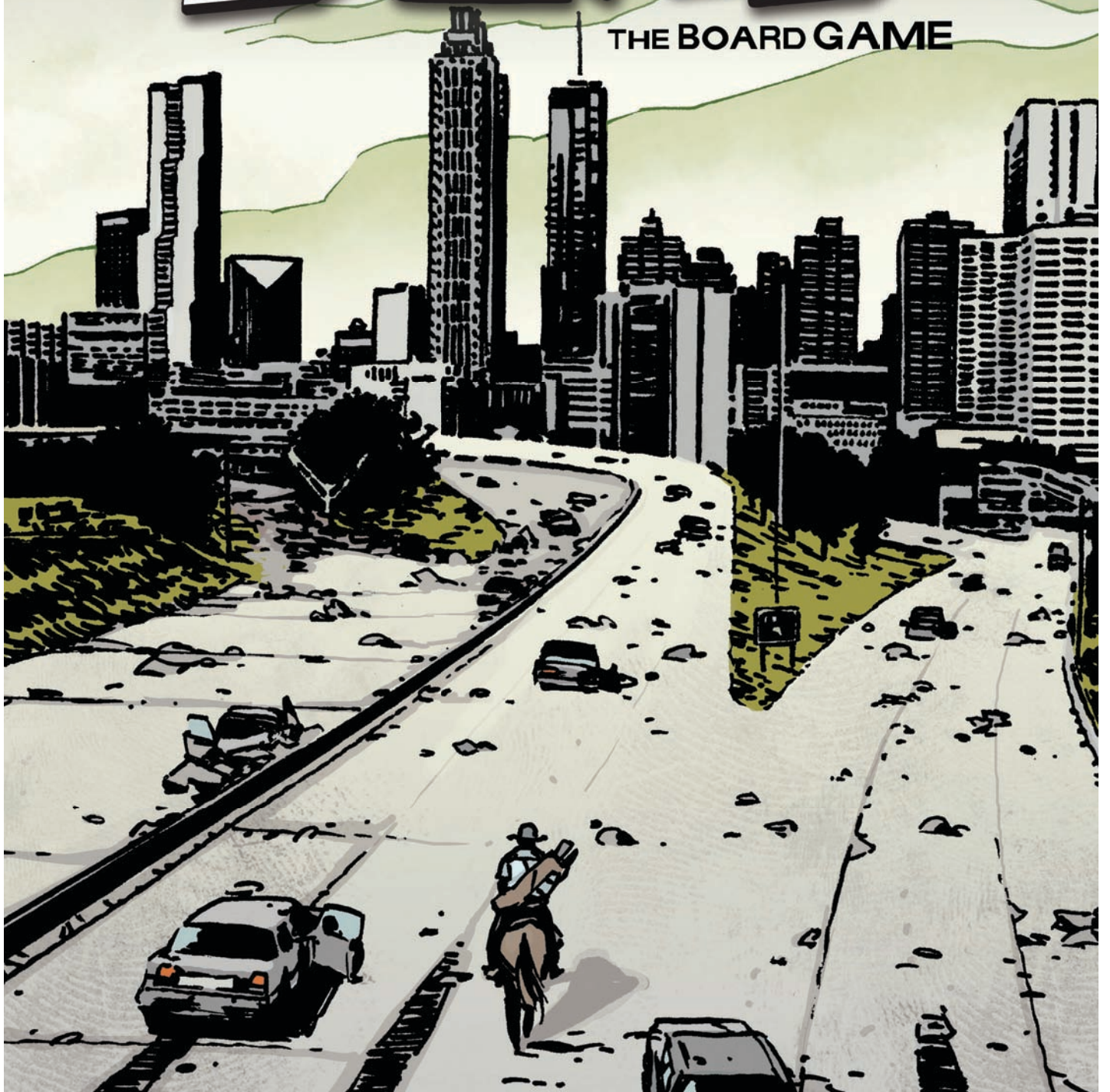


ROBERT KIRKMAN'S

THE WALKING DEAD™

THE BOARD GAME





OVERVIEW

Enter the world of Robert Kirkman's *The Walking Dead*! Each player takes on the role of a survivor in a world full of zombies. With only one companion at the start of the game, each player must struggle to gather resources, find other survivors, and attempt to find a refuge from the zombies that have taken over the landscape. **Can you find enough resources and scout enough locations to find a safe haven?**

OBJECT OF THE GAME

Be the first player (or group of players) to find a safe place to survive by successfully scouting three locations.

COMPONENTS:

| | |
|----------------------------|--------------------------------|
| 4 Blue "Hero" Dice | 90 Encounter Cards |
| 4 Red "Warrior" Dice | 6 Starting Character Portraits |
| 4 Green "Scavenger" Dice | 6 Bases |
| 1 Black "Ammo" Die | 6 Player Sheets |
| 216 Zombie Tokens | 1 Game Board |
| 72 Fatigue Markers | 1 Rulebook |
| 6 Starting Character Cards | 18 Resource Markers |
| 23 Follower Cards | 23 Follower Tokens |
| 26 Location Cards | |



HOW TO PLAY

Each player assumes the role of one main character from *The Walking Dead*, and is given one companion (a "Follower" card). Each turn, a player moves their characters across the board up to three spaces per turn in any direction, attempting to collect three types of resources to help them survive: food, gas and ammo.

Each time a player lands on a space with a resource, they draw a card from the Encounter deck. On each card is a challenge, which should be read aloud to all players, and instructions as to what the player should do if they succeed or fail at the challenge. Most encounters include fighting zombies, involve using resources, or rolling specific die results. To fight zombies, players will roll the dice associated with each survivor. For every kill result they roll, they kill a zombie. For every zombie left alive, the player must take a fatigue marker and place it on a survivor. If a survivor gets three fatigue markers on them, they succumb to the harsh environment and die.

Encounter cards provide many types of results, including additional Followers, extra resources, inventory items and the opportunity to make survivors healthier. The player will then collect a resource, unless instructed otherwise.

Complicating matters for players are the ever-growing horde of zombies populating the board. Every time a player moves off of an unoccupied space, they will draw a zombie token and place it face down on that space, slowly filling the board with walkers. Each token represents a pack of walking dead. If a player ever moves onto a space with a zombie token, the player flips it over to reveal how many zombies are in that pack, and then they must fight them before they can take any further action.

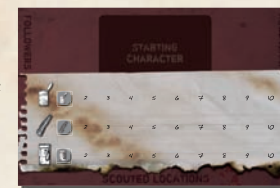
When they are ready, a player may attempt to scout a location in an attempt to find a home safe from the walkers. There are four locations possible to scout at any one time, represented by Location cards – three public locations (placed at the top of the game board) and one private location (dealt to each player). Each Location card has three tiers of challenges the player must meet. If the Location card represents the first location they are scouting, the player must accomplish the first level challenge. If the player is attempting to scout their second location, they must accomplish the second level challenge, and so on.

When a player has successfully scouted a location, they collect that Location card. When a player has successfully scouted three locations, they have found a safe haven from the zombie hordes and win the game!

QUICK START RULES

The Quick Start rules are designed to get your game started. Read the complete rules for more information.

- ▶ Take a player sheet. Across the bottom of the sheet is a Resource Tracker, where you will keep track of the resources you collect: (food), (gas), and (ammo). Put a resource marker on "1" for each resource, as all players begin the game with one of each resource.



- ▶ Draw a Starting Character from the Starting Character deck. Find the corresponding portrait, attach the included bases, and place it on the matching "Start" space on the board.



- ▶ Draw a Follower from the Follower deck, and follow the directions on the card, if any (such as adding resources).



- ▶ Draw three Location cards from the Location deck, and place them at the top of the board. These are three possible safe havens. Anyone can scout these public locations!



- ▶ Each player draws one Location card, and keeps it secret from other players. Only you may scout this private location!



- ▶ Determine your "Dice Pool" by adding up all the different colored dice on your Survivors (that is, your Starting Character and any Followers).

- ▶ Each player rolls their Dice Pool; whoever rolls the most (Actions) goes first. In the event of a tie, the tied players should re-roll their Dice Pool.



ON YOUR TURN, DO THE FOLLOWING IN ORDER:

- 1) Recover:** Use to remove fatigue from your survivors. (Only do this if your survivors are fatigued – there is no need to do this your first turn!)
- 2) Move:** You may move up to three spaces in any direction.
 - ▶ **Whenever you move, place a zombie token in the space you were on, as long as it is now empty.**

TIP: FOR YOUR FIRST TURN, YOU SHOULD TRY TO COLLECT RESOURCES OR MOVE TOWARDS A LOCATION THAT YOU CAN SCOUT!

- ▶ If you land on a space with a zombie token, flip it over and fight that many zombies. You may continue moving afterwards. (Fighting is explained a little later.)
- ▶ If you land on a space with a resource or a location, **stop** – movement is done. Draw an encounter card for each resource on that space, or follow the Location Scouting instructions to scout that location.

Note: You may only attempt to scout the three public locations, and/or your own private location! If you are attempting your private location, reveal it when you move on to that location space.

TIP: YOU SHOULD ONLY TRY TO SCOUT A LOCATION IF YOU CAN COMPLETE THE SCOUTING REQUIREMENTS!

3) Draw Encounter cards (Only if you landed on a space with a resource, or a Location)

- ▶ If you are on a resource space, draw an Encounter card for each resource icon.
- ▶ If you are on a location, follow the instructions on the matching face-up Location card.
- ▶ You must face the challenge on any Encounter card you draw. All Encounters have a result, whether you succeed or fail at the challenge.
 - ▷ If you have to fight zombies, see "Fighting Zombies" below.
 - ▷ If you have to roll "Actions", roll your dice pool and total up the results.
 - ▷ If you are asked to do anything else, just follow the instructions!
- ▶ If you succeed, follow the "success" result. If you fail, follow the "fail" directions.

▶ Unless the card is marked "Inventory", discard the card.

- ▶ **Collect any resource(s) on the space you are on regardless of your success**, unless the failure result instructs you not to.

4) End Your Turn. When you are done with all your encounters and have collected your resources, your turn ends.

TIP: AS YOU GAIN OR LOSE RESOURCES, SLIDE YOUR MARKER ALONG YOUR PLAYER SHEET RESOURCE TRACKER.

- Food:** Use at the beginning of your turn to remove a fatigue from a survivor.
- Ammo:** Use when fighting zombies to roll the Ammo die.
- Gas:** Use to either move through a space without fighting zombies, OR move two unoccupied spaces instead of one. You may use up to 3 per turn.

FIGHTING ZOMBIES

Whenever you face zombies, either through an Encounter card or a Zombie Token, roll your Dice Pool and compare the number of kill results (☠) to the number of zombies you face.

When facing **zombie tokens**, or if you are instructed in a challenge to “kill” zombies, total your ☠ rolls:

- You may spend one Ammo to roll the Ammo die, and add the result to your kill total.
 - If you roll a **CRITICAL**, you kill the noted number of zombies, but you also have attracted zombies! Place a zombie token on every adjacent space around you.
- If you roll at least as many ☠ as zombies that you are facing, you kill them all.
- If you roll less ☠ than there are zombies, you must place a fatigue token (⚡) on one of your survivors for each zombie you didn't kill.

When you are instructed in a challenge to “survive” a zombie attack, follow the same instructions as above, but you succeed as long as none of your survivors die during the attack.

FATIGUE

If a survivor has a third fatigue placed on them, they die!

If you ever lose all of your survivors, you lose the game!



LOCATION SCOUTING

The goal of the game is to “scout” three locations. You may scout your private location, or any of the public locations at the top of the board.

- If you move to a location, you must attempt to scout it.
- If you successfully meet the requirements, you collect that location. Put the Location card at the bottom of your player sheet.
 - If it was a public location, draw the top card of the Location deck and replace it.
 - If it was your private location, DO NOT draw another card.

WHEN SCOUTING A LOCATION:

If you haven't successfully scouted any locations, you must meet the requirements of the “First Location.”

If you've successfully scouted one location, you must meet the requirements of the “Second Location.”

If you've successfully scouted two locations, you must meet the requirements of the “Third Location.”

WINNING THE GAME:

If you successfully scout your third location, you've found a safe haven from the Walking Dead and **win the game!**



FULL RULES

GAME SET-UP

- Each player takes a player sheet and places it in front of them. Put a resource marker on the “1” next to each resource (Food, Gas, Ammo) to indicate you start with one of each (Diagram 1).
- Shuffle the Starting Characters and the Followers and deal one of each to every player. Set aside any unused Starting Characters, and place the remaining Followers off to the side as the Follower deck.
 - The Starting Character should be placed on the player sheet, and the Follower placed to the left of the sheet in the area marked “Followers.” Be sure to follow any instructions on the Follower card, such as finding resources. Use the resource marker to keep track of your current totals.
- Shuffle the Location deck and deal three Location cards face up along the top of the board in the area marked “Location 1, 2 & 3”. These represent potential safe havens that everyone has heard about.



- Deal 1 Location card to each player face down. This is the player's private location. They may look at it at any time. The Location deck is then placed face down next to the public locations.
- Shuffle the Encounter deck and place it face down next to the game board.
- Place all Zombie tokens on the table top or inside the box top with the numbers face down.
- Each player determines their Dice Pool (see “Dice Pool” on page 6).
- Each player rolls their Dice Pool; whoever rolls the most (Actions) goes first. In the event of a tie, the tied players should re-roll their Dice Pool.
- Players collect the character portrait that matches their Starting Character, slide it into a base, and place it on the Starting Space that matches their Starting Character's name. This is their “party pawn,” and it represents the location of the player's party as they move on the board.
- Beginning with the first player, play proceeds clockwise.

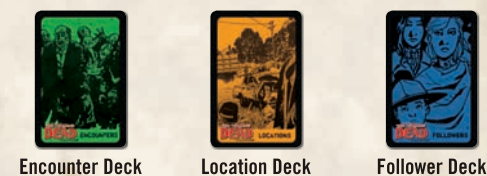


DIAGRAM 1



WORLD OF THE WALKING DEAD

THE GAME BOARD



The game board represents northern Georgia in the world of *The Walking Dead*, where you will struggle to survive the zombie infestation. Four types of game spaces can be found on the game board:

STARTING SPACES

Each player begins at one of the six indicated Starting Spaces. Each has a name of a Starting Character to mark where that character begins.

RESOURCE SPACES

These are places where resources can be found. They are indicated by one or more of the following game Icons:



In order to gather these resources, players must move to these locations and overcome various hazards in the form of Encounter cards. **You must draw an Encounter card for each resource on the space.**

TIP: YOU WILL NEVER JUST AUTOMATICALLY PICK UP RESOURCES.

LOCATION SPACES

These indicate places that **may** represent safe havens from the zombie infestation. Each of these spaces has a corresponding Location card, and players must “scout” three of these locations to win the game. Players may not move onto a Location space unless the matching Location card has been revealed, and they are attempting to “scout” it.

ATLANTA

There are only four ways into the heart of Atlanta, marked on the board by the four red arrows. Each arrow connects two spaces and players may move between these spaces, as if they were adjacent. Players may not move through the border around Atlanta.

STARTING CHARACTER AND FOLLOWER CARDS (AKA, “SURVIVORS”):

The Starting Character and Follower cards (referred to collectively as “Survivors”) represent characters from *The Walking Dead*. Each one has a set of survival skills, which are represented in the game with dice. The dice each character uses are shown on their card. Each Survivor may also have one or two special abilities. This is indicated in the text box of that card and is active as long as they are in your party.



DICE POOL

To determine your Dice Pool, look at each of your Survivors and count the dice pictured on each card. Add them together. This total is your Dice Pool.

Dice represent the abilities of your Survivors, and come in different colors.

- Hero Dice (Blue):** These represent the heroic, versatile nature of a character
- Fighter Dice (Red):** These dice are weighted towards raw power
- Scavenger Dice (Green):** These dice represent a more agile character

Whenever you face zombies or are asked to roll Actions, you will roll this Dice Pool. These are also rolled to determine if you succeed or fail at an encounter.



READING THE DICE

Each die type has a different assortment of icons on its faces. These icons have different game effects when rolled as described below:

- “Kill”:** You defeat 1, 2 or 3 zombies.
- “Action”:** You have success in overcoming the particular non-zombie hazard you are facing.
- “Wild”:** You may count this as either a Kill or Action icon at your discretion.

Additionally, there is a **black Ammo die** that can be added at a player’s discretion by using an ammo resource () to help defeat Zombies. Ammo will always result in killing at least one zombie, but the noise of the gun may also attract other zombies!

- “Attract”:** You kill 1, 2 or 3 zombies. However, the noise of your gun shots has attracted additional zombies. If you roll any of these, place a zombie token on every adjacent space around you, except for Location spaces. More than one zombie token may be placed on a space.



ENCOUNTER CARDS

The Encounter cards represent the challenges players face during their travels in the game. Each Encounter card describes the nature of the challenge, what players must do to overcome it, special rewards for successfully overcoming the challenge, and special penalties for failing it.



TIP: YOU WILL ALWAYS DRAW AN ENCOUNTER CARD WHEN TRYING TO PICK UP A RESOURCE!

LOCATION CARDS

Location cards represent rumors of potential safe havens from the zombie infestation that survivors have heard of or about in their travels. At the start of the game, each player receives one Location card face down, which they may look at any time. This represents private information that the player’s party has gained.



Three other Location cards are placed face up at the top of the board and represent public knowledge.

The Location cards indicate what is required to scout a location successfully. The procedure for scouting a location is described in the “Scouting Locations” section below.

ZOMBIE TOKENS



These tokens represent zombies that have been agitated by the player’s travels through the world of *The Walking Dead*. Each token has two sides. The top side has a zombie icon to indicate that there are now active

TIP: TRY TO LEAVE AN EMPTY PATH BACK TO A SPACE OR LOCATION YOU MAY WANT TO RETURN TO!

zombies present in this space. The bottom side of the token has a number, which represents the number of zombies on that token that your survivor(s) must overcome to pass through that space. Zombie tokens are placed on any space that you move your survivors off of, as long as it is empty.



PLAYING THE GAME

THE GAME TURN

Each player's turn consists of that player moving their party of survivors, represented by their character portrait, on the map in search of resources and safe locations. There is a specific turn order:

- 1) Recover
- 2) Move
- 3) Draw Encounter Cards (if on a Resource Space or Location Space)
- 4) End Turn

RECOVER

At the beginning of a player's turn, they may use  (see "Resources") to remove 1 Fatigue (see "Fatigue") from a Survivor. They may do this until they run out of .

MOVE




Players move their party pawn from space to space, to represent moving through northern Georgia.

- ▶ On their turn each player may move their pawn 1, 2 or 3 spaces in any direction. You may move off and then back on to a space.
- ▶ Moving through the world of *The Walking Dead* also agitates the zombies that exist in each space. **Whenever a player moves their party out of a Non-Location board space and leaves it unoccupied, that player draws a random zombie token and places it, number-side down, on the space they just left (without looking at the inverse numbered side).**
- ▶ Normally, on each turn a player MUST move at least one space. However, if the player failed to scout a Location by failing to succeed at an encounter, and the Location is still available to be scouted, they may remain on the Location space and attempt to scout it again on their next turn.
- ▶ Upon entering a space with a zombie token, the player must fight those zombies before moving on. They flip over the token to reveal the number side (if it is not already revealed), then fight that number of zombies (see "Fighting Zombies" below). If there is more than one zombie token on a space they must fight them all, one token at a time.
- ▶ If a space contains **BOTH** a zombie token(s) and a resource icon, the player must first fight the zombie tokens and then, regardless of the outcome of that encounter, follow the normal procedure for landing on a resource space.

- ▶ If a player ends their movement on an empty space, their turn ends.

TIP: FOR YOUR FIRST TURN, TRY TO COLLECT SOME RESOURCES OR MOVE IN THE DIRECTION OF A LOCATION YOU WANT TO SCOUT.

LANDING ON A RESOURCE SPACE

When a player lands on a space with a resource icon (,  or ), their movement immediately ends, and they MUST draw an Encounter card for **EACH** resource on that space.

LANDING ON A LOCATION SPACE

A player may only move into a Location Space if they intend to scout that location, and have the requirements to do so. Upon moving into a Location Space, that player's movement for the turn ends.


DRAW ENCOUNTER CARDS

Encounter cards have a variety of challenges ranging from fighting zombies, to rolling specific numbers of successes for special actions, to performing other actions not involving the dice at all.


- ▶ For **EACH** resource icon on a space the player **MUST** draw one Encounter card from the deck and face the challenge described on that card.
 - ▷ These cards are drawn in order, with the first card drawn being fully resolved before the next is drawn.
 - ▷ If no cards remain in the deck, shuffle the Encounter discard pile to form a new deck.
- ▶ If you complete the challenge requirements, you have succeeded at the challenge and win any associated reward – follow the instructions in the "Success" area.
- ▶ If you do not complete the challenge, then you have failed the challenge and have to face the consequences— follow the instructions in the "Fail" area.
- ▶ **Regardless of the outcome of the challenge** you may collect one of any of the indicated resources on the space you are in. (*Exception: Some Fail consequences may mean that you will not gain resources this turn.*) Move your resource marker along the Resource Tracker portion of your Character Sheet to track additional resources.

When the encounter is complete, unless the card is marked "Inventory," place the card in the discard pile.

COMPLETING ENCOUNTERS

To successfully complete an Encounter you must complete the task described in the challenge section of the card. Some encounters require the player to roll their Dice Pool, such as rolling specific  ("Action") results or when fighting zombies. Other encounters require you to compare your party or resources to others in the game or to perform some other task. Still others require all players to vote, or for you to choose other players to make decisions.

INVENTORY

Some Encounter cards are marked "Inventory," and include the phrase "Add this card to your inventory" in the Success area. This means you should not discard the card after successfully defeating it; instead, place it in your inventory next to your character sheet. Many of these cards give you the option to discard them during play for some effect. Others will give you a continual effect each turn – such as additional movement or extra  results on your dice. Some Locations require players to have a certain number of inventory items to be successfully scouted. Unless specifically stated otherwise, these cards may only be used on your turn.


END TURN

After you have completed all Encounters and collected all Resources, your turn ends.

FIGHTING ZOMBIES!

There are two scenarios in which you will end up fighting zombies: 1) through drawing Encounters, or 2) landing on a space with a zombie token.



Encounter Cards: There are two possible challenges on a Zombie Encounter card: Killing all Zombies or Surviving a Zombie Attack.




- ▶ **Kill All Zombies:** This is exactly as it sounds. In order to succeed, you must roll a  result for each zombie you are facing.
- ▶ **Survive a Zombie Attack:** You survive a zombie attack if no member of your party is lost as a result of fatigue gained during the encounter. You do not have to actually kill all the zombies to succeed in this type of challenge.





Zombie Tokens: When you land on a zombie token, flip it over to reveal how many zombies are on that space which you must fight. Regardless of whether you kill them all or not, the token is removed from the board.



HOW TO KILL ZOMBIES

Whenever a player fights zombies, that player rolls all the dice in their Dice Pool and totals the number of  results. Each  means you have killed one zombie.

After seeing the result of the roll, if the player has any Ammo resources () that player may choose to use  to roll the black Ammo die. The Ammo die will always kill 1, 2 or 3 zombies. **However if you roll a ,** you also have attracted zombies and need to place a zombie token on every adjacent space around you!

- ▶ If the player has rolled a number of  equal to or greater than the number of zombies in the challenge or on the token, then that player has succeeded in defeating the zombies.
- ▶ If the player has rolled fewer  results than the number of zombies in the challenge that player may choose to use  again, if they have any.
- ▶ After any ammo use, if the player has rolled fewer  results than the number of zombies in the challenge, combat ends. The player has failed to overcome the zombies and must place one fatigue token on a survivor in their party for each zombie they failed to kill.
- ▶ Players fighting zombies as a part of an Encounter also take the results of success or failure as indicated on that card.

Example: A player's party consists of Rick and Arnold and the party encounters a Zombie token while moving. The player must stop and fight the zombies. When the token is revealed, there are 5 zombies to overcome. The player rolls their party dice and gains 3 zombie icons. Not having any ammo to spend the player has lost the fight and must place 2 fatigue tokens on their survivors. The player chooses to place one token on each survivor, the zombie token is removed from the board, and then the turn continues.

FATIGUE

Fatigue tokens are used to represent a Starting Character's or Follower's growing tired over time and a reduction in their ability to fend off zombies. Each Survivor may have up to two fatigue tokens on them without effect. However, when any Survivor has a third fatigue token placed on them that Survivor is killed and the card is discarded. Any dice that character contributed to the Dice Pool are removed.

RESOURCES

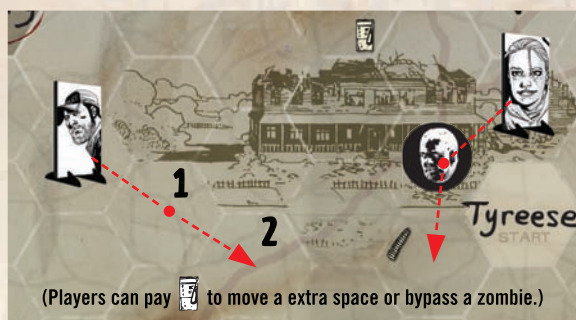
The three resources available in *The Walking Dead* are food (🍖), gas (🚰), and ammo (🔫). Players will need to collect these resources to be able to meet the requirements for various Encounters and scouting locations. Players may also spend these resources for various game effects as described below.

🍖: At the beginning of each player's turn, the active player may use any number of 🍖. For each used, remove one fatigue counter from a survivor in that player's party.

🔫: As described above in the "Fighting Zombies!" section, a player may use 🔫 to add an Ammo die to their Dice Pool for one combat. Players may choose to use 🔫 one at a time, after seeing the result of each roll.

🚰: Players may use 🚰 to move an additional space during their turn, or to move through a space occupied with a zombie token without encountering the zombies. Up to three 🚰 may be used per turn by a player.

- ▶ Before each empty space of movement a player can declare that they are going to use 🚰. If they do the player moves two empty spaces instead of one.
- ▶ Before moving through a space with a zombie token on it, a player may declare they are going to use 🚰. If they do the player moves on to the space and does not have to fight those zombies, unless they end their turn on that space.



Keep track of your resources using the resource marker and the Resource Tracker on your character sheet.

GAINING FOLLOWERS

When an Encounter card instructs you to draw a follower from the Follower deck, draw the top card and add it to your party. Be sure to follow any instructions on the card, and add their dice to your Dice Pool.

FOLLOWER MARKERS

Occasionally, you will be instructed to "leave a follower behind", or place a follower at the nearest Starting Location. When this happens, put the chosen Follower card aside, remove their dice from your Dice Pool, find the matching Follower Marker and place the marker on the board. This represents a trapped follower.

Any player may try to collect that follower. Treat the Follower Marker just like a resource; when any player moves on to that space, they draw an Encounter card to try to collect that follower. If the encounter is resolved successfully, collect the follower (along with any other success result). If the encounter challenge is failed, the follower remains trapped.

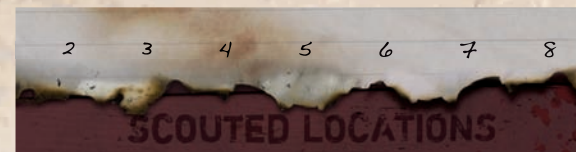
SCOUTING LOCATIONS

The ultimate goal of *The Walking Dead* is to scout three locations in order to find a safe haven from the zombies. The first player to successfully scout three locations wins the game.

To scout a location, a player moves to a Location space that is either revealed as part of the public information or is the player's face down private Location card. The player then declares intent to scout the location, which will end movement for the turn. In order to successfully scout a location, a player must complete the appropriate requirement(s) listed on the Location card. **A player may not move onto a Location Space for a location that they have already successfully scouted and collected, unless another copy has been drawn.**

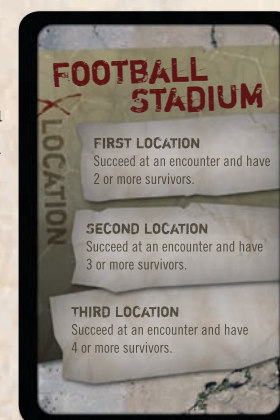
TIP: YOU CANNOT SCOUT A LOCATION IF IT ISN'T YOUR OWN PRIVATE LOCATION OR ONE OF THE THREE PUBLIC LOCATIONS!

Each Location card has three different scouting requirements. The first requirement is used when a player has not yet successfully scouted a Location, the second when they have successfully scouted one Location, and the third when they have successfully scouted two Locations.



Many Locations require you to complete one or more Encounters. These are handled exactly as if the player was completing an Encounter card on a resource space. However, if you fail to complete a challenge as part of a multiple encounter requirement you do not draw any additional Encounter cards and your turn ends. You do follow Success or Fail results for each Encounter card you face.

If a player is successful in scouting a location, they take that Location card and place it on their player worksheet to indicate their success. If the scouted Location card was a public one they replace the Location card with the top card from the Location deck. If the player scouted their private Location card, that card is **not** replaced. If a player fails in scouting a location, they do not collect the card and it remains either part of the public zone or as their private information.



WINNING THE GAME

The first player, or group of players (see "Cooperative Play" below), to successfully scout three locations has found a safe haven and wins the game!

In games with more than three players, even after one player has found a safe haven, the remaining players may continue playing to find their own safe havens.

LOSING THE GAME

If a player ever loses all of their survivors, they are eliminated from the game. They may draw a new Starting Character and Follower (if there are any remaining) and begin play again from the new Starting Space.

COOPERATIVE PLAY

Playing cooperatively allows for a much higher chance of surviving encounters and defeating zombies. There is strength in numbers, and players may choose to work together to find a safe haven. But can the other players be trusted to stick with you, or abandon you at the first chance they have to secure their own safety? In order to play together, player's parties must first occupy the same space on the game board. Players whose pawns are on the same board space may decide to form a group and play together. Any number of players may be included in a single group.

If players agree to play together, the following rules apply:

- ▶ When a group is formed, the party pawn of the player whose turn it is stays on the board and now represents the group. Place the other party pawns on that player's character sheet to indicate that they are in a group with that player.
- ▶ Add the dice of all players' survivors in the newly formed co-op group to form a group Dice Pool.
- ▶ Resources are kept separate for all group members, and are not added together.
- ▶ Players in the group still take their turns as normal, moving the remaining party pawn instead of their own. The player whose turn it is becomes known as the "active" player. During the active player's turn, that player makes all "final" decisions about movement of the group.
- ▶ When resolving encounters and fighting Zombie tokens the active player may use the group Dice Pool and count the total resources of all group members. However, if payment of resources is required, the active player must make that payment from their own resources, though other group members may volunteer to spend resources to aid the active player in payments.
- ▶ All fatigue gained must be placed on the active player's Starting Character or Followers, unless another player agrees to place fatigue on their own. Likewise, any consequences for failing an encounter must be borne by the active player unless another player voluntarily agrees to face them.

- ▶ The active player receives any resources or cards gained during their turn. Likewise, any Location card successfully scouted by the group is kept by the active player.
- ▶ At the start of each group member's turn, any non-active player may decide to leave the group. To do so, that player places their party pawn back on the board instead of moving with the active player, and their dice are removed from the group Dice Pool. The active player may not choose to leave the group on their turn, and once the active player's turn has started no player may leave the group.
- ▶ If a group playing co-op successfully completes the third Location scout for anyone in the group, all co-op players in that group win the game!

SOLITAIRE PLAY

You may also play *The Walking Dead* as a solitaire game. Solitaire game play is the same as normal game play, except for the following rules:

- ▶ Only play with the Gun Shop, Motel, Football Stadium and Airport Location cards. You may complete these in any order.
- ▶ Deal out five random Followers from the Followers deck and place their respective tokens on the five unused starting spaces on the board.
- ▶ Ignore any Encounter cards that involve other players. Discard them and draw again (you can also remove them from the deck before beginning the game).

The goal of the game is the same – successfully scout three Locations to find a safe haven from the zombies– but with the added challenge of rescuing as many followers as you can before you scout your third location.



FOR MORE INFORMATION

For more information about this game, please visit www.WalkingDeadBoardGame.com.

For more information about other Z-Man Games products, please visit www.zmangames.com.

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CREDITS

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