one ggginst the degd		<u>Setup:</u> Begin and end with regular cards Place 7 cards facedown between as placeholders
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$		Round order:         1. Player action         2. Zombie move         3. Player attack (optional)         4. Zombie attack         Player Action:         3 Action Points         Move:         1. Cannot move onto a special card (Face, Joker, Ace)         2. match suit/rank = 1 AP         3. no match = 2 AP
Fists of Fury! Fists of Fury! Select 4 Zombies at your location to randomly flip Greater Zombies flipped to tails- up are replaced with randomly flipped Lesser Zombies Lesser Zombies Lesser Zombies flipped to tails-up are returned to the Zombie pile A Remaining Zombies are returned to your location	[Weapon]	Clear rubble = 1 AP 1. decrement dice to search for survivors 2. decrement dice to search for weapons 3. when die = 0, gain weapon or rescue survivor Unused AP or decrementing dice: add a face-up Greater Zombie to a spawn point (Joker) if there is one. Exploration/Movement: Place cards surrounding the card you moved to, one at a time. For each adjacent card that does not match rank/suit, add a zombie to the new card. First add a random Greater Zombie; for additional zombies add random Lesser Zombies Ace = survivors; add a random dice Face = weapons; add a random dice Joker = spawn point; does not match any other cards <u>Zombie attack:</u> 1. If # zombies > strength = you are overwhelmed. Game over 21 strength for every 5 zombies (round up)