

Dice of the Living Dead 2nd edition

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Dice of the Living Dead 2nd edition is a solo dice game that's free to print and play. In addition to game components in the file you'll also need 8 six-sided dice, a pawn, and cubes or some other markers. Alternatively you can laminate the game sheet and write on it.

The 2nd edition of the game also includes a variant for playing with more than one player. This variant is described at the end of the rules.

THE STORY

Zombies have overrun your hometown. You've grouped up with other survivors, and you now have to make your way to the outskirts of town and escape the undead menace. On your way you have to fight zombies, search for survivors, and dole out your limited supplies.

Every turn you roll dice trying to find the right balance between moving fast, but still having the time to fend off zombies. But just as every roll of the dice can help you, it also holds certain risks.

COMPONENTS

Printed components

1 Game Sheet

Used to track information about your party and to reference what the dice means. The round "pools" are used to easily differentiate what the dice you've rolled mean.

4 District tiles

Four different parts of the city. You use the pawn to track your progress towards the safe house, and can find event tokens (exclamation mark) and encounter zombies (zombie head) on the way. You have to make it through all four district tiles in order to win the game.

Event Cards

When you reach a safe house you resolve an event.

14 Event Tokens

Stuff you encounter as you trek through the districts. They are placed face down on the district boards and resolved as you pass them.

6 Character Cards

The character cards show who you are as the party leader. Each character has two abilities that impact the game.

9 Stress Cards

Stress cards are triggered when certain things happen in the game. How to use them depends on whether you are playing solo or multiplayer.

4 Item Cards

Things that can aid you, if you find them.

Dice

Dice of the Living Dead uses three different kinds of dice: a zombie dice, a scavenger dice and five survivor dice. Ideally you'll need dice in three different colours to easily differentiate them. You'll also need a dice to track time.

Survivor dice

Every turn you roll five survivor dice – no matter how many survivors you actually have left. They can give you movement to get closer to your goal and they can give you valuable resources to fight the zombie horde, but they can also generate zombies and make you lose hours. Low numbers equal bad things happening.

The scavenger dice

This die tells you what you scavenge as you search through the town. Maybe you'll find badly needed supplies, desperate survivors, or ammo to fight the zombies, but there's also a small risk of one of your party members being bitten and infected as he/she searches through the buildings.

The zombie dice

The zombie die shows how many zombies you encounter during the game round. The higher you roll, the fewer zombies attack you.

In addition to this you'll get to roll fight dice when in combat with the zombies. You can use the Survivor Dice for this or you can add even more dice to the game and have dedicated fight dice.

Cubes and pawn

You'll need cubes or some other markers to track Healthy and Infected Survivors, Supplies, and Ammo. Alternatively you can write directly on the game sheet.

The pawn is used to track your progress on the District Tiles.

SETUP

1. Place the game sheet on the table. You begin the game with 12 Healthy Survivors, 6 Supplies, and 6 Ammo – place cubes on the sheet or write it in the appropriate box.
2. Pick a character or choose one randomly.
3. Shuffle the Stress and Event Cards and place them in separate decks.
4. Shuffle the exploration tokens.
5. Decide if you want to start the game with the Item Map of Town. For first time players, I suggest using it. Keep the other items close at hand.
6. Place the Extraction district tile face down on the table. Then shuffle the remaining district tiles, place them on top of the extraction tile and flip the top one. This is the zone of the city you begin in. You have to make it through all four district tiles in order to win the game.
7. Place the pawn on the red space of the current district tile.
8. Place an Exploration token face down on each space marked with a compass rose.
9. Place a dice on the Time space on the game sheet so that it matches the amount of time noted on the current district tile.

PLAYING THE GAME

The game is played over a series of game rounds. You play until you make it out of the city, lose your last party member, or run out of time in which case darkness falls and the zombies overwhelm you.

Each round consists of the following phases.

1. Change leader. (Multiplayer only)
2. Roll dice
3. Scavenging
4. Movement
5. Combat
6. Safe house (only if you reached a safe house during movement).

1. Change party leader

In a multiplayer game you take turns being the party leader – pass the duty clockwise at the beginning of each turn except for the first. The party leader has final say when it comes to dice and group decisions as described below.

2. Roll dice

First you roll your five Survivor Dice, the Scavenger Dice, and the Zombie Dice. Place the Zombie Dice in the zombie pool to show the number of zombies you know you'll encounter this turn. The survivor dice and the scavenger die may be rerolled up to two times for a maximum of three rolls.

At any time between dice rolls you may freeze dice. You may also later choose to reroll dice you've already frozen. The only exception to this is that every Survivor Dice showing "1" cannot be rerolled. Immediately place it in the zombie pool where it counts for an extra zombie.

Note: Whenever you roll a 1 on the Scavenger Dice, you must immediately resolve it by infecting a survivor (see below). You are allowed to reroll a 1 on the Scavenger Dice.

When resolving Survivor Dice they give the following:

- 1 – Zombie. Place in zombie dice pool. No reroll.
- 2 – Lose one time.
- 3 – 1 point of movement.
- 4 – 2 points of movement
- 5-6 – Fight (used during Combat)

After you've rolled three times (or opted not to spend a reroll) move to the next phase.

3. Scavenging

Resolve the Scavenger Dice. Remember that any 1s are resolved immediately when you roll them.

- 1 – Lurking zombie. Infect a Healthy Survivor.
- 2 – Supplies. Gain 1 supplies.
- 3 – Supplies. Gain 2 supplies.
- 4 – Survivors. Gain 1 new party member.
- 5 – Ammo. Gain 2 ammo.
- 6 – Fight or movement. Change it to a 4 or a 5 and place it in either the Fight or Movement Pool. It counts as a Survivor Dice.

4. Movement

When moving you have to move the total of your movement dice. If you pass or end your move on an event token, immediately flip it and resolve it. For each space with a biohazard icon you pass or end your movement on, add 1 zombie to the zombie pool. If you reach the the green circle, you've made it to the Safe House and don't move any further.

If you land on or pass a space with a Zombie, you also draw one Stress Card. If the “play when” condition has been met earlier in the turn, immediately resolve the effect. The Stress Card is active until the end of the round, so if the play when condition is later met, resolve the effect.

Example 1:

After moving you land on a space with a zombie and draw the Stress Card Hoarder. You resolved a 6 on the Scavenger Dice, so since no Supplies or Ammo was gained from it, you must resolve the card effect and lose 1 Supplies.

Example 2:

You draw the card They Always Turn which is triggered when a Healthy Survivor is infected. Since you didn't roll a 1 on the Scavenger Dice this turn, nothing happens right now. But if a Survivor is infected later during the game round, you must resolve the effect.

If the Stress Card deck is empty, reshuffle and form a new.

5. Combat

Now you have to fight the zombies you've encountered.

When fighting zombies you go through the following steps.

- A. Add up the number of zombies generated by the zombie die, Survivor Dice showing 1, spaces with zombies on you've passed or landed on, and Exploration tokens. Use one or more dice to show the total.
- B. Gather Fight Dice. Each survivor dice showing either 5 or 6 give you one Fight Dice. You can spend Ammo to add additional dice on a one for one basis.
- C. Roll fight dice. As with survivor dice you may roll the dice a total of three times freezing any or all of the dice when you want to. Each result of 4 or 5 kills a zombie, each 6 kills two. If on the second or third roll you roll a 1, you immediately lose one Time. If it happens on the second roll you may reroll the dice. If you run out of Time you immediately lose the game, *unless your pawn is on a green safe house space.*
- D. Resolve. Kill zombies. Then kill one Healthy Survivor for each zombie remaining. The Healthy Survivors are at the front of the combat and thus most likely to die.

6. Safe house

If you've reached a safe house go through the following steps. If not, simply end the round.

- A. Draw an event. Keep drawing until you draw a card that matches your current safe house. Note that if you have to fight zombies as a result of safe house events, you must use Ammo in order to gain fight dice. But since you are in fact in the safe house you cannot lose time while fighting as a result of an event. You do not resolve an event at the extraction zone.
- B. Spend Supplies. You must spend supplies equal to half the number of Survivors, both Healthy and Infected (round down). For every unit of supplies you don't have, lose one Healthy Survivor – they leave your party to fend for themselves. You do not have to spend supplies at the extraction zone.
- C. Infection Roll. Roll a dice for every Infected Survivor you have and consult the table below.
- D. Flip the next District Tile, place the pawn on the red space, and reset Time.

Infection Roll Table

- 1 – The infected turns zombie, killing one survivor and infecting another. Effectively this means you lose two Healthy Survivors.
- 2 – The infected turns zombie, infecting a Healthy Survivor. Effectively this means you lose one Healthy Survivor.
- 3 – The Infected Survivor dies. Lose one Infected Survivor.
- 4-6 – Nothing happens.

OTHER RULES

Winning or losing

If you at the end of a game turn have reached the Extraction Zone and have at least one Survivor, you win the game. This is the case even if you only have Infected Survivors – they just have to hope for a cure.

Note: When you reach the extraction zone, you only resolve the infection Roll.

If at any time you run out of Time and your pawn is not on a green safe house circle or if you lose your last survivor, you lose the game.

Infection a Healthy Survivor

When a Survivor is infected, lose a Healthy Survivor and gain an Infected Survivor. However, some events will tell you to gain an Infected Survivor. In that case simply add 1 to your Infected Survivors.

MULTIPLAYER RULES

If playing with more than one player (I recommend 2-3) the following rules apply:

Setup

Deal a Stress Card to each player. You must keep your card hidden and only play it when the play when condition is met.

Each player is given a Character. Do not use The Doctor in a multiplayer game.

Party Leader

You take turns being the party leader. Pass the responsibility clockwise at the beginning of each round. The Party Leader rolls dice and has final say on what dice to freeze and reroll. The party leader should obviously listen to the other players (especially since they can have Stress Cards that may trigger), but doesn't have to.

Safe House Phase

At the end of the Safe House Phase, if you do not have a Stress Card, draw a new one. Reshuffle the deck if needed.

Final Say

Each player can have final say on a decision once per game. You can do this even if you are not the party leader. You can have final say on which Survivor Dice to keep (they may not be rerolled this turn), which Fight Dice to keep, a decision during an event, which way to go on the High-Rises District Tile, or the amount of Ammo to use in a fight. If you use your final say, turn your character card sideways to show you have used this option.