# ROTTEN RAMPAGE

Designed by Floyd Lu with Art by John de Campos

Your teeth clatter as your weighty head rolls from side to side, your gaze scanning the surrounding area for something...what is it?...food?...yes...you crave FLESH, you must EAT! Plus, you could use some new friends, shambling about by yourself gets kind of lonely. Lucky for you, you see, just over the crest of a moss-covered stone bridge, a sleepy hamlet at dusk, villagers maybe you can dig up some dinner and few new companions while youre at it.

Contents

A. Dice
B. Villagers Tiles
C. Infection Coin
D. Map Cards
E. Double-sided Reference Card
F. Zombie Miniatures.
G. Villager Movement cards
H. Rot Tracker (6 part token set)
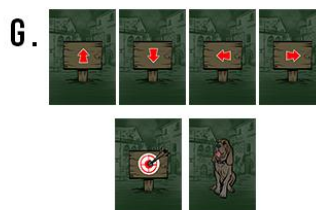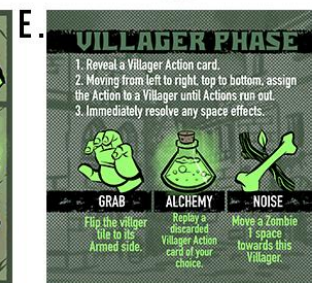
OBJECTIVE

Infect all violent villagers, transforming them all into fellow Zombies without losing 5 of your 6 zombie parts and rotting away.

SETUP

1. Set up the map by finding the two square map cards (D.). Place them side by side to create a 3 x 6 map. Their specific orientation isn't set, try different layouts for varied tussles with the townsfolk.
2. Locate the villager tiles (B.) and set them up from left to right by placing a random villager on each Alchemy Space.
3. Place one Zombie Miniature (F.) in the remaining alchemy space. Set the rest within reach.
4. Assemble the Rot Tracker (H.) to form a complete zombie and set it aside.
5. Find the infect token (C.) and put it within reach.
6. Find the Double-sided Reference Card (E.) and place it within reach.
7. Find the Villager Movement cards (G.) shuffle, and place them within reach.

ON EACH ROUND

Each round consists of two phases: The Villager phase and the Zombie phase. Villagers start the game.
Note: All movement in this game is orthogonal.

VILLAGER PHASE

In the Villager phase, 6 cards determine the movement of the villagers. You flip the Villager Movement cards one by one resolving each card fully before flipping the next until you run out of cards to resolve.   Each movement card you reveal will correspond to a single villager starting from the leftmost villager. The priority for assigning goes from left to right and then top to bottom. If all the villagers' movement cards have been applied, assign the remaining cards to prior villagers by applying them accordingly; starting from the leftmost villager.

The deck is composed mainly of Single Move cards. There are two unique cards that have a special feature: **The Bloodhound** and **The Range Attack.**
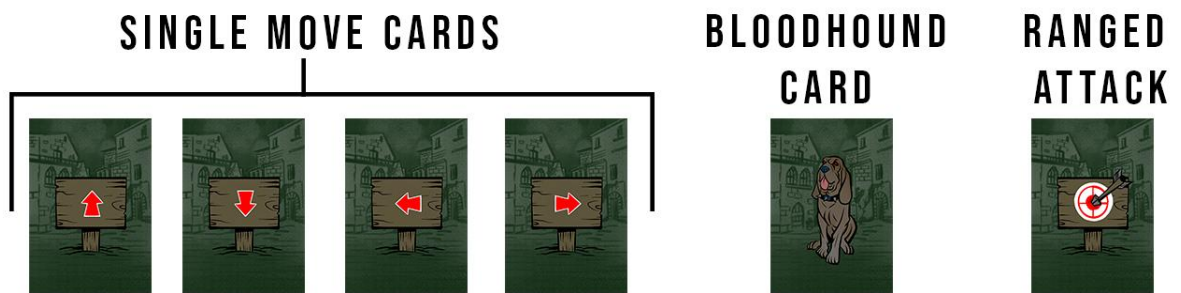
SINGLE MOVE CARDS

These cards just move each villager one space in the direction it's pointed. If a villager encounters one of your zombies, a battle encounter occurs. **(See the attack encounter section).** A villager can't occupy the same space another villager is on, so if this occurs they pass through as many villagers until they arrive on a vacant space. Villagers also wrap around to other sides if they are at an edge.

BLOODHOUND CARD

Oh no! The bloodhound has snuffed out your zombies! Move the corresponding villager tile towards the closest Zombie Miniature, players choice if there is equal priority. If this forces a villager to move into a space occupied by a zombie, an attack encounter happens **(see attack encounter section)**

RANGED ATTACK CARD

The villagers are shooting arrows! It's a direct attack on your rot tracker. This card forces an attack encounter that doesn't require the villagers and zombies to be in the same spot. Roll the die, if the outcome matches any of the numbers on that villagers card remove a body part from teh rot tracker with the corresponding number. **(see Attack Encounter)**

NOTE - A villager and zombie in the same space are considered an Attack encounter and resolve Immeadietly before resuming the rest of the phase and drawing the next villager card.**(See the attack encounter section)**.

ZOMBIE PHASE

In the zombie phase you are the Zombies. The Zombies Level of overall Rot (health) and number of available actions correspond to your Rot Tracker. You have 3 actions you can perform each round. You may choose to do the actions in any order as long as your torso is still in play and part of the Rot Tracker (as opposed to discarded).

1. **Move**

   The number of spaces your zombies can move is equal to the number of legs that are intact. If your moving a herd of Zombies, this action is divided amongst multiple zombies, the maximum number of spaces you can move is two. Unlike the agile villagers, you can't wrap around or go through your own Zombie Miniatures.
   For instance - If you have one leg you may move one zombie once and the move action cannot be divided. If you have no legs you cannot do the move action but you may discard an intact zombie part to regenerate a le, then move once.

2. **Move again if able**

3. **Infect** If a Zombie is in the same space as a villager tile, you nfect them by flipping the Infect token *(color image is success, black and white image with x's for eyes is failure)*. If you succeed you immediately collect the Villager Tile and remove it from the townsquare and place a zombie not in play on a space adjacent to the zombie that just infected a villager. If the new zombie is placed it on a villager, resolve that battle immediately. If placed on an empty space you activate the effect of that space immediately.

ROT TRACKER/ABILITES

Actions you take are limited to how intact your zombie is. When a part is "detached" and set aside from teh rot Tracker , there will be restrictions on actions you can take. Parts are detached when a villager triggers an attack encounter and the outcome of the attack roll matches a number on their Villager tile.

WHEN THESE PARTS ARE INTACT THEY ALLOW YOU TO USE THE FOLLOWING ABILITIES:

| Allows Action 3, Use the infect token | Allows you to mix the order of your actions. | Arms allows you to replace action 3 with another action | Allows you to move spaces equal to the number of legs intact. |

END OF ROUND

When both the Villager and the Zombie phases are completed, the round is over, and a new round begins. Continue playing repeat rounds until you either completely Rotten and have only 1 boady part left in teh Rot Tracker or you've Infected teh entire Village, getting all 6 Zombies into teh Townsquare.

SPACE ACTIVATION

In both phases, Villagers and Zombies activate effects whenever they land on a space. Activated spaces resolve differently in each phase:

ACTIVATED SPACE	VILLAGER PHASE	ZOMBIE PHASE
GRAB	Flip the Villager tile to its weapons side.	Flip the nearest Villager with a weapon back over to its disarmed side.
ALCHEMY	Add a used Villager movement card back into the Villager deck.	Regenerate a detached body part.
NOISE	Move the nearest Zombie one space towards the activating Villager	Discard one Villager Action card. This can only be done twice in the same round.

ATTACK ENCOUNTER

An attack encounter happens when a villager and a zombie are in the same space. Regardless of what phase of the round youre in, immediately resolve the encounter, after which the phase continues. Villagers and Zombies can only attack in their own respective phases. **Attacks work differently for villagers and zombies.**

In the Villager phase When a villager and zombie are in the same space, you roll the die. If the result on the die matches one of the attack values on the villager's token, then the villager has successfully attacked. Remove a body part from the Rot Tracker that shares the same value as the outcome of die roll and the matching Villager attack value and set it aside within reach. If the die roll outcome doesnt share a value with the attacking Villager tile, then they miss. Continue the round.

DETACHED
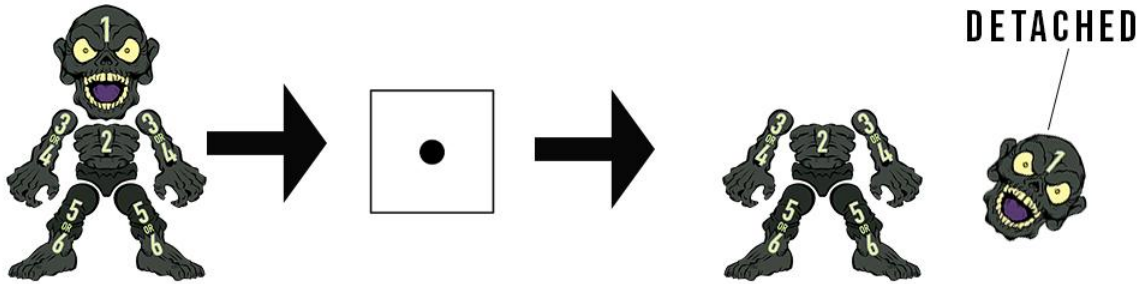
In the Zombie phase When a villager and zombie are in the same space, and your zombie's head is intact, you simply flip the infection token for a chance to infect that villager. If the result of the flipped token landed on the success side, you instantly defeat that villager. Remove that villager tile off the map and place a zombie not in play on a space adjacent to the zombie that just infected a villager. Otherwise, a failed result will allow the zombie and villager to temporarily share a common space until one of them moves out.

Sucess

Fail

End Game
The game ends in two ways:
1. You lose if the villagers have discarded 5 of your 6 zombie token parts.
2. You win if you have successfully infected all the villagers.

BON APPETITE!!