**COMPONENT LIST**

- 1 Zmaster Manual (this book)
- 1 Zmaster Rage Board
- 12 Larger-sized Cards consisting of:
  - 8 Nightly Goal Cards
  - 4 Scenario Cards
- 56 Poker-sized Cards consisting of:
  - 9 Zombie Upgrade Cards
  - 10 Zombie Mutation Cards
  - 10 Combat Cards
  - 13 Cliche Cards
  - 14 Freak Out Cards
- 5 Zombie Miniature Variants:
  - 2 Big Boss Zombies (Black Class)
  - 4 Armored Zombies (Black Class)
  - 8 Fat Zombies (Orange Class)
  - 8 Female Zombies (Purple Class)
  - 8 Skin and Bones Zombies (Grey Class)
- 4 Zombie Spawn Tokens

**OBJECTIVE:**
The Zmaster's objective is to kill off every single Survivor. In order to get the job done, the ZM plays Mutation, Doom, and Upgrade cards. The ZM's job is to make the life of a Survivor a living hell!

**ZOMBIE SPAWN TOKENS**
Zmaster includes four new tokens, called Zombie Spawn Tokens. The Spawn Token gives the Zmaster a variety of choices such as banking Rage, fielding additional zombies, etc. (see page 4.)

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**COMPONENTS BREAKDOWN**

**ZMASTER RAGE BOARD**
The Zmaster Rage Board is similar to the Squad Boards used by the other players. The primary purpose of the Rage Board is to track the Rage of the Zmaster, which acts as a currency for many of the Zmaster's abilities. The Rage Board also details the various ways the Zmaster may gain Rage.

**NIGHTLY GOAL CARDS**
Much like the other players, the Zmaster gets his own deck of Goal Cards to try and complete each Night. Meeting these goals is rewarded by free Doom cards, additional Rage, Upgrades, and extra zombies!

**ZMASTER SCENARIO CARDS**
As in Zpocalypse, Zmaster features a deck of Scenario Cards that are unique to the Zmaster expansion. These cards can change the circumstances of each game while retaining the fundamental mechanics.

**UPGRADE CARDS**
The Upgrade Deck alters the characteristics of the zombies in Zpocalypse. It is split into three different decks: Contagion, Awareness and Movement. Each deck consists of several levels. All of these cards are kept face up: the card sitting on top of each deck is the active level. During the Scavenge Phase the Zmaster may raise one of these categories by one level. There are other ways for the Zmaster to raise these levels, so watch out!

**MUTATION CARDS**
The Mutation Deck is a set of cards that define the Mutated zombies introduced in Zmaster. There are two variants of each color, excluding black which has 3 (grey, purple, orange, and black); only one card from each color may be in play at any time, denoted by which card is placed on top of each deck of the zombie variants. The Zmaster chooses which Mutated zombie is active that Day during the Scavenging Phase.

**DOOM CARDS**
The Doom Deck is arguably the most devastating new mechanic introduced in this expansion. Doom Cards are split into three categories: Combat, Cliche, and Freak Out. Each category tends to have different effects, however none of them are good for the Survivors. The Zmaster starts with a hand of Doom Cards equal to the number of players at the table (i.e. four players + one Zmaster = five card hand limit). The Zmaster may never exceed this limit, although the ZM may discard and draw one Doom card per Combat round, at the end of his turn.

**ZMASTER ZOMBIE MINIATURES**
Zmaster introduces five new miniatures, each representing different zombie mutations.
Phase 1: Scavenge

The Upgrade deck contains three separate paths the ZM may boost (Movement, Contagion, and Awareness.) Choose one path and raise its level by 1. The Mutations deck contains four different classes (grey, purple, orange, and black) of Mutated zombies. The ZM must choose one Mutated zombie from each class to activate; once chosen they can not be changed until the following day. Once the Survivors have placed their standard zombies drawn from Scavenging the ZM may alter them, per tile, with Mutated zombies (see the example on the following page.) The ZM must also draw one random Nightly Goal card.

Phase 3: Something's Happening

Now is the ZM's turn to shine! Draw a random Something's Happening card and read it aloud, making sure all Survivors hear. Then he must draw one tile per Survivor and place them wherever he likes. This is different from Zpocalypse where the Survivors place the tiles. Make sure to place the listed amount of zombies from the Something's Happening card on each tile. The ZM may then trade out standard zombies for Mutated zombies. He may also spend Rage to upgrade or add Mutated zombies. Be aware that Rage cannot be gained from unused zombies!

Phase 2: Feed and Fortify

On the first Day, shuffle the Doom cards and draw 1 card per player, including the ZM. Thus, 4 Squads and 1 ZM means the ZM gets 5 cards. This is his hand limit for the game. All Doom cards have different effects which can be used against the Survivors. Each Doom card has a Rage cost associated with it shown in the top right corner. The Zmaster also places Zombie Spawn Tokens on the Scavenging tiles after the players have fed and fortified. The number of Spawn Tokens the Zmaster places is equal to the current Day. Spawn Tokens generate a double zombie each round, at the end of the Zmaster's turn. The Zmaster may spend Rage to augment the number and type of zombies being placed. Spawn Tokens may be destroyed by squads during the Combat Phase; they are targeted in the same way as zombies, and require two successes in one round to destroy. When destroyed, the Spawn Token yields 2 Victory Points.

Phase 4: Combat

Take note of each Mutated zombie in play; they all have various debuffs, attacks, and hit points. Once all Survivors have moved, it is the ZM's turn to move the zombies and attack. The zombies in play still move using the Zpocalypse rules (unless the current Awareness level says otherwise.) Use the appropriate Doom cards and punish the Survivors with your zombies!

Zmaster (ZM) adds several new decks of cards to the setup area of Zpocalypse. Setup Zpocalypse as stated in it's rule book. In addition to the usual setup, the Zmaster will have his own control area. Lay out all the Mutation cards and Upgrade Cards. The Upgrade cards should have the default card on top. All the cards should be within sight of all players, as they will be referenced by both the Zmaster and other players throughout the game. Set the Rage Board to 5 unless stated otherwise on the Zmaster Scenario card. Draw 1 Zmaster Nightly Goal card. Now you are ready to play!

Remove the following cards from Zpocalypse: Something's Happening cards: “Is it over?” and “Fire!”
Changes and additions to the Combat rules in Zmaster:
- The ZM must PERSONALLY move all zombies during the Combat Phase. Survivors don’t touch them!
- Note that if the ZM doesn’t have direct control over the zombies they will follow the normal Zpocalypse rule set.
- The ZM must roll the zombie attack dice; after all, he’s the one controlling the zombies trying to eat the brains of the Survivors!

*Counter-Attack: If a Survivor lands a successful Counter-Attack against a Mutated zombie and it is not killed, the zombie’s HP will regenerate to max at the end of the Z-Master’s turn.
*Explosives: Grenades or any other type of explosive count as 4 successes against all Mutated zombies in the target square, rather than an automatic kill.
*Traps: A trap will auto yield (stop) any Mutated zombie with hit points greater than 2 as well as kill any Mutated zombie with 2 hit points or less.

In this Upgrade Card example all zombies will move towards a player provided they are in LOS and within 5 squares - except Black and Orange class zombies, which are under direct control of the Zmaster!