

RESURRECTION

Alternate Game Mode

For those of you that have wished for an antidote to the Zombi Virus, now you have a chance to return your character to life after contracting Dr. Zycheck's loathsome disease!

GAME SETUP: Set up the game as you normally would following the instructions in the base game. Resurrection is best played using the Main Rules but it should work just fine with most other Game Modes or Expansions as well.

RULES: In Resurrection, there is the possibility of returning your character to life after having been turned into a Zombi-Character. If successful, this would mean that your character continues on their quest to complete their Mission and is no longer a Zombi-Character. There are 2 ways this can happen: If an Event-Medical Assistance card is drawn you would remove 2 Hits from your character and they would return to life (with 2 Life remaining).

- 1) Every time you score a Hit on another character when you are a Zombi-Character, you may look through that player's collected Enemy cards and select any one card that contains a Virus resource (but not a card that only reads "Any X Resource(s)"), and add it to your collected Enemy cards. When you have acquired as much Virus as your Life, you may discard an amount of Virus equal to your life. When this happens, your character has returned to Life, is no longer a Zombi-Character, and all Hits are removed from your character.

Mission-AQUIRE VIRUS SAMPLES: In a Campaign, when using the Resurrection game mode, the **Acquire Virus Samples** Mission is worth 5 points rather than 4.

