Refuge

Goal: Players want to survive the zombie apocalypse with the most successful community.

Setting: The apocalypse has come and zombies are everywhere. You've managed to find fifteen other survivors and what's this? They've placed you in charge! Try to keep as many of your community members alive!

Gameplay

The game begins with each player being given a board and fifteen people tiles. The board represents the land you've chosen to establish on. You must place all fifteen people tiles on your board, but the borders of your community aren't safe so you cannot place members along the edges of the board (resources can be placed anywhere on the board)! A shuffled deck consisting of food, water, shelter, weapon, event and cure cards are placed randomly face down in reach of all players. For every player turn, they will decide how many community members they want to send out to scavenge for resources. This will be a verbal description said aloud before a player picks up a card randomly and in turn, however many people they send out is equated to how many corresponding tiles they get. (Bitten members cannot go scavenge for resources.) If a player picks a Weapon, Cure or Event card and more than one member was sent out, they still only get the one card. Once a player places a tile down, they can not move them. Players must garner a food tile and water tile for every two community members and a shelter tile for every five community members in order for them to survive. If a community member does not have those three resources, then they are considered dead and must be added to the death toll at the end of the game. At the end of the game, players can only count the surviving members and their resources and calculate any additions or deductions they receive throughout the game. Highest score wins.

Events

When a player flips over an **Event Card,** they must roll a dice. The number they get will represent which event happens to them. The events are listed below.

1. *Thump. Thump.* Uh oh, it seems a swarm of zombies are invading your community! You can get out unscathed with a **Weapon Card,** otherwise three members are bitten. (The player that rolled this event can trade or get the Weapon Card from another player during this turn)
2. You've found an abandoned shelter. You stock on their resources and gain 2 waters and 2 food tiles.
3. Animals have snuck into camp. You may choose to make them companions or let them steal 3 food tiles. If you choose to add pets to your community you must provide a food and water tile for them only.
4. You've managed to improve your weapons. You can now raid other players and steal **FOUR** resources. (Weapon cards can only be upgraded once!)
5. You've found 2 survivors. Do you want to take them in? There's a possibility that one of the survivors has been bitten, but has more food. If they aren't bitten, they probably have less food.

Roll the die to see what happens. (1-3 is 2 members, one bitten 2 food and water; 4-6 is 2 people, not bitten, one food and water)

6. A member was tired of your ways and has chosen to go solo. He takes a cure, a water, and food tile from your camp. If in the possession of a **Weapon card,** you may choose to kill the member(add 1 death to your death toll) and keep the resources or let them go.(Take a member, cure, water and food tile off your board. The member that leaves cannot be a sick person.)

Food and Water and Shelter

Two members must have a food and water tile for them to survive the game and for every five members, one shelter tile. If a member does not have the resources by the end of the game, they die from dehydration, hypothermia(lack of shelter) and/or starvation.

Animal Card

If a play garners an animal card, they have the ability to use the animal to go out and scavenge. One animal equates to one person.

Bitten

If a player picks up a bitten card, then the community member(s) or animal(s) that were sent out will be infected. The player has three rounds to try and get a **Cure Card**. To keep track of the rounds, you may use any type of token (ex. coins) and stack them accordingly.

Cure

The cure card will enable the player to save one bitten victim and can only be used once. If a cure card is not picked up then the community member dies. Flip the community member card over when they die.

Deaths

When a community member dies or animal dies, their body will contaminate resources and community members next to them. If resources are affected, your score will be negatively impacted and if a member is infected you have three rounds to cure them. Once cured, the body that initially contaminated them are null for that member. Deaths can also be caused by members not having resources for them.

Raids/Weapons

If a player picks up a raid card, they are able to raid an opponent of their choosing and steal two resources (the cards and the tiles must be moved). Resources include cures. Weapon cards can be upgraded **ONCE** if an event card is pulled and event four is rolled. If a player raids another player that also as a weapon card, the players must roll a die to see who wins the raid. If one player has an upgraded Weapon card (from event four), then they will automatically over power their opponent. All weapon cards can only be used once.

Trading

Players may trade with each other and is regulated between the players. Players can initiate trading within their turn.

Point system
The game is cumulative at the end of the game.
Water: +3
Food: +2
Shelter: +1
Contaminated water:-4
Contaminated food:-3
Each death:-2 (Including end game deaths caused by dehydration and hunger or hypothermia)
Each revival:+2
Bitten(occurs when a player ends the game with a community member who is bitten but has neither dead or have been cured): -2

Refuge Cards

Items:
1 Board per Player
15 People Tiles per Player and 15 Extra People Tiles
6 Animal Tiles
(Gravestones printed on back of People and Animal Tiles)
15 Bitten Cards
7 Cures Cards
10 Food Cards and Tiles
10 Water Cards and Tiles
10 Shelter Cards and Tiles
4 Weapon Cards
25 Pennies
1 Die