



Ages 14+ For 2-4 players (*disclaimer: this rulebook is still in the design process.*)

Contents & Overview:

Gameboard, 7 Dice, 42 cards, 4 Unit Sets, 15 Cities, 4 Command Center, Instruction book

Command Centers & Cities:



Will be placed on the board during setup. They cannot be moved but play an important role in the game. If you control a territory that contains a city and/or command center, you control that city and/or command center. Command centers  produce all factions at least 1 unit per turn.

Units:

Tokens representing 1 unit



Tokens representing 3 units



Every color represents a different faction and will have special rules explained later in this rulebook.

Dice:

You will use black dice when attacking and red dice when defending. Each dice represents a unit.

Territory Cards:

There is a card for each territory on the board.



The **objective** is world domination. Eliminate all other players to win!

Setup:

For your first game setup for 2 players (or 3 players with 1 zombie AI) see below for suggested setup. Continue after with zombie setup. Note: tokens are oversized to improve visibility.



Assign Factions

For a 2-player game (and recommended for a 3-player game), zombies will be added in as the AI (see AI on page 7). We suggest using military & aliens for 2-player game. Every player will choose or randomly pick a faction to play.

Assign Cities

Draw 15 cards randomly from the territory card deck. Place a city on each territory drawn. After placing all 15 cities, reshuffle the cards back into the territory deck.

Assign Territories:

To setup, shuffle all the territory cards and randomly deal out cards to each player (minus the zombie player). For a 2-player game, each player will get 21 cards. For a 3-4 player game, each player will get 14. Zombies are not given cards at the beginning of the game. For each card that a player is given, place 1 unit in each location. Use the first card given to place a command center. After establishing territories, reshuffle the territory deck and place it aside.

Assign starting units:

Each player (minus zombies) will then take turns placing units on territories that they control. Each player will place 24 units (not including zombies). You may only place a maximum of 8 units on a given territory.

Establish zombies:

After assigning starting units, draw 3 random cards from the territory deck. The player may choose from these cards which territory becomes '**ground zero**' for the zombie virus and the zombie player will place a command center  on that location. Convert all units on 'ground zero' and any territory adjacent or connected into zombie units. The zombie player places an additional +2 units on ground zero and then discards the territory cards. The zombie player takes the first turn and the game begins taking turns in a clockwise fashion. **If playing with Zombies as AI, see Zombie AI Rules.

Turn order:

- 1) Assign units
- 2) Attack enemies
- 3) Transfer units
- 4) Gain a territory card, if possible

How to assign units:

Each faction has its own method of adding units. Refer to the individual player cards.

Requirements for attacking:

- It must be your turn.
- You can only attack a territory adjacent to your territory or a territory that is connected to yours with a line.
- You must have at least 2 units on a territory (or 1 for zombies). 1 unit (0 for zombies), must remain on the territory. ** Zombies may control cities without leaving a zombie behind.

Steps for attacking:

- Choose how many dice you wish to role (1 dice per unit attacking. Maximum 3, civilians max 4)
- Defender chooses how many dice he wants to defend (1 dice per unit defending. Maximum 2, civilians max 3).
- Roll dice (attacking dice are black, and defending dice are red). Compare the highest dice of the attacker and defender and resolve any special character effects. The higher dice wins and the loser removes 1 unit. Defender wins ties (unless rolling against military, military always wins).
- Compare second and third highest if applicable and resolve special effects and add/subtract units as necessary.



On the example to the left, the attacking 6 die would kill the defender's 5. Then the next highest numbers are compared and the defender's 5 would kill 1 unit of the attackers. Each player would effectively lose 1 unit. The third attacking dice is unused and will not affect gameplay. Note: If defender was the alien, attacker would lose 3 units and defender would lose all units on defending territory (leaving 0 on the territory).

Attacker may quit attacking, continue attacking, or switch locations of his attack as long as he is able. If the defender runs out of units, the attack must send at least the number of units as represented by the dice (minus any casualties) and 'conquers' that location. No attack is necessary on an empty territory and players may freely "walk on" to the territory (this counts as conquering a territory for drawing a card at the end of the turn). Territories unclaimed are considered owned by no one. Zombies continue to control unoccupied cities until another player conquers such location.

Player Elimination:

Players eliminate another player when their last unit is removed from the game (and zombies lose control of their last city/command center). If you eliminate another player, you will receive their territory cards (if any) and a permanent bonus for the rest of the game.

- Eliminate Military: Gain Tactical Advantage (always wins ties)
- Eliminate Aliens: For the Greater Cause (explode on doubles)
- Eliminate Zombies: Power of Conversion (gain +1 unit on ties)
- Eliminate Civilians/Cyborgs: Power of Tech (+1 on a single dice per roll)

Transferring Units:

At the end of your turn you **may** transfer any number of units (leaving always 1 unit on the territory, 0 for zombies) from exactly 1 territory to another territory as long as there is a connected path of **owned** territories between the two locations. This immediately will end your turn. **Zombies do not participate in transferring units at this time. See the zombie transferring units section.

Gaining a territory card:

You may draw a card if you conquered a territory and you **may** immediately cash in the card. Cards may only be redeemed on your turn for 1 unit. **If** you own the territory represented on the card, then gain 3 total units.

Regional control points:

If you own all territories in a region (territories of the same color) you gain the regional control points shown on the board.



Military



Additional unit phase

+1 unit per 3 territories (rounded down, minimum 3)

+1 unit per 3 cities (rounded down) 

+2 units per command center 

+1 unit per regional control points

Special effects:

Always wins ties (even when attacking)

Aliens



Additional unit phase

+1 unit per 3 territories (rounded down, minimum 3)

+1 unit per 3 cities (rounded down) 

+1 unit per command center 

+1 unit per regional control points



Special effects:

When rolling doubles, blow up all attacking units (max 3, or 4 for civilians) and all units on the defending territory. Do this action **before** applying any other special effects from any faction.

If you roll triples, blow up the entire region that you attacked, including your three units. Do this action before applying any special effects and before resolving the dice. This will blowup your own units in that region if you have any territories there.



Civilians Cyborgs

Additional unit phase:

+1 civilian on each city  under Civilian/Cyborg control

+1 civilian on every command center  under civilian/cyborg control

+1 civilian for every 2 civilians on a territory (not including cyborgs)

Special effects:

May convert 1 civilian  to make a cyborg 

*Immediately after adding units, civilians may convert newly added civilians into cyborgs and transfer them to any connected territory.

May convert 1 civilian  to build a wall  between two territories. Civilians & Cyborgs may freely walk past the wall but opponents must roll to 'attack' the wall. When a 6 is rolled, the wall breaks and the opponent may attack freely. When 1-5 is rolled, the opponent's unit becomes 'inactive' for the turn and may not be used until the following turn. Inactive units count towards the unit that must maintain the territory. You may only have 1 wall per border.



In the example to the left, aliens are attacking with 4 troops with a wall between territories. Rolling one die at a time, they rolled a 4, then a 3, and finally a 6. 2 troops become 'inactive' and cannot be used until the following turn. Remove the wall from the game for the 6 rolled and then aliens may choose to continue to attack with a maximum of 2 units.

Civilians are 'converted' into the enemy when they roll a 1 or 2 while defending or attacking. Add +1 unit to the enemy and remove a civilian before comparing dice.

Civilians and cyborgs may use 1 extra dice while attacking or defending.

Cyborgs may choose to gain +1 on all cyborg rolls. They may increase their dice roll up to 7. Cyborgs must declare/separate cyborg dice from civilian dice before rolling.

On the example to the right, you'll add units as follow: +1 unit for the command center, +1 unit for the city, +2 units for having 5 civilians on a territory (1 unit for every two civilians rounding down and cyborgs don't count).



Zombies



Zombies gain +1 unit on each city  and +1 unit on each command center  that is under their control at the start **and** end of their turn.

Zombies are only eliminated from the game when they lose control of all their cities and command centers and they own no more units.

Special effects:

No Zombie Left Behind! Zombies do not have to leave a zombie behind while attacking and will maintain control on cities/command centers even when no zombies are present. Zombies lose control on cities/command centers when another player **conquers** that territory.

I see a bite mark! Zombies convert a unit (gain +1 unit and opponent loses -1 unit) anytime they tie with an opponent while comparing dice. The converted unit must be placed with your attacking/defending units.



In the example on the left, zombies are attacking civilians with 3 attacking dice (represented in black dice), while civilians/cyborgs may use 3 defending dice (+1 dice for civilians/cyborgs special ability). While comparing highest to highest, the first civilian dice kills a zombie. The cyborg (the yellow dice was predetermined) loses to the zombie. And finally, the last set of dice, you remove -1 civilian and the dice before zombie's effect and give the zombies +1 unit for only the civilians effect and not the zombie's effect. In total, the cyborg and 1 civilian die, and zombies lose nothing.

Transferring units:

Zombies do not participate in the transferring unit phase at the end of their turn but instead may transfer any number of units from any location to any other location under their control

immediately after assigning

units. **'Hunger rule'** is the only restriction on transferring zombies;



Because the zombies on Territory #2 share a border with civilians, the zombie on territory #1 can only be transferred to territory #2 and not territory #8.

Hunger Rule: Zombies cannot leave any territory nor pass by any territory adjacent to an enemy territory.

Zombie AI Rules

Choose the zombie AI controls **before** adding the zombie. A '**possible border**' is any border that the zombies may travel to from a given city according to the **hunger rule**. Zombie AI will never leave zombies on a territory that isn't adjacent to an enemy during the transfer phase and after they've conquered an enemy.

Random Zombies

While transferring units, assign each possible border a number and roll the dice to determine where to transfer the unit. Keep repeating this process until all units that do not have a border have been transferred. If there are more than 6 possibilities, assign each player a group of numbers to have the zombies focus their efforts. Use this method when determining which territory that the zombies will attack.

Hungry-Raged Zombies

The '**highest threat**' is any enemy territory with the highest troops adjacent to your border (roll for any ties). During transferring phase, zombies will always be added to the territory with the highest threat in accordance with the **possible border** rule. Zombies will then attack the enemy with the **highest threat**.

Super Hungry-Raged Zombies

While transferring units, zombies will ignore the possible border rule and place all their transferred units on the territory with the **highest threat**. They will always attack the enemy with the highest threat.

In all AI controls, Zombies will continue attacking any targeted location until they can no longer attack or that they conquer the location. If the territory is conquered, zombies will continue to the next territory according to the chosen AI control.

Step up

After choosing a zombie AI control, follow the normal setup for the zombies and choose the location for ground zero that will convert the highest number of zombies. For ties, pick a random territory card. The zombie AI will begin the game.

Zombies will always attack if they have enough units to roll 3 dice. Zombies will always defend with 2 dice if possible. Zombies will always move the maximum number of units after attacking, even if this will cause a gap in their border. Zombies will never move onto an empty space during their attacking phase. As an additional option, the first player eliminated may play as the zombie if possible.

Credits

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