

■ Sleep: Recovers the HP. (HP recovery→Move the Zombie.)

1: Move the HP cube to the right for recovery according to the number on the Location card where the Player piece is located.

Move the HP cube 1 square per the value of "1". Recover by 2 squares if on a Location card "+2", or by 3 squares if on "+3".

You cannot sleep on a Location card "0".

※Only when you sleep, you do not play a card from you hand.

2: Move the Zombie. (Figure-06)

DAY: Move the Zombie piece to the right the number of steps matching the squares you have moved the HP cubes.

NIGHT: Move the Zombie piece to the right the number of steps matching the squares you have moved the HP cubes +1.

※If the Zombie piece moves to the same Location card as the Player piece, the Player dies regardless of the remaining HP value.

Complete the Phase 1 procedure and then end the game without performing the current round's remaining Phases 2 to 4. →Scoring

※If the number on the Location card is higher than the number of squares you can move the HP cube, you cannot carry over the remaining value.

Even in such a case, the Zombie's travel distance is the same as the number on the Location card regardless of the recovered HP.



If the Player sleeps in this case, the HP recovers by 3 squares and the Zombie advances 3 steps (in DAY or  $3+1=4$  steps at NIGHT).

When you sleep, beware the distance from the Zombie.

Figure-06

Whatever action you take, she follows you without rest.

Moving wears your nerve out and exhausts you. But trying to recover reduces the distance from her and raises the risk.

You need to sleep occasionally, but she keeps walking. Is she doing it because of her longing for you, or...?

## Phase 2: Replenishing the Location Card Row (If Required after Phase 1)

### Replenish the Location card row to 7 cards. (Figure-07)

After Phase 1, take the Location cards on the left of the one where the Zombie piece and discard them face up in a pile.

Then, from the Location deck, draw the same number of Location cards as those discarded and line them face up one by one at the right end of the Location card row. Place them under the DAY/NIGHT card.

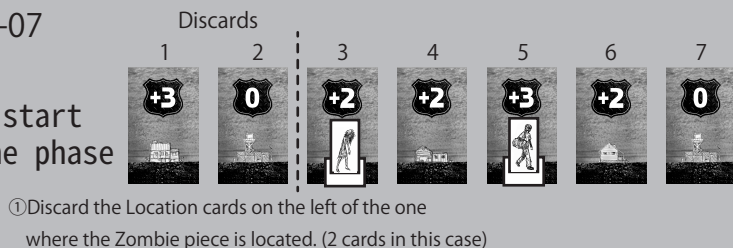
※If you draw the EVAQ card, place it at the right end of the Location card row like other Location cards.

After this, do not draw any more Location cards. (Hereafter, skip Phase 2.)

If you successively draw the DAY/NIGHT and EVAQ cards, place the EVAQ card under the DAY/NIGHT card.

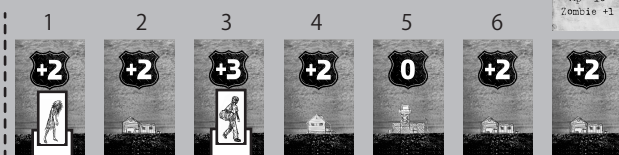
Figure-07

At the start of the phase



①Discard the Location cards on the left of the one where the Zombie piece is located. (2 cards in this case)

At the end of the phase



②Replenish the Location card row. (1st card)

The Location cards extend to the right.

It is recommended to play this game on a large table, such as a long table in a conference room!



③Drawn another card to replenish the row to 7 cards and it turns out to be the NIGHT card. Place it above the row.

④Draw another Location card and place the card "+2" at the right end of the row (under NIGHT). →Replenished

## Phase 3: Change between DAY and NIGHT. (If Required after Phase 2)

After Phase 2, if the Player piece has reached or passed a Location card below the NIGHT or DAY card, change between DAY and NIGHT. (Figure-08)

Place the DAY/NIGHT card on top of the current DAY/NIGHT card.

From the next round, play the game with the DAY/NIGHT time changed.

※Note that the DAY/NIGHT time does not change immediately after reaching or passing the DAY/NIGHT card.

The current round remains in the current DAY/NIGHT time.

※You may reach the evacuation point before placing the second DAY card.