

# RESIDENT EVIL™ 3

## THE BOARD GAME

Welcome to Resident Evil™ 3: The Board Game, a co-operative game of fast-paced survival horror. In this demo, the players are trapped and must try to make their escape. All they need to do is make it to the exit—but deadly enemies await in the darkness...

Thank you for trying out *Resident Evil™ 3: The Board Game*! This document is designed to walk you through a couple of turns and teach you the core mechanics of the game, so you can play the demo.

All of the models and tokens are already in their starting positions, so let's get going!

### The Soundtrack

If you're playing using the Tabletopia app or on Steam, you'll have some atmospheric music to listen to. To turn it off, flip over the Umbrella token.

## THE PLAYING AREA



A combination of **tiles** makes up the playing area. Each tile is made up of a series of **squares**. A square can hold up to four models at once. The red line surrounding each tile represents a wall which cannot be moved over, and players may only leave a tile via an open door.



Door - open side



Door - closed side



Item A card and token



Item B card and token



Player profile card



Player health track



Zombie reference card



Tension card



Narrative card

# WINNING AND LOSING THE GAME

When a character is placed in the same square as the  token, their model is removed from the board and they have escaped. Once a player's character has escaped, they no longer take turns.

**The players win if each character has escaped.**

If any character's health dial moves beyond *Danger*, or if the tension deck runs out, the players lose the game. Look out for each other's backs, and don't waste any time...

## ***Defeating Enemies Isn't The Only Way To Survive!***

*True to the original video game, characters do not have enough ammunition to defeat every enemy. Think carefully about whether to fight or flee each time you encounter a foe!*

# PLAYING THE GAME

Players take alternating turns, following the phase order below:

## **Action Phase**

## **Reaction Phase**

## **Tension Phase**

There is no enemy turn—as the characters explore nearby enemies will pursue and attack them during the players' turns.

Let's begin by talking you through the first two activations, so you can pick up the basics. After that you should be ready to make it through the rest of the demo.

Just for now, let's remove one of the characters from each of the starting squares, so there are only two characters on the board. This will keep things simple.

When you're ready to play with other people, you'll control a character each.



# FIRST TURN

Let's start with the character on the  symbol.

## ACTION PHASE

A character's activation is made up of three phases, and the first is the **Action Phase**. During this phase a character may make up to **FOUR** actions. The actions are **Move**, **Attack**, **Search**, **Open/Close Door**, and **Use Item**.

Here we're going to perform a **move** action. When a character moves they may be placed in any adjacent square as long as it's on the same tile, and they don't cross over a wall or a corner.

The character uses their first action to move one square north. Let's spend their second action to move one square to the east, which puts them in the same square as a Zombie.



Although each square is large enough for up to four models, being so close to an enemy is still very dangerous! If a character declares a **non-attack** action while in the same square as an enemy, the enemy attacks first, and the character must make an **evade roll** to avoid being hit. To make an evade roll the player

rolls the number of dice shown on the character's profile card—they are successful if they roll at least one , , or  on any of the dice.

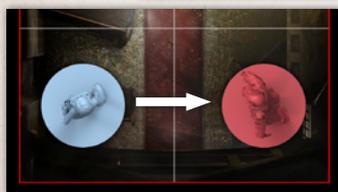
Let's take a quick look at the Zombie reference card, so we can see the enemy's basic attack profile.



The first entry is range (in this instance 0, which means the Zombie can only attack a character in the same square). The second entry is how many levels a character's health track marker moves if they are hit.

Let's try to spend the character's third action performing another move—time to roll the dice!

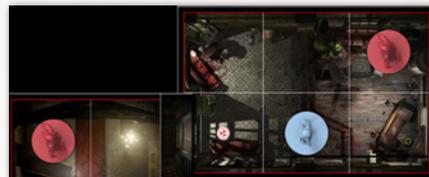
- If the character successfully evades the Zombie's attack by rolling an evade symbol, they make their move and can be placed one square to the east.
- If the character doesn't roll any evade symbols, they've failed the roll. Their move action is wasted, but even worse—they've been hit! Move their health track marker right one level. The character can now push the Zombie into an adjacent square (let's push it back towards where the character started).



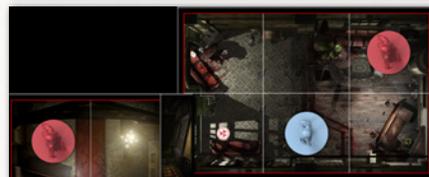
Succeed or fail, the character should use their remaining action to move one last time, heading towards the door to the next tile. With all four actions spent, it's time to move on to the next phase.

## REACTION PHASE

After each character has completed their actions, nearby enemies perform **reactions**, allowing them to move and make attacks. In the **Reaction Phase** the player whose turn it is must perform a reaction for all enemies on the same tile as their character, or on a tile linked to theirs via one or more **open** doors.



*In this example, the door to the next tile is shut, so only the Zombies on Jill's tile will perform reactions*



*In this example, the door to the next tile is open, so the Zombies on Jill's tile and the linked tile will perform reactions.*

Enemy reactions are resolved one at a time, in an order chosen by the player whose turn it is.

If an enemy is in the same square as a character it will attack them. The character can make an evade roll to avoid suffering damage, just like earlier. When evading, if there are multiple enemies in the same square, instead of resolving an attack for each enemy, only one enemy attacks and the difficulty of the dice increases by one for each extra enemy—i.e. against two enemies, a player must roll a  or a , and against three enemies a player must roll a .



*In this example Jill must roll either  or  for her evade roll, as there is one extra enemy.  results are ignored!*

If the roll is successful then the attack has missed, and all models stay where they are. If the character fails the evade roll, they are hit and move their health track marker right by one level. Remember, after being hit a character can push one enemy in their square into an adjacent square.



If the enemy is not in the same square as a character, it moves up to its movement value towards the closest character, stopping in their square if it has enough movement to get there.

Back to our game, and the Zombie on this tile will now move, because it isn't able to attack. Because the doors are all shut, the other Zombies won't make reactions. Now it's time to move on to the next phase.

## THE TENSION PHASE

In the **Tension Phase** the player whose turn it is must draw a card from the tension deck and resolve any text on the card. Do that now!

# SECOND TURN

This should be a pretty straightforward turn – we're going to move into the same square as the door, open it, and then shoot the zombie on the other side.

## ACTION PHASE

Move the character one square south, then use their second action to open the door, flipping the token to the opposite side.

There's a zombie waiting. Let's use the character's third action to attack it.

Attacks follow the process below. If there are one or more enemies in the same square as a character, the character can only attack one of those enemies. To make an attack a character must be able to draw an uninterrupted line from the centre of their square to the target model's square without crossing an intervening wall, corner, or closed door.

1. Declare the target and which weapon is being used to make the attack. If a weapon has run out of ammunition a character cannot use it to make attacks.
2. Reduce the value of the ammunition dial by 1. When attacking with the Handgun a character can fire more bullets by spending an additional point of ammunition, up to a maximum of three (this is because of the Rapid-Fire symbol at the bottom of the card)



3. Roll the attack dice indicated on the weapon card. If at least one or is rolled, the attack is successful. If no hits are rolled the attack is unsuccessful.
4. If the attack is successful, resolve any effects shown on the weapon card. Results are applied only to the target enemy, even if there are multiple enemies in the same square.

- A **push** result allows a model to be pushed into any adjacent square, as long as it does not cross an intervening wall or corner.
- A **damage** result indicates the target suffers damage equal to the number shown. Zombies only have 1 health, so this will kill them.



*Jill declares an attack against the Zombie using the Handgun. She reduces her Handgun ammunition dial by 1 and rolls a blue die. She scores a and inflicts 1 damage to the Zombie. The Zombie can only sustain 1 hit, so is killed and removed from the playing area.*

After a character has made an attack, enemies on the same or a tile linked by one or more open doors immediately perform a move reaction, unless they were hit by the attack or are in the same square as another character.

If a character makes an attack while they are in the same square as an enemy and is unsuccessful, they are bitten. They must move their health track right one level, and push the target enemy like normal.

The character has one last action left. Depending on how well the attack went, they could use this to move, attack again, or even shut the door if they really wanted to. We'll leave the choice up to you.

## REACTION PHASE

If the Zombie is still on the same tile as the character, or is on a tile that is linked to their tile by an open door, it will perform a reaction as outlined above. If it moves into the same square as the character, it won't attack just yet, as it moved instead.

Remember, the Zombies on tiles that aren't linked by an open door won't react.

## TENSION PHASE

Time to draw another card!

By now, you should be able to move around, open doors, avoid enemies, and make attacks. The remaining actions and rules you'll need to complete the demo are below.

Good luck!

# OTHER ACTIONS DURING THE ACTION PHASE

## SEARCH

To pick up an item in the same square, a character must make a **search** action. Remove the item marker from the tile and draw a card from the matching item deck. The item goes below the health track, alongside the character's other items.

## USE ITEM

A character using an item resolves the text on the card and then discards it.

# DRAWING FROM THE NARRATIVE DECK

The first time a character is placed on the token, remove the token from the board and flip the narrative card, before following the instructions on the card.

This is just a taster for the type of events you can expect in the full game!



# FAQ

**Q: Can players trade items?**

A: In the full game, yes. If you want to allow players to do so, that's fine – they simply spend an action while in the same square and exchange the item(s).

**Q: Can players attack into adjacent tiles?**

A: If they can draw an uninterrupted line through an open door, yes.

**Q: If I'm in the same square as two Zombies, can I choose which attacks during the Reaction Phase?**

A: Yes, although it doesn't make much difference, as both inflict the same amount of damage.

**Q: Can I move or push a model into a square that is full?**

A: No. You'll have to go around or find a method of moving the models in your way.

