

# UPDATES

- 1) **Auto-Zombie:** No player controlled zombie to start game, instead, zombies always move toward the closest human. If equa-distant, flip a bitten token to decide. \*First player zombified takes control of the zombies.
- 2) **Keep adding zombies:** Continue using the counter on the Zombie character card for the duration of the game until there are no zombie pieces left to use (can use not-in-use colored zombified pieces).
- 3a) **Grimsby Tweak:** If choosing to roll again on defence, the first roll is discarded and must go with second roll.
- b) **Paul Regret Tweak:** Gets 3 turns to be cured of a zombie bite.
- c) **Dkembe Tweak:** 2ap only to pick up resource items, instead of all items.

5 new items for the 5 blank tokens included in the game. Use stickers or draw/label yourself:



**Geared Up Zombie Spawn:** Like normal zombie spawn except this one travels atop the 'geared up' item, and attack rolls against it get minus 1. If killed, item is left to be picked up by any player, who then may plus 1 to their defense rolls. If zombified, keep aforementioned geared up zombie bonus.



**Grenade:** One time use. To throw beyond range 1, roll the red die to determine where it lands. Everything on that space is killed/zombified, and all one space away are knocked down. No effect if it goes off path. Use at a range of 0 or 1 without rolling.



**Shopping Cart:** Carry one resource item without movement penalty. Breaks on a roll of 6, immediately, no bonus that turn.



**Adrenaline Stimulant:** One time use. +3 to movement roll, or get an additional chance to attack or defend. Use any time during turn. Over-rides resource carrying slowdown effect.



**Dog:** Allows player to re-roll all rolls of 1, and it absorbs a successful attack. If bitten or zombified, immediately remove from play.

## 5 extra item locations



## Any other ideas or rule clarifications?

Let me know either at [info@escapefromsunsetisland.com](mailto:info@escapefromsunsetisland.com)  
Or comment section of website.

## Solo or 2 players?:

Use more characters, see how many you can get off the island.