



SURVIVE UNTIL DAYLIGHT



RULEBOOK

FLYOS 

YOUR GOAL

Survive 6 rounds of methodic chaos, where 1 to 6 players will cooperate to save their collective bacon.

If a character dies, it's game over. You could argue that it's one less mouth to feed, I could argue that it's two less arms to fight these things with in a crucial moment, so... Let's agree that you're pretty much toast here, yeah?

OVERVIEW

The game is divided into 3 phases: search, trade and combat.

Search

Starting with the player with the **First Player token**, players will take turns to rummage through the ruins of the old world, drawing one RUBBLE card each, which may contain useful items and weapons, but also traps, and the dreadful **WAVE!** card. When a player draws this card, your looting is done unless they take one **DAMAGE** point to delay these buggers a bit longer (see page 10).



Trade

Before the combat phase, each of you have just enough time, if you want, to toss one of your cards to another player, but be careful, they don't have to chuck you something back.

Combat

It's On! Starting with the First Player, choose an attack or an action to take. Once everyone is done, the baddies get to do the same! Enemies tend to attack that one player that drew them to your group, and then stay until they're dealt with! Enemies and players are defeated when their **Health tracker reaches 0**.

Setup

- Each player chooses a character and takes the corresponding character board.
- Each player takes their character's starting **WEAPON** Marked  and choose **1 OTHER WEAPON** to start the game with.
- Gather the **RUBBLES CARDS** based on the number of players for this game. "If you are 3 players, you should play with rubbles cards **1**, **2** and **3**." 
- Shuffle the **ASSAULT** cards together and place them to the side of the table.
- Do the same with the **COMBAT** cards.



CHARACTERS

When starting a new game, every player must choose one of the characters, and take their corresponding character board. Available characters are: **FILLAR**, **PSYCHO**, **TRIGGER**, **DRIFTER**, **HAGGLER** and **HIPSTER**.

Each character has two unique perks, one that is always active, and one that they may use only when they have the **FIRST PLAYER TOKEN**. Each Characters start with a unique weapon, which can be anything from a favorite kitchen utensil to a military-issued firearm.



Character Board

On a character board, you will find:

- The character's **PERKS**.
- Their **DAMAGE** tracker.

Note: Characters can endure different amount of Damage, and as such, have different lengths of for their tracker.

Tracker Marker

Use these skull tokens to track the **DAMAGE** of a character.

First Player

The **FIRST PLAYER TOKEN** defines which player takes their turn first, and unlocks their character's **SECONDARY PERK** for the current round. At the start of the game, the **FIRST PLAYER TOKEN** goes to the last player who saw a Zombie. Whether they read a book, watched a movie or played a game with Zombies in it, it all counts! If two or more players are tied, I suggest a friendly discourse, throwing a dice or a rousing game of rock-paper-scissors to choose one of you. After every combat phase, the **FIRST PLAYER TOKEN** must be given to the next player to the left.



ENEMIES

The world sure went to hell in a handbasket, huh? Governments bailing on their people, military forces devolving into rogue merc groups robbing folks of their hard-earned supplies... It really shows you can only count on yourself nowadays.

I've written down a list of things I've encountered that you should watch out for. Keep an eye out for them, have contingency plans for your contingency plans and maybe, just maybe, you'll get to live a few more days.

Enemies come in different types, each with different **ENEMY** cards, and thus, different maximum **DAMAGE** level, and different attacks.

ENEMY CARDS



- Base Damage Given
- Number of Combat cards to draw
- Special
Example: The attacked player must lose 1 random Rubble card.
- Health trackers



WANDERER

Dumb as a rock and slow as one too. You should have no problem handling these shambling idiots... Just don't allow them to band together!

Discard if they suffer 2+ Damage.



RAIDER

Now, problem with raiders is; I get it. We're all desperate and sometimes, we have to do some dumb things to survive... Listen well Rookie because it's the hardest lesson to learn: The apocalypse has no place for empathy. In the end, it's you or them...

Discard if they suffer 3+ Damage.

Special: The attacked player must lose 1 random Rubble card (shuffle inventory and discard one randomly).



BRUTE

I've seen one of these rip open a friend like it was a can of KEWL-DEW Energy drink. Stay focused, take out the big guns and for everything that's still holy, DON'T LET THEM CLOSE!

Discard if they suffer 4+ Damage.

Special: They don't care about crafted **Barricades** and will **damage** the player directly.



MONSTER

Everything I've said about the Brute goes double for these... Scratch that, triple! I figure a tank could stop them, but I don't have one on me to even try. If you ever manage to bring one down, come find me. I need to buy you a drink.

Discard if they suffer 8+ Damage.

Special: A monster **bolster** all enemies revealed, giving **+1 damage** to their **attacks**.



SURVIVOR

Some of us are prepared, methodical and careful... But sometimes, you'll encounter someone who survived through some sheer luck! They're not "enemies" per say, and so, I suggest trying to save them, if only to throw them at another problem later.

Discard if they suffer 1+ Damage.

Special: Survivors are **targeted by enemies first**.

If saved, they will protect the player with the **WAVE!** card. They can be **discarded to absorb 1 damage** in subsequent rounds.

SEARCH PHASE

During the Search phase, each player takes turns to draw a card from the **ACTIVE RUBBLE PILE**, starting with the **FIRST PLAYER**.

When a Search phase begins, place a number of Rubble cards from the Rubble pile (see the rubble count table on the next page), add the **WAVE!** card, shuffle them, and set them at the center of the table (face down). These form the **ACTIVE RUBBLE PILE**.

Then, one by one, players take their turn and draw 1 card from that pile, clockwise starting with the player with the **FIRST PLAYER TOKEN**. If it's not a trap card, players can choose to add the card to their inventory or discard it immediately. If a character's inventory is full already (8 slot items max), they can discard a card from their inventory and replace it with the drawn card.

When a player draws the **WAVE!** card, they've made enough noise to draw the next wave of enemies to your location. That player can choose to accept their fate and let them come, turning over an Assault card and setting up the Enemies, or suffer 1 **DAMAGE** to delay their arrival, shuffle the **WAVE!** card back into the Active Rubble pile and immediately draw again.

The more items the players have, the more prepared they will be for the incoming wave of enemies. However, delaying the **WAVE!** multiple times will have a hefty cost, as you will suffer **DAMAGE** every time.

Any cards left in the **ACTIVE RUBBLE PILE** when the **WAVE!** card is drawn are not discarded for the subsequent rounds. New cards are added to the **ACTIVE RUBBLE PILE** normally every round, regardless if it's been emptied or not. This means the pile can get truly massive if you've been unlucky in the first few rounds. Remember: The thicker the pile of rubble, the safer it is to search it!



Rubble count

The number of cards to draw from the Rubble pile to form the **ACTIVE RUBBLE FILE** depends on the player count:

PLAYERS	RUBBLE CARDS
1	7
2	10
3	12
4	16
5	20
6	20

RUBBLES

Rubble cards can be either junk, healing items, Specials actions, weapons, ammo, crafting ingredients, or red cards. Rubble cards that can be used, and must be discarded afterwards.

Inventory limit

A character may only carry up to 8 items on them, including their starting weapons. However, ammo and crafting ingredients may be stacked (i.e. 3 arrows only occupy 1 slot of your inventory, and 2 planks occupy only 1 slot as well). You cannot stack together items of different type (i.e. stacking arrows and shotgun shells together is impossible). A character may discard some of their cards to make more space for other items whenever they like.



Junk

The most plentiful of old-world treasures. These cards cannot be used nor stacked. However, they may come in handy if you must lose a random card, and certain clever characters may find a special use for them.



Healing items

These items can be used during a player's turn of the Combat phase or the Trade phase, to recover some lost Health. And if you think that a granola bar can't heal a compound fracture, you've obviously never experienced the highly-concentrated-fructose sugar-high of the GLUC-HOSE brand of snacks!



Weapons

During the Combat phase, a character may use an action to attack. When they do, they must choose 1 of their weapon and a target Enemy to deal **DAMAGE** to them, potentially eliminating the threat. Different weapons deal **DAMAGE** differently: some do a fixed amount of **DAMAGE**, while others may deal a varied amount of **DAMAGE** through the use of Combat Cards. Others may also hit more than one enemy at a time, dealing **SPLASH DAMAGE**. Some Weapons, such as guns, require at least 1 Ammo card to be used, and bows need at least 1 Arrow card to be used.



Each player begins the game with 2 weapons, (I recommend everyone to get one melee and one ranged, but you do you). One of these 2 weapons is determined by the character they chose (i.e. if you chose to play **HIPSTER**, you will start the game with **HIPSTER'S BOW** in your inventory already).

While a player will start the game with some weapons, they may lose or even give them away during the game, either by choice or because of traps or baddies. Keep them close and cherish them: Without a weapon, you won't be able to do much to the gribbly who want to snack on your pancreas!



Specials

These cards have various effects and can be used only during a player's turn of the Combat phase (i.e. the **BLOODLUST ACTION** card adds 1 **SPLASH DAMAGE** to all your attacks and can be used during your turn only). However, they **DO NOT COUNT AS AN ACTION** during that phase (you can attack or craft after using such a card).



Ammo

Some weapons require ammo to be used, such as guns, shotguns, bows and crossbow. More than 1 ammo can be used at once to increase the chances of getting a better hit. Don't worry, it's the apocalypse! No one's going to judge if you want to stuff that shotgun to the brim with shells before pressing that trigger!

When an ammo is used, the player must draw a **COMBAT** card. These can increase the **DAMAGE** dealt by the attack (sometimes by a lot).

The more ammo a player use, the more **COMBAT** cards they get to draw. Choose one of these Attack cards to apply to the attack, and discard the rest.



Red cards

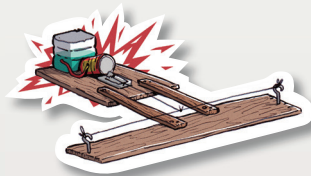
Useful stuff isn't all you can find in the ruins of the old world. Unlucky survivors may draw traps from the rubble pile. These are penalties the player must suffer immediately. And before you ask: No, you can't keep that horde of rodents in your inventory! Ever heard of rabies?! Red cards must be discarded once their effect has been applied.



Crafting ingredients

You don't want to attack the baddies? Believe me, I get that. Maybe you're out of ammo after stuffing your shotgun to the brim with shells? It happens! During the combat phase, you can use your action to discard matching crafting ingredients to craft 1 of these nifty things:

- **FLANKS + NAILS = BARRICADE** token
- **FLANKS + SHARDS = SPEAR** token
- **WIRES + EXPLOSIVES = TRAP** token
- **NAILS + EXPLOSIVES = GRENADE** token



Crafted items

- **BARRICADE** token
Absorbs the next attack that affects you, then breaks and must be discarded.
- **TRAP** token
Place before a player when crafted. **DEALS 3 DAMAGE** to that enemy immediately before they **ATTACK** that player.
- **SPEAR** token
Place it on an enemy when crafted. **DEALS 3 DAMAGE** to that enemy. Every subsequent **ATTACK** on that enemy will **DEAL +1 DAMAGE**.
- **GRENADE** token
STUNS two adjacent enemies for the round. Push them back at the end of the line. While stunned, enemies **DON'T ATTACK**.

WAVE!

When you draw the **WAVE!** card, bad things are coming... Hear that roar behind that collapsed gas-station? You're seconds away from a fight! There are two things you can do:

- Put on your war-face and let them come! You take the **WAVE!** card and place it next to your survivor board. All enemies from this assault will target you so... I hope that you either have big, loaded guns, or that you've made your peace...
- Buy yourself some time: Take a sharp thing nearby, stab yourself a bit and chuck that thing in the direction of the roars. The blood on it could distract them long enough for you to get ready. Take 1 **DAMAGE**, put the **WAVE!** card back into the current active rubble pile and shuffle it. Draw from it again, and then resume your search as normal until the **WAVE!** card turns up again.

The **WAVE!** card must be added to every **ACTIVE RUBBLE PILE** before it is shuffled.

ASSAULT

When the next **WAVE!** of bad guys approaches, you generally can get a glimpse of them, which can help you prepare for the assault.

At the beginning of the Trade phase, draw 1 of the **ASSAULT** cards. These show how many of each type of enemies will attack during the next phase (i.e. 2 Brutes and 2 Raiders). These amounts depend on the player count.

Pick a **HORDE** card for each enemies, shuffle them together, than place them in a line (from left to right) at the center of the table. If enemies from the last wave are still on the table, add the new cards on the right next to them so as to always have one line of enemies. The position of each enemy on this line can change the survivors' strategy completely.



BRUTAL						
PLAYERS	1	2	3	4	5	6
WANDERER	1	1	2	3	4	
RAIDER	1	1	2	3	4	
BRUTE	2	2	4	4	6	
MONSTER						
SURVIVOR	1	1	1	1		

ASSAULT CARD



REMAINING FROM LAST WAVE
(IF ANY)



NEW HORDE CARDS

TRADE PHASE

I suggest trying to trade that empty bag of Sofa-Spud brand chips you found in a dumpster for an ammo clip to one of your gullible friends, if you have one. Before the assault, you have a few moments to do a bit of on-the-spot bartering.

During this phase, players, in no particular order, can give one of their items to another player of their choice.

A player may only give 1 item during this phase. The survivor to whom they give the item is free to refuse the trade. Any rubble card can be traded, regardless of their type. **CRAFTED** tokens cannot be traded.

When all players are done trading, the **TRADE** phase ends and the **COMBAT** phase begins.



ATTACK PHASE

During this phase, each player takes a turn to act before the enemies at the center of the table, starting by the **FIRST PLAYER**. Once all players have played their turn, the remaining enemies, if any, attack the player who drew the **WAVE!** card (Don't worry, they definitely deserve it).

During their turn, a player can:

- Use as many healing items and special cards as they want;
- Do only 1 **ACTION**:
 - Do 1 **ATTACK** with one of their weapons;
 - or **CRAFT** new items with matching Crafting Ingredients (see page 9).

Combat cards

Some attacks are less reliable than others, but can be devastating. Such attacks are represented by combat cards, which will often yield amazing bonuses, like the fabled +3 **DAMAGE**, but also sometimes penalties such as the dreaded -2 **DAMAGE**.

When multiple combat cards are drawn for an attack, only 1 of them can be used. When an enemy draws multiple combat cards, players must keep the one that yields the most **DAMAGE**.

Players and enemies will use these cards for most of their attacks. They draw from the same pile, which must be reshuffled when empty, using the discarded cards.



Attacks

A weapon inflicts **DAMAGE** in 4 different ways:



- **FIXED DAMAGE**: the target takes a fixed number of **DAMAGE**, written on the weapon card.



- **SPLASH DAMAGE**: the enemies or players adjacent to the target each take 1 **DAMAGE** per **SPLASH DAMAGE** written on the weapon card and Special cards.



- **COMBAT CARDS**: the player draws one or more **COMBAT** cards (depending on the weapon and ammo), and chooses **1 of them** to use. Some **COMBAT** cards may deal fixed **DAMAGE**, other **SPLASH DAMAGE**, allow **SPREAD DAMAGE** on the attack, or a combination of the above.

Once all players have played their turn, the remaining enemies attack: Going from left to right, each enemy attacks. If a survivor is on the line with the enemies, they suffer the **DAMAGE** first instead of the Character with the **WAVE!** card! Thanks, chump!

Once all remaining enemies, if any, are done attacking, the next Search phase can begin. If survivors are left, they join the side of the player with the **WAVE!** card.

LAST ROUND

Almost... there.... After Round 6 is completed, there's no more enemies lurking in the background. But don't think any baddies still standing will let you leave that easily! Continue playing as normal, skip drawing a new **ASSAULT** card, and repeat until all **ENEMIES** have been discarded, or one of the player dies.

END OF THE GAME

You're getting tired Rookie? Your killing arm getting sore? Understandable: Just answer this handy checklist to see if you won:

- Is it after Round 6?
- Are all the baddies dead?
- Are all of you still alive?

If you checked all of these, well dear little baby jesus, it seems like you Rookies made it! Look, you can even see the first rays of the sun over the skyline! Seems like you get to live another day!

REFERENCE

SYMBOLS



DAMAGE TRACKER



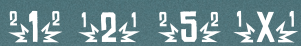
NUMBER OF COMBAT CARDS TO DRAW



DAMAGE SUFFERED [1, 2, 3]
THESE DAMAGE MAY NOT BE ABSORBED.



DAMAGE DEALT [0, 1, 2, 3]



DAMAGE GIVEN + SPLASH DAMAGE
X IS THE BASE DAMAGE OF YOUR ATTACK.



LOSE 1 RANDOM CARD
FROM YOUR INVENTORY



CRAFTING INGREDIENT



DO NOT DISCARD AFTER USE



IGNORES BARRICADES



ALL ENEMIES DEAL +1 DAMAGE
WHEN THEY ATTACK



PLAY THAT CARD ANYTIME. IT DOES NOT
COUNT AS AN ACTION



SPECIAL CARDS

ENERGY SHOT

The character takes **1 Damage immediately**, and can **attack** or **Craft** 1 more time during their turn.

FOCUS

You may **distribute the Damage** of your next attack to enemies adjacent to your target. **Splash Damage** must be applied beforehand.

CHEER

You can play this card during another character's turn. They may take 1 additional **Action** during their turn.

BLOOD LUST

When played, you take 1 **Damage**. All your **Attacks** this round deal 1 additional **Splash Damage**.

VITALY PILLS

You can play this card when you **Attack**. Draw 2 more **Combat cards**. You must choose which of these cards to use.

LUCKY

You can play this card any time a **Combat card** is drawn. That **Combat card** is discarded and another is drawn to replace it.

RED CARDS

RODENT ATTACK

Take **1 Damage** (cannot be absorbed), then discard.

GROW ATTACK

Lose **1 random Rubble card** from your inventory, then discard.

RODENT ATTACK

Take **2 Damage** (cannot be absorbed), then discard.