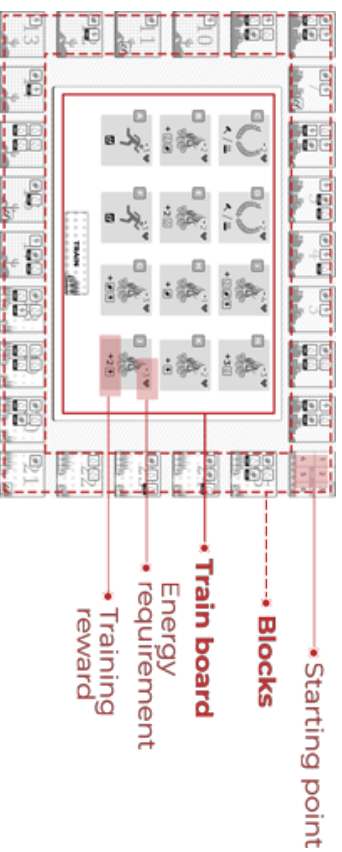# Zombiefilled

SCOURERS

SOLO MODE

REQUIREMENTS
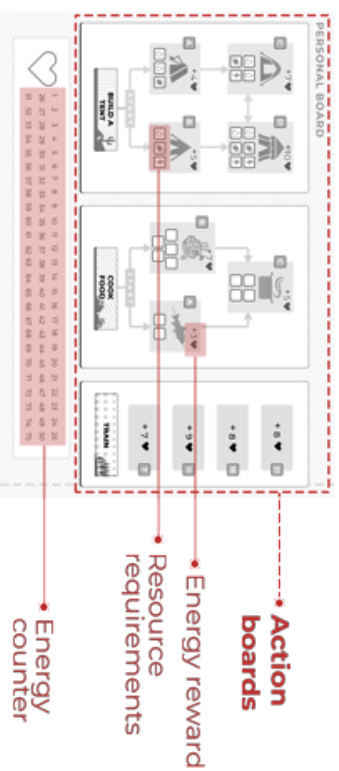
1. **1 player**
2. Print the **main board** (*here*)
3. Print the **personal board** (*here*)
4. Print the **solo event** (*here*)
5. **Meeple** (or meeple-like)
6. **Pen** (better if erasable)
7. **Dice** (D6)

BOARD EXPLAINER

Main board

- Starting point
- **Blocks**
- **Train board**
  Energy requirement
- Training reward

Personal board

- **Action boards**
- Energy reward
- Resource requirements
- Energy counter

SETUP

1. Put your meeple on the board at the starting point.
2. Cross out all resources with 2P, 3P, and 4P.
3. Ready your pen and dice; let's begin!

SOLO EVENT

Before starting the game, roll your dice first. Your event is selected based on your dice roll. Accomplish the event and you can be rewarded. Fail and you'll lose some energy points.

PLAYER TURN
Throw and action

1. **First, throw the dice. Move forward according to the dice result.**
   The movement is *counter-clockwise*. If the dice result is 5, then move your meeple forward to 5 blocks.

2. **Then, action. On the block where you landed, you can do only ONE of the following:**

   a. **TAKE** any 1 of the available resources on that block and **add it to your personal board.** Cross out that resource on the block and cross out that same resource on your personal board.

   At first, you can only put your resources to tents A and B, and foods A and B as indicated by the arrows at your personal board. Build or cook those items first to unlock further tents or food.

   b. **BUILD a tent and sleep.** You can do this action only if you are in the desert block and you have filled the resources required to build it.

   c. **COOK food and eat.** You can do this action only if you are in the city block and you have filled the resources required to cook it.

   d. **TRAIN.** You can do this action only if you are in the forest block. You can train any 1 letter.

   The requirement to **train** is energy. Starting from 1, cross out the required energy quantity from the energy counter and cross out that same letter on your personal board.

   e. *[New]* **STASH a resource.** Take any 1 of the available resources on the block and add it to your stash. You get the energy reward instantly once you hit A, B, C, D. For example, adding 3 power supply to your stash will give you 4 energy reward right away.

   f. **REST.** Simply add 1 energy to your energy counter. *You DO NOT do an action and rest everytime.*

END GAME

a. There are a total of 4 rounds for the solo mode. Everytime the meeple lands or passes by the <u>starting point</u>, cross out a number on the block starting from 1. When round **4** is crossed out, the final round is triggered. At the final round, you cannot go beyond the <u>starting point</u>.

If at the final round, you landed to the <u>starting point</u> - you can do your final action then the game ends.

If at the final round, you throw the dice and the result will make you move beyond the <u>starting point</u> - you cannot do your final action.

b. Check your awards then scourer level (*page 6*). Check if you have awards and add the energy reward. Count how many energy you circled out from your <u>energy counter</u> minus the energy you crossed out. Check your scourer level.

RESOURCES

⚡ Power supply

🥫 Ration

🔷 Water

BLOCKS

Starting point. This is considered as a wild block. If your meeple lands on this block, you can do any of the 3 actions - **cook food, build a tent,** or **train**. You can also **rest** here.

Forest block. If your meeple lands on this block, you can do the **train** action.

Desert block. If your meeple lands on this block, you can do the **build a tent** action.

City block. If your meeple lands on this block, you can do the **cook food** action.

TENT AND FOOD

Tent. Tent requires specific resources to be built. When you build a tent, add its corresponding energy reward to the <u>energy counter</u>.

Food. Food does not require specific resources for as long as you fulfill its quantity requirement. When you cook a food, add its corresponding energy reward to the <u>energy counter</u>.

TRAIN

Once a training item is taken, you cannot take that same item anymore. Cross out the training letter from the <u>main board</u>.

Set traps. Choose from 1 of the blocks that have a trap icon and cross out the icon.

When you land exactly to the block with a trap you'll see that there's a trapped animal to eat. Receive the corresponding energy reward.

Resourcefulness training. This is an instant effect and it will only happen 1 time. This allows you to get free resources. Add it to your available tent or food requirements immediately.

Creativity training. This is an instant effect and it will only happen 1 time. This allows you to **cook food** or **build a tent** immediately.

AWARDS

BUILDER AWARD
You built 3 of 4 tents.

+2 ❤

CHEF AWARD
You cooked 2 of 3 foods.

+3 ❤

TRAPPER AWARD
You set 1 of 2 traps and you landed on it.

+3 ❤

STASHER AWARD
You maxed out stashing 1 of 3 resources.

+2 ❤

EVENT AWARD
You accomplished your solo event.
If you fail, reduce energy.

+8 ❤ / -12 ❤

SCOURER LEVEL

3   1   2

19❤ down / DEAD WEIGHT
You can do better. You know you're more capable than that. Keep trying and you'll make it!

20 - 29❤ / JUNIOR SCOURER
You are barely making it to your adventure. You are slowly improving though. Keep it up!

30 - 50❤ / CERTIFIED SCOURER
No doubt, you are a natural scourer. You're on your way to becoming the leader of the pack!

51 - 65❤ / SCOUR LEADER
You have been helpful and you have been wise. The members of the pack voted and it is unanimous - they want you as their leader!

66 ❤ up / LEGENDARY SCOURER
Your name is known to many. The great, magnificent you!

TRAIN

A B C D E F G H I J K H

START
1P 3P 4P 2P
1 2 3
4 5 6

13 12 11 10

BUILD A TENT

START

+4
+8
+6
+13

A
B
C
D

COOK FOOD

START

+3
+7
+9

A
B
C

STASH

+4
+4
+4
+4

A
B
C
D
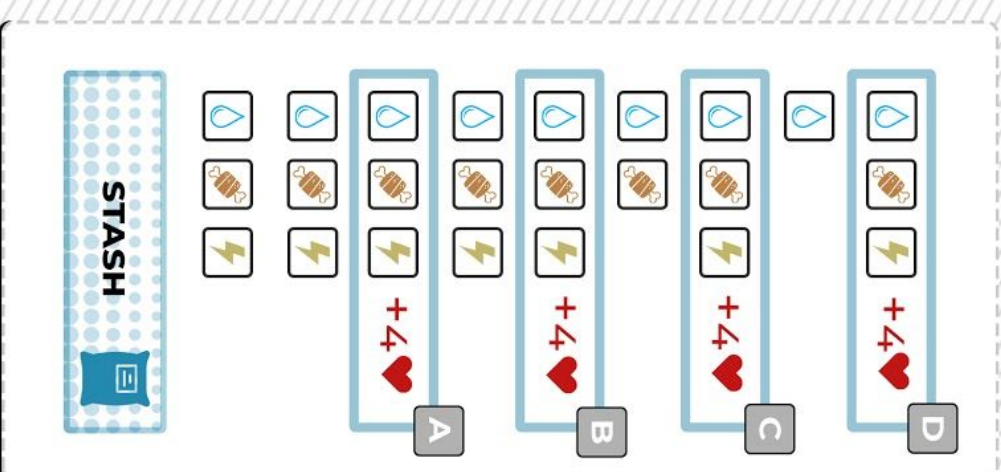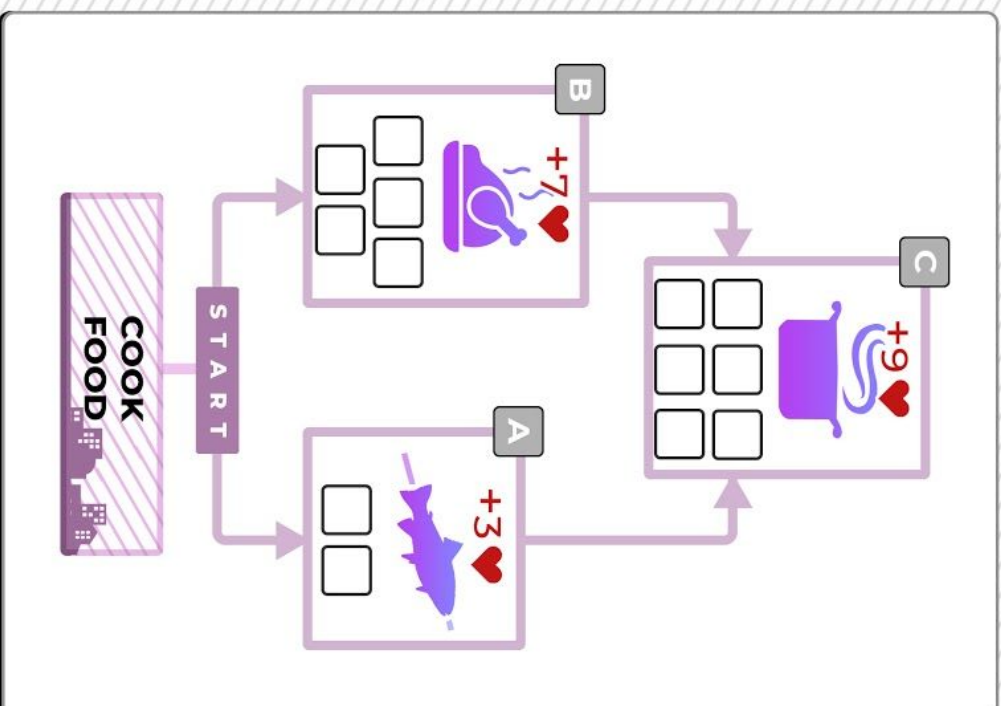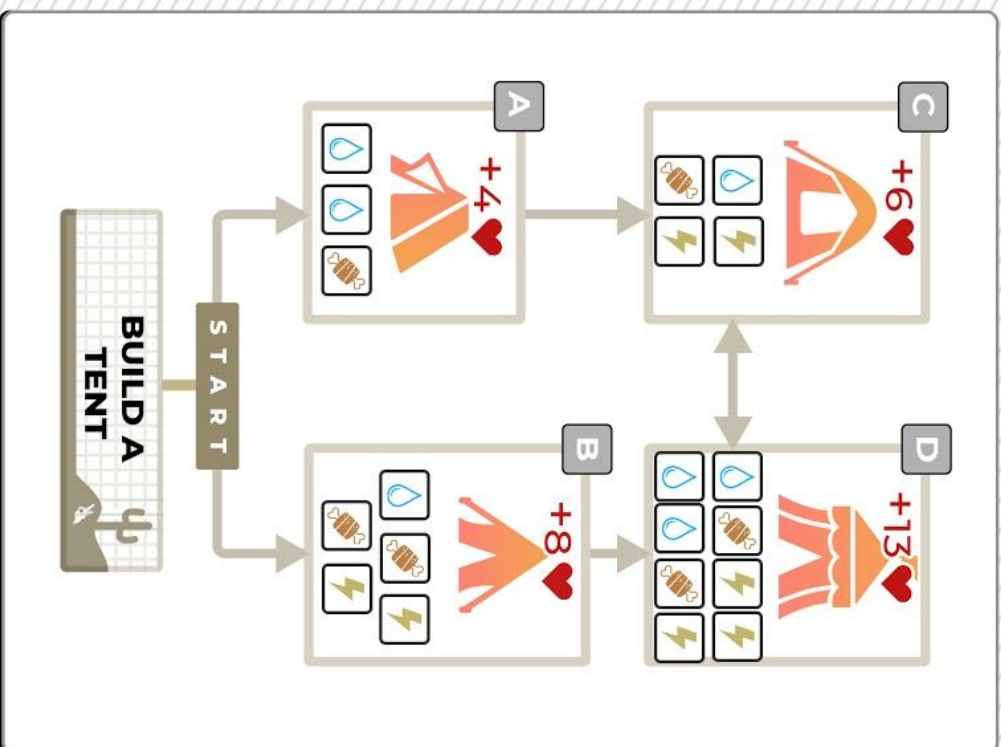
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
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
1

A NIGHT TO CELEBRATE

You are tasked to prepare for an upcoming celebration. Can you make it on time?

A Train 6 of 8

B Stash 🧻 to **C**

C Cook **B**

2

STASH FOR OTHERS

Being helpful as you are, you volunteered to stash for a family. Will it be enough?

💧 🧻 🧻 ⚡ 💧

+9 ❤️

3

THE HORDE

You heard the news - zombies are coming, lots of them! Are you ready?

A Train 2 of 2

B Stash 2 of 3 to **B**

C Build **D**

4

BUILD A SHACK

Someone needs an assistance. You said "OK". Will it be sturdy enough?

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🧻 ⚡ 💧 🧻 🧻

+7 ❤️

5

MULTI-TASKER

A set of tasks is given to you. Too late to back down now. Can you do it all?

A Train 2 of 2

B Stash 3 of 3 to **A**

C Cook **C**

6

YES CHEF

"Cook the best meal I will ever have" - a challenge you gladly accepted. Will it pass the test?

D

⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜

+11 ❤️