

# Contact

A Game for 1 to 4 Players

By Daniel Prothmann



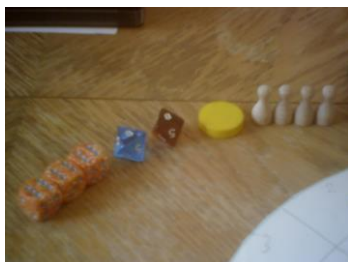
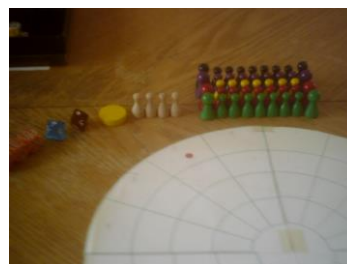
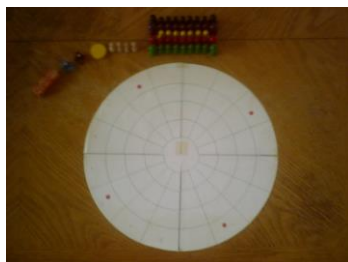
Game manual

# Contact

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## Game components

- 1 Game board
- 1 Turnmarker
- 2 Dice (eight sided blue/brown)
- 3 Dice (six sided)
- 4 white Token (Players)
- 35 coloured Token (Zombies/small)
- 8 coloured Token (5 Zombies/large)
- 13 Reference Cards



## Background

A small town in the middle of nowhere, people who vanish mysteriously, and strange sightings who drew the people to cover in fear. After weeks, zombies were sighted at the edge of the town, lurking for the living and isolate the town. Finally no sign of living came from there, and a team of Special Forces is sent for investigation. They found the town abandoned, with no evidence of remaining popularity. Been almost done, the dead arises. The Special Forces team now find himself surrounded by hordes of zombies, rising frequently and approximate from all directions. They sent a desperate call for rescue and prepare to fight til the end if necessary. Can they survive til the helicopter is coming to pick them up?

## Game preparations

The game board is placed on the table. Every Player chooses a member of the Special Forces team, picks a player token and place it at the centre circle of the board.

The team has always to consist of 4 members, even if few than 4 players participate.

In that case, some players must choose and play 2 Special Forces members.

Keep in mind that just one type of specialist is allowed in the team at once.

Put the dice and zombie token next to the board.

## Victory and defeat

Players are victorious, if they can survive for 32 turns. Then the rescue helicopter will pick them up.

If at least one member of the team is alive at the end of the 32nd turn, the players win.

If the team is wiped out before, the zombies win and the team loose.

Victory conditions always count for the entire team, so all players win or lose together.

## The game board

The game board consists of 64 segments. These are grouped in 4 rings that determine their distance. At the centre of the game board is a central circle. The players are placed there and zombies can't enter, even though the players cannot leave the centre circle.

At the edge of the fourth ring there are numbers listed from 1 to 8. The numbers on the right half are blue printed, the numbers on the left half are brown printed. The zombies enter the game board there.

## The turn marker

The turn marker shows, in which turn the players are now.

At game start, the turn marker is set on the upper right segment (marked with a blue 1).

At the start of each turn, the turn marker is moved one segment clockwise. He moves from the blue 1 to the segment with the blue 2,3,4,5,6,7,8 and then to the brown 8,7,6,5,4,3,2,1.

The turn marker always stay in the 4th ring at the edge of the game board.

After completing a cycle he again starts at the upper right field marked with the blue 1.

If the turn marker did 16 turns this is called a cycle. After 2 cycles though the rescue helicopter came to pick up the team.

### **The turns**

A turn is divided into several phases that will be proceeded chronologically.

- move the turn marker one segment clockwise (except the first turn)
- The zombie turn
- The player turn
- End of the turn
- check victory conditions

### **The player turn**

- Attack and/or use abilities

Every player may now attack and/or use one of his abilities. Some abilities are exclusive and cannot be used if an attack is made.

Players may act in any order, as long as they can arrange with the other players. There is no defined order, of which player has to do his turn.

If they are conflicts in turn priorities, the team leader has to decide.

Since all players did their turn, the player turn ends and the zombie turn begins.

### **The zombie turn**

- Zombies attack
- Zombies move
- New zombies spawn at the game board's edge

All zombies who starts their turn in the 1st ring will now try to attack the players in the centre circle.

After that, all zombies will move one segment towards the centre of the game board.

If all zombies got moved, new zombies will spawn.

Therefore two eight sided dice will be rolled (d8).

A number of zombies equal to the dice roll will spawn at the edge of the game board.

The result of a die shows the number of zombies that will be deployed at the position of the other dices colour.

Example: The dice are rolled. They show a 6 on the blue dice and a 3 on the brown dice.

So, 6 zombies are placed at the 4th ring in the segment marked with the brown 3. Further, 3 zombies are placed at the 4th ring in the segment marked with the blue 6.

### **Attack**

Both the players and zombies can attack on their turn, but the attacks will be handled differently.

#### *Zombies*

At the start of the zombie turn, all zombies in the 1st ring, near the centre circle will try to attack the team. Roll a six sided dice (d6). If the result is lower than the number of zombies attacking, the team will be hit. Otherwise, the attack fails. All zombies in a segment attack together, but each segment will attack on his own. That means a single zombie cannot do a successful attack, for he cannot roll a result lower than 1.

If several segments can attack the team, do the attacks clockwise, to keep the overview.

#### *Players*

A player call a segment to attack. Then he make his roll (d6). If the result is higher than the distance to the targeted segment, he scores a hit.

To hit a target in the 1st ring, a player needs a result of 2 or more.

To hit a target in the 2nd ring, a player needs a result of 3 or more.

To hit a target in the 3rd ring, a player needs a result of 4 or more.

To hit a target in the 4th ring, a player needs a result of 5 or more.

The result needed can be modified by the weapons or abilities of a team member.

### **Hits**

If a player scores a hit, he may remove a zombie in the targeted segment.

If the zombies score a hit, one of the team members will be removed from the game board.

The players may then choose which member of their team will be removed. A dice roll can be used to determine the target who were hit. All players roll a dice, the player with the lowest result is hit and his token is removed from the board. The weapons, equipment and abilities of a removed player may not be used anymore.

### **Team set up**

A team must always contain of 4 team members, regardless of the players number. If there are few than 4 players, some players must choose and play with two team members.

The players may choose from the Special Forces team listed below.

Their names, role, equipment, abilities and weapons are shown up there.

These are also listed on the reference cards of each Special Forces member.

Players may take them and place them beside for a better overview.

Note that no team can contain of two or more of the same roles. Just one leader, one heavy weapon, one assault, etc.

When choosing your team members, care for synergy between the different team members.

There are many possible combinations, so try some and find that one best matching for your team.

The team set up is the first step to victory, so choose wisely.

### **The members of the Special Forces team**

#### *Sgt. Cooper (Leader)*

Modified standard rifle (distance 1 to 4; 2 attacks)

Hand grenade (attack roll, hits up to 5 zombies in a segment)

Ability - Ardor:

A member of your team (including you) may reroll one of their dice once per round.

Melee expert: If a group of zombies fail an attack (does not score a hit) you may remove one zombie from that segment you were attacked from.

#### *Alvares (Sniper)*

Sniper rifle (distance 1 to 4; 1 attack)

Hand grenade (attack roll, hits up to 5 zombies in a segment)

Ability - Scope: When attacking with your sniper rifle, need one point less to hit.

Ability - Confusion: If Alvarez scores a hit with a 5 or 6 result, the zombie group targeted may not move on their next turn. Confusion won't work at short range (distance 1 or 2).

#### *Branson (Heavy weapon)*

Flame thrower (distance 1 and 2; 1 attack; hits segment 1 and 2 in a line, scores 3 hits per segment.

Hand grenade (attack roll, hits up to 5 zombies in a segment)

#### *Dunham (Standard)*

Standard rifle (distance 1 to 4; 1 attack)

Hand grenade (attack roll, hits up to 5 zombies in a segment)

Ability – Flexible: May roll his attack dice and then choose a target segment.

He may attack with his weapon and additionally use his grenade in the same turn.

#### *Miller (Heavy weapon)*

MG60 (distance 1 to 4; 4 attacks; your actual target segment and the following may just have one segment between ; attack roles on targets in distance 1 get a one point penalty on the roll ).

Hand grenade (attack roll, hits up to 5 zombies in a segment)

#### *Kenzo (Assault)*

Assault rifle (distance 1 to 3; 2 attacks).

Hand grenade (attack roll, hits up to 5 zombies in a segment)

Ability – Ronin: Execute a melee attack on a segment in the 1st ring. A result of 5 or 6 grants you a second melee attack at a target in the same segment. Each of his two dice can grant a second attack, but the granted dice themselves cannot grant additional roles.

#### *Krussov (Scout)*

Standard rifle (distance 1 to 4; 1 attack)

Hand grenade (attack roll, hits up to 5 zombies in a segment)

Ability - Tripwire: If a group of zombies consisting of at least 5 zombies moves, you may remove one of the tokens. Tripwire can only be used on one group of zombies once a turn.

#### *Sgt. Cole (Leader)*

Modified standard rifle (distance 1 to 4; 2 attacks)

Hand grenade (attack roll, hits up to 5 zombies in a segment)

Ability - Inspire: If you hit a score with a result of 6, you may grant one of your team members an additional attack dice. You cannot inspire yourself or members using heavy weapons.

Ability - Breakthrough: You get an additional attack on a target in the 1st ring for each 7 zombies advanced to the centre circle.

#### *Schulz (Pioneer)*

Shotgun (distance 1 and 2; 1 attack; can attack 2 zombies in the 1st ring simultaneously with one roll if the result is 3 or more. This must be called before the dice are rolled.

Hand grenade (attack roll, hits up to 5 zombies in a segment)

Ability - Fortify: Zombies get a one point penalty on their attack roles, as long as the pioneer is alive.

#### *Ayden (Radio operator)*

Standard rifle (distance 1 to 4; 1 attack)

Hand grenade (attack roll, hits up to 5 zombies in a segment)

Ability – Air recon: If the combined dice on the zombie spawn result are 10 or more, 2 zombies less will spawn. The radio operator may choose which two zombies to skip.

#### *Mobutu (Assault)*

Assault rifle (distance 1 to 3; 2 attacks).

Hand grenade (attack roll, hits up to 5 zombies in a segment)

Ability – Scatter: If both your attacks target the same segment and shows up a combined result of 10 or more, you may remove an additional zombie in that segment.

Scatter only works in the 2nd and the 3rd ring.

#### *Nelson (Heavy weapon)*

Grenade launcher (distance 2 to 4; hits 1d6 zombies in the targeted segment).

Hand grenade (attack roll, hits up to 5 zombies in a segment)

#### *Vanderbilt (Field Medic)*

Standard rifle (distance 1 to 4; 1 attack)

Hand grenade (attack roll, hits up to 5 zombies in a segment)

Ability- First Aid: If the zombies score a hit, roll a dice. If the result is lower than the number of the living team members, the hit will be nullified. You can only use this ability once per turn.

## **An example game**

The friends Alex, Benni, Chris und Dan meet for a match of Contact.

After setting up the game board und putting the game material beside, they build up their team.

Alex chooses Sgt. Cooper. Benni decides for Vanderbilt, the medic. Chris take Branson and Dan finally want to play Kenzo.

Everyone takes her player token and the matching reference card, and puts it before him.

The team now consists of a leader, a medic, a heavy weapon specialist and an assault.

### **The First Turn**

The turn marker is placed on the upper right segment, marked with the 1.

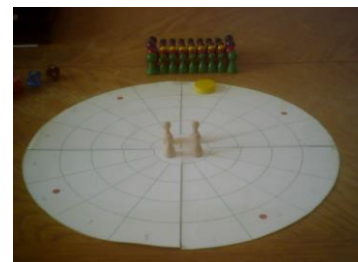
The players now put their tokens in the centre circle.

Game starts with the zombie turn. For there are no zombies existing we can skip the two steps of „zombies attacks“ and „zombies move“.

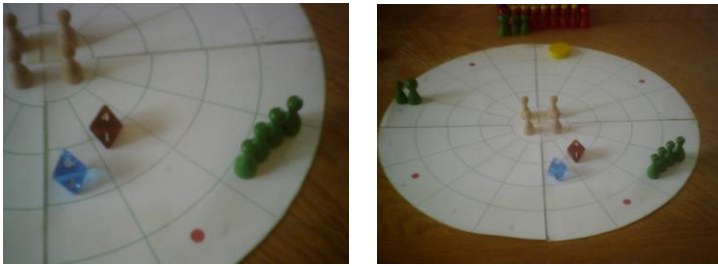
So we came to step 3 „respawn“.

Alex rolls the two eight sided dice. They show up a 6 and a 4.

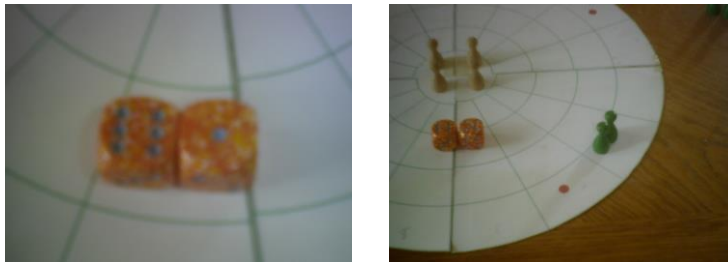
That means there will be placed 10 zombies at the edge of the game board.



They will appear in the segment that fits to the result and colour of the other dice.  
 So 6 zombies will be placed in segment 4 on the left side, and 4 zombies will be placed in segment 6 on the right side.  
 If a group of zombies consist of 5 or more tokens, you can replace 5 of them by a big zombie token.



Now the player turn begins, for the zombie turn is done.  
 Alex as the leader of the squad want to act first, and the other players agree.  
 Sgt. Cooper has two attacks, so Alex may roll two dice. But first, he has to decide which segment to attack. He decides to attack the group of zombies down right that consists of 4 zombies. He rolls his dice, they result as a 5 and 6. A good roll.  
 The target segment is 4 segments away, so the distance is four. A result of 5 is therefore needed and Alex scores two hits. He removes two zombie tokens from the targeted Segment.



Now the other players may do their turns.  
 Chris cannot attack any of the two zombie groups, because Branson's flamethrower has a range of just 2 Segments.  
 Even Dan cannot attack, because the assault rifle of Mobutu has a range of 3. So he has to wait the zombies to move another Segment.  
 Benni otherwise can attack. Even if his character Vanderbilt has just one attack dice, he has enough range to even attack zombie groups at the edge of the Game board.  
 He decides to attack the two remaining zombies at the lower right edge and rolls his dice.  
 The result is a 3, but he would need a 5 at least. So Alex decides to use his ability "Adore", granting Benni a second try. He rolls again and the die shows a 4, what is still too less.  
 Since all players did their turn the player turn ends.

### The Second Turn

The turn marker is set one Segment clockwise.  
 He know is located on the Segment 2.

The Zombie turn begins. As no zombies are advanced to the centre circle, zombies cannot attack, so we skip this phase and go on with the zombie movement.

All zombies move one Segment towards the centre circle.  
 Now the zombie reinforcements will arrive.  
 Alex rolls two eight sides dice. They both show an 8.  
 On both Segments with the number 8 (blue and brown) will be placed 8 zombies.  
 The Game board now looks like this:  
 The player turn begins for the zombie turn is over.



Dan may start, because he couldn't attack in the first turn.  
 But now there are enough targets in range. He decides to attack the two zombies in the lower right Segment, rolls his dice and gets a 5 and a 6.  
 As he needs a 4 at least, he scores two hits.  
 He removes the two zombies and his turn ends.

Chris cannot attack since his range is too short.  
 So Alex takes the dice and decides to attack the group of six Zombies at the upper left.

He rolls a 2 and a 4. The 4 is a hit, but the 2 is too less.  
 So he removes a zombie from that Segment and ends his turn.

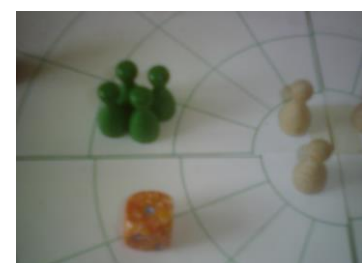
It's Benni's turn now.  
 He targets the remaining 5 zombies to the left and rolls his dice.  
 The result is 4. Groups of 5 zombies will be shown as a big zombie token. This is better to overview.  
 So Benni has to replace the big zombie token with small zombie Tokens, except the one he hits.

### The Third Turn

The turn marker is moved one Segment clockwise.  
 He now is located on the Segment 3.

The Round starts with the zombie turn.  
 So zombies cannot attack, we go on with the zombie movement.  
 All zombies move one Segment towards the centre circle.  
 The zombie reinforcements are now determined.  
 Alex rolls a 5 and a 4.  
 So 5 zombies will be placed at the Segment 4 and 4 zombies are placed at the Segment 5.

The Player turn begins.  
 Chris finally can attack the zombies, because they are in his range now.  
 He rolls his dice with a result of 1.  
 For the zombies at the left side he targeted he needs a tree at least.  
 So Alex decides to use his ability „Adore“ to grant Chris a second roll.  
 Chris rolls his dice again and the result is a 4.  
 More than needed to score a hit. As Chris Character Branson wears a flamethrower, up to 3 zombies will be removed per Segment.  
 The flamethrower hits the first Segment as well, but as there are no zombies, we don't care for that.  
 Now it's Benni's turn. He claims the remaining zombie at the left and rolls his dice with a result of 3. That is a hit and the zombie is removed. The next player may now make his turn.  
 Alex and Dan have their turn left.  
 Alex chooses the lower, right group of 8 zombies.  
 He rolls a 6 and a 1.  
 So he scores a hit and removes one zombie from that Segment.



Dan is the last to do his turn. He also decides to target the zombie group at the lower right. He rolls his dice, they show a 2 and a 4. So one zombie is hit and removed from the Segment, the other dice is a miss. All players did their turn and the player turn ends..

### The Fourth Turn

The turn marker will be moved one Segment clockwise. He now is located at the 4 on the upper right.

The zombie turn begins.

There are still no zombies in range to attack (adjanced to the centre circle).

So we go on to the next phase, the zombie movement.

All zombies move one Segment towards the centre circle.

As soon as they are more groups of zombies on the game board, it Makes sense to move them clockwise, starting with the inner ones.

Reinforcements will be determined now.

Alex take the two eight sided dice and rolls a 2 and a 6.

So 6 zombies will be placed on the Segment 2 on the upper right and 2 zombies will be placed on the Segment 6 on the lower left.

Chris may do his turn first. He decide to attack the group of 8 zombies on the lower left and rolls a 3.

More than needed, because he would just have needed a 3.

As his flamethrower always hits 3 zombies per Segment, there will be 5 zombies left.

Benni targets the zombie group on the lower right side.

He rolls a 4 what means a hit and one zombie is removed.

Dan may do his turn now.

He also targets the zombie group on the lower right and rolls 3 and 3.

Both dice are hits and two zombies will be removed.

Alex is the last to do his turn.

He claims the 5 zombies on the lower left as his target and rolls his dice.

The result is 5 and 5. So he scores 2 hits.

The big zombie token is removed and replaced with 3 small zombie tokens.

All players did their turn so the player turn ends.

Now you got a first look of how the game works.

Will our friends manage to survive the time or will they get overwhelmed by the zombies?

The critical phase is yet to come, so set up the game board and find it out.

