**Components Breakdown**

**Map Tiles**
The map tiles link together to form the game board. Each tile is divided into squares. You may not have more than one Squad on any given square. At most, 2 zombies may occupy the same square, represented by a green zombie miniature. This is known as a double zombie. Zombies and Squads may not occupy the same square. **Note:** The Helicopter Pad is treated as 1 square just like the Bunker in the main game.

**Armory Cards:**
These cards represent equipment players will find during gameplay. The deck contains armor, firearms, and melee weapons.

**Encounter Cards:**
These cards present challenges for Survivors to overcome when drawing a tile during the Enhanced Quick Play Scenario. The Encounters are broken into three subtypes:
- **Help Me:** These cards involve encounters with zombies attacking a lone Survivor.
- **Sneak:** These involve a Sneak Check tile, failure results in disturbing dormant zombies.
- **Trap:** A trap attempts to harm the Squad that tripped it.

**Items Card:**
Zpocalypse includes a single new Item card, the Doctor’s Bag. Shuffle this into the Items deck for any Zmergency Scenario.

**Survivor Cards:**
Zpocalypse includes a single new Survivor, The Doctor. Unlike other Survivor Cards, you may not start with this Survivor in your Squad.

**Daily Goals & Scenario Cards:**
Each player will get a Daily Goal. If they complete the Goal they earn Victory Points ★ or even a perk. The Scenario Deck defines the type of game you are going to be playing.

**Survivor Tokens:**
Survivor Tokens are used during Enhanced Quick Play Scenarios (See page 6 of the Zpocalypse Rule Book.) When drawing a new tile, in conjunction with drawing an Encounter Card, there is a chance the card drawn will have a Survivor on it. The Survivor is placed down in a disabled state (X) side up. They require a ★ card to add them to your Squad.

**Obstacle Tokens:**
Obstacles function like temporary sandbags, and require 1 ★ and 1 action. They can be placed during the Combat Phase adjacent to your squad. Obstacles cannot be placed adjacent to a square with zombies on it. Gain 1 ★ when placed.

**Barricade Tokens:**
Barricades function as temporary walls and require 1 ★, 1 Action, 1 Item, and 1 action. They can be placed during the Combat Phase adjacent to your squad. Barricades cannot be placed on a tile that has any zombies on it. Gain 2 ★ when placed.

**Door Tokens:**
Doors function like gates and require 1 ★, 2 ★ and 2 actions. They can be placed during the Combat Phase adjacent to your squad. Doors can only be placed adjacent to red bordered walls, when no zombies are adjacent. Gain 3 ★ when placed.

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**Component List**

- 1 Zmergency Manual (this book)
- 12 Larger-sized Cards consisting of:
  - 4 Goal Cards
  - 8 Scenario Cards
- 27 Poker Size Cards consisting of:
  - 9 Armory Cards
  - 16 Encounter Cards
  - 1 Item Cards
  - 1 Survivor Cards
- 4 Survivor Tokens (red, green, blue, yellow)
- 3 Sheets of Punchboard consisting of:
  - 1 Bunker Entrance Token
  - 6 Barricade Tokens
  - 6 Door Tokens
- 12 Map Tiles
- 6 Obstacle Tokens
- 11 Loot Tokens
- 11 Sneak Check Tokens
- 4 Survivor Tokens (red, green, blue, yellow)

**Sneak Check Tokens:**
Sneak Check Tokens are placed when an Encounter Card says to make a Sneak Check using 🧐. If successful, the token is placed face down adjacent to the Squad on a square of their choice. It remains in play until another Squad fails a check when stepping onto the same tile. On failure, flip the token and place the number of zombies listed on the same / adjacent squares. Discard the Sneak Check Token.

**Loot Tokens:**
Loot Tokens are placed when an Encounter Card says to place them. They should go on any existing squares with 🛠, ⚡ or ⛔. They cannot be placed on each other. When a Survivor stands on a Loot Token they may spend ONE ACTION and roll their 🧐 check. If successful, flip the token and draw the listed number of cards from the respective deck.
**Enhanced Quick Play Rules**

Zpocalypse introduced the mechanics of Quick Play Rules with the “Day Zero” Scenario (Zpocalypse Page 6). Numerous scenarios within Zmergency are played using these mechanics and provide a shortened game play experience for those looking for some quick and dirty combat.

The Quick Play Scenario is a Combat Phase only game that ignores all other Phases. The map is expanded in a different manner than the Main Game Scenario. You start with just one tile (determined by the Scenario being played), and on each turn you may walk off of the board and place a new tile. In Zpocalypse, players roll a to determine how many zombies spawn on that tile. Zmergency Rules differ in that they utilize the deck of Encounter Cards.

**Setup**: Choose a Scenario Card labeled with “Setup: Enhanced Quick Play Rules.” Follow instructions on the card for starting Food, Items, Survivors, Tiles, and Weapons.

On a player’s turn they may spend one action to walk off the map and draw a new tile. Zombies will always move toward the closest Squad, even if out of line of sight. When a new tile is placed draw an Encounter Card and follow the instructions.

**Example**: To the right is an example of the first round of the Get To Da Choppa Scenario for three players. Each player is dealt their starting Survivors and gear. The Zmergency Hospital Reception Desk Tile is placed to start. Players place their miniatures anywhere on the tile and determine who goes first.

**Trap! Encounters**

Red player decides to go North and spends 2 to walk off of the Reception Desk Tile, this counts as one action. He draws the MRI Tile and places it on the North side of the Reception Desk. Next, he draws an Encounter Card, and ends up getting the Ankle Biter encounter which is a TRAP! Card. Traps are encounters that require a check to overcome some immediate threat. In this case, pass a check, or lose a Survivor from a bite wound.

**Sneak Encounters**

Green player decides to go East and spends 3 to walk off of the Reception Desk Tile, this ends her first action. She draws the ER Tile and places it on the East side of the Reception Desk. Next, she draws an Encounter card, and ends up getting Sneak Over Bodies which is a SNEAK card.

Sneaking is required when there are too many bodies lying around. Squads must tread carefully or risk waking up some zombies! Sneak Cards all utilize the Sneak Check tokens.

The Green player rolls a success on her Sneak Check token face down adjacent to her Squad on the ER tile (choosing which square.) She is free to move through the tile at no penalty, unless she walks on or over the . In that case the trap is triggered! “CRAZY”

When any other Squad enters a tile with a Sneak Check token they must attempt to pass a check. If they FAIL they would flip the token, place the number of zombies indicated on the back of the token, and remove it from the board. These zombies would be placed as close to the location of the Sneak Check token as possible. The zombies placed will not attack until the zombie’s turn.

(See the Next Page for Blue Players Example)
Before placing zombies and Loot Tokens:

Remember: green zombies are double and are worth 2 🍀.

All tokens and zombies placed.

HELP ME! ENCOUNTERS

Blue player decides to go South and spends 2 🍀 to walk off of the Reception Desk Tile, ending his first action. He draws the Bloody Hallway Tile and places it on the South side of the Reception Desk Tile. Next, he draws an Encounter card, and ends up with The Waking Dead, a HELP ME! Card. HELP ME! Cards represent a lone Survivor being attacked by a group of zombies. Each HELP ME! Card will have the player place a single disabled Survivor token ⬆️, 1-6 zombies 🧨, and occasionally Loot Tokens 🎁 to set up the tile.

Setting up the Tile: In the example to the left, the Blue Player’s HELP ME! Card says to place 1 ⬆️, 2 🧨, and 5 🎁 on any 🍀, 🦠, or 🕷️ squares. Items must be placed on a square that contains the listed symbols on the card. If there are more items than available squares, then the player may distribute them to adjacent squares. A square must be currently accessible for an Encounter item to be placed on it.

Disabled Survivor Token ⬆️: The Blue Player takes the Blue colored ⬆️ token and places it, X side up, on the 🕷️ square diagonally across from his Squad. With his last remaining action, the Blue Player moves to the Square with the disabled Survivor token ⬆️, and the Loot Token, on top of the Biohazard symbol. He loses 1 ♥️ for stepping on the square. As a one action, he spends a food card, reinvigorates the disabled Survivor by flipping the token, and draws a new Survivor from the Survivor deck. The Blue Player can decide to add this Survivor to his Squad (if there is room in his Squad) or choose to leave the Survivor behind. If chosen remove the token from the board. If left behind, the ⬆️ will just stand there, until someone else decides to claim him, or until a zombie eats him.

Loot Tokens 🎁: The Blue Player decides to place his 2 Loot Tokens on each of the 🎁 squares directly in front of him. Since this particular tile has only 4 🎁 symbol squares and there are a limited number of squares with symbols, he decides to place one of the tokens on the same square as the disabled Survivor. This way when he takes his next action, he can move onto both the disabled Survivor and one of the Loot Tokens.

Zombies 🦠: Zombies are placed following the same rules as disabled Survivors and Loot, remember they can stand on a Loot Token if there are not enough available squares that have the appropriate symbols. Once placed, the zombies will remain there until the start of their turn, when they move the default 3 squares. If no one saves the Survivor ⬆️ by taking him into their Squad, and the zombies are able to reach him during their turn, then the first to reach the disabled Survivor will use its attack action to kill him, instead of attacking another player. Once killed, the Survivor rises as a new single zombie.

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