truck can be driven.

Performing this Action expends all of the Human’s remaining Movement Points.

THROW: A Human performing this Action is lobbing one of the Objects in his/her Inventory.

To perform this Action, the Human must have at least one Object in his/her Inventory and may not have two Arm Wounds.

If the Action is viable, it will NOT appear in the Actions Window. It will appear in the Object Window of whatever Object you want to Throw (accessed through the Inventory). Simply click on the button there to enact the Action.

Performing this Action will open a new Window in the Multi-Purpose Panel telling you to click on the square you wish to Throw the Object to. The Human must have a Line of Sight to the chosen square and it must be within that Character’s Throw Range (outlined in the Character Panel). A Human’s Throw Range may be modified by Arm Wounds – if the character’s good arm is Wounded, the Throw Range will be lowered by 1 (this too will be reflected in the Character Panel).

Certain *extremely* heavy Objects have a more limited Throw Range. Chairs may be Thrown a maximum distance equal to the Character’s Throw Range divided by 2 (rounded down). Lumber and Doors may be thrown a maximum of 1 square.

Performing this Action will remove the Object from the Human’s Inventory and *attempt* to place it in the chosen square. None of the Characters are star ball-players though, so their accuracy is questionable. The computer will roll 1 die. On a 1-4 the Object will land precisely in the chosen square. On a 5 it will be

land in one of the 8 adjacent squares. On a 6 it will land in one of the 8 squares adjacent to one of the 8 adjacent squares. The Object will never land in impassable Terrain.

If the destination square lies beyond (or on) an Unshattered Window, the Window will be Shattered by the Throw.

Objects may be Thrown from the second storey (i.e. from the roof) to the lower level, but may *not* be Thrown from the lower level to the second storey of the house. To Throw to a lower level square, do not toggle the map to the lower level, but click on the corresponding square while viewing it from the Upstairs level.

A Molotov Cocktail which is Thrown will explode in the square it impacts. The Molotov Cocktail will be removed from the game and a Fire will appear in the impacted square. Each adjacent square (including the square above or below if it explodes within the house) has a 50% chance of igniting. Characters occupying squares which gain a Fire as a result of a Thrown Molotov Cocktail are instantly destroyed (and Humans killed in such a manner will not reanimate). Objects dropping into Fire squares as a result of this (including the Full Gas Can) will not burn away or explode until the next Step 2.

Performing this Action does not expend any Movement Points, so the Human may continue to move afterwards.

TRADE: A Human performing this Action is passing Objects to buddy next to him.

To perform this Action, the Human must be in a space adjacent to another Human, and have at least one Object in his/her Inventory.

If this Action is viable it will appear in the Actions Window. Clicking on the “Trade” Button will open a new Window in the Multi-Purpose Panel instructing you to choose the Character you wish to trade to. Right clicking will cancel, while Left clicking an adjacent Human will enact the Action.

A Trade Window will open in the Multi-Purpose Panel listing all Objects in the Human’s Inventory. Left click any Object to transfer it to the Inventory of the target Human. You may pass as many Objects as you wish in this manner via a single Action.

If the Human is ineligible to receive a specific Object you attempt to Trade (because of Arm Wounds or Two-Handed Objects carried, etc.) a panel will appear explaining this. Click “OK” to return to the Trade Panel.

There is also a “DONE” button in the bottom right of the Trade Window. Clicking this button will end the Trade. If no Objects have yet been Traded, this cancels the Action. Otherwise, it simply completes the Action.

Performing this Action does not expend any Movement Points, so the Human may continue moving afterwards.

UNJAM: When Jack Elbert is performing this Action, he is attempting to clear a blockage from the Shotgun’s breach. Only Jack may perform this Action.

To perform this Action, Jack must have the Shotgun in his Inventory, and the Shotgun must be Jammed.

If the Action is viable, it will NOT appear in the Actions Window, but in the Shotgun’s Object Window, accessed via Jack’s Inventory. To perform the Action, click on the “Unjam” button.

The computer will roll a die. On a 4, 5 or 6, the Action is successful and the Shotgun can be used normally again. On a 1, 2 or 3 the Action is unsuccessful.

While Jammed, the Shotgun will not function as a Weapon.

Performing this Action does not expend any Movement Points, so Jack may continue moving afterwards.

USE RADIO: A Human performing this Action is using the C.B. Radio to try to call for help.

To perform this Action, the Human must be in the C.B. Radio square (it’s on the second floor of the house). He/she may not have expended any Movement Points previously, this Turn. The Virtual Turn must be lower than the Militia Arrival Turn. (See Virtual Turn, below).

The C.B. Radio square looks like this:



The Virtual Turn can be seen in the Step Panel. At the top of every Step Panel you will see the Turn notation. On the first Turn, it would look something like this: Turn: 1 (1) / 40

The Actual Turn is the first number, and the Virtual Turn is the number beside it, in the brackets. If the C.B. has not been successfully used yet this game, the Virtual Turn will be equal to the Actual Turn.

Remnants of Jack's Militia remain in the wilds surrounding the farmhouse and are working to regroup and save the day (or night, I suppose). In a standard game, the Militia Arrival Turn is 40. This can be altered during Game Setup, and, in any event, is displayed in the Turn notation, to the right of the slash.

During Step 7 there is a 1 in 6 chance Jack's Militia will show up, ending the game. If this happens, every surviving Human is counted toward the Human Player's score. However, Step 7 never occurs until the Virtual Turn is greater than or equal to the Militia Arrival Turn.

Performing the "Use Radio" Action is an attempt to contact the Militia and relay the Humans' position. Unfortunately, due to the storm raging outside, radio contact is spotty at best.

If the "Use Radio" Action is viable, it will appear in the Actions Window. Simply click the button to enact the Action.

The computer will roll 2 dice. On a score of 8 or less, the Action was futile – the Human transmitted only static. On a 9 or higher, however, the Human gets out a brief, static-filled message that helps the Militia to zero in on the Humans' position. In this case, the Virtual Turn is advanced by 1, bringing closer the possibility of rescue.

In either event, a new Window will open in the Multi-Purpose Panel, outlining the results. Left click "OK" to move on.

Performing this Action expends all of the Human's remaining Movement Points.



CHAPTER 5:

Step 4 • Zombie Player Moves

Peter: Somebody better sit watch all the time.

Roger: They'll never get through there.

Peter: Enough of them will.

- *Dawn of the Dead, 1978*



Now it's time to disembowel some folk.

During this Step, the Zombie Player has the chance to move any, all or none of his Zombies, and have each of them perform one Action. Just like with the Humans, no Zombie is required to move, or to perform an Action and there's no rule about which order the Zombie Player's Zombies have to be moved. But, as with the Humans, once a Zombie has expended a single Movement Point or performed an Action, if you select a different Character, all the previous Zombie's remaining Movement Points will be expended and it will be treated as if it had performed an Action, whether or not it actually did.

Also as in Step 3, you may select any Character by Left clicking on it, or you may cycle through available units by using the Blue Arrow buttons. Right clicking one of these buttons will function as explained in the previous Chapter.

If a Zombie has expended all its Movement Points and no Actions are viable for it, the computer will automatically cycle to the next Zombie.

As in Step 3, next to Step 4's Title you will see a ratio. This is functionally the same as that in Step 3, revealing how many Zombies remain to be moved vs. how many are in play. NOTE that while Jennifer is controlled by the Zombie Player (see Family Ties below), she will NOT be counted among the total number of Zombies in play or in those remaining to move since she is *not* a Zombie. So even if the ratio states there are zero Zombies to move, it's possible she's still available to the Zombie Player.

Family Ties:

There is a special rule that comes into effect any time Elden or Harold are destroyed.

Because Jennifer is having such a rough time adapting to her new circumstances, and because she loves her family so much, she has not fully accepted that they are dead (which is why she tends to freak out whenever she sees them). If the Zombie forms of her son or husband are killed, she'll go temporarily insane and attempt to exact revenge from the other Humans, whom she'll hold responsible. This effect is only temporary (she's not totally crazy yet). While Insane, Jennifer's icon will be labeled with the big yellow word "INSANE."

Jennifer will actually GO Insane as soon as the death of her undead husband or son occur, but that fact has no practical effect until Step 4.

As soon as Elden or Harold are destroyed, the computer will roll 1 die – Jennifer will be Insane for that many Turns. If she was already Insane, the die roll will be added to the number of Turns she will remain Insane. (So if both Elden *and* Harold are destroyed in the same Turn, she will be Insane for two dice worth of Turns). The announcement of Jennifer's Insanity will be made in whatever Window is announcing the destruction of Elden or Harold.

Upon becoming Insane, Jennifer immediately reverts to Calm status.

When her Insanity runs out, she immediately becomes Frozen.

While Insane, Jennifer is completely controlled by the Zombie Player. She may still perform any and all Actions available to Humans and may *not* perform any Zombie specific Actions (she does not *become* a Zombie). Her movement and Actions, however, are performed during Step 4. She may be cycled to or from as any Zombie during this Step.

While Insane, Jennifer may not be moved or have any Actions assigned during Step 3.

While Insane, Jennifer need not make any Panic Rolls. She may not Panic or Freeze.

Moving Zombies:

Zombies are moved in exactly the same manner as Humans. Just hover the mouse over the square you want the Zombie to enter and, if it turns into the Movement Cursor, Left click.

Remember the few differences for Terrain Costs and effects when dealing with Zombies:

Stairs only cost 1 Movement Point to enter – Zombies don't tire and aren't worried about tripping, and they're already being about as methodical as they can.

Trellises only cost 2 Movement Points to try to enter, but from the ground floor a Zombie is only successful in climbing a Trellis on a roll of 6 on 1 die. Zombies entering Trellises from the second floor are automatically successful (they just fall).

Zombies stepping off the rooftop are uninjured, but it does cost them 2 Movement Points, since they lack the co-ordination to maintain their footing after the drop.

Unshattered Doors and Windows are impassable to Zombies, even if the Door is Unlocked.

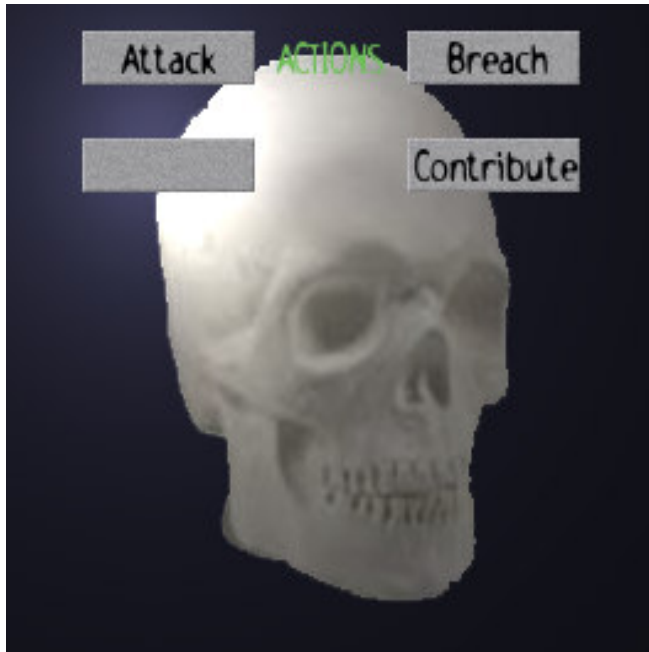
Zombies cannot enter Fence squares.

A Zombie entering a Fire square is instantly destroyed.

Zombies entering Clearings do not flee the map.

Other than those issues noted above, Terrain is treated the same for Zombies as for Humans.

Zombie Actions and the Actions Tab



As mentioned earlier, since Zombies cannot sustain Wounds and cannot carry Objects, the Actions Tab is the only Tab they have. When a Zombie is selected, the Actions Tab will always be depressed.

Other than its skull backing, and the number of buttons presented, the Actions Window for Zombies is functionally identical to the one for Humans. As long as the selected Zombie has not yet performed an Action or completed its Turn, four buttons will appear here. The buttons correspond to the possible Actions for Zombies, and will have writing on them only if the Action is currently viable for the selected Zombie.

Because Zombies have no Inventory, all their Actions are tied to the Actions Window.

Like Humans, Zombies may only perform one Action per Turn, and are not required to perform any Action.

There are only four Actions possible for Zombies, and unlike for Humans, all four have the same Movement Point restrictions and consequences: Zombies may perform any of their Actions regardless of how many Movement Points they have expended so far, this Turn, and any Action they perform uses up all their remaining Movement Points.

Zombie Actions:

Here follows an alphabetical listing of Zombie Actions.

ATTACK: The Zombie performing this Action is attempting to maul or bite a hapless Human.

To perform this Action the Zombie must be adjacent to a Human. Simply click the “Attack” button in the Actions Window to enact it.

You will be presented with a new Window in the Multi-Purpose Panel instructing you to Left click the Human you wish to Attack. This Human must be adjacent to the Attacking Zombie. Right clicking will cancel.

Since Zombies cannot use Weapons, their Base To Hit will be identical for all of them – it defaults as 2 but can be altered during Game Setup. The To Hit is modified by only two things:

1. Attacking from behind (any of the three squares diagonally, horizontally or vertically adjacent to the target’s back) raises the To Hit by 1.
2. If the target is wearing the Football Gear, the To Hit is lowered by 1.

To resolve the Attack, the computer rolls a die. If this number is equal to or less than the modified To Hit, the Attack is successful and the target will receive a random Wound (see The Effects of Wounds, on pg. 46). Otherwise the Attack misses, though it still counts as the Zombie’s Action.

Note that Characters occupying either of the two Truck Door squares (or the central seat) are considered to be *inside* the Truck. Unless the Truck doors have been Breached (see Breach, below), no Attacks will be possible out or in.

BREACH: Unlike the Humans, Zombies have no qualms about smashing in Locked Doors or Barricades if need be, and if they can amass sufficient numbers. Zombies individually are weak, but with enough of them, they can get through anything. A Zombie performing this Action is attempting to smash in a Window, Door or Barricade.

To Perform this Action, the Zombie must be adjacent to a Barrier (an Unshattered Door or Window, or a Shattered, Barricaded Door or Window).

Performing this Action will open a new Window in the Multi-Purpose Panel instructing you to choose the Barrier to be Breached. Left click the Barrier you choose (it must be adjacent), or Right click to cancel.

A small white arrow will appear, pointing from the Zombie to the Barrier he is assigned to Breach. The actual Breach itself *will not occur* however, until the *end* of Step 4, whereupon all assigned Breaches are resolved. Breaching will therefore be discussed in greater depth shortly hereafter.

CONTRIBUTE: A Zombie performing this Action is adding his mindless mass to the cause of Breaching a Barrier.

To Perform this Action, the Zombie must be adjacent to one of the following:

1. A Barrier *and* a Zombie attempting to Breach that Barrier.
2. A Zombie attempting to Breach a Barrier *and* a Zombie Contributing to the Breach of that Barrier.
3. Two Zombies Contributing to the Breach of the same Barrier.

Performing this Action will open a new Window in the Multi-Purpose Panel instructing you to choose the Zombie you wish to Contribute to. Left clicking an adjacent Zombie who is either Breaching or Contributing and who meets the above criteria will raise the Horde Strength of the Breach attempt by 1. Right clicking will cancel.

Contribute is short for “Contribute to Horde Strength”. Horde Strength will be explained shortly, but for now, know that whatever Zombie you choose to Contribute to, you are Contributing to the Horde Strength of whatever Breach Attempt that Zombie is Contributing to. It is possible, therefore, to amass near-limitless numbers of Zombies to contribute in this way and Breach even the staunchest Barrier.

What order you move your Zombies becomes very important here, however, since you must meet one of the above criteria to be able to Contribute. (For example, if there is a Zombie to whom you wish to assign the Action “Contribute” and you move that Zombie 1 square toward another Zombie to whom you intend to assign the Action “Breach”, but haven’t yet, the “Contribute” Action may not be available).

Performing this Action will make a small white arrow appear, pointing from the Zombie performing the Action to the Zombie being Contributed to, as a reminder.

DESTROY F.: Furniture is a nuisance, isn’t it? The Humans are always shoving it up against Doors, and using it to block hallways. The Zombie performing this Action recognizes that fact, and is getting rid of the annoying bit of décor.

To Perform this Action, the Zombie must be adjacent to a piece of Furniture (not a Chair).

The Action will open a new Window in the Multi-Purpose Panel telling you to Left click the Furniture you wish to destroy. Right clicking Cancels. The chosen Furniture must be adjacent.

The completion of the Action will replace the selected Furniture with a broken version – broken furniture does not obstruct movement for Humans or Zombies.

The Effects of Wounds

Wounds have different effects depending on the location of the Wound and, sometimes, who the Human receiving the Wound is. In any case, all details of what Wounds a Human has and what effect they are having on him/her can be seen by clicking on that Human’s Wounds Tab.

Leg Wounds: A Human with a single Leg Wound has his/her Movement randomized. Gary, Jack, Jeff and Jennifer have their Movement Rating changed to the roll of 1 die. Ted's Movement Rating is changed to the roll of 1 die minus 1. Melissa's Movement Rating is changed to the roll of 1 die plus 1. The Movement Rating is recalculated on a Turn by Turn basis. So a Human with a single Leg Wound may have 6 Movement Points available one turn, but only 1 Movement Point the next.

If both Legs are Wounded, the Human's Movement Rating drops to 1.

Also, a Human with any Leg Wounds may not perform the following Actions:

Push Frnitr
Push Truck

Arm Wounds: A Human with a single Arm Wound may carry no Two-Handed Objects except the Fire Poker, Shotgun and Baseball Bat. Upon receiving such a Wound he/she will automatically drop any disallowed Objects in his/her current square. He/she may not Equip the Fire Poker, Shotgun or Baseball Bat, and if it is Equipped, upon receiving the Arm Wound, it will be Unequipped. (Exception: Jack may still have the Shotgun Equipped with a single Arm Wound). If the Wounded Arm is the Human's good arm (you can see the Human's handedness in their Character Panel) their To Hit will be modified by -1 and their Throw Rating will be lowered by 1.

A Human with both Arms Wounded may carry *no* Two-Handed Objects and will immediately drop all such Objects upon receiving the second Arm Wound. They may also have no Weapons Equipped, and any Weapons that are Equipped will be Unequipped upon receiving the second Arm Wound.

They may also never perform the following Actions:

Attack (Gary may still perform this Action)
Drive Truck
Erect
Extinguish
Fill Er Up
Fill Tank
Heal
Push Frnitr
Push Truck
Put It On
Reload
Remove D.
Remove B.
Throw
Unjam

Torso Wound: A Human with a single Torso Wound receives an immediate -1 to both his/her Movement Rating and To Hit.

A Human receiving a second Torso Wound is killed.

Head Wound: A Human receiving a single Head Wound is killed.

B_{arrier} S_trength, H_{orde} S_trength and B_{reach} R_{esults}

As with any Step, clicking "DONE" is the way to end things and proceed to the next Step. However, if any Breaches were attempted, they will be resolved before actually getting to Step 5.

Breach Results:

At the end of Step 4, all Breach Attempts (if any) are resolved, one at a time. For each Breach

Action assigned in this Step, a new Window will open in the Multi-Purpose Panel, detailing the results. Click “OK” to move on to the next Breach Result, or to Step 5 if that was the final Breach Result.

If a Breach is unsuccessful, nothing happens.

If a Breach is a successful:

1. The Barrier in question becomes Shattered and will remain so for the rest of the game.
2. Any Barricades in the Breached square are removed, and replaced with appropriate Objects (Lumber or Door Objects).

Remember that Zombies can move through Unbarricaded, Shattered Doors and Windows with no problem. Breaching is pretty much the only way for a Zombie to get into the house (or Truck).

Barrier Strength:

Whether or not a Breach Attempt is successful depends on three things: the Barrier Strength, the Horde Strength and a die roll.

The Barrier Strength for each Barrier will differ. Barriers with a higher Barrier Strength are harder for Zombies to Breach than those with a low Barrier Strength.

To determine the Barrier Strength of a Barrier, one must first look at its Base Barrier Strength. Every type of Barrier has a Base Barrier Strength, outlined on the following chart:

Base Barrier Strengths

Locked Door: 11

Unlocked Door: 6

Unshattered Window: 6

Shattered Window*: 0

Shattered Door*: 0

The asterisk next to Shattered Windows and Shattered Doors is a reminder that on their own, these squares are not Barriers at all. They are only considered Barriers (with Base Strength 0) if they are Barricaded.

The Base Barrier Strength is modified by three things: The presence of Barricades, adjacent Furniture (including Chairs) and Humans who used their Action to Add Weight to the Barrier. Collectively, these factors are referred to as Barrier Assistants.

Remember – Furniture and Chairs only count as Barrier Assistants if they are *not* adjacent to the Breaching Zombie.

Also remember that the Stove, Sofa and Chairs (marked with bracketed (S)s below) are Squat Barrier Assistants and only count as Barrier Assistants if adjacent to a Door (not a Window).

The Barrier Assistants, and what they add to Base Barrier Strength are outlined on the following chart:

Barrier Assistants

Door Barricade: +4

Fridge: +4

Lumber Barricade: +3

Cabinet: +3

Stove: +2 (S)

Sofa: +2 (S)

Ted Adding Weight to a Barrier: +2

Any other Human Adding Weight to a Barrier: +1

Chair: +1 (S)

All Barrier Assistants are cumulative with Base Barrier Strength. Their sum provides the actual Barrier Strength.

Horde Strength:

Horde Strength is simply a function of the number of Zombies Contributing to the Breach of a Barrier. A Zombie assigned to Breach does *not* contribute to Horde Strength. Only Zombies assigned to Contribute add to the Horde Strength. The Horde Strength in any specific Breach Attempt is the sum of all Zombies that used their Action to Contribute to the Breach of this Barrier, this Turn.

Calculating Breach Results:

For each Breach Attempt, the computer will roll 1 die. This die roll is added to the Horde Strength (which may be zero, if a Zombie attempted to Breach, but no other Zombies Contributed). If the sum of the Horde Strength plus the die roll is greater than or equal to the Barrier Strength, the Barrier is Breached (with results as outlined earlier). Otherwise the Breach Attempt fails.





CHAPTER 6:

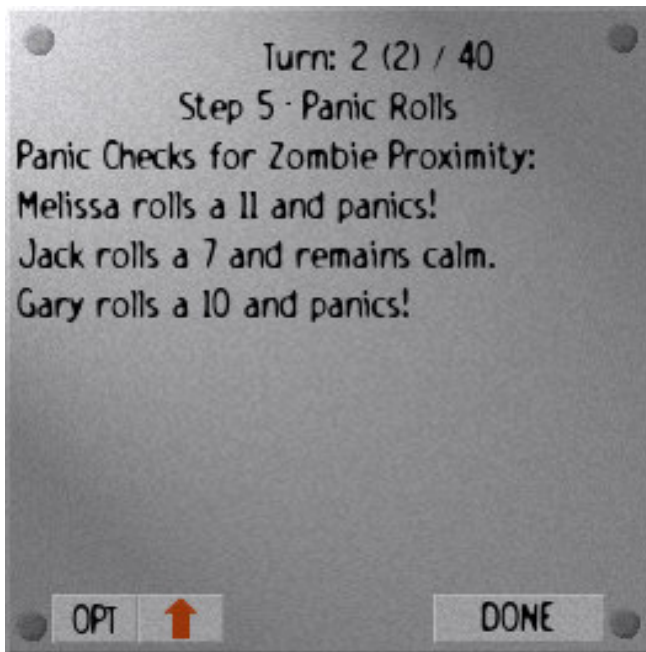
Step 5 • Panic Checks

Ben: You are losing it girl, you are losing it!

Barbara: You think so?

[Barbara shoots an approaching zombie in the face]

- Night of the Living Dead, 1990



Panic is a very real threat in times of crisis, and few times constitute bigger crises than those when the dead get up to consume the living.

We've already covered how Panic Rolls work, back in Chapter 3, and outlined when they need to be performed, and what modifiers apply. There are a few instances when Panic Rolls are performed in other Steps (like when moving through Fire, or any time a Human receives a Wound), but most of them are performed in Step 5.

Rather than clutter the manual with repeated rules, if you need a refresher on Panic Rolls, head back to Chapter 3, pg. 24, and check them out there.

Aside from that information all you really need to know about this Step is that the results of each Panic Roll will be displayed in the Step Panel. If Jennifer is Insane, how many Turns she will remain so is also noted there.

To move on to the next set of Panic Rolls, Left click "DONE". If there are no more Panic Rolls to resolve, clicking "DONE" will move the game on to Step 6.



CHAPTER 7:

Step 6 • Zombies Arrive

"This situation must be controlled before it's too late! They're multiplying too rapidly!"

- Dr. Foster, *Dawn of the Dead*, 1978



At the start of this Step, the computer rolls 2 dice to determine how many Zombies arrive. The results can be seen in the chart below:

<u>Dice Roll</u>	<u>Number of Zombies Arriving:</u>
2 to 4	No new Zombies arrive.
5 or 6	1 new Zombie arrives.
7 to 9	2 new Zombies arrive.
10 or 11	3 new Zombies arrive.
12	4 new Zombies arrive.

This number can be modified by two things:

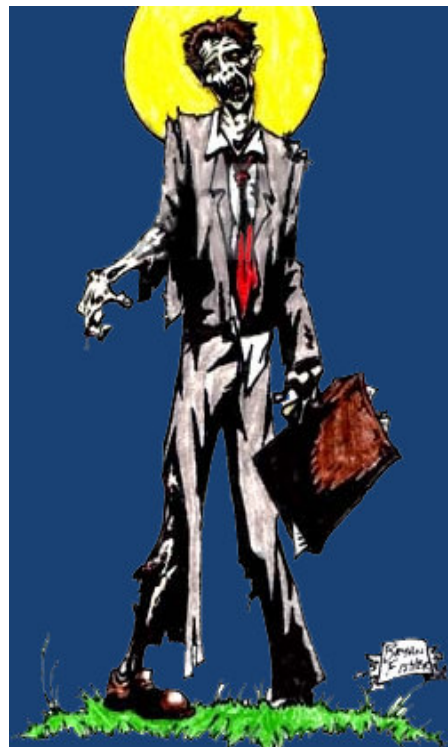
1. There can never be more than 60 Zombies in play – 58 standard Zombies, plus Elden and Harold. Zombies will not arrive in this Step in sufficient numbers to drive the number of standard Zombies in play above 58.

2. One of the Game Setup Options is "Zombie Arrival Initially Slowed." It defaults to "Yes" – if you've set it to "No", then you can ignore this factor. Otherwise, a

Zombies are slow, weak and stupid. They can't use tools, can't even open a simple door without knocking it down. So what's to worry about? Well, they have a few advantages that Humans lack: Zombies are fearless, hard to put down and, most importantly, they just keep coming.

During Step 6, up to 4 more Zombies come shambling out of the woods.

The results of Zombie Arrival are displayed in the Step Panel. Clicking "Done", once the Step has been resolved, will move on to Step 7, if the Virtual Turn is equal to or greater than the Militia Arrival Turn, or else it will advance the Actual Turn and Virtual Turn by 1 and move back to Step 1.



special rule is enforced during the first 6 Turns to keep Zombies from amassing too quickly. The maximum number of new arrivals may be no more than the Actual Turn divided by 2, rounded up. (Thus, on the first Turn, the maximum number of new Zombies that may arrive is only 1, and by Turn 6 the maximum number of new Zombies that may arrive is 3).

After determining the number of new arrivals, the computer must determine *where* they arrive. Zombies always arrive in one of the numbered Clearing squares at the outer edge of the map.

To determine which side of the Map each new Zombie arrives from, the computer rolls a die. The results are outlined below:

Zombie Arrives From:

- 1 – North
- 2 – East
- 3 – South
- 4 – West
- 5 – Zombie Player chooses side
- 6 – Zombie Player chooses side and square



In the event that the Zombie Player gets to choose the side, a Window like the one to the left will open in the Character Panel. As you can see, it contains four buttons labeled "NORTH", "EAST", "SOUTH" and "WEST". Simply click the button corresponding to the map edge you wish this new Zombie to arrive from.

Note that if you choose a side where all eleven of the Clearings are already occupied, the new Zombie will simply not arrive.

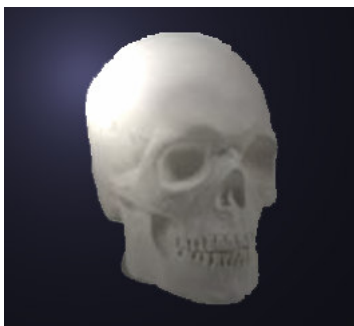


In the event that the Zombie Player gets to choose the specific square, after choosing the side, a new Window will open in the Character Panel with 11 buttons labeled “2” through “12”. Clicking on a given button will have the Zombie arrive in the corresponding Clearing on the chosen map edge.

If this square is already occupied, the new Zombie will not arrive.

Note that during this Step (and most portions of every Step), the View Screen is still scrollable, so you can survey the situation and decide where you want the Zombies to appear.

If the Zombie Player does *not* get to choose the specific square, the computer will roll 2 dice and will continue doing so until it rolls a number corresponding to an unoccupied Clearing on the chosen side. The Zombie will arrive in this square. If the entire side is already occupied, the Zombie will not arrive.



CHAPTER 8:

Step 7 • Militia Arrival

Burt Wilson: You know, it's weird. They say that they have been waiting for this to happen, and they have some kind of contingency plan to deal with it!

Spider: What is this plan?

- Return of the Living Dead



During emergencies, people always like to think that help is on the way. Well, maybe it is, but how soon it arrives can often make the difference between life and death.

This Step will only occur if the Virtual Turn is equal to or exceeds the Militia Arrival Turn (40 in a standard game).

During it, the computer rolls a die. On a 6, the remnants of Jack's Militia arrive and evacuate the surviving Humans to safety – the game ends and all Humans still in play are counted toward the Human Player's score. On any other number, the Militia has not yet arrived.

Click "Done" to advance the Turn and Virtual Turn by 1 and to return to Step 1: Calming.



CHAPTER 9:

Ending the Game

Pete: It's four in the fucking morning!

Shaun: It's Saturday!

Pete: No, it's not. It's fucking Sunday. And I've got to go to fucking work in four fucking hours...

- *Shaun of the Dead*



Some endings are happy, some are not. Which category yours falls under will largely be a function of whether you were rooting for the people or the rotters, and just how full those Zombies now are.

Zombie Nightmare only ends when all Humans have been removed from the map – whether through escape or death.

The exact combination of who died and who lived determines the game's winner.

The below chart outlines this:

<u># of Humans Killed</u>	<u>Winner of Game</u>
0	Human Player wins a Major Victory, with 3 Victory Points
1	Human Player wins a Victory, with 2 Victory Points
2	Human Player wins a Marginal Victory, with 1 Victory Point
3	Tie Game – Neither Player wins
4	Zombie Player wins a Marginal Victory, with 1 Victory Point
5	Zombie Player wins a Victory, with 2 Victory Points
6	Zombie Player wins a Major Victory, with 3 Victory Points

As you can see, even if the Human Player has lost 4 or 5 Humans, there is still an incentive to play on, to minimize the level of defeat.

In fact, since the two sides are so different in the way they play, for perfect fairness you might want to play back to back games, alternating the team each player controls with each game. In this case, the player with the higher total Victory Points at the end of both games would be declared the overall winner.

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