

DANGER INDICATOR

DANGER: Depending on the level of Danger, the dice can increase their number or be reduced. -If it increases they cannot be equal to the numbers with . Reduce is obligatory.

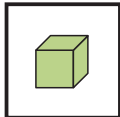
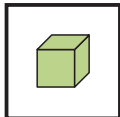
+2 -1
 +1 -2
 0 HORDA EVENT

DANGER IN 1

LIFE IN 6

DAY PHASE

ACTIONS



START IN 6 AT THE BEGINNING OF THE DAY

HUNGRY: When you remove any dice due to lack of actions, consume a food or receive 1 damage.

WASTING TIME: You can spend actions without performing them to use Rest.

REST: When you are in a safe place, there are no zombies hanging around and the dice have been removed from the Day Phase you can avoid the Night Phase and start the new Day. (Does not require spending food)

-Reducing the danger can only be carried out on the Day Phase.

-The dice that are removed from the Day Phase go to the Night Phase.

EVADE (USA 2 ACTIONS)

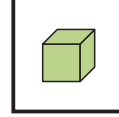
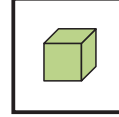
(You can move forward without facing the zombie but you can't loot)

LOOTING ACTION

(Take all the objects indicated by the dice)

NIGHT PHASE

ACTIONS



START IN 6 WHEN STARTING THE NIGHT

EFFORT: When you remove any dice due to lack of actions, consume a food and take 1 damage or take 2 damage.

REST: When you are in a safe place, there are no zombies hanging around, you can start the new Day. If you have already removed 1 dice from this phase, start the new Day with both dice at 5. Start at 4 if 2 dice were removed from this phase. (Does not require spending food)

-Reducing the danger cannot be carried out in the Night Phase.

CONSUME FOOD BY MOVING A DICE

REDUCE THE DANGER (USA 3 ACTIONS)

-1 DANGER WITH A RESULT

-1 DANGER WITH A RESULT

-1 DANGER WITH A RESULT

-1 DANGER WITH A RESULT

ADVANCING ACTION (LAUNCHES)

| | THE ZOMBIES APPEAR | | HORDA EVENT |
|-----------|--|---|--|
| 2 | THE ZOMBIE HORDE CHASES YOU! (You enter the Horde Event) | INCREASE THE DANGER A | 1 DAMAGE |
| 3 | STRONG ZOMBIE (Remove it to loot and / or advance) | +2 DEF IF YOU EVADE THIS ZOMBIE +2 DANGER | THE ZOMBIE HORDE CHASES YOU! HURRY! |
| 4 | FAST ZOMBIE (Remove it to loot and / or advance) | +1 DEF IF YOU EVADE THIS ZOMBIE +1 DANGER | |
| 5 | AGGRESSIVE ZOMBIE (Remove it to loot and / or advance) | +1 DEFENSE | YOU MANAGE TO RUN AWAY FROM THE ZOMBIE HORDE |
| 6 | ZOMBIE (Remove it to loot and / or advance) | | |
| 7 | THE ZOMBI BLOCKS THE ADVANCE (Remove it to loot and / or advance) | YOU CAN'T EVADE THIS ZOMBIE | |
| 8 | THE ZOMBIE PROHIBIT LOOTING (You can move forward without killing him) | -1 DEFENSE | REDUCE THE DANGER TO |
| 9 | A MORIBUND ZOMBIE APPEARS (Does nothing) | -2 DEFENSE | |
| 10 | NO ZOMBIES | ZOMBIE HORDA EVENT: When you get an or the danger reaches this additional event is activated. -You receive 1 damage if you remain in the same place after 3 actions or after 3 failed attacks in a row. -You can't rest during this event. | |
| 11 | NO ZOMBIES | | |
| 12 | NO ZOMBIES | | |

| | OBJECTS AND PLACES | |
|--|---|--------------------|
| | SPECIFIC PLACE (The dice defines which) | 2 |
| | AMMUNITIONS (The dice defines which) | 3 |
| | MELEE WEAPON (The dice defines which) | 4 |
| | MELEE WEAPON (The dice defines which) | 5 |
| | MEDICINAL PLANT (The dice defines which) | 6 |
| | YOU HAVE MADE NOISE! +1 DANGER | EMPTY PLACE |
| | YOU HAVE MADE NOISE! +1 DANGER | FOOD x2 |
| | YOU HAVE MADE NOISE! +1 DANGER | FOOD x3 |
| | MEDICINAL PLANT (The dice defines which) | 10 |
| | YOU HAVE MADE NOISE! +1 DANGER | MEDICINE x1 |
| | RANGE WEAPON (The dice defines which) | 12 |

You can't rest, zombies hanging around

You can rest, there are no more zombies

You can rest, Safe Place

You can't rest, Open Field

| RANGE WEAPONS | | | | AMMUNITION | | MELEE WEAPONS | | | |
|---------------|--------------|---------------------------------|----------------------------------|------------|---------------------------------|---------------|-------------|---------------|---------------------|
| DICE | WEAPON | EFFECTIVENESS | NOISE | DICE | MUNICIÓN | DICE | WEAPON | EFFECTIVENESS | LOST |
| | ARC | | X | | ARC | | STICK | | LOSE THE WEAPON |
| | REVOLVER | | +1 DANGER | | REVOLVER | | SPANNER | | LOSE THE WEAPON |
| | GUN | | +1 DANGER | | GUN | | AXE | | LOSE THE WEAPON |
| | SHOTGUN | | +1 DANGER | | SHOTGUN | | KATANA | | LOSE THE WEAPON |
| | BAZOOKA | DESTROY THE HORDE 1 ONLY USE | THE DANGER DICE IS PLACED IN | | 1 AMMUNITION OF EACH WEAPON | | | | |

RANGE WEAPONS: If you fail you can try another attack with the same weapon, another weapon or evade.

MELEE WEAPONS OR WITHOUT WEAPONS: If you fail, take 1 of damage and +1 danger X then you can try another attack with the same weapon, another weapon or bypass

ATTACK WITHOUT WEAPONS: EFFECTIVENESS


| MEDICINAL PLANT | | MEDICINAL RECIPES | | | | | | SPECIFIC PLACE | |
|-----------------|-------|-------------------|------|--------|------|----------|-------------------------------|----------------|---|
| DICE | PLANT | DOUBLE | HEAL | SIMPLE | HEAL | ADVANCED | EFFECT | DICE | PLACE |
| | | | +1 | | +1 | | +1 HEAL +1 FOOD | | CENTER COMMERCIAL (7 FOOD) +1 DANGER |
| | | | +1 | | +1 | | +2 HEAL | | DRUGSTORE (3 MEDICINES) |
| | | | +1 | | +1 | | +2 HEAL | | GREENHOUSE (4 PLANTS) x4 |
| | | | +1 | | +1 | | VITALITY (RESTORE A DICE) | | FIREFIGHTERS (2 AXE Y 1 SPANNER) |
| | | | +1 | | +1 | | STINKY ODOR -2 DANGER | | POLICE STATION (2 RANGE WEAPONS Y 4 AMMUNITIONS) x6 |

| | |
|---|---|
| <h1>SURVIVOR Z</h1> <h2>MANUAL v1.1 Part 1</h2> <p>COMPONENTS</p> <ul style="list-style-type: none"> - 3 printed sheets - 11 Dice (1 Red, 2 White, 2 Green, 2 Yellow, 1 Orange, 2 Blue, 1 Black) - 16 tokens (size approx. 15 x 15 mm) - 1 Extra sheet and 1 pencil. <p>GAME PREPARATION</p> <ul style="list-style-type: none"> -Fold this sheet in 3 parts with the manual inside and fold the sheet of the backpack (or cut) -Place the dice in the square and in the number they indicate. <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; text-align: center;"> PELIGRO EN 1 </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> VIDA EN 6 </div> </div> | <p>GAME MODE AND LEVELS</p> <p>Survivor Mode: Count on the extra sheet the days you can survive (Easy: 5 Normal: 10 Hard: 20)</p> <p>Zombie Killer Mode: Count the zombies you eliminate on the extra sheet (Easy: 10 Normal: 20 Hard: 40)</p> <p>Escape Mode: Count on the extra sheet the actions of movements made (Easy: 15 Normal: 30 Hard: 60)</p> <p>Z mode: Play to death.</p> <p>INITIAL OBJECTS AND LEVELS</p> <p>Easy: 5 Foods, 1 Axe, 1 Revolver, 3 Revolver Ammunition and 2 Medicines.</p> <p>Normal: 4 Foods, 1 Axe and 1 Medicine.</p> <p>Difficult: 3 Foods and 1 Spanner.</p> <p>Z: Nothing.</p> <p>START THE GAME</p> <p>Use a -1 advance action and roll the following dice to find out your location and if there are any zombies, do not forget to check the danger level, to raise or subtract the result of the yellow dice.</p> |
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SURVIVOR Z

MANUAL v1.1 Part 2

FIGHT AGAINST ZOMBIES

Choose the weapon you will use and use the  dice. Defense: some zombies pose this variant, they apply like this:

MELEE WEAPON AXE: EFFECTIVENESS 
ATTACKING A ZOMBIE WITHOUT DEFENSE.



MELEE WEAPON AXE: EFFECTIVENESS 
ATTACKING A ZOMBIE WITHOUT +1 DEF.

MELEE WEAPON AXE: EFFECTIVENESS 
ATTACKING A ZOMBIE WITHOUT -1 DEF.

The effectiveness and defects are detailed in the weapon sheet.

DAMAGE FOR LACK OF FOOD: Taking damage for not having food does not increase the danger.

ZOMBI HORDA EVENT: The horde event uses the results of the yellow dice but these are still used for the appearance of the zombies.

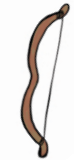
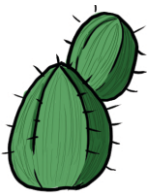
- You can only run away by throwing a 6 to 10 .
- Only 1 damage is received when the event is triggered by a launch of 2, not when it reaches a level of danger 6. In both cases all the rules of the zombie horde event apply.
- There is no increase or reduction  in the event

LOOTING ACTION: With this action, take all the objects that indicate the  dice, no matter how much they are.

BACKPACK: Use the 16 tokens to keep track of the objects you own by placing them on the images.
 - At any time in the game you can discard one or more objects and also use them.

VICTORY OR DEFEAT: You win by completing the level you have selected and lose when you die.

MEDICINE



FOODS

