

The background of the entire page is a vibrant, stylized illustration of a chaotic battle scene. It features numerous figures in red jumpsuits and black hoods, some holding firearms, amidst a landscape of colorful, geometric blocks and structures. The scene is filled with action, including running, shooting, and falling figures. The overall aesthetic is reminiscent of the 'Squid Game' series, with a mix of bright colors and dark, violent elements.

NETFLIX SQUID GAME

AN EXPANSION FOR ZOMBICIDE



RULES & MISSIONS

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#01 GAME COMPONENTS

4 SURVIVOR ID CARDS



CREDITS

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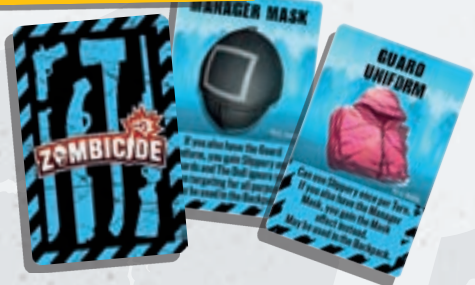
4 LOCATION CARDS



15 SPAWN CARDS



20 EQUIPMENT CARDS



4 DOUBLE-SIDED GAME TILES



Zombie Spawn (White/Red) x 1

22 TOKENS



Activation Token x6

1 ABOMINATION CARD



2 REFERENCE CARDS



Door (White) x3



Door (Red) x3



Objective (White/Red) x 1

20 MINIATURES



Young-hee, The Doll

Front Man

Workers

Soldiers

Managers



Special Zone Token x 8

#02 THE ISLAND

No one warned us. Locked away on this island, cut off from the world, all we knew was that we were trapped in a cruel, sadistic game. Harsh, but with rules we could understand. And then... everything changed.

The dead began to rise.

At first, we thought it was just another stage of the competition. Another brutal test of survival. But the screams, the smell of blood, and the chaos behind the scenes told a different story. A zombie apocalypse had broken out across the island, and we were completely unprepared.

The strangest part? The Guards aren't being attacked. They move with stealth, cold precision, and eerie calm. It's as if their training, or perhaps something even darker, shields them from the infected.

Now, between deadly arenas designed to kill, undead hunters roaming freely, and masked enforcers still following orders without hesitation, one terrifying question remains: Is this still part of the game... or have we lost control for good?

Welcome to your final chance. You either play... or you join the dead!

The **Squid Game Zombicide Expansion** is an expansion for Zombicide: 2nd Edition. This book features additional rules for the Zombicide system and a series of missions set in Netflix's Squid Game universe. Survivors will be able to scavenge for familiar Equipment, through familiar locations, and even clash against notable Enemies like the Front Man and Guards from the show!



Squid Game Zombicide Expansion is an expansion for Zombicide: 2nd Edition and requires **Zombicide: 2nd Edition** to play.

#03 ENEMIES

In the Squid Game Zombicide Expansion, both Zombies and Guards are considered **ENEMIES**. Every time the keywords **Enemy** or **Enemies** are mentioned, they apply to both.

At the same time, the keyword **Guards** refers to all types of Guards, but not Zombies.

Guards cannot attack Zombies and are not attacked by Zombies. Unless otherwise stated by specific mission rules, Guards and Zombies ignore each other at all times.

NOTE: All rules that apply to Zombies in the Modern Zombicide series also apply to Enemies. (eg. rules affecting Survivor Movement, preventing Searches, Attack, Spawning, and Skills).

GUARDS

Guards are a new type of enemy introduced in the Squid Game Zombicide Expansion. They activate during the Zombie Phase.

Guards are **not affected by any Zombie-specific Extra Activation cards**. These effects apply only to Zombies unless otherwise stated. However, if players run out of miniatures for a specific Guard type during a Spawn, all miniatures of that Guard type that are already on the board immediately receive an extra Activation, following standard Zombicide: 2nd Edition rules (core rulebook, P. 26). This applies individually to each type of Guard.

To add Guards to games of Zombicide, simply add the Guards spawn cards (#215 to #229) to the Zombie deck. They are used to spawn Guards following the same Spawn rules as zombies (core rulebook, P. 25).

Guards are divided into 3 categories, each with different abilities:

- **Workers** marked with a circle on their masks and circular bases
- **Soldiers** marked with a triangle on their masks and triangular bases
- **Managers** marked with a square on their masks and square bases





WORKER

Actions: 1
Wounds dealt: 1
To eliminate: 1 damage
Adrenaline provided: 1
Targeting Priority: Same as Runners

SOLDIER

Actions: 1
Wounds dealt: 1
To eliminate: 1 damage
Adrenaline provided: 1
Targeting Priority: Same as Runners
Special rules: Attacks within Range 0-1.



MANAGER

Actions: 1
Wounds dealt: 1
To eliminate: 1 damage
Adrenaline provided: 1
Targeting Priority: Same as Runners
Special rules: Attacks within Range 0-1. Whenever

a Manager spawn card is drawn, before the Managers are placed on the board, ALL Guards on the board perform an Extra Activation.



When a Manager spawn card is drawn, before the Managers are placed on the board, ALL Guards perform an Extra Activation

ABOMINATIONS

FRONT MAN

To add the Front Man Abomination to games, simply add his corresponding card to the Abomination deck and shuffle all the Guard spawn cards into the Spawn deck.

Actions: 1
Wounds dealt: 1
To eliminate: 2 damage
Adrenaline provided: 5, only gained when eliminated by Molotov.
Targeting Priority: Same as Runners
Special rules:

- At the beginning of the Zombie Phase, all Guards within the Front Man's Line of Sight perform 1 Action.
- If eliminated by a Molotov, permanently remove the Front Man from the game. Otherwise, place his miniature in the Starting Spawn Zone at the end of the next Zombie Phase.



YOUNG-HEE, THE DOLL

Young-hee, The Doll is a special Abomination. She does not come with an Abomination card, however, may still be used in any Zombicide game. To use Young-hee, The Doll, simply place her miniature in Green Light position in a Zone of the players' choice. Shuffle all Guards spawn cards into the Spawn deck and all Squid Game Equipment cards into the Equipment deck.

THE DOLL HAS TWO MODES:

GREEN LIGHT



Green Light position.

Her head is not rotated (body and head face same direction). The Doll in Green Light position HAS NO LoS in any direction.

RED LIGHT



Red Light position.

Her head is rotated (body and head face different directions). The Doll in Red Light position HAS LoS in ALL orthogonal directions.

NOTE: It does not matter which way the doll's body is facing, only whether her head is rotated!

Actions: 0

Wounds dealt: 0

To eliminate: A Survivor with a Guard Uniform or a Manager Mask must throw a Molotov into her Zone.

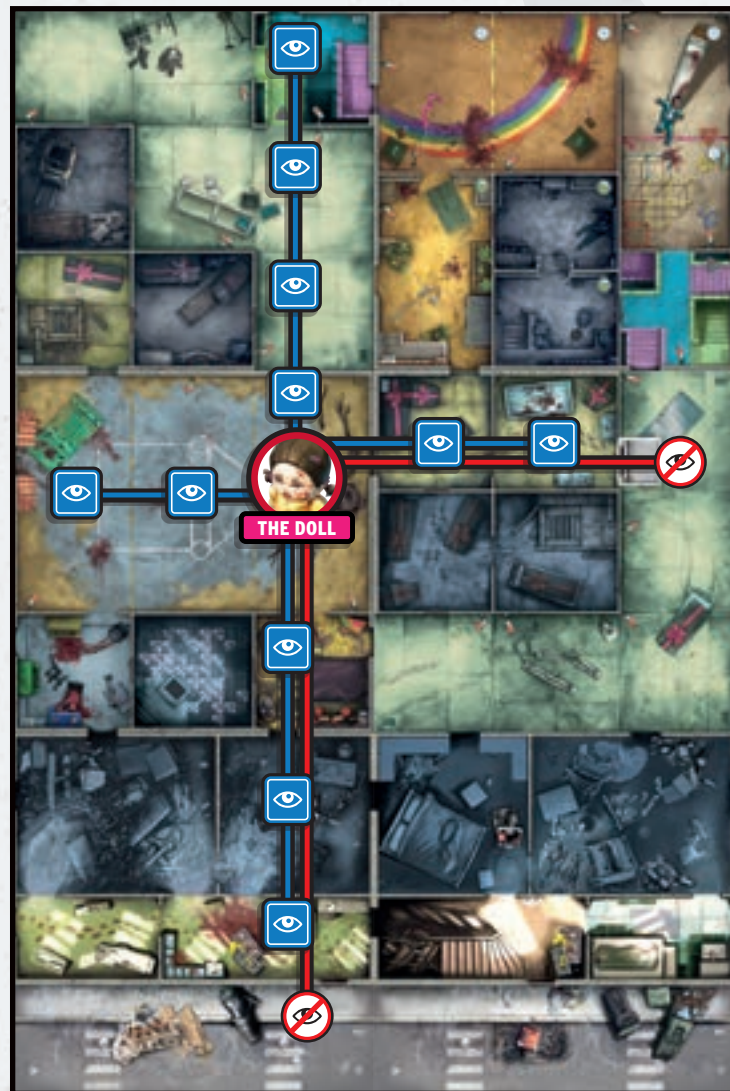
Adrenaline provided: 5.

Targeting Priority: The Doll is ignored in the Priority Order (enemies in her Zone can be targeted by Ranged Attacks).

Special rules:

- The Doll cannot move (or be moved) and attack or be attacked (except for Molotov).

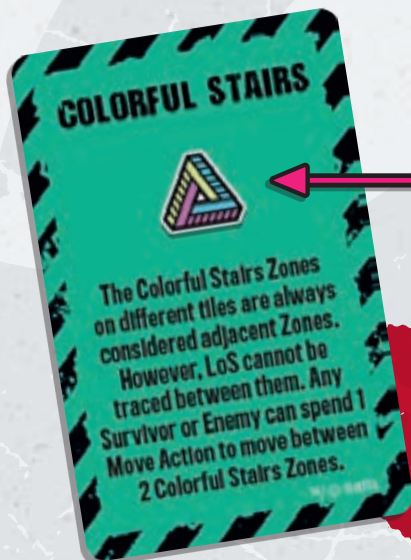
- The Doll is not limited to Range 0-1 when tracing Line of Sight through building Zones. However, it cannot see through walls or closed doors.
- At the end of the Player Phase, if the Doll is in Red Light position (head rotated) and there are any Survivors in Line of Sight of it, all Guards on the board immediately perform 1 extra Activation. If the Doll is in Green Light position, nothing happens.
- Whenever an Aaahh!! card is drawn, rotate the Doll's Head to the Red Light position.
- At the End of the Zombie Phase, roll a die. On 1-4, rotate the Doll's Head to the Red Light position. On a 5-6, rotate it to the Green Light position.



The Doll in Red Light position has LoS to all Zones with an open path linked to her (orthogonally), ignoring building rules. But she has no LoS through closed doors or walls.

#04 SPECIAL ZONES

Missions in the Squid Game Zombicide Expansion feature Special Zones that represent key areas from Squid Game. These zones introduce thematic rules that alter gameplay in exciting and deadly ways.



To assist players during gameplay, some Special Zones are marked with unique symbols and come with corresponding Location cards. These Location cards feature the same symbol on the Zones and summarize their effects. They are placed beside the board during setup as a quick reminder to all players.



PIT ZONES

Some tiles in the Squid Game Zombicide Expansion feature Pit Zones. They are found in the Hopscotch Game Room (tile 36V) and the Tug of War Game Room (tile 39V). Pit Zones have a special rule where Survivors can push Enemies into the abyss.

If a Survivor ends their turn in a Pit Zone, roll a die. On a 1, they suffer 1 Wound. Otherwise, the Survivor may eliminate 1 non-Abomination Enemy in the same Zone. The Survivor gains the Adrenaline Points for the eliminated Enemy.





MARBLE VILLAGE

Tile 38V features Marble Village Zones. These Zones introduce a special rule that requires Survivors to be cautious and avoid ending their turn with another Survivor in the same Zone!

If a Survivor ends their turn in a Marble Village Zone with other Survivors in this Zone, all Survivors in that Zone roll a die. The Survivor that rolled the lowest result takes one Wound. If there are any ties for the lowest result rolled, nobody takes Wounds.



PLAYGROUND

Tile 38V also features some Playground Zones. In Playground Zones Survivors can push their luck to gain a Weapon or... attract more enemies!

If a Survivor ends their turn in a Playground Zone, as a free action, they **must** draw an Equipment card from the top of the Equipment deck (this does not count as a Search Action). If a weapon card is drawn, they keep this card and may reorganize their inventory for free. If it is not a weapon card, shuffle this card back into the Equipment deck and immediately spawn a Worker Guard on the nearest Colorful Stairs Zone. If there are no Colorful Stairs Zones, spawn it on nearest Spawn Zone. (Aaahh!! cards still spawn Enemies in addition to the Worker Guard when drawn!)

The Playground Zones on Tile 38V are considered Street Zones for Line of Sight purposes.



COLORFUL STAIRS

Some tiles feature Colorful Stairs Zones. They are found on tiles 36V, 37R, 38V, and 39R. Survivors and Enemies may travel through Colorful Stairs Zones as a shortcut!

The Colorful Stairs Zones on different tiles are always considered adjacent Zones. However, Line of Sight cannot be traced between them. Any Survivor or Enemy can spend 1 Move Action to move to another Colorful Stairs Zone.

CORRIDOR/SQUID GAME FIELD

Some tiles feature vast indoor areas as Corridors Zones and the Squid Game Field Zones. They are found in tiles 36R, 37R, 37V, 38R, and 39R. These Zones are considered Street Zones for Line of Sight purposes.



SURVEILLANCE ZONES

Many Zones on tiles in the Squid Game Zombicide Expansion are heavily surveilled. This is represented by surveillance cameras found in Game Rooms, Colored Stairs, and Corridors. Survivors cannot perform Search Actions while in those Zones.





Wanda is in a Playground Zone (considered as a Street Zone for LoS purposes), so she has LoS to all Squid Game Field Zones (above her, also considered Street Zones), has LoS to the Marble Village Zone (below), to the Playground Zones (to the right) and to Colorful Stairs next to the Playground Zones. But has no LoS to the Corridor Zone (see Line of Sight Rules in the core rulebook, P.10).

#05 NEW SURVIVORS

The Squid Game Zombicide Expansion also includes Survivor ID cards for the following characters:

- Front Man
- Worker
- Soldier
- Manager

These characters can be played as Survivors in any game of Zombicide: 2nd Edition, including Missions from the Core Game or other expansions.

To use them, simply select the corresponding Survivor ID card during the Select Survivors step of the Setup. Each character follows the standard Survivor rules as outlined in the *Zombicide: 2nd Edition* core rulebook.

NOTE: When used as Survivors, they are considered separate from their Enemy versions and follow usual Survivor rules. But stay alert for the Running out of miniatures rule! Using Guards as Survivors will make this rule happen more often.

#06 ADDITIONAL GAME MODE

ACTIVATION TOKEN

In a standard game of Zombicide, there are always 6 Survivors, regardless of the number of players. However, the Activation tokens rule provides a flexible alternative. **This rule allows the game to be played with fewer than six Survivors. Each player may choose how many Survivors to control (as few as one), regardless of the total number of players.** The only exception is that a single player must always control at least two Survivors if playing alone.

This rule also allows players to decide the order in which their Survivors activate, rather than adhering to a fixed sequence.

Activation tokens are a modular rule, meaning players can choose to include or exclude them when playing any game of *Zombicide 2nd Edition*. **However, for the Missions in this box, the Activation tokens rule must always be used.**

SETUP

During setup, for each Survivor in the game, take 1 Activation token, placing it with its **Ready** (green) side faceup next to their Dashboard.

Then, set aside a pool of additional Activation tokens, all of them with its **Ready** (green) side faceup:

- 5 Survivors: 1 additional Activation token
4 Survivors: 2 additional Activation tokens
3 Survivors: 3 additional Activation tokens
2 Survivors: 2 additional Activation tokens

Note that the players will always have a total of 6 Activation tokens available. The only exception is that with 2 Survivors they only have access to 4 Activation tokens.

After that, distribute all 6 Starting Equipment among the Survivors.

The First player token is not used when playing with Activation tokens.

PLAYER PHASE

All Survivors take turns to activate, one by one. On their turn, a player will first flip their Activation token to its **Activated** (grey) side, then their Survivor performs 3 Actions as usual. Once the Survivor has completed all their Actions, players choose a different Survivor that still has any Activation token on its **Ready** (green) side to activate next.



Pool of Extra Activation tokens: When playing with fewer than 6 Survivors, there is a pool of extra Activation tokens that are not assigned to any specific Survivor. Once all Survivors have flipped their Activation token to its **Activated** (grey) side, players may take a token from the pool to activate a Survivor again (flipping it to its **Activated** (grey) side after the activation).

However, there are two rules for using a token from the pool:

- 1- Players may not activate the same Survivors twice in a row.
- 2- A Survivor cannot use more than 1 additional Activation token from the pool on the same Player Phase.

Once all Activation tokens have been flipped to their Activated side, the Player Phase ends. Proceed to the Zombie Phase. Then, during the End Phase, flip all Activation tokens back to their Ready (green) side and return all additional Activation tokens to the pool.

Important: When playing a Mission that uses the nighttime rules, do not forget to advance the Clock when needed.

SKILL CHANGES

When playing with the Activation tokens, the Tactician and Master Planner Skills are modified. Both skills now share the same functionality:

Tactician/ Master Planner: During the Player Phase, the Survivor may flip their own Activation token to its Activated (grey) side to activate another Survivor. Note that this might make a Survivor activate twice in a row.

In a game using 4 Survivors, Player 1 controls Wanda, Player 2 controls Doug, and Player 3 controls both Josh and Amy. With 4 Survivors on the table, each Survivor has their own Activation token, and there is a common pool with two additional Activation tokens.

Player 1, controlling Wanda, takes the first turn and flips her Activation token. After she acts, Player 3, controlling Josh, takes his turn and flips his Activation token. Then Player 3 decides to act with Amy and flips her Activation token. The only Survivor who has not acted yet is Doug, so Player 2 flips his Activation token and takes his turn.

Now that all Survivors have acted once, two Survivors may use the Activation tokens from the common pool. Remember that no Survivor may act twice in a row. With that in mind, Player 3 decides that Josh will act again, flips one of the Activation tokens from the common pool, and takes Josh's second turn of the round. Lastly, Doug decides to act and flips the remaining token from the common pool, ending the Player Phase.

SQUID GAME SPECIAL ZONE TOKENS

Players can bring the unique mechanics of the *Squid Game Zombicide Expansion* into standard Zombicide games by using the **Squid Game Special Zone** tokens.

To do this, simply place the Special Tokens of your choice in any Zones during setup. Also, place the respective Location cards next to the board.

Add following Special Zone rules by placing up to two tokens of each type in any Zone on the board:



• **COLORFUL STAIRS ZONES**



• **MARBLE VILLAGE ZONES**



• **PIT ZONES**



• **PLAYGROUND ZONES**

Important: A Zone with a Squid Game Special Token keeps its standard rules. Just add the rules corresponding to the placed token.

#07 MISSIONS

M1 - THIS DOESN'T LOOK LIKE A GAME ANYMORE

Medium / 2-6 Survivors / 60 min

The idea sounded too good to be true: take part in some silly games and win a ton of money. Nothing wrong with that, right? Except we woke up this morning to lots of screams and the sound of gunshots. The door to the dormitory was wide open, and bodies were scattered in the corridors. They looked pretty dead, but they were moving towards us... Looking at us like we're tasty snacks.

Is this also a game? All part of the show? Well, we're definitely not going to sit around and find out. We need to get our whole group together and show them how much fun Survivors have. The game is on!

Tiles needed: 36V, 37R, 38V, 39R.

• OBJECTIVES

Escape! Accomplish these Objectives in this order to win the game:

- 1- Rescue injured participants (Red Objective tokens).
- 2- Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Enemies in it.

• SPECIAL RULES

• Setup.

- Place the Manager Mask Equipment card in the indicated Zone.
- Place Enemies (Workers, Soldiers, and Walkers) in the indicated Zones.

• **To the rescue!** Each Red Objective gives 5 AP to the Survivor who takes it. The White Objective gives 5 AP to ALL Survivors when taken.

• **Automatic doors.** The White Spawn Zone is inactive and White Doors cannot be opened in the regular way. When the White Objective is taken, immediately open all 3 White Doors on the map (performing spawns for any Dark Zone opened this way) and immediately draw a Zombie card for the White Spawn Zone. From now on, the White Spawn Zone is active.

• **Square face.** A Survivor in the Manager Mask's Zone may spend an Action to take it. Then, they may reorganize their inventory for free.

 Survivor Starting Zone	3x  Closed Doors	 Manager Mask Equipment
4x  Objectives	3x  Walker	 Exit Zone
1x  Objectives	1x  Soldier	1x  Spawn Zones
4x  Epic Weapon Crates	2x  Worker	2x  Spawn Zones
		1x  Spawn Zones



M2 - THE HIDDEN FILES

Medium / 2-6 Survivors / 90 min

They thought we'd stay trapped forever, but guess what? We're still kicking and now we've got a shot to expose this whole twisted operation. Rumor has it, there are secret documents hidden somewhere in this nightmare, proof of everything. The bad news? We're up against trigger-happy guards and snack-happy zombies. Every move is a gamble between spilling the truth or spilling, well, us. But hey, if this is a game, we're playing to win! Let's crank the chaos to 11 and show them what survivors can do!

Tiles needed: 8V, 9R, 36V, 37V, 38R, 39R

• OBJECTIVES

• **Eyes open!** Accomplish these Objectives in this order to win the game:

- 1- Find the Evidence Files (Blue and Green Objective tokens).
- 2- Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Enemies in it.

• SPECIAL RULES

• **Setup.** Shuffle the Blue and Green Objectives randomly among the Red Objectives, facedown.

- Survivors start the game separated equally (players choose) among the 2 Starting Zones.
- Place Enemies (Workers, Soldiers, Managers, and Walkers) in the indicated Zones.
- Place the Doll miniature in Green Light position in the indicated Zone.

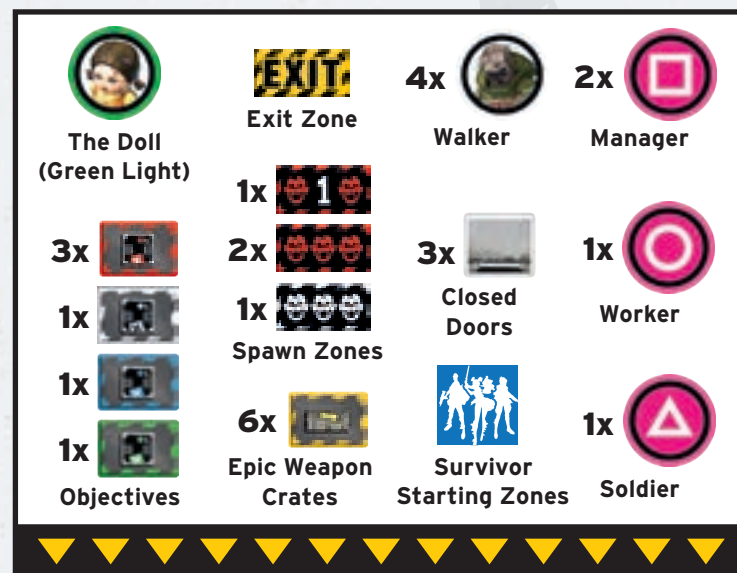
• **Search!** Each Red, Blue, or Green Objective token gives 5 AP to the Survivor who takes it. The White Objective gives 5 AP to ALL Survivors when taken.

• **Here's the proof!** When the Blue or Green Objective tokens are taken, switch the Doll's position (if in Green Light position swap to Red Light position and vice-versa).

• **Automatic doors.** The White Spawn Zone is inactive, and White Doors cannot be opened in the regular way. When the White Objective is taken, immediately open all 3 White Doors on the map (performing spawns for any Dark Zone opened this way) and immediately draw a Zombie card for the White Spawn Zone. From now on, the White Spawn Zone is active (the *Different floors* special rule still applies - see the following).

• **Different floors.** The map is split in 2 floors. They are linked only by the Colorful Stairs Zones. Spawn Zones on each floor are only active if there is at least 1 Survivor on that floor.

• **Indestructible:** The Doll cannot be eliminated in any way.



M3 - A BIG PRIZE

Medium / 2-6 Survivors / 90 min

They say death pays well here but only for the folks watching from the sidelines. For us, it's down to the good ol' "run or die" routine. Rumor has it there's a stash of game-show cash hidden somewhere nearby, left behind when things went from "action-packed" to "apocalypse deluxe." We don't know how long we've got before the guards show up or the zombies start sniffing around but if we're risking our necks, we might as well grab some hazard pay on the way out. Let's load up, move out, and bring home the bacon.

Tiles needed: 5V, 8V, 36R, 37V, 38V, 39R

• OBJECTIVES

• **Cash!** Accomplish these Objectives in any order to win the game:

- Find the 4 Money Bags (Red Objective tokens).
- Find the Exit (Blue Objective token).

Then, reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their turn as long as there are no Enemies in it.

• SPECIAL RULES

• Setup.

- Shuffle the Blue and Green Objectives randomly among the Red Objectives, facedown.
- Survivors start the game separated equally among the 2 Starting Zones (players choose).
- Place Enemies (Workers, Soldiers, and Walkers) in the indicated Zones.
- Place the Doll miniature in Green Light position in the indicated Zone.

• **Money, money, money!** Each Red, Blue, or Green Objective token gives 5 AP to the Survivor who takes it. The White Objective gives 5 AP to ALL Survivors when taken.

• **Alarm!** When the Blue or Green Objective tokens are taken, switch the Doll's position (if in Green Light position swap to Red Light position and vice-versa).

• **Looking for an exit!** When the Blue Objective token is taken, place the Exit token in this Zone.

• **Walled in.** Red Doors cannot be opened.

• **Automatic doors.** The White Spawn Zone is inactive and White Doors cannot be opened in the regular way. When the White Objective is taken, immediately open all 3 White Doors on the map (performing spawns for any Dark

Zone opened this way) and immediately draw a Zombie card for the White Spawn Zone. From now on, the White Spawn Zone is active.

• **Indestructible:** The Doll cannot be eliminated in any way.

1x		
2x	The Doll (Green Light)	Survivor Starting Zone
1x	6x	1x
Spawn Zones	Epic Weapon Crates	Worker
4x	3x	1x
1x	4x	2x
1x	Closed Doors	Walker
Objectives		

5V	37V	39R
8V	36R	38V



M4 - KILL THE DOLL!

Hard / 2-6 Survivors / 60 min

You'd think the giant doll that can see everything that moves would have a field day when the island is completely overrun with zombies, but no, of course its motion-detecting sensors only target the living. With it watching our every move, the guards hunting us, and the zombies looking for their next meal, how about we take care of the bigger target first? At least we won't feel like we're being watched all the time.

Besides, no one even gave us rules for this game!

Tiles needed: 36V, 37V, 38V, & 39V

• OBJECTIVES

Destroy her! Accomplish these Objectives in this order to win the game:

- 1- Place all 4 Red Objective tokens in the Doll's Zone.
- They represent dynamite.
- 2- Destroy the Doll.

• SPECIAL RULES

• Setup.

- Shuffle the White Objective randomly among the Red Objectives, facedown.
- Place Enemies (Workers, Soldiers, Managers, and Walkers) in the indicated Zones.
- Place the Doll miniature in Green Light position in the indicated Zone.

• **Going dynamite.** Each Red Objective token gives 5 AP to the Survivor who takes it. Keep this Objective next to their dashboard. It doesn't occupy space in their inventory and may be traded like an Equipment card.

• **A special gift.** When the White Objective token is taken, the Survivor who took it also draws a Guard Uniform Equipment card from the Equipment deck. Reshuffle the deck afterward. Then ALL Survivors gain 5 AP.

• **Killing the Doll.** A Survivor may spend 1 action to place any number of Red Objective tokens (dynamite) in the Doll's Zone. The Doll can only be destroyed after all 4 Red Objective tokens are placed in its Zone. To eliminate the Doll, see Young-hee, The Doll Rules (P. 6).

	4x 	1x 		4x 
Survivor Starting Zone	Epic Weapon Crates	Spawn Zones	The Doll (Green Light)	Objectives
5x 	2x 	1x 	2x 	
Walker	Worker	Manager	Soldier	



M5 - THE ISLAND ESCAPE

Hard / 2-6 Survivors / 90 min

You know what? New rules of the game: let's get the hell off this island, with or without the grand prize. We've heard rumors that there are underground tunnels all over the island that led to secluded caves right off the beach, and there must be a boat waiting somewhere there. Let's gather the last bit of evidence of all the crazy stuff going on here and get to that boat before the guards, zombies, or even the Front Man find us. See you back on the mainland!

Tiles needed: 36R, 37R, 38R, & 39R

• OBJECTIVES

• **Escape!** Accomplish these Objectives in any order to win the game:

- Take the 3 Guard Uniform Equipment cards.
- Find the Exit to the caverns (Blue Objective token).

Then, reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their turn as long as there are no Enemies in it.

• SPECIAL RULES

• **Setup.**

- Shuffle the Blue and Green Objectives randomly among the Red Objectives, facedown.

- Place a Guard Uniform Equipment card in each of the indicated Zones.
- Place Enemies (Workers, Soldiers, Managers, and the Front Man Abomination) in the indicated Zones.

• **Island secrets.** Each Red Objective token gives 5 AP to the Survivor who takes it. The White Objective token gives 5 AP to ALL Survivors when taken.

• **Locked cells.** The White Spawn Zone is inactive, and White Doors cannot be opened in the regular way. When the White Objective token is taken, immediately open all 3 White Doors on the map (performing spawns for any Dark Zone opened this way) and immediately draw a Zombie card for the White Spawn Zone. From now on, the White Spawn Zone is active.

• **Walled in.** Red Doors cannot be opened.

• **The key.** The Green Door can only be opened after the Green Objective token is taken.

• **Get to the caves!** When the Blue Objective token is taken, place the Exit token in this Zone.

• **More proof.** A Survivor in a Guard Uniform's Zone may spend one Action to take it.

38R	39R
36R	37R



GAME ROUND SUMMARY

Activation tokens: Any player that has a Survivor with an Activation token on its Ready side may activate their Survivor and flip the token to the Activated side. Survivors may be activated in any order (P. 10). Each Survivor has 3 Actions to spend, chosen from the following list. Unless otherwise stated, each Action may be performed several times per Activation.

EACH ROUND BEGINS WITH:

01 - PLAYER PHASE

- **MOVE:** Move 1 Zone (spend extra Actions if there are Enemies in the starting Zone).
- **SEARCH (1x per Turn):** In a building Zone free of Enemies only. Draw a card from the Equipment deck. If searching from an Epic Weapon Crate, pick a card from the Epic Weapon deck.
- **OPEN DOORS:** The Survivor uses Door-opening Equipment to open a door in their Zone. No roll is required.
NOTE: Open Doors cannot be closed again.
- **REORGANIZE/TRADE:** The Survivor can reorganize the cards in their inventory in any way the player wishes. The Survivor can simultaneously exchange any number of cards with 1 other Survivor currently in the same Zone. This other Survivor may reorganize their own inventory for free.
- **COMBAT ACTION:**
Melee Action: Equipped Melee weapon required.
Ranged Action: Equipped Ranged weapon required.
- **TAKE OR ACTIVATE AN OBJECTIVE** in the Survivor's Zone.
- **MAKE NOISE:** Put a Noise token in the Survivor's Zone.
- **DO NOTHING:** All remaining Actions are lost.

TARGETING PRIORITY ORDER

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.

Targeting Priority	Name	Actions	Min.Damage to kill	Adrenaline earned
1	BRUTE/ABOMINATION	1	2/3	1/5
2	WALKER	1	1	1
3	RUNNER/GUARD	2/1	1	1

WHEN EVERY PLAYER HAS FINISHED:

02 - ZOMBIE PHASE

STEP 1: ACTIVATION

Each Enemy activates and spends its Action on either an Attack or a Move, depending on the situation. Resolve all the Attacks first, then all the Moves. Each Enemy performs either an Attack OR a Move with a single Action.

- **ATTACK:**
Each Enemy in the same Zone as Survivors performs an Attack. An Enemy's Attack is always successful and does not require any die rolls.
- **MOVE:**
The Enemies that have not Attacked use their Action to Move 1 Zone toward Survivors.
NOTE: Runners get 2 Actions, so they can attack twice, attack and move, move and attack, or move twice.

STEP 2: SPAWN

Using Zombie Spawn tokens, the Mission maps show where Enemies appear at the end of each Zombie Phase. These are the Spawn Zones.

- The **Starting Spawn Zone** is always the first one to spawn.
- Always draw Zombie cards for all Spawn Zones in a clockwise order starting with the Starting Spawn Zone.
- Enemies spawn following the **highest Danger Level** among Survivors (Blue, Yellow, Orange, or Red).

03 - END PHASE

- Remove all Noise tokens from the board.
- Flip all Activation tokens back to their Ready side. Another Game Round then begins.