

ESCAPE

Zombie City

The Survivor Chronicles

– Expansion 1 –



Rules booklet



Spielregel



Livret de règles



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Zombies are everywhere ... so now some special individuals are needed to make a stand against these hordes. Take your chances as a tough policeman, a clever nerd, or a fearless grandma, and use your unique skills to subdue the zombie apocalypse. To keep this from being a walk in the park, you'll face an array of challenges on your way out of the city.

This expansion contains 2 new modules: **Module 1: Challenges** | **Module 2: Characters**

Variety is guaranteed as all modules can be played individually or combined.

Arrange your adventure, and off you go!

The „Escape Zombie City“ base game is required to play with this expansion.

The rules of the basic game remain unchanged except for the following adjustments.

Game components

Module 1: Challenges

- 6 Challenge road tiles

(rock concert, circus, retirement home, barricade, workshop, the pit)

- 1 Grandpa with base

- 1 Barricade token

- 3 Challenge tokens

(which indicate a completed challenge during the game)



Module 2: Characters

- 6 Characters with bases

(nerd, grandma, policeman, shopping queen, vendor, construction worker)

- 12 Character cards

2 cards for each character



Module 1: Challenges

The challenge road tiles create additional obstacles for players, who must overcome each challenge on such a road before they can leave the city.

Before the game begins, the players collectively decide how difficult they want their adventure to be.

The more challenge road tiles included, the harder it becomes to escape.

Changes during set-up

Mix the challenge road tiles face down; draw 1, 2 or 3 of them; place them aside for the time being; then return the remaining such tiles to the game box. Add these tiles to the appropriate pile of street tiles depending on the letter on their rear side – A or B. Shuffle both piles separately, then stack pile A on top of pile B.

Place a number of challenge tokens equal to the number of challenge road tiles used next to the draw pile, along with the grandpa and barricade tokens.



The remaining set-up is not changed.

The Challenges

A revealed challenge road must be resolved before the end of the game or else the players cannot escape the city. Once a challenge is resolved, place a challenge token on that tile.

The pit:



To resolve this tile, the players must enter the pit with both of the depicted items – energy drink and pill bottle – in front of them, then collectively roll 3 fist icons. If this challenge is resolved, place both items (energy drink and pill bottle) in the game box.



Rock concert:



As soon as at least one player attends the rock concert, 3 zombies appear there – and until all zombies at the rock concert are defeated, no additional street tiles can be revealed. **This challenge is resolved once all zombies at the rock concert have been defeated.**

Note: Several players may combine their efforts to defeat the zombies.

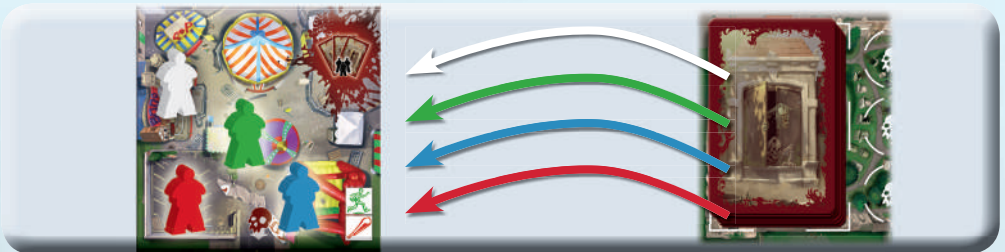


Circus:



To resolve this challenge, all players must be at the circus at the same time. Once everyone has arrived, each player must draw one zombie card and perform the depicted action. **After all players have finished their actions, this challenge is resolved.**

Note: Any zombies appearing due to the zombie cards are placed on the circus.



Workshop:



To resolve this challenge, the player must **drive to the workshop** during „2nd Phase: Escape by van“, then once there collectively roll **7 fist icons**.



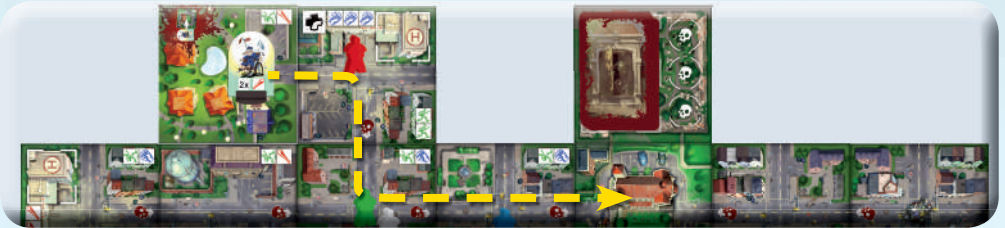
Retirement home:



Place grandpa on the retirement home as soon as this tile is revealed.

To resolve this challenge, the players must escort grandpa to the church. If a player is on the same street section as grandpa and they roll 2 baseball bats, they can relocate grandpa to an adjacent street section. That street section must have a free street access to the current one and not be blocked by buildings or a dead end. **Once grandpa reaches the church, this challenge is resolved.**

Note: If grandpa hasn't reached the church by the end of a countdown, he must return to the retirement home for safety. Players must then escort him anew.



Barricade:



Place the barricade token on the barricade tile as soon as it's revealed.

To resolve this challenge, the players must enter the barricade tile, then collectively roll 5 fist icons to remove the barricade – but players can't enter the barricade tile via the skull icon (thanks to the barricade!), so they must enter it from some other edge. Once they have removed the barricade, they may freely enter this tile again via the skull icon.



Module 2: Characters

Each player chooses one of 6 characters, thus gaining a special skill for this game. A player may use their skill as often as they want or can.

Changes during set-up

Each player chooses a character and takes that character figure, a base, and the two corresponding character cards. Stick the figure into the base and place it on the church. This figure replaces each player's figure from the base game.

The two character cards show two different skills, and each player must choose one card to keep, returning the other card to the game box.

The remaining set-up is not changed.



The characters and their skills

NERD



Skill 1:

If the player is in the same street section as a zombie, they may use their own caution icons to reroll their own blocked panic dice.



Skill 2:

If the player rolls 2 fist icons, they may move a zombie on an adjacent street section



towards themselves.

GRANDMA



Skill 1:

A caution icon allows the player to reroll all of their blocked panic dice.



Skill 2:

If the player is in the same street section as a zombie, they may use 1 caution icon to reroll 1 of their



blocked panic dice.

Note: If the player gives their caution icon to another player, that player may reroll only two of their blocked panic dice as usual.

They may give the caution icon to another player, and that player may reroll 1 of their own blocked panic dice.

POLICEMAN



Skill 1:

When the player fights zombies, they have 1 extra fist or baseball bat icon automatically.



Skill 2:

The player may fight zombies on adjacent street sections.



Note: The player cannot fight through dead ends or buildings.

SHOPPING QUEEN



Skill 1:

If the player is on a street section with a supermarket, they may exchange any one of their items for one item of their choice from the supply. This may be any item from the hospital, gas station, or supermarket.



Skill 2:

The player may have 2 items (instead of only one).



VENDOR



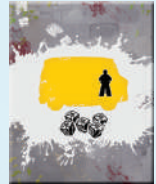
Skill 1:

The player may always enter an adjacent street section. That section does not have to be connected by a street.



Skill 2:

When performing the action **1. Drive** during “2nd Phase: Escape by van” only this player needs to roll the entry icons and the extra getaway icon in order to drive the van. The other players may help them with caution icons and by fighting zombies.



CONSTRUCTION WORKER



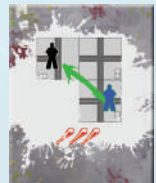
Skill 1:

If the player shares the same street section with another player, they may freely exchange dice at the same ratio.



Skill 2:

If the player rolls 3 baseball bat icons, they may move another player onto their own street section, no matter where this other player is located.





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