



THE
WALKING DEAD

BOARD GAME 

RULEBOOK

The Walking Dead Board Game Rules

The zombie apocalypse is here, and humanity is on its last legs. As a survivor, you need to collect supplies, guns, transportation, and allies—it's a race to see who can pick up the most as quickly as possible and make it back to Camp. But watch out! If any of your fellow survivors get bitten by walkers, they'll become walkers and turn against you.

Standard Scenario Setup: Survival Mode (For the Alternate Scenario, see page 4.)

- ~Each player chooses a character card—Rick, Lori, Shane, Glenn, Andrea, or Dale—and its corresponding game piece. Place the chosen game pieces at Camp.
- ~Make an Ally pool using 4 Ally tokens per player. Then, each player takes 2 of these Ally tokens and places them on his or her character card.
- ~Make the Scrounge deck by shuffling together 10 random Scrounge cards per player. Then, deal each player 5 cards from the Scrounge deck.
- ~Place each Location tile next to its matching corner.
- ~Put all unused character cards, game pieces, Ally tokens, and Scrounge cards back into the box. They will not be used this game.

Object of the Game

The first player to collect all four of the Location tiles and return to Camp wins the game.

Starting the Game

All players start the game as survivors, but it's unlikely that everyone will live to see the end of the game. Anyone who doesn't survive becomes a walker and turns against his or her friends and family.

Roll a die to see who goes first. The high roller goes first, and play proceeds clockwise.

Survivor Turn Sequence

1. Roll a die and move that many spaces.
2. Resolve the space you land on.
3. Resolve any Encounter cards, one at a time.
4. End your turn.

Movement

Roll a die. Move exactly that many spaces in the direction of your choice. In subsequent turns, you may move in another direction if you wish. After moving, you must resolve any actions dictated by the space on which you landed. You may share any space on the board with another player, human or walker.

Game Board Spaces

Blank Spaces: Many spaces are blank, but that doesn't mean they're safe. When you land on a blank space, draw an Encounter card.

Draw a Scrounge Card: When you land here, immediately draw a card from the Scrounge deck. Then draw an Encounter card.



This space is in a position that gives you some advantage over the walkers, like behind a chain link fence or on top of a car. Draw an Encounter card. When you make an attack while on this space, add 1 to your attack roll, even if it is not your turn.



This space is in a position that gives you a supreme advantage over the walkers, like on the roof of a building. Draw an Encounter card. When you make an attack while on this space, add 2 to your attack roll, even if it is not your turn.

No Encounter: Do not draw an Encounter card. You found a relatively safe spot in an otherwise unforgiving world. Walker players may still attack you here, however.

After This Encounter, Take Another Turn: Draw an Encounter card. When you have resolved that card, take another turn.

Corner Spaces (Police Station, Center for Disease Control, Abandoned Car Lot, and Department Store): You must stop when you move onto one of these spaces, even if your movement would take you past it or if you already have that corner's Location tile. Draw an Encounter card and resolve it. Then draw a second Encounter card and resolve it. If you survive both of these Encounters, you gain that corner's Location tile. If the Location tile grants you Allies or Scrounge cards, you get them immediately, and only once.

Camp: All survivors start the game here. If your movement would take you past this space, you may stop on it instead. Do not draw an Encounter card. If you land here after collecting all four Location tiles, you win!

Sewers: Survivors may not move through the sewers. Only walkers may use the sewers. See "Playing as a Walker."

Regions: Regions are the four color-coded sectors of the board. Each corner space anchors a different region. When a card refers to "your region," it means the color-coded sector in which your character is currently placed. The sewers and Camp are not part of any region.

Scrounge Deck/Discard Pile: Place the shuffled Scrounge deck face down here. Discards are placed face up. Players may look through the discard pile, but they may not reorder the cards.

Encounter Deck/Discard Pile: Place the shuffled Encounter deck face down here. Discards are placed face up.

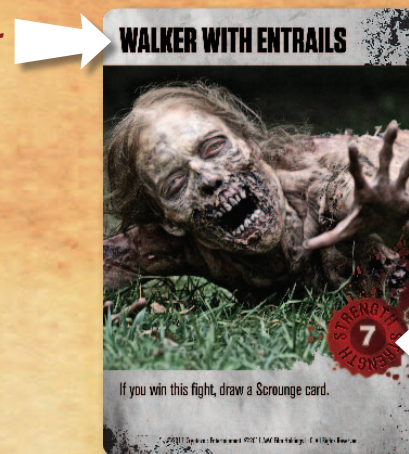


If Rick's movement roll is a 6, he can move onto the Abandoned Car Lot and stop (due to the Stop sign), move to Camp and choose to stop (due to the Yield sign), move through Camp, or nearly make it to the Department Store. The choice is yours...



This is a sewer. Only walkers may enter the sewers.

Encounter



Strength Icon

Encounters

When you are instructed to draw an Encounter card, draw the top card of the Encounter deck and place it face up for all to see. If the card has a Strength icon, you must fight! If the Encounter deck runs out, reshuffle it.

Special Character Abilities

Each character has a special ability written on his or her character card. This ability may only be performed once per game, so use it wisely. A player may use this ability only during his or her turn.

SPECIAL ABILITY

Once per game on your turn:
Reroll your Attack die and add 2 to your roll.

End Your Turn

When you have completed your turn, discard any Encounter or Scrounge cards that are face-up in front of you (unless the card says otherwise), and play proceeds clockwise.

Scrounging

Scrounge Cards

A survivor holds Scrounge cards in his or her hand until he or she plays them. You may play any number of Scrounge cards on your turn. Most cards are only playable during your own turn; Scrounge cards that are playable during another player's turn will specifically say they may be played on "any survivor." Scrounge cards are typically kept hidden from other players, but you may reveal them if you wish.

Most Scrounge cards must be played **before** you roll the die. If a card may be played after you roll the die, it will specifically say so.

Whenever you fight, you may play Scrounge cards, even if it is not your turn (unless a card says otherwise).

The Scrounge Deck

Supplies in a zombie apocalypse have a way of getting used up quickly. After all, gas and bullets aren't being produced near Atlanta, or anywhere else for that matter. You might have noticed that the Scrounge deck isn't all that big once everyone has been dealt their opening hands. Once the deck runs out, the available supplies are exhausted. Do not reshuffle the discarded Scrounge cards. If something tells you to draw a Scrounge card and there are none, you don't get anything. There are situations where cards may be shuffled into the Scrounge deck. This can occur even when there are no cards left in the deck—in this case, the cards you are shuffling in become the new Scrounge deck.

The Ally Pool

Place the extra Ally tokens into a shared Ally pool at the start of the game. If you gain an Ally, take it from this pool. Once the pool of Allies is gone, there aren't any more people around to join you. Allies that are bitten and/or killed are removed from the game, not placed back into the Ally pool. A card may instruct you to return an Ally to the Ally pool; in that case, the Ally is not removed from the game.

There is no limit on the number of Allies you may have (beyond the limit of the number used during the game).



Attack Icon



Game Text

Encounters

Fighting Encounters

When you draw an Encounter card with a Strength icon, you must fight. You may play Scrounge cards to improve your chances, but you must play them before you roll the die. You may play any number of cards from your hand to augment your die roll. Then, roll the die and add your bonuses to it. (Don't forget to include any bonuses from the space you are on or any Location tiles you may have.) If your total is equal to or greater than the Encounter card's Strength rating, you have won the fight. No matter how bad the odds seem, you always have a chance because . . . **if you roll a 6, you automatically win the fight!**

Some Encounter cards give you a reward for winning a fight, a penalty for losing, or both. **Encounter cards with a Strength rating cause a Bite if you lose the fight** unless the card says otherwise. For each Bite you take, you lose one Ally. That Ally is removed from the game—do not place it back into the Ally pool. If you take a Bite and have no Allies, you die.

Non-Fighting Encounters

Some Encounter cards don't involve fighting at all. Perhaps you run across an empty street or an unlooted store, or maybe you have a personality conflict with one of your Allies. Do what the card tells you to do, then discard it.

So You Died . . .

When your character dies, immediately shuffle the Scrounge cards in your hand into the Scrounge deck. Lay your game piece down in the spot where you died, as that is where you will rise again as a walker!

When your turn comes around again, remove your game piece from the board and replace it with a walker game piece. Grab a Team Zombie badge—you're now playing for the other side. Shuffle the Walker deck and set it near you, as these are the cards you'll be playing from now on. Then, draw your hand of cards from the Walker deck. All Walker players have a hand size of four.

Team Zombie vs. Team Survivor

When a second survivor dies and turns into a walker, the game shifts into a team game. Only the first two survivors who die turn into walkers. Those players are Team Zombie, and they work together to kill the remaining survivors. If they do, Team Zombie wins the game!

As soon as there are two walker players, the remaining survivors become Team Survivor and should each grab a Team Survivor badge. A survivor who dies after this does not turn into a walker but still shuffles his or her hand into the Scrounge deck. When a member of Team Survivor completes the game objective, Team Survivor wins. A member of Team Survivor remains part of the team even after death, so you can claim a posthumous victory if your teammate completes the objective.

Members of Team Survivor are able to aid each other: At the end of a survivor's turn, that player may pass one card in hand to his or her fellow survivor.

Playing as a Walker

Walker Player Turn Sequence

1. Roll a die and move **up to** that many spaces.
2. You may play a card.
3. End your turn.
 - a. You may discard a card from your hand, if you wish.
 - b. Draw cards from the Walker deck until you have four cards.

Walker Player Movement

A walker player does not have to move if he or she doesn't wish to. If you choose to move, roll the die for movement. When you move your walker, ignore all text and symbols on board spaces. If you land on a space occupied by a survivor, you **must** stop. Walker players don't draw Encounter cards.

Walkers may also make use of the sewers for movement, which the survivors may not do. The sewers are 3 spaces long, and you may enter and exit from either side.



The walker player may exit the sewers from either side.

If the walker's movement roll is a 5 and it moves towards Rick, it must stop when it lands on Rick's space. Since Rick is on an Attack bonus space, he will have an increased chance of fighting off the walker.

Play a Card

When you are done moving, you may play **one** card from your hand. If you are on a space with more than one survivor, you must choose which one you are attacking or targeting with the card you play. You don't have to play a card or attack if you don't wish to, but your hand refills at the end of your turn (if you aren't killed), so why not?

The higher the Strength rating on the card, the harder it will be for the survivors to fend you off. Big numbers are good, but sometimes a card's additional effect can be more important. If a survivor has a lot of Scrounge cards in hand, a smaller attack that makes him or her discard a card may be more beneficial in the long run. These extra effects take place immediately (before the survivor can play any cards).

If you do not share a space with a survivor, you might be able to catch up to one with a card that grants you some extra movement. These movement cards also have an attack listed with a Strength rating. You can't play another card when you land on your victim this turn, as you already played your one card for the turn. The Strength rating on the movement card is your attack for the turn should you land on a survivor. You may play a movement bonus card even if you will not be able to land on a survivor during your turn.

There are some Walker cards that may be played when it is not your turn or when you do not share a space with a survivor: Sneak, Frenzy, and Bitten!

Sneak allows you to cancel an Encounter card a survivor draws. That Encounter card is discarded instead. This is a good way to make a survivor discard an Encounter card that might have been beneficial or too easy for him or her. When you play a Sneak card, move your walker game piece to that survivor's space, and then you may play another card. This card may be played when it is not your turn.

Frenzy increases the difficulty of an Encounter card a survivor draws. Frenzy cards must be played **before** the survivor decides whether or not to use any Scrounge cards, so you must act before the survivor. Ask him or her for a moment to decide if needed. Your game piece does not move to the survivor's space when you play a Frenzy. This card may be played when it is not your turn.

Bitten! turns one of the survivor's Allies into a walker, which then attacks that survivor! If a survivor doesn't have any Allies, you can't play it on that survivor. This may only be played during your turn and only if you are not in the same space or region as the target.

Combat Results

Only survivors roll the die. The survivors compare their attacks to the Strength rating of your Walker cards. If a survivor fails to roll equal to or greater than the Strength rating of your card, he or she takes a Bite (unless the card says otherwise).

If a survivor rolls equal to or greater than the Strength rating of your card and your walker is in that survivor's space, your walker is killed. **When you are killed, remove your game piece from the board, discard your hand, and immediately end your turn** (if it was your turn). You won't redraw cards at the end of this turn. You'll be back as a fresh walker, so hold on to your game piece. At the start of your next turn, choose one of the respawn spaces in the middle of one of the four sewers and place your game piece there. Draw a new hand of four cards, then take your walker turn as usual.

While your walker game piece is not on the board, you can't play any Walker cards, as you have no hand while you are dead.

End Your Turn

At the end of your turn, you may discard one card. Then, draw cards until you have four. If the Walker deck runs out, shuffle the Walker discard pile and place it face down as the new deck.

Single Player Rules

In a single-player game, your only objective is to survive long enough to get back to camp with all four Location tiles. There are no rules changes, though you may set the Walker deck aside, as it will not be needed. If you die, the game is over. If you succeed, try again playing as a different character. Can you win with all six of them?

Four-Player Alternate Scenario: Team Game

In this alternate version of the game, players choose sides from the start. Two players start the game as walkers and two as survivors—it's Team Zombie vs. Team Survivor the whole game! The setup and objective for this team game are a bit different from the standard scenario. All other rules are the same.

Alternate Scenario Setup

- ~Each survivor chooses a character and its corresponding game piece. Place that game piece at Camp.
- ~Each walker player chooses a walker game piece and places it in one of the four sewer respawn locations.
- ~Each player grabs a Team badge.
- ~Put all 16 Ally tokens into the Ally pool. Then, give each survivor 4 Ally tokens.
- ~Make the Scrounge deck using 28 cards and shuffle it. Each survivor is then dealt 7 Scrounge cards.
- ~Place each Location tile next to its matching corner.
- ~Put all unused character cards, game pieces, and Scrounge cards back into the box. They will not be used this game.

Object of the Alternate Scenario

Team Survivor: Between the two of you, collect at least one of each of the Location tiles, then return to Camp. It is not necessary for each survivor to collect each Location tile. Once the fourth Location tile has been collected, if either survivor makes it back to Camp, Team Survivor wins. If a survivor dies, any tiles he or she has collected are given to the remaining survivor.

Team Zombie: Kill both survivors and you win! They won't turn into walkers, so the victory is shared only by the players who started the game as walkers.

Starting the Game

Team Survivor always goes first, so the two survivors should roll a die. The high roller goes first, and play proceeds clockwise.

FAQ

Q: What happens if my survivor lands on a walker player's space?

A: Nothing, but now the walker won't have to move to get to you.

Q: Can walker players enter corner spaces and Camp?

A: Yes

Q: Can I play a Scrounge card before I draw an Encounter card?

A: No

Q: If my attack bonus is higher than the Strength rating of the walker, do I need to roll?

A: Only if you played a "Shotgun." Rolling a 1 will trigger the Loud text on that card even if you win the fight.

Q: Can I use an "Axe" to boost my roll against the "Walkers at the Door" Encounter card?

A: No, as that is "playing a card."

Q: If I play two "Baseball Bat" cards then need to use an "Axe" to win, do I still get the Bats back?

A: No

Q: If I decide to play two "Crossbow" cards during a fight and roll a 6, do I get them both back?

A: Yes

Q: Can I play the card "Non-Lethal Wound" on another survivor, even when it is not my turn? Why would I want to?

A: Yes, you can play it, as the card mentions it may be played on "any survivor." Why help someone else? You might be helping yourself. If someone turns into a walker early in a game (such as before anyone has earned two Location tiles), it can be difficult for the survivors to win. Later on in the game, if you and a friend are members of Team Survivor, playing that card on your teammate may be crucial to your team's survival.

Q: If I play the Scrounge card "Giddy Up!," do I have to move all 3 spaces?

A: Yes, unless you move onto a space with a Stop or Yield sign.

Q: If I already have a "Handgun" in play from a previous fight this turn, does that work against a "Walkers at the Door?"

A: Yes

Q: If a walker player plays two copies of "Frenzy," do I need to play two "Sack of Guns" cards to negate both of them?

A: No, one "Sack of Guns" will cancel the effects of all "Frenzy" cards played this turn, including future ones played this turn.

Q: If a survivor beats the Strength rating of the Walker card "Bitten!," does the walker player die?

A: No, as the walker player is not present in that survivor's space.

Q: If I use Lori's special ability to move another survivor onto a corner space he or she needs, can he or she decline to move on his or her next turn and draw the Encounters there?

A: No, he or she must move off of the corner space and then back onto it on a future turn.

Q: If my second Encounter card at a corner space is "Love Triangle," if I choose the option that moves my character to Camp, do I still gain the Location tile for surviving the Encounters?

A: No, as you are no longer on the space that would instruct you to gain the Location tile after the Encounters.

Q: With "Personality Conflict," if I have no Allies, can I choose to put an Ally back into the Ally pool and lose nothing?

A: Yes

Q: I lost a fight, and the Encounter card says to draw another Encounter card. I was using a "Shotgun" at the time and rolled a 1, which gives me another Encounter card. Are these two separate fights or one big one? Is it even possible to have two extra fights coming to me?

A: You will have to draw both extra Encounter cards. These are separate events, which you must resolve one at a time.

Q: Can I use a "Frenzy" on a Walker card?

A: No, only on Encounter cards.

Credits

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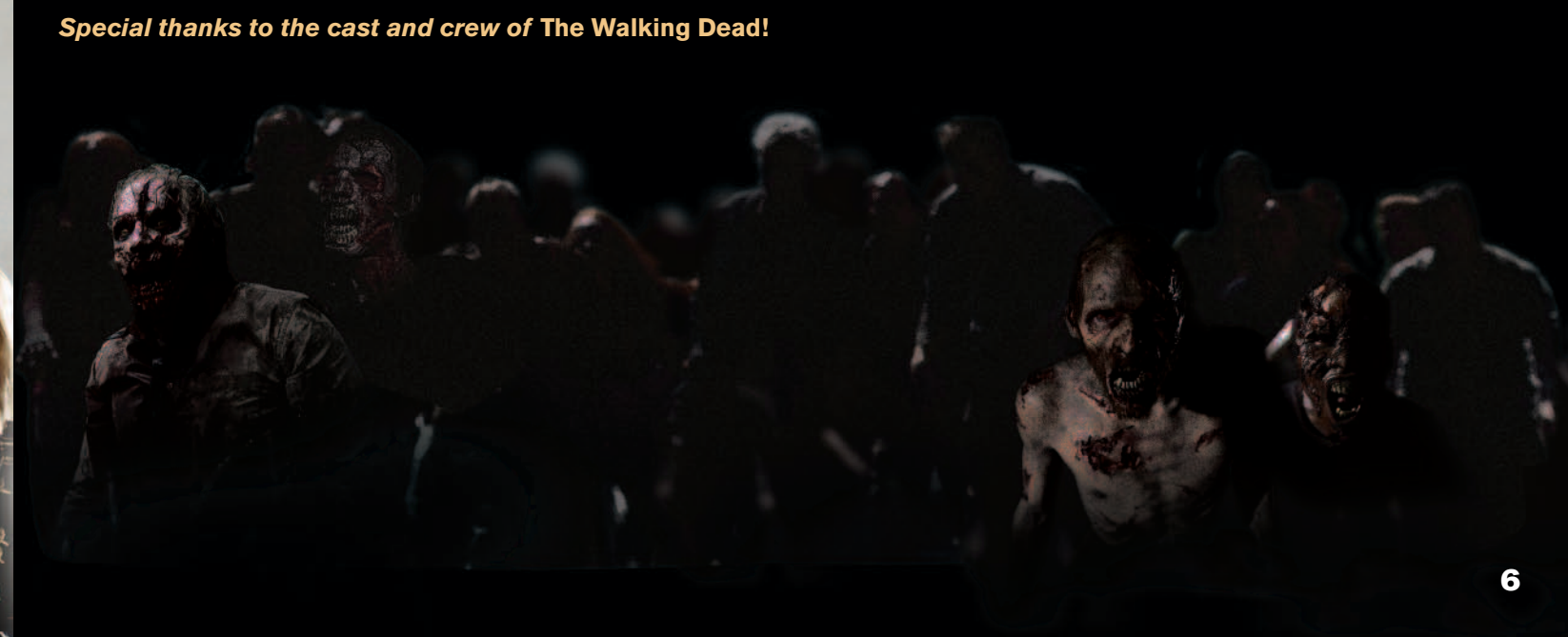
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Special thanks to the cast and crew of The Walking Dead!



Icons



This is the **Attack** icon. Scrounge cards and some board spaces have this icon. Add all of your **Attack** icon bonuses to your roll when you get into a fight.



These are **Strength** icons. Most **Encounter** and **Walker** cards have this icon. A survivor's **Attack** roll must be equal to or greater than this number to win the fight.

Survivor Turn Sequence

1. Roll a die and move that many spaces.
2. Resolve the space you land on.
3. Resolve any **Encounter** cards, one at a time.
4. End your turn.

Walker Player Turn Sequence

1. Roll a die and move up to that many spaces.
2. You may play a card.
3. End your turn.
 - a. You may discard a card from your hand, if you wish.
 - b. Draw cards from the **Walker** deck until you have four cards.

Survival Mode Objective

The first player to collect all four of the **Location** tiles and return to **Camp** wins the game. If none do, the walkers win.

Team Game Objective

Team Survivor: Between the two of you, collect at least one of each of the **Location** tiles, then return to **Camp**.

Team Zombie: Kill both survivors, and you win!



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