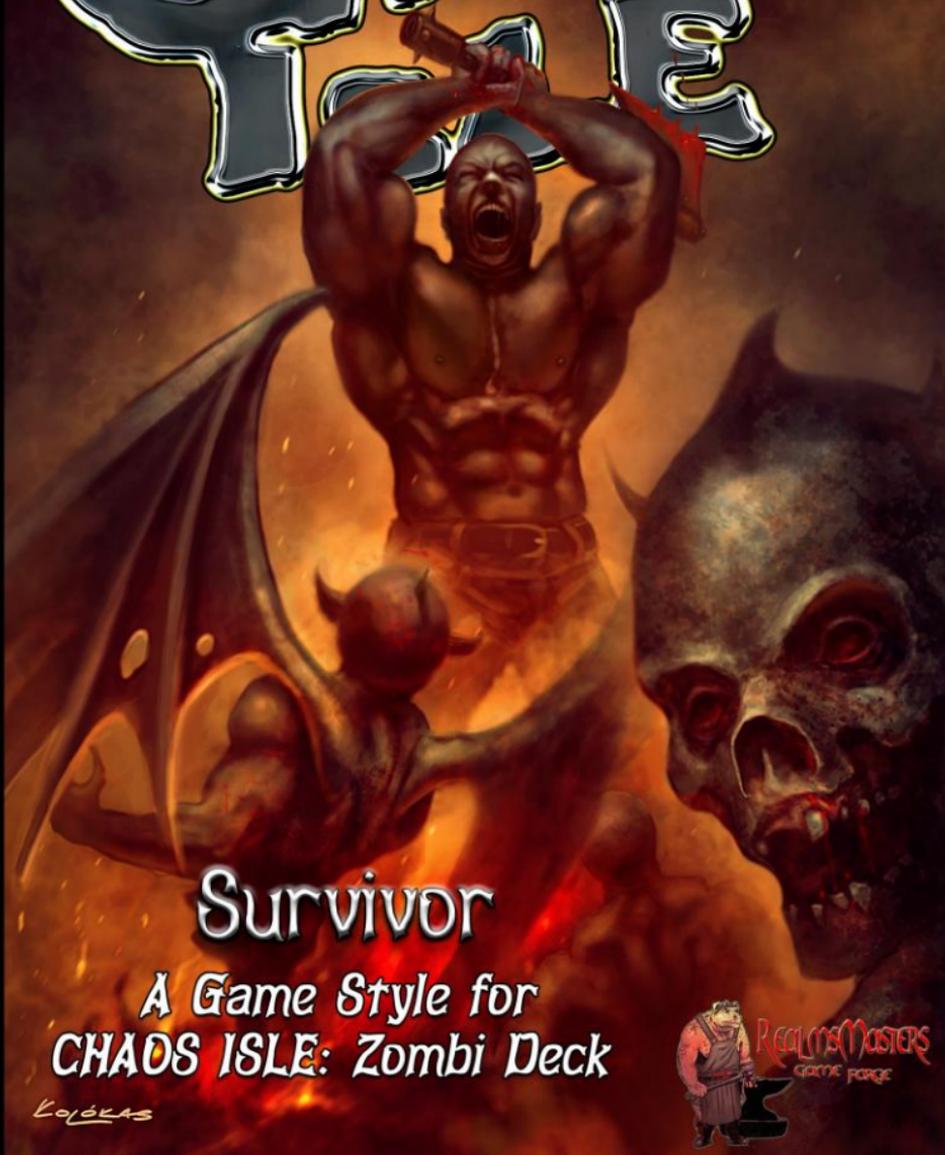


Quaoz Tome



Survivor

A Game Style for
CHADS ISLE: Zombi Deck

LOISERAS



CHAOS ISLE: Zombi Deck 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.

Survivor

*Let's face it; there is only One True Mission: stay alive as long as you can!
To hell with everyone else!*

Synopsis

Be the player with the last living Character.

Number of Players

2-6

Expansions Compatible With

Fresh Meat, Reinforcements, The Lunatics, Rise of The Creator, Survivors

Setup

- The Mission deck is not used for this game.
- 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 and Feat cards as normal.
- Draw a Virus card at the start of the game as normal. If the "Hopeless Mission" Virus card is drawn, ignore any die rolls that would result in the Virus type being Mild.

Game Play

- There is no hand limit.
- After his draw, a player **MUST** select at least one Zombi to fight unless no Zombis are drawn or if attempting a Task. Other game effects override this rule, such as Feats or Viruses.
- At the end of a player's turn, he may discard Resources from his hand to heal his Character. For every 5 total Resources discarded, 1 Hit is removed from his Character.
- Play otherwise proceeds as normal following the base rules with the exception that Missions are not part of the game.
- Play continues until only one Character remains alive.

Winning

The player with the last Character left alive is the winner. If there is more than one Character left alive and all are killed simultaneously, there is no winner.

Scoring

- If using Survivor to score points in a tournament or campaign, the survivor scores 1 point for each player in the game.
- Zombi Characters score 2 points for each Character they kill.
- Characters score 1 point for each Character they kill.

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