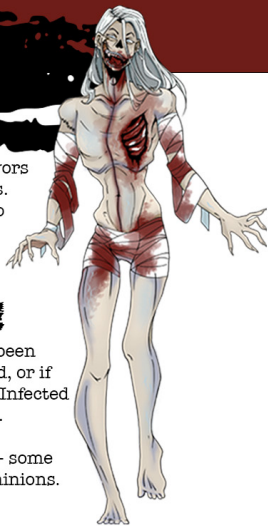


# ESCAPE THE HORDE



◆ In this fast-paced card game two Factions – Survivors and Infected – fight for supremacy in the Wastelands. Survivors must work together to outrun Patient Zero and their horde of Zombies, who attack relentlessly in a desperate attempt to Infect and Turn all Survivors. Can you escape the Zombie horde?

## OBJECTIVE

◆ The Survivor Faction wins when the last card has been drawn from the Stack and they have not been Turned, or if they survive the COUNTDOWN. Patient Zero and the Infected Faction win when they Infect and Turn all Survivors.

◆ All players stay in the game right to the very end – some still as Survivors, others as Patient Zero's Infected minions.

## FACTIONS

◆ There are two Factions at war in the Wastelands – Survivors & Infected. At the start of the game deal a Faction card to each player. Faction cards should remain hidden until either an in-game action triggers a player to reveal their role, or the player chooses to reveal who they are (the way cards are played often exposes players due to the actions they complete). Just who is Patient Zero?

◆ In a four player game allocate three Survivors and one Patient Zero. For five or more players add a second Patient Zero to the game (see Game Variants).

## PRE-GAME SETUP

◆ Set aside all the unused Faction, Infected/I'm Fine cards and the Wasteland and Countdown cards (these will not be used in general game-play).

◆ Shuffle the remaining cards together and deal five cards face down to each player. In a game with 5+ players, deal three cards to each player at the start of the game (see Game Variants for more options).

◆ If a player is dealt a Zombie or Discard Weapon card, they must redeal that card and redeem it for another (non-Zombie, non-Discard Weapon) card until they have a full hand of cards to play with. Shuffle the redeemed cards into the Stack, then continue to First Player. You are now ready to play Escape the Horde.

## FIRST PLAYER

◆ Each player reveals a card from the top of the Stack until a Zombie card is revealed. The first player to turn a Zombie card face-up starts the game. Shuffle the Stack once again and then begin the game.

◆ Game-play moves in a clockwise direction. Priority (the right to play a card) is held by the active player (the player who played the last card), who passes priority once they play a card, or they are moving to the end of their turn. The player with priority may play as many cards as they wish and then they pass priority to any other player. There is no order to who may respond next (we encourage chaos).

◆ Players have no maximum hand size and may hoard as many cards as they like.

## CARD TYPES

◆ Cards with the lightning bolt symbol on them (located on the top right of a card) are CRITICAL SPEED cards and can be used at anytime. If a card has no symbol in the top right then they can only be played in that player's turn.

◆ All Play cards can be used by all players (i.e. both Factions, not everyone at once). These cards include Yeah/Nah, Steal, Rescue and Discard Weapon.

## SURVIVOR'S GUIDE

◆ Each game starts with more Survivors than Infected. The goal for Survivors is to collaborate and work together to escape the Zombie horde (and not be Turned).

◆ Whenever a Zombie card is placed in front of a Survivor they may choose to fight it off with a Weapon, throw a Grenade, Sacrifice another Survivor, try to Team Up, or seek a Rescue (see COMBAT).

◆ If a Survivor steals a Zombie card from Patient Zero's hand the Combat Phase is triggered. The Survivor who revealed the Zombie must now respond (see COMBAT).

◆ Survivors may play the Dodge card anytime except during Combat. Dodge in your turn to end your turn (no card draw) eliminates the chance of facing a Zombie.

◆ The first time a Survivor is bitten they receive an 'I'm Fine' card. The moment they are bitten a second time they Turn, receive a 'Turned' card becoming an Infected. They now change Faction – the Zombie virus has taken hold of them.

◆ Turned Survivors may only play the Infected text on each card in their hand, or any subsequent card they draw.

◆ It's okay to sacrifice a friend. Escape the Horde is cooperative until it's not, and pushing a fellow Survivor in front of a Zombie might seem harsh, but it could turn out to be a game winning move (unless of course, your new Zombie friend comes for you). Triggering the COUNTDOWN clock is sometimes necessary. This is a game that is as much about strategy as it is luck.



## PATIENT ZERO STUFF

◆ The goal for Patient Zero is to Turn Survivors and have them switch Factions. Patient Zero and Infected win when they have successfully Infected and Turned all Survivors.

◆ Patient Zero may play the Survivor text of cards up until the moment their role is revealed (Patient Zero may keep their role hidden for as long as possible).

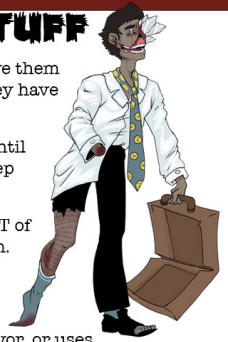
◆ If Patient Zero has no cards in their hand at the START of their turn, they MUST draw an additional card that turn.

◆ Zombie cards drawn by Patient Zero may be placed in front of a Survivor, or be put secretly into their hand.

◆ When Patient Zero places a Zombie in front of a Survivor, or uses the Infected portion of a card, their Faction is revealed. A role reveal is also triggered when a Zombie is stolen from Patient Zero's hand.

◆ At any time during their turn Patient Zero may place any number of Zombie cards from their hand in front of any number of Survivors, attacking them.

◆ If a Turned player draws a Zombie card they MUST place it in front of a Survivor attacking them. Patient Zero & the Infected cannot be attacked by Zombies.



## SCAVENGE PHASE

◆ The first of the three game phases is the Scavenge phase. Each player may play any number of cards from their hand during their turn. The Survivor strategy here is to Re-Arm, Steal, use Binoculars etc to give yourself the best chance to live.

◆ Survivors play their relevant text actions on cards, Patient Zero and Infected play theirs. Patient Zero may play as a Survivor only until their Faction is revealed.

◆ Patient Zero's strategy in this phase is determined by whether they have been outed or not. If hidden their goal is to remain hidden; if revealed, then they're coming for Survivors with a Steal, Re-Arm, Spill Blood and more.

## DRAW PHASE

◆ At any stage during a player's turn they MUST draw a card from the Stack. Once a player draws a card their turn ends, unless an action is triggered.

◆ If the card drawn is a Discard Weapon card, the player MUST reveal it and respond by discarding a weapon card from their hand (if they have one).

◆ If a Survivor draws a Zombie they MUST place it face up in front of them. The Combat phase is then triggered.

## COMBAT PHASE

◆ Once combat is triggered only the defending Survivor may use a Weapon to fight off a single Zombie, unless a Team Up card has been played. They may choose to Sacrifice another Survivor by pushing them in front of a Zombie, or use cards such as Team Up or Rescue. Any player may use a Grenade at any time.

◆ During the Combat phase other players may assist their Faction with the appropriate cards. These cards MUST display the critical speed symbol and include Grenade, Team Up, Yeah/Nah, Rescue, Sacrifice and Weapon (both Factions may play the Weapon card during combat).

◆ Patient Zero & the Infected can use a Weapon to negate a Weapon at anytime.

◆ A Zombie cannot attack Patient Zero or a Survivor who has been Turned. If a Zombie does attack it MUST always be redirected to attack the nearest Survivor.

◆ If a Zombie did not die in Combat, it gets shuffled back into the stack.

◆ Weapons and Grenades cannot be countered by a Yeah/Nah.

## COUNTDOWN

◆ Each time a Survivor is Turned (bitten twice) a Countdown is activated. This indicates the number of rounds remaining from the ACTIVE PLAYER'S turn. COUNTDOWN: Total number of Survivors NOT TURNED equals the number of rounds remaining in the game.

◆ Each time another Survivor is Turned, the Countdown is reactivated.



## GAME VARIANTS

◆ In a game of 3-4 players, there should only be one Patient Zero Faction card. Add an additional Patient Zero Faction card in a game of more than 5 players.

◆ In a 3 player game, remove two Zombies prior to the start of the game and play with 13 Zombies. This will create a greater game balance for Survivors vs Infected.

◆ In a game of 3-4 players, each player is dealt 5 cards at the start of the game. For more than 5 players, each player is dealt only 3 cards. In a 3 player game, draw 7.

For more rules and strategies go to [www.escapethehordegame.com/learn-to-play](http://www.escapethehordegame.com/learn-to-play)

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