

Pathogen Release Protocol



ZI-TECH

Escape from  
Sunset Island

# Humans: Escape from the Airport or Marina with food, water and gas (a food and water item for each player, gas can be shared)

## SETUP

1. Pick a character card (randomly or not).  
If playing 'auto-zombie', leave out the Zombie card.

2. Shuffle and place the item tokens face down on the board,  
on the spaces marked with a halo.

3. Everyone starts in the hospital, including the Zombie.  
The zombie piece is placed lying down.

4. Play starts left of the Zombie and continues in  
clockwise order. The Zombie uses their first turn to  
stand their zombie piece up, thus allowing everyone  
two turns before the zombie gets rollin'.



## PLAYER MOVEMENT

Players start their turn by rolling the white die for AP (*Action Points*)

Players can use all, part or none of their AP on their turn.  
(No diagonals and you can run past zombies in your path)

It uses 1 AP to reveal an item (turn it over)  
and another 1 to pick it up, if you want it.  
Place picked up items on your character card.



## BASIC GAMEPLAY



## RESOURCE ITEMS: FOOD, WATER, GAS

Subtract 1 from your roll for each resource  
item you are carrying *at the start of your turn*.

If you drop resource item/s *before* using any APs on your turn,  
you incur no movement penalty for those items that turn.

*Ex. Fabergé has 1 gas in her possession and rolls a 5, so  
has 4AP that turn (unless she drops it before moving).*

It takes **no AP to drop items** and you may do so at any point during your turn (except after attacking).  
In which case, place the item face up where you are. It may be picked up again by yourself or another player.

# Zombie: Catch, bite, feast, thereby gaining fellow zombies and keeping people from escaping

MMM BRAINS!!

SEE FOLLOWING PAGES FOR DETAILS

## ZOMBIE MOVEMENT

**Auto-zombie option:**  
Always moves toward the closest human. If equa-distant, flip a bitten token to decide. see pg.2



The zombie player rolls the red die (with 2's, 3's and 4's on it) and must move the full amount rolled UNLESS: 1) Encountering a human player (must attack), or 2) A DOOR, in which case the zombie must stop even if mid-roll, and wait until their next turn in order to pass through.

If a zombie catches a human player, it is a ZOMBIE ATTACK roll off: The zombie and the player each roll their die:

If the player rolls . Higher than the zombie = Bitten (2 turns to cure)

. Lower than the zombie = Instant Zombification (Plays rest of the game as a zombie)

. Same as Zombie = Escape

. 6 with a weapon = Zombie's killed (respawn in Hospital)

. 6 w/out a weapon = Zombie's knocked down (misses next turn)

**PLAYER GROUPING BONUS:** If 2 players are on the same space when attacked, they both roll in defence and choose the better roll\*. If the 'better' roll still results in a bite or zombification, then only the lower roller is inflicted. (If sharing the same 'bad' roll, it is a roll off between humans - lower roller inflicted).

*\*Max 2 defense rolls per attack*

## ESCAPING

With a food, water and gas in the boat or plane, a player may use 1 AP to take off from there.

Here, 2 players can escape, as there is a food and water for each of them and the gas can be shared.

Survivors may add their name (and character's initials) to the 'List of Known Survivors', for posterity.

## OTHER ITEMS (don't slow you down), more details pg.4



Cures a bite, using 1 AP. (Discard from game after use)



1AP to use - ends players turn. Unlimited. See 'Weapons' section for detail. \*All players can 'shove' without a weapon.



A zombie piece is placed (laid down) where revealed. \*Zombie player uses same singular roll to move all their pieces.



Get 2 rolls every turn until a roll of 6 breaks it. 2AP to pick anything up. 2AP movement penalty w/each resource item.



Get 3 rolls in one turn. Can carry items and people w/ no movement penalty. Stays where it ends up and can only be used again w/ a gas item which would then be discarded from game.



No movement penalty for 1 resource item. Roll of 6 breaks it.



Zombie wearing hockey gear - see pg.4



One time use. +3AP, and/or additional chance to attack or defend. No AP to use.



Dog - See pg.4

# OVERVIEW

After the zombie apocalypse swept through civilization, Sunset Island has remained one of the last uninfected human settlements, until now...

Start as the zombie or one of nine unique characters whose survival depends on the locating and transporting of food, water and gas to the airport or marina in order to escape the doomed town. Carrying these resource items slow you down however, making you an easier catch for the zombie player. Get caught and you may be surprised how swift and complete the transition to zombiehood is.

Weave cooperative and individual play, get behind closed doors for temporary refuge, and find special items throughout to aid in the effort to save at least a strand of what's left of humanity.

# OBJECTIVE

**HUMANS:** Escape via the marina or airport with one food and one water (per escapee), as well as one gas, (which may be shared with any amount of escapees at any one time).

**ZOMBIE/S:** Brains/Human flesh. (Keep players from escaping).

"Men work together", I told him from the heart,  
"Whether they work together or apart".

- Robert Frost

Not everyone will survive  
likely, no one will.

- Zombie Apocalypse Handbook

# CONTENTS

## 10 CHARACTER CARDS

**Zombie**

**Dkembe Eto** Items resource -1ap

**Dr. Fabergè** Items resource -1ap

**Grunt Stockwell** Items resource -1ap

**Paul Regret** Items resource -1ap

**Stuart Grimsby** Items resource -1ap

**Ace Striker** Items resource -1ap

May attack 2x on turn (1ap each) and always has a weapon - his fats: 45 1-

## 21 CHARACTER PIECES

9 Humans

4 Zombie Pieces

When humans become zombies

## 26 ITEM TOKENS

- 5 food
- 5 water
- 2 gas
- 3 weapons +3 kid friendlier alternatives
- 2 medi-kits
- 1 abandoned jeep
- 1 bicycle
- 2 zombie spawns
- 1 stim
- 1 shopping cart
- 1 grenade
- 1 zombie spawn wearing hockey gear
- 1 dog

## 3 BITTEN TOKENS

**BITTEN**

2 Turns to find cure

**BITTEN**

2 Turns to find cure

1 to find cure mind slowing

RULE BOOK

GAME BOARD

15 MOTIVE CARDS



+5 blank item tokens



1 PLAYER DIE



1 ZOMBIE DIE

custom: 2's, 3's and 4's

## SETUP

- Items are shuffled and placed face down on spaces indicated by the white halos.
- Shuffle and draw/deal the character cards. \*Exclude zombie card if playing auto-zombie.
- Place all player pieces (except Paul Regret) in the hospital, including the zombie.  
(The Hospital is a single space. Enter/Exit through one of the 3 doors).
- Game begins with player to the left of the zombie, continuing in clockwise order. The zombie starts laid down, indicating that it will use its first turn 'waking up', thus allowing every player two turns before the zombie moves.

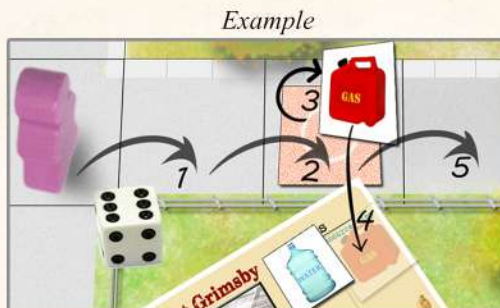
with 3 or less players, advise to use more than one character each.

## PLAYER MOVEMENT

Players begin their turn by rolling the white die. The roll indicates how many 'Action Points' (AP) the player can use on that turn. Player can use full, part or none of their AP, and can also run past zombies in their path. No diagonals.

### It uses 1 Action Point (1AP) to:

- Move a space on the board
- Reveal an item (ie. turn an item token over)
- Pick an item up (place on character card)
- Give an item to another player (on the same square)
- Use an item – see *Items* section for more detail
- Attack – Attacking ends the player's turn.



Grimsby rolls a 6 to start his turn. Since he is carrying a water he has 5AP. (If he drops the water before moving, he would get the full 6AP). He moves 2 spaces (1,2), flips an item (3), takes the item (4), and moves one space (5). End of turn.

**CARRYING RESOURCE ITEMS** (food, water and gas) impedes movement. For every one of these items held at the start of a player's turn, the player must subtract 1 from that turn's dice roll.

\*If an item is picked up during a player's turn it does not effect that turns movement, except for the 1AP to pick it up.

It takes no AP to drop an item and they can be dropped at any time during a players turn.

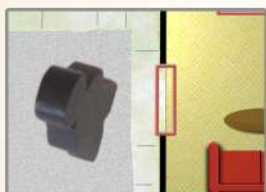
\*If a resource item is dropped before a player moves any spaces on their turn, they may move the full amount rolled without any movement penalty. This decision can be made after rolling (but before moving).

*The jump between being on the side of people and the side against is not a long one*

- Paul Regret

## ZOMBIE MOVEMENT

- Roll the red die, numbered 2, 3, 4. May not double back (touch the same space twice) within one turn. No diagonals.
- Must move full amount rolled, **unless**:
  - 1) Catching a human player. (See "Zombie Attack, next page)
  - 2) Stopping at a door/fence, which the zombie player must do in order to pass through it on the next turn.



**DOORS** [Indicated with red rectangle]: The Zombie must stop and end their turn, even if mid-roll, at any door/fence they may wish to pass through. With their next turn starting at the door the zombie player may pass through it, moving their full roll (unless, as mentioned, encountering another door or player).

- Zombie spawns (see in Items) all move with the same single roll as the original zombie. Ex. Zombie player rolls a 3 and moves the original zombie as well as any zombie spawns 3 spaces each.

### Auto-zombie option:

Always moves toward the closest human. If equa-distant, flip a bitten token to decide.

\*First player zombified takes control of original zombie/s.

# ZOMBIE ATTACK



Zombies cannot pass through human players and cannot leave a space on which there is a human player. ie. must attack until the player is a zombie or leaves the space.

**If a zombie catches a human player (lands on a player's square) it is a zombie attack**

→ The zombie and player each roll their die:

If player's roll is lower than zombie's, the player instantly becomes a zombie and plays as a zombie the rest of the game.



Drop all items on square and replace human character piece with corresponding zombie piece in fallen position. New zombie player spends their first turn standing their piece up = waking up to their new 'life'.

\*\*\*

If player's roll is higher than zombie's, player is bitten.



The Zombie player gives the human player a 'bitten-counter token'.

The player then has **2 turns to be cured**, either with a **medi-kit** (see in "Items") or at the **hospital** (IAP in Hospital). If not cured after first turn flip over the 'bitten-counter' token. If not cured before the end of 2nd turn, character piece lies down but can still be cured by another player before the beginning of their third turn. Player becomes a zombie at beginning of 3rd turn, which is spent waking up as a zombie = Drop all held items on the square and replace character piece with corresponding dark piece standing up).

\*Being bitten multiple times before being cured has no added effect beyond the first bite.

*Zombified players continue to play in the normal turn order, using the red zombie die. They lose any special ability their character had.*

If player rolls same number as zombie, player escapes unscathed.



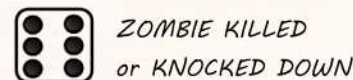
*If multiple zombies attack in one turn, repeat the roll-off for each one*

If player rolls a 6 and has a weapon, zombie is killed.

Zombie respawns in the hospital laid down = misses first turn 'waking up'.

If player rolls a 6 w/out weapon, zombie is knocked down.

Zombie lays down on the spot and misses next turn to get up.



*Zombies cannot attack on stand-up turn*

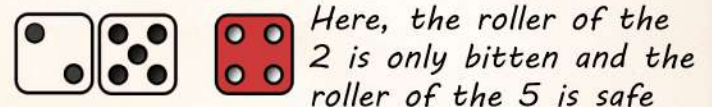
## PLAYER GROUPING BONUS

Two brains are better than one  
- Zombie Proverb

If 2 players occupy the same space and are attacked, they both roll in defense and choose the more favorable.\*

If that more favorable roll results in being bitten or zombified, the player who rolled lower is the only one inflicted.

If the two players share the same lowest roll, then it's a roll-off between those players - lower roller inflicted.



\*Limit of 2 rolls may defend a zombie attack.

If there are more than 2 players (or if Grimsby is involved), they must decide amongst themselves who will roll in defence - if no consensus, zombie/s shall attack each player individually, no grouping bonus.



# ITEMS

When on the same space as an item token, it takes 1AP to reveal it (turn it over) and 1AP to pick it up (if you want it). Picked up items are placed on the owners character card in front of them (face up) - and can be dropped anytime without AP.

## RESOURCE ITEMS:

**FOOD**



**WATER**



**GAS**



These items are needed to escape. They also slow you down by 1AP each when carrying them. (See "Carrying Resource Items" under "Player Movement")

## WEAPONS:

**Shotgun**

**Sniper Rifle**

**Chainsaw**

If choosing to attack, the player rolls the die (for the second time that turn). ROLL THE:

Weapon's range



**Red number** → **Headshot** Zombie piece respawns in the hospital laid down (misses next turn..)

**Grey number** → **Knock Down** Zombie piece is laid down on the spot, and uses its next turn to stand up

Roll none of the numbers shown → **Miss** (nothing happens)

You may attack once per turn using 1AP from your roll. Attacking ends your turn, ie. you can move before attacking, but not after. (You may not even drop an item after attacking)

ALL PLAYERS CAN 'SHOVE' WITH OR W/OUT A WEAPON: Range 1, 5, 6 knockdown

### Example



Shotgun has a range of 3

Juniper starts her turn with a roll of 6. She moves 2 spaces and decides to attack (1AP) using her shotgun, so she rolls her attack roll: If she rolls a 3 or 4, the zombie gets knocked down (it misses its next turn). If a 5 or 6, the zombie will respawn in the hospital, laid down. If a 1 or 2, nothing happens. Her turn is over following the attack.

### ADDITIONAL WEAPONS NOTES:

- Attack only along pathways and not diagonally. \*Except - note the trapezoidal spaces in front Aces' farmhouse and Dr. Fabergé's' mansion, allowing you to target those spaces from the side room/s.
- Attacks can be made with no more than one wall between the zombie and the player.
- If there are multiple zombies in range of attack, the player must declare which zombie they are attacking.
- See "Additional Rules" for human on human attacking.

*A pinch of cure is worth a pound of fight. - Dr. Fabergé*

**Medi-kit:** Cures a bite. 1AP to use on self, or other, when on the same square. Remove from game after using.



## Abandoned Jeep



- 1AP to get in/start, (\*make note of ap's leftover from initial roll) then roll & move 3 times in a row, bringing the jeep with you as you go. (\*when 3 jeep rolls are through, you may use the leftover ap's from initial roll).
- Carries items with no movement penalty and can pick up fellow players and items along the way using 1AP for each. (Tip: You can pre-load the jeep with items. Said items go into the possession of occupants after jeep stops, if dispute, driver's choice who gets what).
- Driver can choose to knock down anyone in the jeep's path using 1AP per. Can also attack, ending that particular movement roll.
- If found inside a room the token is immediately placed on the nearest outside square and can be used from there (you found the keys).  
- If you wish to enter a structure during the 3 roll journey you may leave the jeep at the door and come back to it (this is merely thematic)
- The Jeep is left where it ends up and can only be used again if re-fueled with a gas item. This uses up the gas, discard from game.

*Grunt's, Eto's & shopping cart specialties do not apply with vehicles*

## Bicycle



Get on with 1AP and get a second roll at the end of that and every following turn. (2 rolls per turn).

Roll of 6 breaks bike immediately → remove token and use your 6ap as you wish.

While on, it's 2AP to pick items up and 2AP movement penalty for each resource item carried - applied to each roll.

Anyone who rides a bike is a friend of mine. - Gary Fisher

## Zombie Spawn

A new zombie character piece is placed lying down where the item token is revealed (uses first turn to get up), and is thenceforth controlled by the Zombie player. \*Zombies cannot attack on stand-up turn.



The Zombie player uses the same, single roll to count for their original piece as well as any zombie spawn pieces they may have. Ex. roll a 3, they all move 3. (Resolve attacks after moving all pieces)

If all 3 original zombie pieces are already in play, use a coloured zombie character piece that is not yet in use otherwise.

## Zombie Spawn wearing Hockey Gear



New zombie spawn travels atop this token with a minus 1 from attack rolls against bonus.

If killed, leave token in place where it can be picked up by any player, who then may +1 to defence rolls of 4 and under. \*Continue wearing if zombified, with aforementioned zombie bonus.

## Grenade



One time use. To throw beyond range 1, roll red die to determine where it lands. All zombies/humans on space it lands are killed/zombified. and all 1 space away are knocked down.

\*No effect if it goes off path. To use with range of 1, just do it, don't roll red die.

## Shopping cart



Carry one resource item without movement penalty. Breaks (immediately) on a roll of 6.

## Emergency Stim



One time use. +3 to movement roll and/or an additional attack or defend. Use any time during turn.

## Doggie



Player may re-roll rolls of 1 (movement & defense) (except attack rolls), and dog absorbs one successful attack against, in which case, player is unscathed but doggie goes to doggie heaven, remove from play (not player's choice, just happens).



## GAME END

People; you gotta help 'em  
but you ain't gotta trust 'em

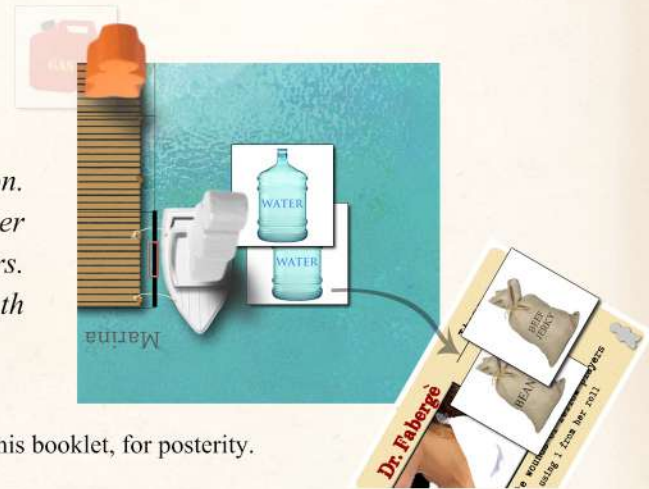
- Grunt Stockwell

When there are no living humans left on the board, either through escape or becoming zombies, the game is over.

- When a player enters the boat or plane, they automatically take possession of one of each type of available resource item there at that time (excluding any of that type which they may already have in their possession upon entering).
- With the necessary supplies (1 food, 1 water, 1 *shareable* gas), the player/s can escape, taking those items with them.
- It takes 1AP to make the boat or plane go. (There is only one of each).
- Player/s may escape whilst bitten and also with a zombie on board (sequel?!)  
↳ remove zombie piece from game.

### Example

*Dr. Fabergé boards the boat with 2 food items in her possession. There are 2 waters dropped off on the boat already and no other players. So, one of those waters automatically becomes hers. Now, if another player were to arrive with gas, they could both escape with a food and water each and a gas item to share.*



Escapees record their name on the '*List of Known Survivors*', on the back of this booklet, for posterity.

## ADDITIONAL RULES:

**HUMAN ON HUMAN ATTACKING:** You may attack a fellow human, just as you would a zombie, however, the defending player gets a chance to dodge an attack by rolling as well:

Group defence bonus  
may apply (players choice)

- If defender rolls same or higher = Attack fails.
- If defender rolls a 6 = Attacker may be knocked down (if defender is within range 1 without a weapon) or killed (if attacker is within range of defender's weapon).

Knock-down: drop all items and miss next turn to stand up. Kill: drop items and revive as a zombie laid down.

**ZOMBIE SPAWN COUNTER** (on character card):

Every zombie turn, move up one until it reaches the 'H', then place in hospital laid flat, and start another at 0.

Keep track on the zombie card  
with a zombie character piece.



**Zombie Talk:** (loose rule) Zombie players may not verbally communicate with one another. Only gestures and grunt like noises may be used.

**IN THE RARE CASE OF *INCOMPLETE ZOMBIE TRANSFORMATION*:** If a recently turned zombie player's allegiance to their new zombie motivations are in question (their frontal lobe is still active and swaying them from their search for fresh huan brains), the original zombie may take over control of that zombie. \*Usually reserved for protective parents.

# CHARACTERS



## Dr. Fabergé

Can cure bite wounds of fellow players and herself, using 1 from her roll.

*Head of Zi-Tech Labs, where she led the search for a cure to the zombie infection. A mistake was made with a specimen sample, causing the outbreak on Sunset Island.*



## Grunt Stockwell

Carries one resource item without movement penalty. Ex. carrying two resource items would only subtract 1 from his movement roll.

*Was visiting his mother, who was ill with what was then an unknown ailment, when the apocalypse swept through the rest of civilization, thus keeping him on Sunset Island.*



## Paul Regret

Starts the game in his remote cabin, in the room with the stove.

*The eleventh and last remaining son of a family whose father once said to him "You would be the last person I would trust myself to", to which Paul replied, "Then at least I would be the last."*



## Zombie

The Zombie starts alone and not without shortcomings (trouble with obstacles, non-functioning frontal lobe) but its simple lifestyle and relentless devotion to the

consumption of human flesh is infectious, making it only a matter of time before a horde of like-(un)minded others come to see its side of things.

*Until recently a normal person, awash in a tumultuous sea of emotions and opinions. Now undead, and a great feaster of brains.*

## Ace Striker

Can attack 2x to end his turn (1AP each), and always has a weapon – his fists.

45=knockdown, 6=kill, Range 1.  
Cannot move between attacks.

*Retired Air Force Pilot, turned farmer. Plays Piano when no one can hear.*



## Stuart Grimsby

May re-roll on defence but must stick with 2nd roll if so.



*Assistant lab technician at Zi-Tech. Moonlights as a Priest.*

## Dkembe Eto

+1 to every movement roll, unless carrying a resource item, in which case he loses his +1 and must subtract from his roll.

\*Picking resource items up takes 2AP\*



*A volunteer at the hospital, helping with sick children.*

## Bobby Barone

Has a powerful shove.

3456 = knockdown, range 1

*Owner of the Dry Badger Pub and Snack Stop. Enjoys unobstructed walks.*



## Razor Hone

Can continue turn after attacking and starts with a weapon (throwing knives).

5=kd, 6=kill, range 2

*Origin: unknown. Motive: unknown*



## Juniper Dune

Zombies must roll the exact amount to land on her (pass by if over) unless it starts its turn within 1 space of her or a zombie is already on her space.

Can cure bites using water (1AP, remove token from game after use).



*A native of the island with roots a thousand years deep.*

## Motive Cards

An optional twist.

Secretly augment players' victory conditions.

- Do not show or read aloud your motive card until game is over. You may hint and suggest, of course.



- Shuffle and distribute motive cards amongst group. Group can decide how many 'standard' escape cards to include in the shuffle.
- Becomes player's mandatory victory condition.
- 'Compound' card changes game for everyone, so decide whether to include that or not.

[www.escapefromsunsetisland.com](http://www.escapefromsunsetisland.com)

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Whoever fights monsters should see to it that in the process he does not become a monster. And if you gaze long enough into an abyss, the abyss will gaze back into you. - Nietzsche

