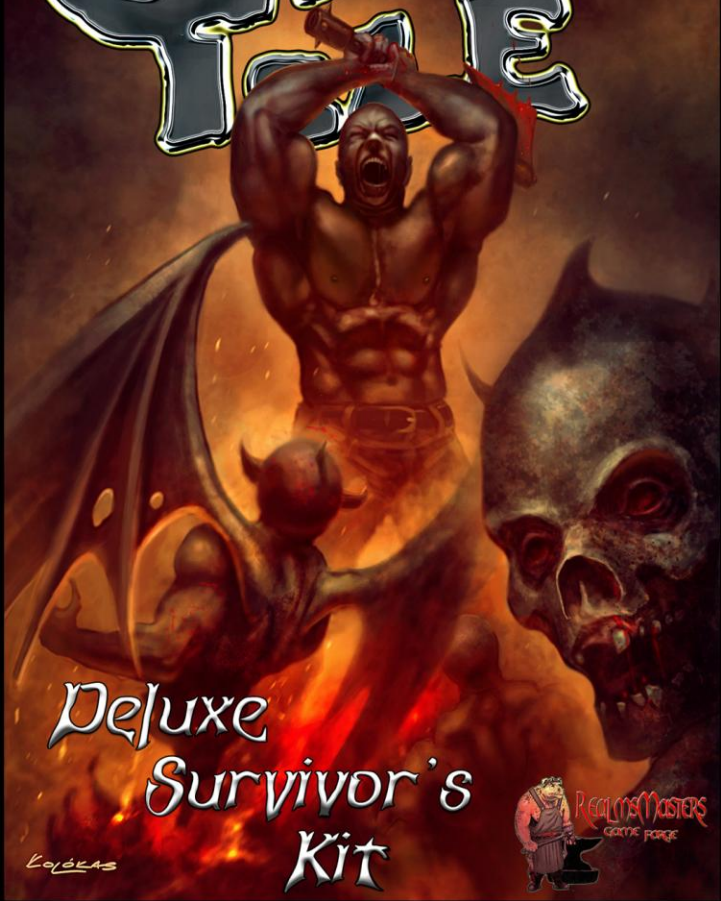


# Quaoz Tome



Deluxe  
Survivor's  
Kit

Koikeas



## What Has Come To Pass

*It wasn't long ago that Dr. Zycheck's experiments for immortality went awry and he was transformed into the undead thing known as The Creator. Further experimentation with creatures both living and dead quickly caused the Isle to become overrun with his Zombi monstrosities. Many tried to escape the Isle and others barricaded themselves in their cellars hoping to ride out the storm, while a few brave heroes did what they could to end the madness. Most didn't make it. Professor Mortimus Philbin, Dr. Zycheck's former assistant, rose to challenge The Creator with his self-made army of Exterminators, designed to do battle with Dr. Z's minions. Unfortunately, the Exterminators were nothing more than mindless Cyber Zombis who slaughtered the living when the walking dead weren't available as targets.*

*Just when it seemed things couldn't get any worse, the Virus began to transform and spread like a plague, holding the Isle hostage within its deathly grip. Zombis began to mutate and hordes of the undead were being driven by powerful new masters. The heroes fought valiantly to save the Isle, but the virus-fueled undead seemed impossible to overcome. The Virus had infected the Heroes as well, however, empowering them to perform amazing feats that could be used to stop the onslaught. But rather than using their newfound abilities to save the Isle, they began to work against each other in a desperate struggle for self-preservation.*

*Just when it seemed The Creator would reign triumphant as the Isle swiftly fell into the hands of the dead, the Brood Mother emerged from a vile cesspool of the darkest Virus. A creature with an insatiable appetite for both the living and the dead, she began to even the odds. Now, in the Isle's darkest hour, The Creator, the Brood Mother, and the survivors of Chaos Isle face off in a final battle to either save the Isle, or doom it forever...*

## Game Overview

Chaos Isle is a zombie-themed card game that can be played solo or by up to 6 players using just a single deck. The game is played using cards separated into 6 different decks, including Mission, Character, Equipment, Feat, Virus and Enemy cards consisting of Tasks, Events and Zombis. Chaos Isle: Zombi Deck places each player in the role of one of the Characters, with each attempting to be the first to complete their mission and all the while fending off 13 different Zombi enemies.

The rules outlined in this booklet reflect the Mission-Based style of play, which are the base rules for Chaos Isle: Zombi Deck. The Mission-Based game can be played as a single hand or as a series of hands known as a Campaign. Other ways to play, including Solo rules and cooperative and competitive play variants can be found beginning on page 22.

## Contents

1 game box  
175 cards  
    86 Enemy cards  
    28 Character cards  
    27 Equipment cards  
    12 Mission cards  
    12 Feat cards  
    10 Virus cards  
200 card sleeves  
50 colored glass Hit counters  
2 Zombie Dice  
1 plastic storage case  
10 card dividers  
1 rule booklet

## Component Overview

### *Dice*

The dice are used to make attacks, attempt Tasks, determine Virus types, and to make Stat rolls.

### *Colored Glass Hit Counters*

These colored glass beads are placed on a Character's card to keep track of the number of Hits that Character has taken.

### *Card Sleeves*

If desired, game cards can be placed in the supplied card sleeves to protect the cards from wear.

### *Card Dividers*

Card dividers can be used to separate the six different types of decks when storing the cards in the game box.

### *Plastic Storage Case*

The plastic storage case is a good way of storing the dice and colored glass Hit counters for the game. Turned one way or another in the game box, it can also be used as a "spacer" when new cards are added from expansions, or if using the card sleeves.

### *Character Cards*

Players are represented in the game by one of the game's 28 Characters. These cards provide information for a Character's Stats (Speed, Life, Protection and Fate), Attack, and any other special abilities the Character may possess.

### ***Equipment Cards***

Equipment cards contain various items used throughout the game by Characters to help them in their quest to complete their Mission. New Equipment cards are acquired by successfully completing Tasks.

### ***Mission Cards***

A Mission card is a player's secret objective that his Character attempts to complete. A player wins the game (or scores points if playing a Campaign) when fulfilling his Mission requirements.

### ***Enemy Cards***

Enemy cards form the Enemy deck, which the players draw from at the beginning of their turn, and from which they will encounter *Mutations*, *Events*, *Zombis* and *Tasks*:

#### *Mutation Cards:*

Mutations "attach" themselves to Zombis and Tasks that are drawn along with them, making them more difficult to defeat or attempt. Defeating all Zombis drawn with a Mutation, or successfully completing a Task drawn with a Mutation rewards the Character with a new Feat card.

#### *Event Cards:*

Event cards are special cards that, when drawn, have a random game effect on the players.

#### *Zombi Cards:*

Zombis make up the largest portion of the Enemy deck. Like Character cards, Zombi cards have Stats (Speed, Life, Protection and Fate) and attacks and sometimes possess special attacks. Zombi cards also have a list of Resources the Zombi carries, (which can also be viewed as though the Zombi were protecting, or standing in the way of the Character acquiring those Resources). Characters escape from or fight Zombis, either by selection or without choice. Defeating Zombis allows a Character to collect the Resources on their cards, which are then used to fulfill the Character's Mission.

#### *Task Cards:*

Task cards are special cards that Characters can attempt rather than fighting Zombis. Successfully completing a Task rewards the Character with a new Equipment card. Failing at a Task penalizes the Character in some way indicated on the card.

### ***Feat Cards***

Feat cards are special actions the players can use to make things more difficult for their opponents or to assist their own Character in some way. There are 3 possible uses on each feat card and 3 possible requirements,

or "costs" that must be met in order to use a Feat. New Feats are acquired by defeating all Zombis drawn with one or more Mutations, or by successfully completing a Task drawn with a Mutation.

### **Virus Cards**

Virus cards are special cards drawn only at the start of each hand that have an effect on the way the entire hand is played. Virus cards are broken up into different types (Mild, Acute and Epidemic) which are determined when drawing the card. A Virus often makes it more difficult for Characters to achieve their Missions.

## **Setup**

The following steps are based on the default style of play for Chaos Isle, which is the Mission-Based game style:

1. **Determine Player Order:** Each player rolls 2 dice. The player with the highest roll receives his cards first and will be the first to draw. The other players follow in a clockwise fashion from the first player.
2. **Deal Character Cards:** Shuffle the Character cards and deal out one card to each player. Each player places his Character card face up in front of him. If using the Brood Mother Character, see the rules for Brood Mother beginning on page 11. Set the remaining Character cards face down in a pile off to the side.
3. **Deal Mission Cards:** Shuffle the Mission cards and deal out one card to each player. Each player should place his Mission card face down next to his Character, keeping it secret from the other players. Set the remaining Mission cards face down in a pile off to the side.
4. **Deal Equipment Cards:** Shuffle the Equipment cards and deal out two cards to each player. Each player places his Equipment cards face up next to his Character. Set the remaining Equipment cards face down in a pile in the center of the play area in reach of all the players.
5. **Deal Feat Cards:** Shuffle the Feat cards and deal out one card to each player. Each player should place his Feat card face down next to his Character, keeping it secret from the other players. Set the remaining Feat cards face down in a pile in the center of the play area in reach of all the players.
6. **Create Enemy Deck:** Shuffle the Enemy cards and set them face down in a pile in the center of the play area in reach of all the players.
7. **Determine Virus Type:** Shuffle the Virus cards and set them face down in a pile. Draw the top card from the deck and place it face up in the center of the play area in view of all the players. Roll one

die to determine the Virus type-Mild, Acute or Epidemic (see Determining Virus Type on page 18). Place a token on the appropriate type as a reminder to all the players and then set aside the remaining Virus cards, they will not be used for the remainder of the hand.

- 8. Distribute Hit Counters:** Each player should take a number of colored glass Hit counters equal to the Life of his Character (signified by "L" on the Character card) minus one.

Once these steps have been carried out, play begins with the first player's draw.

## The Game Round

Chaos Isle: Zombi Deck is played in a series of Turns taken by each player. A player completes his entire turn before play passes to the next player. Each player's turn is made up of 4 steps in the following order:

- 1. Draw Cards**
- 2. Select Cards**
- 3. Resolve Cards**
- 4. End Turn**

### 1. Draw Cards

On his turn, a player must draw 3 cards. These cards can be drawn from the Enemy deck and/or the Enemy discard pile in any combination. Prior to a player drawing his cards, he must state how many cards from each (Enemy deck and discard pile) he is drawing. A player may view the top 3 cards in the Enemy discard pile before choosing. After drawing his cards, the player places them face up in front of him. The player then selects the cards he wishes to resolve based on the cards he has drawn.

### 2. Select Cards

Once a player draws his cards, he then must select the cards he wishes to resolve. This selection must be made after the player draws his cards and prior to him taking any actions. The cards the player elects to discard are placed face up on top of the Enemy discard pile in any order the player chooses.

#### If Zombi cards are drawn:

If drawing one or more Zombi cards, the player can choose to fight any Zombis he wishes, and he can discard any Zombis that have a lower Speed than his Character. Zombis that have a Speed equal to or higher than his Character's Speed must be kept and resolved (see Combat page 19).

#### If Task cards are drawn:

If one or more Task cards are drawn, the player can elect to attempt a Task. When attempting a Task, ALL other cards are automatically discarded. If the player chooses not to attempt a Task, he must discard all Task cards face up on top of the Enemy discard pile. A player cannot attempt to resolve both a Task card and a Zombi card in the same turn and cannot attempt more than one Task in the same turn. Task cards drawn from the Enemy discard pile can no longer be attempted and are discarded once again. They do, however, count toward the number of cards in a player's draw.

#### If Mutation cards are drawn:

If one or more Mutation cards are drawn along with any Zombis or Tasks, the player must keep all of them if fighting any Zombis or attempting a Task. Mutation cards can only be discarded if ALL Zombis and ALL Tasks are discarded, or if there are no Zombis or Tasks drawn along with the Mutation (in which case the Mutation has no effect). Mutation cards have no effect when drawn from the Enemy discard pile and are discarded once again. They do, however, count toward the number of cards in a player's draw.

#### If Event cards are drawn:

If one or more Event cards are drawn, the player follows the instructions on the Event cards in the order they were drawn. Event cards take precedent over all other cards and their instructions are followed immediately and prior to the player selecting his cards. Event cards have no effect when drawn from the Enemy discard pile and are discarded once again. They do, however, count toward the number of cards in a player's draw.

### **3. Resolve Cards**

After a player has drawn and selected his cards they must be resolved before he can end his turn. How cards are resolved depends upon the cards the player selected.

#### Resolving Zombis:

The player battles any Zombis with the player sitting to the left of him making all dice rolls and decisions for the Zombis (see Combat on page 19). The player collects the Zombi cards of those his Character defeats and discards those he does not wish to keep face up on top of the Enemy discard pile in any order he chooses. A player may keep Zombi cards he has collected secret from the other players.

#### Resolving Mutated Zombis:

The player resolves Zombis as normal with the instructions for "Zombi" on the Mutation card being followed, but when all Zombis are defeated the player discards all Mutation cards on top of the Enemy discard pile. If the player has chosen to fight ALL of the Zombis that were drawn along with

one or more Mutation cards and he defeats them all, he draws a new Feat card from the Feat deck for his Character.

#### Resolving Tasks:

The player resolves a Task card by making a Stat roll according to the Task card Requirement. If the result is less than his Character's related Stat score, he succeeds and draws a new Equipment card from the Equipment deck and adds it to his Character. If the dice result is equal to or higher than his Character's related Stat score, he fails and suffers the results outlined for Failure on the Task card. In either case, the Task card is then discarded face up on top of the Enemy discard pile.

#### Resolving Mutated Tasks:

The player resolves the Task as normal with the instructions for "Task" on the Mutation card being followed, but when the Task is resolved the player discards all Mutation cards on top of the Enemy discard pile. If the player succeeds at the Task, he draws a new Feat card from the Feat deck for his Character in addition to drawing a new Equipment card.

#### Resolving Events:

When Events are drawn, the player simply reads its instructions, discards the Event card face up on top of the Enemy discard pile, and then the instructions on the Event card are carried out. If more than one Event card is drawn, they are resolved in the order they were drawn.

### 4. End Turn

A player's turn ends in one of 4 ways:

1. He resolves all cards he has drawn and has discarded down to his hand limit
2. He is killed
3. He completes his Mission
4. (If he is a Zombi Character): After he has made 1 Battle Turn of attacks on a Character

#### Discarding:

Whenever a player discards, he must place the cards face up on top of the relevant discard pile in any order he chooses. A player may discard as many Enemy and Equipment cards he wishes at the end of his turn.

#### Hand Limit:

A player may possess no more than 10 cards between his collected Zombi cards and his Equipment cards at the end of his turn (Mission, Character and Feat cards do not count toward this limit) and must discard a minimum number of Enemy and/or Equipment cards to reach this limit.



### Completing a Mission:

If a player believes to have met the Requirements listed on his Mission card, he must reveal the card to all the players and also reveal his collected Zombis to prove that he has met the Requirements. If it is found the player has not completed his Mission, he picks his cards back up and play continues with the next player. A Mission's Requirements cannot be met if using more cards than allowed by the hand limit. A player cannot complete his Mission until all cards he has drawn on his turn have been resolved.

## Ending the Game

### Single Hand

The game ends if either of the following events occur:

1. A player completes his Mission
2. All players have been turned into Zombis or have otherwise been killed.

### Campaign

Playing a campaign involves playing more than one hand and is played to a predetermined number of points, with the players adding their points scored from each hand to their overall total score. Once the point total has been reached by one or more players, the player having the highest point total wins. Ties are resolved by all players playing another hand and adding their score from that hand to their overall totals. As an estimate, four players playing to 10 points will normally take approximately 90-120 minutes. In a campaign, after a hand has ended, the Setup steps are followed to start each new hand.

## Card Layout

### Character Card Layout

- (1) **Name:** The Character's name.
- (2) **Story:** A bit of background info about the Character.
- (3) **Stats:** There are 4 Stats for each Character: *Speed, Life, Protection and Fate*:

(S) **Speed:** The Character's ability to react and move quickly. Determines the Character's order of attack in combat and whether or not he can escape from (discard) any of the Zombis the player has drawn:



### Escaping from Zombis:

A player may discard any Zombis he has drawn that have a lower Speed than his Character's Speed.

### Order of Attack:

Between all Zombis and the Character, the one having the highest Speed attacks first, the one having the second highest Speed attacks second, and so on until all Zombis and the Character have each taken their Battle Turn. The cycle then begins anew. If there is a tie, the Character goes first (see Combat on page 19).

**(L) Life:** The total number of Hits a Character can withstand before he is killed. Players should place a Hit counter on their Character card every time their Character takes a Hit. When a Character takes a number of Hits equal to or greater than his Life, the Character is killed (see Death on page 21).

**(P) Protection:** How difficult it is for a Character to be hit when being attacked. A Character's Protection score is the minimum number needed on two dice for others to cause him a Hit.

**(F) Fate:** The measure of a Character's luck or destiny. Occasionally a Character will be required to make a Fate roll by rolling two dice. A Fate roll is successful when the dice total is less than the Character's Fate score.

**(4) Attack:** Indicates the number and type of attacks a Character may make on a target. Some Characters have a bonus to their Attack (designated by a "+" sign. For Example: **Maya:** "1 Gun Shot: +1 to Attack") or have a special ability they may use in place of their Attack (designated by "OR" after the listed Attack. For Example: **Salty:** "1 Cane Strike OR Thievery"). Others have an added effect in conjunction with their Attack (For Example: **Loonie:** "1 Punch, Psychotic Episode"). When FATE is listed after a Character's Attack, it means the target the Character is attacking must make a successful Fate roll. If the target's Fate roll is unsuccessful, the text describing the FATE will take effect.

**(5) Special Abilities:** A Character's ability to do something out of the ordinary in addition to, or in place of his Attack. Some special abilities work automatically, such as Uncle Checker's "Booze for Blood", for example.

*Additional rules for Characters:*

### **Zombi Character**

A Character that has been killed by a Zombi or by a Zombi Character becomes a Zombi Character.

### *Zombi Character Setup*

- The player takes the card of the Zombi that killed his Character (or shares the card if killed by a Zombi Character) and his Character now transforms into that Zombi. The card is kept face up in front of the player for reference and cannot be discarded.
- The player retains all of his previous cards (Mission, Character, Equipment and Feats).

### *Zombi Character's Turn*

- On his turn, the Zombi Character selects a Character as a target and makes 1 Battle Turn of attacks against him (see Combat on page 19). Play then passes to the next player.

### *Zombi Character's Attack*

- An Attack may be made on any Character the player chooses, but if a Zombi Character possesses multiple attacks they must all be made on the same Character.
- Zombi Characters cannot be attacked except in special circumstances when using the Brood Mother Character (see Brood Mother rules below).

### *Zombi Character Limitations*

- Zombi Characters no longer attempt their Mission and do not draw cards from the Enemy deck.
- Zombi Characters cannot play Feats or use Equipment cards unless the Equipment card specifically states otherwise.
- Zombi Characters are affected by any game situation when it states that a "Player" is affected, such as by Events, decks running out of cards, Feats etc.

### *Killing a Character*

- If a Zombi Character succeeds in killing a Character, that Character also transforms into the same type of Zombi (players share the same card) and joins in the fun.

### *Scoring and Winning*

- A Zombi Character scores 2 points for killing a Character.
- If playing a single hand, a player with a Zombi Character can win if scoring more total points than any other player by the end of the hand.

### **Brood Mother**

Playing with the Brood Mother Character adds a new threat to the survivors of Chaos Isle. What follows are rules for using the Brood Mother Character in standard Mission-Based game play:

### *Setup*

- Pull the Brood Mother card from the Character deck.
- Shuffle the remaining Character deck and add a number of cards to the Brood Mother to equal as many Characters as there are players.
- Shuffle these cards and deal out to players.

### *Brood Mother's Turn*

- On Brood Mother's turn she can either make one Battle Turn of attacks on a Character of her choice or she can draw from the Enemy deck and fight Enemies, attempt Tasks etc. as normal.

### *Brood Mother's Attack*

- Brood Mother has 1 attack initially.
- Brood Mother can only attack a single target.
- Brood Mother gains 1 additional attack for each Enemy she has defeated and added to her hand. For example, if she has collected 2 Enemies, she would have 3 attacks (1 +1 for each collected Enemy). If she loses any of her collected Enemy cards, her attack bonus is reduced accordingly.

### *Brood Mother's Limitations*

- Brood Mother has a hand limit of 10 cards as normal, but is limited to 5 Enemy cards even if other cards in play (Virus etc.) indicate otherwise.
- Brood Mother does not use Mission cards but is dealt a Mission card as normal.

### *Killing a Character*

- When Brood Mother kills a Character, the Brood Mother player may give one of his collected Zombis to that Character to transform into as a Zombi Character. In this case, the Brood Mother player now controls that Zombi Character and decides for that player his targets and attack choices. (It is the player with the Zombi Character that scores the points for killing Characters).
- When Brood Mother kills a Character, if Brood Mother has no collected Enemy cards or chooses not to give an Enemy card, the other player flips over cards one at a time from the Enemy deck until a Zombi comes up and uses that card as a Zombi Character (all cards that are not Zombis are discarded). In this case, Brood Mother does not control the Zombi Character.

## Brood Mother is Killed

- If Brood Mother is killed by any means, the player chooses a Zombi from his hand to transform into as a Zombi Character. (If a Zombi killed Brood Mother, that Zombi card is discarded).
- If Brood Mother has no Enemy cards collected, she turns into the Zombi that killed her. If killed by a Zombi or Zombi Character and Brood Mother has no Enemy cards collected, the player is out for the remainder of the hand.

## Scoring and Winning

- Brood Mother scores 1 point for killing a Character just as other Characters do (see Scoring on page 21).
- Brood Mother completes her Mission if she kills at least 1 Character and no other Characters complete their Mission.
- If completing her Mission, Brood Mother scores 1 point for every other player in the game.

## All Characters are dead except for Brood Mother

- If all other Characters have been killed and/or turned into Zombi Characters, and Brood Mother is still alive but has failed to kill at least one Character, she can now attack the Zombi Characters. Zombi Characters have a Life equal to that shown on their Enemy card. If Brood Mother kills all existing Zombi Characters before she herself is killed, she completes her Mission. Brood Mother does not score points for killing Zombi Characters, but still scores points for completing her Mission.

## Mission Card Layout

**(1) Title:** The name of the Mission the Character is attempting to complete.

**(2) Requirements:** The items or Resources a Character needs to complete his Mission. For example, the Mission "Create Vaccine" requires the Character to acquire 4 Virus and 4 Blood. This can be achieved by defeating Zombis that have Virus and/or Blood Resources and adding them to the Character's hand. When the Character has a combined total of at least 4 Virus and 4 Blood Resources added up from all of his Zombi cards, the Character has successfully completed his Mission.

**(3) Campaign Value:** Mission cards have



Campaign Values ranging from 3-5 points. In a Campaign style game, when a player completes his Mission he adds that score to his point total.

**(4) Mission Text:** A short description of the Mission.

### Equipment Card Layout

**(1) Title:** The type of Equipment.

**(2) Weapon:** Indicates that the Equipment is a weapon and can be used in place of a Character's Attack. If "Weapon" is not listed here on the card, then it is not a weapon.

**(3) Instructions:** Details how the Equipment may be used.

**(4) Use:** An indication of how long the player may keep the Equipment card:

#### End of Deck:

The player may keep the Equipment card until the Equipment deck runs out of cards and a player needs to draw a card from it.

#### Once:

The player may keep the card until he has used it, successful or not.

#### End of Hand:

The player may use it until the entire hand is over.

#### Equipment Deck Runs Out of Cards:

When a player needs to draw an Equipment card and there are no cards left in the deck, each player must discard all their Equipment cards that have a USE listed as "End of Deck". The Equipment discard pile is then reshuffled and placed face down and play continues with the current player.

#### Additional rules for Equipment:

- Unless stated otherwise, Equipment cards can be used at any time during a player's Battle Turn after he has drawn his cards.
- Weapons cannot be combined with other weapons when attacking (i.e. only 1 weapon can be used per Battle Turn) and are used in place of a Character's normal Attack.
- Weapons with multiple attacks can only be used on 1 target, unless stated otherwise.
- Equipment that absorb Hits must take the Hits before the Character takes them.

#### The Rex Jarvis Zombi and its use of Equipment:

- As a Zombi Character, Rex can use any Equipment the player has accumulated.



- As a Zombi Character, Rex can use Equipment that works on multiple targets against multiple Characters.
- Rex does not have to meet requirements for using an Equipment card, such as Gas to use the 'Tank', for example.

### Zombi Card Layout

**(1) Name:** The name affectionately given the Zombi by the survivors of Chaos Isle.

**(2) Resources:** Resources are the items carried by (or guarded by) Zombis that a Character needs to acquire in order to complete his Mission. When a Character defeats a Zombi, the card is added to the player's hand and the Resources listed on that card now count toward the Mission's Requirements. There are 7 different types of Resources: Gas, Rescue, Virus, Nitro, Gun Powder, Blood and Food.

### More Food:

Although Food is not listed as a Resource on their cards, The Creator is considered to have 2 Food and a Rage 1 Food. (This is not an omission, but rather the result of a later expansion to the game in which the Food Resource was added).

**(3) Stats:** There are 4 Stats for each Zombi: *Speed, Life, Protection and Fate*:

**(S) Speed:** The Zombi's ability to react and move quickly. Determines its order of attack in combat and whether or not a Character can escape from (discard) it:

### Escaping from Zombis:

A player may discard any Zombis he has drawn that have a lower Speed than his Character's Speed.

### Order of Attack:

Between all Zombis and the Character, the one having the highest Speed attacks first, the one having the second highest Speed attacks second, and so on until all Zombis and the Character have each taken their Battle Turn. The cycle then begins anew. If there is a tie, the Character goes first (see Combat page 19).

**(L) Life:** The total number of Hits the Zombi can withstand before being destroyed. For Zombis having more than 1 Life, place a Hit token on



the Zombi card every time the Zombi takes a Hit. When a Zombi takes a number of Hits equal to or greater than its Life, the Zombi is destroyed.

**(P) Protection:** How difficult it is for a Zombi to be hit in combat. A Zombi's Protection score is the minimum number needed on two dice for others to cause it a Hit.

**(F) Fate:** The measure of a Zombi's luck or destiny. Occasionally a Zombi will be required to make a Fate roll by rolling two dice. A Fate roll is successful when the dice total is less than the Zombi's Fate score.

**(4) Attack:** Indicates the number and type of attacks a Zombi may make on a target. Some Zombis have a bonus to their Attack (designated by a "+" sign. For Example: **Bone Collector:** "1 bite, +1 to attack") or have a special ability in addition to their Attack (For Example: **Noxx:** "1 bite, +2 to attack, causes 2 Hits"). When FATE is listed after a Zombi's Attack, it means the target the Zombi is attacking must make a successful Fate roll. If the target's fate roll is unsuccessful, the text describing the FATE will take effect.

**(5) Zombi Text:** A bit of background info about the Zombi.

### Task Card Layout

**(1) Title:** Indicates the type of card.

**(2) Task Text:** Brief description of what the Character needs to accomplish.

**(3) Requirement:** The Stat a Character must use to roll against in order to resolve the Task.

**(4) Failure:** The penalty a Character suffers if he fails the Task.



### Event Card Layout

**(1) Title:** Indicates the type of card.

**(2) Event Title:** The name of the Event.

**(3) Brief Instructions:** A short description of the card's instructions.

**(4) Detailed Instructions:** A more detailed description of the card's instructions.



## Mutation Card Layout

- (1) **Title:** Indicates the type of card.
- (2) **Zombi:** Instructions to be followed if the player selects one or more Zombis to resolve.
- (3) **Task:** Instructions to be followed if the player selects a Task to resolve.
- (4) **Title Description:** The type of Mutation.



### *Mutated Zombis:*

- Mutations affect all Zombis drawn, including Zombis drawn from the discard pile, and any other Zombis added to the draw via Feats or other means.
- If a Character is killed by a Mutated Zombi, the Mutation is discarded; the Zombi Character is not mutated.
- Some Mutations for Zombis require Stat rolls other than Fate, but they are resolved in the same manner.

### *Additional rules for Mutations:*

- The effects of multiple Mutations are combined.
- Mutation effects work in addition to any other effects indicated on any Zombi or Task cards.

## Enemy Deck Runs Out of Cards:

When the Enemy deck runs out of cards and a player needs to draw a card from it, all players must each remove a minimum of 3 Enemy cards from their hand and add them to the Enemy discard pile. The Enemy discard pile is then reshuffled and placed face down to form a new deck and play continues with the current player. Players that do not possess at least 3 Enemy cards must discard their remaining Enemy cards, if any.

## Virus Card Layout

- (1) **Title:** The name of the Virus.
- (2) **Mild:** Instructions to be followed if the Virus's type is Mild.
- (3) **Acute:** Instructions to be followed if the Virus's type is Acute.
- (4) **Notes:** Special instructions to be followed in the case of certain circumstances. Also,



instructions to be followed if the Virus's level is Epidemic. In this case, the instructions from the first Virus are followed along with those of the second Virus. Instructions are given here to help avoid potential conflicts. If no notes are present in this section of the Virus card, no further instructions are needed for that Virus type.

### Determining Virus Type:

Virus type is divided into three categories: *Mild, Acute and Epidemic*. Roll one die to determine the type of Virus:

<u>Die Roll</u>	<u>Virus Type</u>
1-3	Mild
4-5	Acute
6	Epidemic (see Epidemic Virus below)

### Epidemic Virus:

An Epidemic Virus is the combining of effects from two Virus cards. To determine the effects of an Epidemic Virus, draw another Virus card from the deck and place it alongside the first. Roll one die once for each card (ignoring and re rolling any 6's) to determine the Virus type for each card. The effects from both cards are combined for the duration of the hand.

### Feat Layout

**(1) Title:** The name of the Feat.

**(2) Requirements:** In order to play a Feat, a player must first meet its requirements. There are 3 ways this can be done: by having his Character take a Hit, by discarding one of his Equipment cards, or by discarding one of his collected Zombi cards:

### Take a Hit (left icon):

Icon used as a reminder for the player that his Character can take a Hit in order to meet one requirement.

### Discard an Equipment card (center icon):

Icon used as a reminder for the player that he can discard one of his Equipment cards in order to meet one requirement.

### Discard a Zombi (right icon):

Icon used as a reminder for the player that he can discard one of his collected Zombis in order to meet one requirement.



**(3) Feat Type:** There are 3 different types of a Feat card that can be played: *Ordinary, Incredible and Unbelievable:*

Ordinary:

Instructions to be followed when the card is played as an Ordinary Feat. The player must meet 1 requirement in order to play an Ordinary Feat.

Incredible:

Instructions to be followed when the card is played as an Incredible Feat. The player must meet 2 requirements in order to play an Incredible Feat.

Unbelievable:

Instructions to be followed when the card is played as an Unbelievable Feat. The player must meet 3 requirements in order to play an Unbelievable Feat.

*Meeting Feat Requirements:*

- Requirements can be met in any combination. For example, in order to play an Unbelievable Feat, a player could discard 3 Zombis, or take 1 Hit and discard 2 Equipment cards.
- Rex Jarvis, Noxx and The Creator can each be counted as 2 Zombis (thus meeting 2 requirements).

*Playing Feat Cards:*

- A Feat card can be played at any time unless the card indicates a specific time it can be used.
- Players are allowed to call for a halt in the action to have an opportunity to play a Feat card. If a player changes his mind and does not play a Feat card, there is no penalty.
- There is no limit to the number of Feat cards a player can play at a given time.
- When a player plays a Feat card he reveals the card, declares the type of Feat to be used (Ordinary, Incredible or Unbelievable) and meets its requirements. The effects of the Feat then take place and the card is discarded.
- If the effect of a Feat card conflicts with any other card, it is the effect for the Feat card that is used.

Feat Deck Runs Out of Cards:

If the Feat deck runs out and a player needs to draw another Feat card, all players having more than 1 Feat card must discard a Feat card. The Feat discard pile is then shuffled to form a new deck and the player draws a new card from it.

## Combat

Combat begins after a player has made his card selection and there are Zombis to fight. Between the Character and the Zombis, the one having the

highest Speed takes his Battle Turn first (the Character always goes first if there is a tie), the one with the next highest Speed goes next and so on until all combatants have taken their Battle Turn. Combat then continues with the one having the highest Speed going next and so on until either all Zombis have been killed or the Character is killed. The player to the left of the current player makes all decisions and dice rolls for the Zombis.

#### The Battle Turn:

When it is time for a Character, Zombi or Zombi Character to make an attack, it is known as their Battle Turn. A Battle Turn consists of making an attack, performing a special ability and/or using one or more Equipment cards.

#### Making an Attack:

The attacking player first selects a target or targets, and then chooses an Attack type (kick, punch, weapon from Equipment etc.). He then rolls 2 dice and adds to the total any attack bonuses gained from Equipment, his Attack or any special ability. If the total is equal to or higher than the target's Protection, the target takes a Hit.

#### Choosing a Target:

A Character can only attack one target unless his weapon, Attack or special ability specifies otherwise. A Character's "target" is always a Zombi (sometimes referred to as an Enemy) unless the Character's weapon, Attack or special ability specifies otherwise. A Zombi's target is always the current player's Character unless game events have caused it to be otherwise. Zombis cannot attack multiple targets.

#### Using a Special Ability:

Sometimes a Character can use a special ability that will take the place of his Attack (such as Salty's "Thievery", for example). This is always denoted by the text "OR" following the Attack type (in Salty's case "1 Cane Strike OR", for example). Sometimes, however, a Character's special ability may work automatically (such as Uncle Checker's "Booze for Blood", for example) or at a different time and does not replace the Character's Attack (such as Fitz's "Cleanup Time" for example).

#### **Attacks with FATE**

Some Characters and Zombis have "FATE" added to their Attack, or their Attack may be FATE by itself. When this is the case, the target always must make a successful Fate roll or suffer the effects described for the FATE.

#### Examples of FATE as part of an Attack:

##### **Zombi, Coiler: "Attack: 1 sting, FATE: counts as 2 hits"**

Because FATE is listed after the Attack type (in this case "1 sting") this means that IF the Coiler's sting attack is successful on the target, the target

will take 1 Hit (as normal), but the target must also make a successful Fate roll or the attack will result in causing 2 Hits rather than 1.

**Zombi, Slithering Carcass:** *“Attack: 1 sting, FATE: loss of 1 battle turn”*

Because FATE is listed after the Attack type (in this case “1 sting”) this means that IF the Slithering Carcass’s sting attack is successful on the target, the target will take 1 Hit as normal, but the target must also make a successful Fate roll or the attack will also result in causing the target to lose his next Battle Turn.

**Zombi, Noxx:** *“Attack: 1 bite: +2 to attack, causes 2 Hits”*

*“1 FATE (corrosive ray): discard 1 Enemy card and 1 Equipment card”*

Noxx has 2 Attacks (“1 bite” and “1 FATE”). On the bite attack, the player rolling for Noxx will add 2 to the attack result on the dice (“+2 to attack”) and if the attack is successful, it will cause 2 Hits rather than the normal 1 Hit (“causes 2 Hits”).

The second attack is a FATE attack. Because there is no Attack type listed before FATE, the player rolling for Noxx does not make an attack roll. Rather, the target must make a successful Fate roll or suffer the results of the corrosive ray (“discard 1 Enemy card and 1 Equipment card”).

Loss of Battle Turn due to a Zombi Character:

Whenever a Character suffers a loss of 1 Battle Turn (or has his turn “suspended”) from a Zombi Character, the player loses his entire next turn instead. This can happen if a player has The Creator, a Slithering Carcass or Rex Jarvis as a Zombi Character.

## Death

When the number of Hits a Character has sustained equals or surpasses his Life, he is killed. However, he may not be out of the game just yet...

Death by Zombi or by Zombi Character:

The Character is transformed into the Zombi that killed him and is now referred to as a Zombi Character (see Zombi Character on page 10).

Death by all other means:

A Character killed by any other means no longer participates in the remainder of the hand and his cards are removed from play and are not added to any discard piles or decks.

## Scoring

Completing a Mission:

Score the number of points according to the Campaign Value on the Mission card.

A Character killing another Character:

Score 1 point.

A Zombi Character killing a Character:

Score 2 points.

## Winning the Game

The winner is the player that completed his Mission. However, if another player has scored more points, then he is the winner. If no players have completed their Mission and no players have scored any points, The Creator and his Zombi hordes overrun Chaos Isle and turn every living thing into salivating undead creatures.

## Alternate Game Styles

By simply learning the base rules for the game, players can easily add variety by playing one of Chaos Isle's many alternate game styles. Although several alternate game styles are listed in this manual and include rules for Solo, Cooperative and other ways to play, many more can be found on the RealmsMasters Game Forge web site at:

<http://www.realmsmastersgameforge.com/thevirus.htm>

## Extermination

### Synopsis

Kill as many Zombis as you can, using Exterminator Zombis as your allies.

### Number of Players

2-4

### Setup

- Remove the Event "Mission Change" card from the Enemy deck.
- Remove the "Hinder" and "Detour" Feat cards from the Feat deck.
- Deal out Character, Equipment, Feat and Virus cards as normal. The Mission deck is not used for this game.
- If the "Hopeless Mission" Virus card is drawn, ignore any die rolls that would result in the Virus type being Mild.
- If the "Zombi Swarms" Virus card is drawn, the number of cards to be drawn is one more than the player would normally draw for this game variant.
- Remove all of the Exterminator Zombis from the Enemy deck and give 2 of them to each player. Each player places his Exterminators face up next to his Character. Set the remaining Exterminator Zombis aside, they will not be used.

## **Game Play**

- Players take their turn as normal but draw 1 extra Enemy card for each Exterminator in their possession.
- The Exterminators can attack and must be attacked before the Character can be attacked (just like the Rottweiler Equipment card).
- There is no hand limit.
- Play is otherwise the same as the base rules.
- Play continues until the Enemy deck runs out of cards or until all Characters are killed and/or turned into Zombis.

## **Winning**

The player with the most Zombi kills wins the game. (The Creator, Noxx and Rex Jarvis each count as 2 Zombis).

## **Outbreak**

### **Synopsis**

Cooperative play variant involving team strategy with quicker individual turns, which adds a whole new feel to the game.

### **Number of Players**

2-6

### **Setup**

- Deal out Character and Equipment cards as normal. The Feat and Virus decks are not used for this game.
- Draw 4 cards per player from the Enemy deck and place them face up in the center of all the players so each card can be seen. This is the 'Outbreak'. Mutation cards do not count toward the number of cards to be drawn.
- If a Mutation card is drawn, it is attached to the most recently drawn Zombi or Task. If this cannot be done, discard it and draw another card. A limit of 2 Mutations can be attached to a given Zombi or Task.
- Draw a Mission card and place it face up for all the players to see. As a team, the players will work toward completing that Mission.

## **Game Play**

- On a player's turn, from the Outbreak, he must either select 4 Zombis to fight (or as many as are available up to 4), select and resolve a Task (if one is available), or select and resolve an Event (if one is available).

- If a player elects to fight Zombis, his Character may make 1 Battle Turn of attacks against one of the Zombis he selects (or more than one Zombi if he's able to attack more than one target), and all of his selected Zombis can make 1 Battle Turn of attacks against his Character. If a Zombi is killed before it attacks, it does not get to make an attack. As normal, Speed determines who attacks first.
- If the Character kills one or more Zombis, he adds them to his hand as normal. Zombis that were not killed are returned to the Outbreak.
- If a Character is killed, he transforms into the Zombi that killed him as normal, becoming a Zombi Character, and **MUST** make a full Battle Turn of attacks against one of the surviving Characters each time it is his turn. A Zombi Character still shares the victory if the players win. If the players lose, the Zombi Character loses as well.
- If a player selects a Task he *must* attempt it.
- If a Zombi Horde Event card is selected, add those cards to the Outbreak.
- If a Mission Change Event card is selected, replace the existing Mission with the top card from the Mission deck.
- At the end of a player's turn he may play one Enemy card from his hand and attach it to the players' Mission. This card is placed next to the Mission and goes toward completing it as normal. Alternatively, at the end of a player's turn, the player may opt instead to discard a card that is attached to the players' Mission.
- No more than 10 Enemy cards can be attached to the players' Mission.
- If at least 1 Character is left alive after resolving all the Enemy cards from the Outbreak, and the players' Mission has NOT been completed, 4 more cards are drawn from the Enemy deck for each surviving Character and play continues.

### **Winning**

- The players win if they resolve all of the cards from the Outbreak (no cards remain), at least 1 player is left alive, and they have completed their Mission.



### ***Playing with the Brood Mother***

- Brood Mother is NOT part of the team and works against the other players.
- During setup, 4 Enemy cards are NOT drawn for the Brood Mother player.
- On Brood Mother's turn she can either make one Battle Turn of attacks on a Character of her choice or she can select from the Outbreak as the other Characters do.
- Brood Mother wins if she kills at least 1 Character and all the other Characters are killed and/or turned into Zombis.
- Brood Mother can also win if she is the last one left alive and all of the Enemy cards from the Outbreak have been resolved. In this case, if the Brood Mother is the last one left alive and cards still remain in the Outbreak, on each of her turns she will select from the Outbreak until either she resolves all of the Enemy cards from the Outbreak (Brood Mother victory) or is killed (a draw).

### ***Increasing the Difficulty***

**Unfair:** *Remove all Feeders and Flesh Reapers from the Enemy deck.*

**Insane:** *Draw 2 Missions to attempt rather than one.*

**Total BS:** *Whenever a Character suffers a Hit, ALL Characters suffer a Hit.*

### **Split Personality**

#### ***Synopsis***

A game style enhancement that can be added to all Mission-Based game variants where players use two Characters rather than one.

#### ***Setup***

- Cards are dealt as normal, according to the style of game being played.
- Each player draws a second Character and places it facedown (his 'Inactive' Character) next to his other one (his 'Active' Character).

#### ***Game Play***

- Play will proceed as specified by the game style being used.
- At the start of each player's turn, *after* the first turn, players will flip their Active Character card face down, and their Inactive Character face up.
- Both Characters share Mission, Equipment, Feat and collected Enemy cards.
- Their Life is tracked individually.

- The Inactive Character cannot be affected by game play.
- If the Active Character is killed by a Zombi, he becomes a Zombi Character as normal. The player will then alternate playing a Character and a Zombi Character.
- If a Character loses their last life by any means other than by a Zombi, that Character is removed from the game. The other Character is flipped over at the start of the player's next turn and remains Active for the rest of the game.

### ***Playing with the Brood Mother***

- If using the Brood Mother, a second Character is NOT selected for that player. Instead, if the Brood Mother is killed, she is resurrected, discards all her cards, and draws new cards as if at the start of the game. If killed a second time, the base rules for the Brood Mother apply.

## **Zombi Master**

### ***Synopsis***

Players fight against each other using Zombi hordes in an attempt to collect the most Resources.

### ***Number of Players:***

2-6

### ***Setup***

- Event, Task and Mutation cards are removed from the Enemy deck. The Enemy deck is the only deck used for this game.
- Each player is dealt 4 cards and places them face up on the table in front of him.

### ***Game Play***

- Each player, in turn, selects one of his Zombis to make 1 Battle Turn of attacks on one Zombi of any other player.
- Players collect each Zombi they have destroyed and place it face down in a pile, known as their "Corpse Pile".
- When a player loses a Zombi he immediately draws a card from the Enemy deck to replace it. Play continues in this fashion until there are no Zombis remaining.
- The player with the final surviving Zombi adds it to his own Corpse Pile.
- Attacks by The Creator and Slithering Carcasses that cause a loss of Battle Turn on a Zombi that has not been destroyed by the attack prevents that player from using the affected Zombi on his next turn.

- If a Zombi fails its Fate roll versus Rex Jarvis's toxic breath attack, whether or not it is destroyed, the player loses his next turn.
- When Rex Jarvis is revealed, shuffle the Equipment deck and draw a card for him to use. Any Zombi destroying Rex Jarvis can now use the Equipment card, if able.
- When attacking with an Exterminator Zombi, the player has the option of attacking the top Zombi on the defending player's Corpse Pile rather than one of the player's face-up Zombis. If killed, the Zombi is added to the attacking player's Corpse Pile.

### ***Winning***

When all players have no Zombis remaining, players add up the total captured Resources from their Corpse Pile. The player with the highest total is the winner.

## **Solo Mission**

### ***Synopsis***

Play by yourself using the base rules for the game.

### ***Number of Players***

1

### ***Setup***

- Remove the "Brood Mother" card from the Character deck.
- Remove the "Homicidal Characters" card from the Virus deck.
- If the "Rise of The Creator" Virus card is drawn, ignore any die rolls that would result in the Virus being Acute.
- Deal out Character, Equipment and Mission cards to yourself as normal. Draw a Virus card as normal. The Feat deck is not used for this game.
- Deal out a Character, 2 Equipment and a Mission card (kept hidden from your view) as though another player were playing. This is known as the "Dummy" player, or "Dummy" Character.
- Shuffle the Enemy deck and draw cards until 10 Zombi cards are revealed. Shuffle those 10 cards and deal out 2 of them (kept hidden from your view) to the Dummy player. The Enemy deck is then reshuffled and used as normal.

### ***Game Play***

- Task cards that have a listed Failure to "Lose 1 Turn" will require the Character to take 1 Hit instead.
- If failing your Fate roll against Rex Jarvis's toxic breath, lose 1 Battle Turn instead.
- If attacked by an Exterminator Zombi, shuffle your captured Enemy Cards and then reveal the topmost card. The Exterminator

will attack that Enemy card. Do this each time an Exterminator attacks your captured Zombis.

- If attacked by the Coiler's acid spit, the Coiler will attempt to destroy the Equipment Card placed closest to your Character.
- The Dummy Player/Character does not take a turn, but is used only when your Character requires another player or Character to interact with and when Event cards are drawn that affect more than one player.
- Play until you complete your Mission or are killed or turned into a Zombi.

### **Winning**

The only way to win is to successfully complete your Mission.

## **Game Credits**

**Game Design:** *John J. Perry Jr.*

**Game Development:** *John J. Perry Jr., Ken Purdie, Josh Pinciario, Sheldon Perry, Tori Evans, Jim Dunaway*

**Box Cover Art:** *Gerasimos Kolokas*

**Card Illustration:** *Christer Degerman, Gerasimos Kolokas, Beth Hancock, Nick Tripiciano, Josh Pinciario, Sarah Benson, Mandy Tuinila, Marloes Schellekens*

**Card Design:** *John J. Perry Jr.*

**Playtesters:** *Mike Minor, Gordon Walker, Sherry Walker, Jacob Landry, Amy Doucette, Sarah Benson, Mandy Tuinila, Ryan Tuinila, Tamara Malay, Amanda Hanssen, Jordan Barber, Angela Ouellette, Sam Parent, Joel Richford, Robert Perry, Chaz Chiodi, Danny Walker, Sarah Thibaudeau, Jon Sloan, Alice Trei, James Nolet, Janet Perry, Steve Johnson, Sal Forte, Preston Farnham, Vinnie O'dell, Zack Remling, Chris Klaves, Andrew Wilson, Neal Tanner, Janine Joslyn, David Joslyn, Anthony Just*

**Web:** [www.realmsmastersgameforge.com](http://www.realmsmastersgameforge.com)

**Email:** [jperry@realmsmastersgameforge.com](mailto:jperry@realmsmastersgameforge.com)



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