



ZEDS ZONE is a roll & write game with a length of 15-30 minutes for 1+ players. They will try to escape from an area infested with zombies, kill all they can along the way, and rescue survivors.

COMPONENTS: Each player needs a game sheet, a black pencil, and two others of different colors. Also, two six-sided dice of different colors are used (one light and one dark). Two dice are enough for all players.

OBJECTIVE: Draw a passable area from the entrance of the Z Zone to the exit and activate the generator to open the door. If there are several players, they must also try to get the most Victory Points to win. If you play solo, try to beat your own score.

GAME SHEET

Each player's game sheet includes a Sector Table and the Z Zone.

The Sector Table contains squares representing the various sectors in the Z Zone. Every square is pointed by a reference of two dice rolls (light and dark).

The Z Zone is divided into squares where you must draw the rolled sectors. Every square is delimited by wall borders. To mark the walls, you must shade the pertinent wall borders with your black pencil. Adjacent squares share the same wall borders. Note that some walls halve the square, i.e., they do not fill wall borders. In this case, draw them on the guidelines.

Whenever you draw a sector on the Z Zone, color the selected square (always with the same color).

PASSABLE AREA

The passable area is the one connected with the entrance. Some areas can be cut off from the passable area by the walls. All the items in the passable area can be activated (see below).

Fill the passable area with a different color than the isolated areas. Remember that your goal is to connect the entrance with the exit through a passable area. In the example at right, the passable area is colored orange, and isolated areas are colored yellow.

ITEMS

Sectors may contain several items. If they are not in the passable area, they remain inactive. As soon as they are in the passable area, they are or can be activated.

ZOMBIE: As soon as a zombie is activated, it will attack the player. If the attacked player cannot cross out as many guns as the number of activated zombies, he or she loses the game immediately. You should try to isolate the zombies by placing them in squares that can be cut off from the passable area if you think you will not be able to cross out enough guns to kill them all.

GUN: Cross out a gun in the passable area to activate it. Each activated gun can kill a zombie in the passable area.

GRENADE: If you cross out a grenade in the passable area, you can erase a zombie in an isolated area. Note that the zombie must be erased instead of crossed out since it does not count as one Victory Point.

SHELTER: If you cross out a shelter in the passable area, you can refuse to draw a sector and roll the dice again, but you must draw the new rolled sector. This action does not affect the other players.

GENERATOR: In order to escape the Z Zone, the passable area must contain at least one generator.

SURVIVOR: All survivors in the passable area are rescued at the end of the game. Each rescued survivor grants 1 Victory Point.

PLAYING THE GAME

The game is divided into 20 turns, and each turn is divided into the following steps:

1. Roll the dice. Every player must cross out the rolled sector in his or her Sector Table. If the rolled sector is already crossed out, the player must select the previous or the next available sector in the row. If there are no available sectors in the row, you can select the last available sector of the rows above or the first available sector of the rows below. If you want to use a shelter, you can do it now.

- All players draw the sector they crossed out on their Z Zone, then they color it. You can draw it on any free square (it does not have to be adjacent to other drawn square), but it must be drawn just as shown in the Sector Table, i.e., you cannot rotate it. If the new sector is added to the passable area, color it with the appropriate color.
- If a zombie is activated, circle it. If you cannot kill all the activated zombies (by crossing out as many guns as the number of activated zombies), you lose immediately.
- You can activate the grenade if it is in the passable area.

The game ends at the 20th turn, i.e., when you have drawn 20 sectors in all the 20 squares of your Z Zone. If you draw a passable area from the entrance to the exit and it has a generator within before the 20th turn, you do not win yet.

If the 20th turn begins and you have not drawn a generator in your Z Zone yet, ignore the rolled sector and draw one of the two sectors which have the generator within.

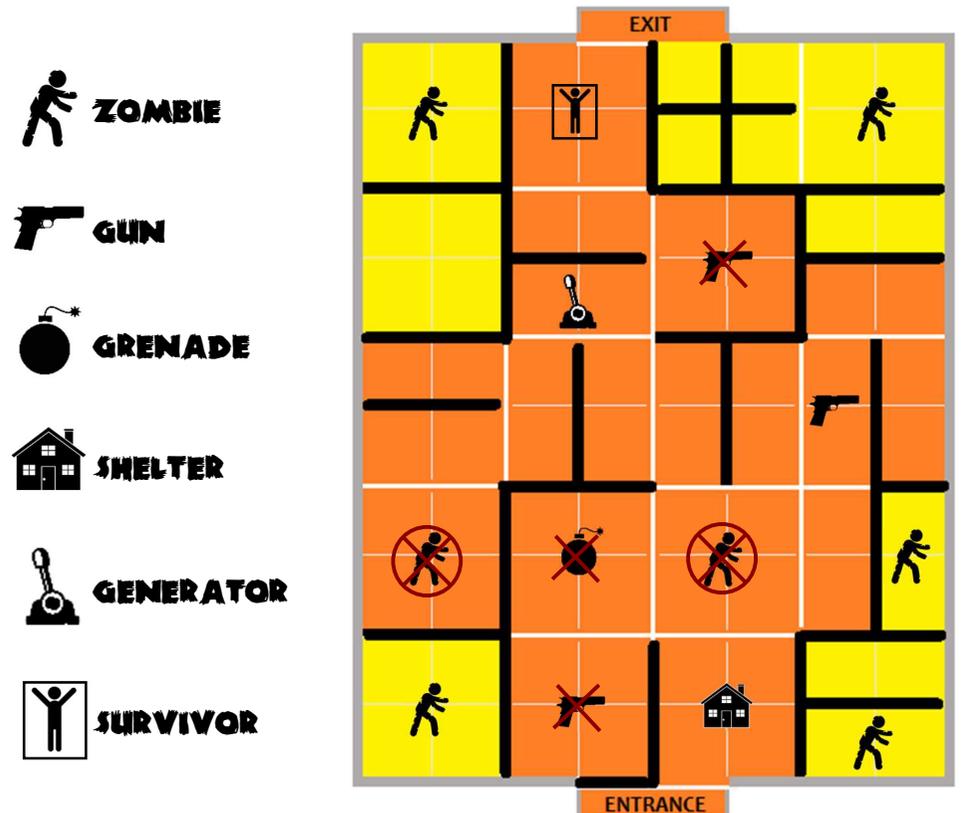
At the end of the 20th turn, surviving players must check if they have activated the generator and drawn a passable area from the entrance to the exit. Those who succeeded, count their Victory Points—the player with the most Victory Points is the winner. If no one succeeded, everybody loses the game.

VICTORY POINTS

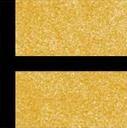
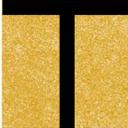
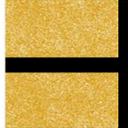
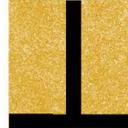
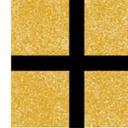
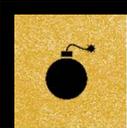
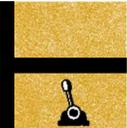
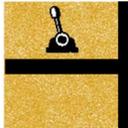
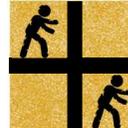
Each killed zombie and rescued survivor in the passable area grants 1 VP. But you must deduct 1 VP for every grenade and shelter you crossed out.

In the example below, the player has a total of 2 VP: 2 VP for two killed zombies, plus 1 VP for the rescued survivor in the passable area, minus 1 VP because he crossed out the grenade.

If there is a draw, the winner is the player with less inactive zombies in his or her Z Zone. If there is still a draw, the winner is the player with most inactive guns, grenades, shelters, and survivors.



SECTOR TABLE

VICTORY POINTS



Z ZONE

