

# the dead: beloved one

Rulebook ver.1.0.0

1 Player 15-30 min 12+

## ~ STORY ~

Once, a man had a family, a humble but happy life with his beloved wife and son.

However, the world changed on their son's fifth birthday.

People began devouring each other.

The couple failed to protect their son, and lost him along with his smile.

The woman tried to kill herself, but the man told her they should live.

They should keep living with their son's memory.

While assisting his spiritless wife, the man wandered with a hope to find a safe place.

But it was too much for the woman, both physically and mentally.

Last night, she fell prey to Them.

Still, the man keeps walking for a safe haven.

And the woman has also begun walking, after her beloved husband.

After losing your beloved wife and child, what will you do?

Will you head to the evacuation point where the military helicopter waits for survival?

Or will you fall prey to the creature that follows you, the creature that once was your beloved wife, and depart to the world where your wife and child wait for you? It is all up to you.

## Components

This rulebook

9 Move/Rest cards (hand)

35 Location cards

2 DAY cards

1 NIGHT card

1 EVAQ (evacuation point) card

1 Status board

1 Zombie piece

1 Player piece

2 plastic cubes (HP and MP cubes with different colors)



Move/Rest cards (hand)

1...1card

2...5cards

3...2cards

5...1card

## Objective

Reach the evacuation point (EVAQ) before the Player's health points (HP) run out.

## Game End Condition

After meeting one of the following conditions, complete the procedure in the current phase and end the game.

①The Player piece reaches the EVAQ card.

Must have 10 or more HP remaining. (Successful Escape)

②The HP drops to 0. (Death by Fatigue)

③The Player and Zombie pieces are placed on the same Location card. (Zombified)

Even if the Player reaches the EVAQ, the escape fails if the Zombie catches up or the HP drops to 0 in the same phase.

※The game does not end even if the mental points (MP) drop to 0.



Location cards

0...6cards



2...16cards



3...13cards



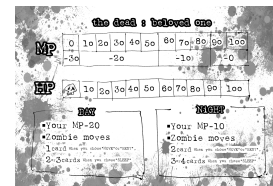
DAY Cards  
2cards



NIGHT Card  
1Card



EVAQ Card  
1Card



Status board



Zombie piece



Player piece

## Setup (Figures-01 and -02)

①Place each plastic cube at the square "100" to indicate the mental (MP) and health (HP) points on the Status board.

You can place either one of the color cubes to indicate each of the MP and HP.

②Shuffle all the Location cards and form a deck. Draw 7 cards face down one by one from the top, flip them face up, and place them in a row from left to right.

③Divide the remaining 28 Location cards to 4 piles. (Figure-01)

Add 1 DAY card and the EVAQ card to the first pile, shuffle it, and place it on the table. →A

Place the second pile on the first pile without adding any card. →B

Add the NIGHT card to the third pile, shuffle it, and place it on the second pile. →C

Place the fourth pile on the third pile without adding any card. →D

④Place the Player piece on the card at the left end of the 7 Location cards lined up in Step②.

⑤Place the Zombie piece on the table at the left of the 7 cards.

⑥Place the remaining DAY card face up beside the Status board.

This indicates that it is DAY time now.

⑦Shuffle the Move/Rest cards and place them face down on the table as the Hand deck.

From the Hand deck, draw 3 cards as your Hand. Now, the setup is complete. (Figure-02)

Figure-01

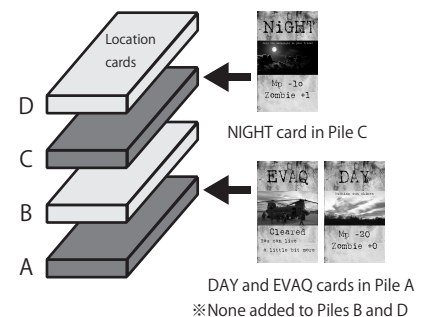


Figure-02

