

MORE FRIENDS!

TEAM FRIEND FINDERS: 2-4 Zs

Work better on a team? Try the standard competitive mode with these different team options!

- 1v2, 2v2 : Each player controls one **Z**.
- 1v2, 1v1v2 : One player controls 2 **Zs**.
- 2v2 : Each player controls 2 **Zs**.
- 1v3 : One player controls 3 **Zs**.
- Alternate turn order with between teams.
- One turn per **Z** per **Z** Phase.
- Only one **Z** may take actions each turn.
- Death Toll effects are fulfilled by **each Z on the team** that filled the spot in turn order.
- Turn order within teams may not change.
- A solo **Z** may **Bite** the same **Living twice**.
- First team to infect 10 friends wins.

TOGETHER FRIEND TAKERS: 2-4 Zs

Cooperate with your fellow **Zs** to make all the friends!

Follow the standard setup with the following changes:

- No additional **Living** are spawned as part of set-up.
- Start only with **Living** already placed in set-up.

- Place 8 **Living Tokens** in your game **supply**.
 - Place all other generic **Living** tokens back in box.
 - **These are not a part of your supply.**

All prior rules apply for game play with the following changes:

- Effects from the Death Toll are fulfilled and resolved by **each Z on the team**, in order, starting with whoever filled the spot.
- Each new friend belongs to the whole team of **Zs**.
- **Zs** do not have to **Q** a **Living** that has already been by a teammate. Each **Q** counts for the whole team.
- You may not tell your teammates what you have to help them, but playing in character is encouraged!

You win: If you collectively infect 15 new friends!

You Lose: The game ends if any of the following occurs:

- If a generic **L** must be spawned and none are left in the supply.
- If there are five **Dogs** in town and a 6th is drawn as a Reaction.
- If **any** member of the team loses all their Limbs.
- If the 10th spot on the Death Toll is filled.

This outlines the the normal difficulty level for a co-op game.

SOLO FRIEND SEEKER: 1 LONELY Z

Don't have any friends yet? Let's change that!

Follow the standard setup with the following changes:

- No additional **Living** are spawned as part of set-up.
- Start only with **Living** already placed in set-up.

- Place 7 **Living** in your game **supply**.
 - Place all other generic **Living** tokens back in box.
 - **These are not a part of your supply.**

All prior rules apply for game play with the following changes:

- **Anytime you are to draw a Reaction you are to draw one additional Reaction.** Always resolve all in order.
- Ignore any effect that includes another player.
- There is no limit to how many **Dogs** you can have.
- You may **Bite** the same **Living twice**. If not infected with second **Bite**, remove token to the Death Toll.

You win: If you infect 7 new friends!

You Lose: The game ends if any of the following occurs:

- If a generic **L** must be spawned and none are left in the supply.
- If there are 5 **Dogs** in town and a 6th is drawn as a Reaction.
- If you lose all your Limbs.
- If the 10th spot on the Death Toll is filled.

This outlines the the normal difficulty level for a solo game.

CO-OP DIFFICULTY LEVEL ADJUSTMENTS

Co-op Easy:

- Start with 9 generic **L** tokens in your supply.
- Remove 2 **Dogs** from Reactions. (Re-shuffle)
- Infect 12 friends collectively to win..

Co-op Hard:

- Start with 6 generic **L** tokens in your supply.
- Add the rest of the Death Toll cards.
- Win when you've infected 15 friends.

Co-op Expert:

- Start with 7 generic **L** tokens in your supply.
- Add the rest of the Death Toll cards. Remove #10 and set it aside. Shuffle the remaining to make up your pile.
- **Living** may not be **Bitten** more than once. Remove **L** token to Death Toll upon failure of any **Bite**.
- Infect 12 friends collectively to win.

SOLO DIFFICULTY LEVELS ADJUSTMENTS

Solo Easy:

- Start with 8 generic **L** tokens in your supply.
- Remove 3 **Dogs** from Reactions. (Re-shuffle)
- Win when you've infected 6 friends.

Solo Hard:

- Start with 6 generic **L** tokens in your supply.
- Add the rest of the Death Toll cards (in order).
- Win when you've infected 8 friends.

Solo Expert:

- Start with 7 generic **L** tokens in your supply.
- Add the rest of the Death Toll cards. Remove #10 and set it aside. Shuffle the remaining to make up your pile.
- **Living** may not be **Bitten** more than once. Remove **L** token to Death Toll upon failure of any **Bite**.
- Win when you've infected 7 friends.