

# CARNIVAL TOMBIE



Rulebook





# -CARNIVAL ZOMBIE -

*The ancient manuscripts speak of a Leviathan: a gigantic creature lies on the lagoon's muddy bottom and the foundations of the city of Venice rest on his back. The manuscripts all agree on his sepulchral sleep and on his inevitable awakening one day which will shake the city from its muddy roots: the vitrified stilts supporting it will be crushed and the city will crash into the seething sea from which the monster will emerge. There will be signs however. It is written that the Venetians will take notice of the Leviathan's tremors and will be able to escape the monster who will regain his freedom by precipitating into the sea a city by then abandoned.*

*But there were no signs. What nobody knew was that the Leviathan was no longer alive. For centuries, the city lived and flourished on a corpse's back. Now this corpse has begun to awaken. And with this, the dead have risen from the Venetian lagoon.*

## Game Overview

In CARNIVAL ZOMBIE the Players guide a Group of Characters fleeing Venice towards the mainland, far away from the terror emerged from the Lagoon and unleashed on the Carnival's teeming crowd. CARNIVAL ZOMBIE is a cooperative game in which the Players win or lose together because the game itself is the opponent.

The Group of Characters must leave the city making their way through putrescent hordes of Infected. The Characters must however hurry: the Leviathan on which rest the foundations of Venice is awakening and it's only a matter of time before the city sinks into the dark waters of the Lagoon.

Each game is divided into several Nights and Days. During the Night, the Characters take refuge behind improvised barricades to withstand the assaults of Infected. During the Day, they move through the city shaken by tremors, when the Infected are called back by the groans of the Leviathan in the abyss, to move and free their abyssal master from the stilts nailing him down to the Lagoon's bottom.

The Characters have several ways to leave the city, but little time to achieve it. Moreover, their path will be hindered by Bosses, the most relentless servants of the Leviathan.

## Introduction

CARNIVAL ZOMBIE is a game very simple to learn, but very difficult to master.

Don't worry about the rulebook's length: there are a lot of examples of play and only a few things to keep in mind.

A large part of the rulebook is devoted to the Finales, which detail the various ways to flee the city: you may skip for now this chapter. If you want to play right away, read only till the end of the General Rules: you'll read the Finale you're interested in when you'll be about to face it, provided you make it that far.

## Object of the Game

The Players have two ways to win the game: flee Venice or kill the Leviathan.

Killing the Leviathan is very difficult and also requires a bit of luck to recover an ancient artefact, whereas fleeing is the usual and clearest way to win. There are three ways to leave the city:

- run towards the mainland on the Freedom Bridge pursued by the Infected;
- navigate the dark and foggy waters of the Lagoon by Boat, trying to arrive on the shore before the boat is sunk by the dead swarming under the waters;
- contact from St Mark's Campanile the Airship pilot to get picked up at Dawn on San Michele Island.

## COMPONENTS

CARNIVAL ZOMBIE contains the following components.

### Character Sheets

Each Character has a Sheet containing the following informations:

- 1) Name & Illustration: these identify the Character.
- 2) Activation: this represents the order of play in which the Characters act.
- 3) Assault: this represents the Damages inflicted in an **Assault** Action.
- 4) Night Ability: the ability available to the Character during the Night. This ability is always active and its use does not require spending Actions.
- 5) Day Ability: the ability available to the Character during the Day. To use this ability the Character must perform 1 Action during the Day.
- 6) Weapon held: this is the Weapon available to the Character at the start of the game. The Weapon is used for **Fire** Actions.





## Item Cards

There are 42 Item Cards, 7 per Character, in the game. Each card lists the following informations:

- Item Name & Illustration: these identify the Item.
- Description: This area gives all the information needed to use the card. There are two types of Item cards: *Equipment* and *Weapons* (see below). Some specific icons may also be present beside the illustration:



Single-use: this indicates that, once used, the Item must be removed from play.



Starting Item: this indicates an Item to assign to a Character during setup for a game on Easy level of difficulty.



Item to use at the start of an Hour: this indicates an Item to use at the start of a new Hour of the Night (Phase 1, at any Hour of the Night).



Item to use at the start of the Night: this indicates an Item to use at the start of the first Hour of the Night (Phase 1, but only the first Hour of the Night).



Item that may be used during the Day.



Item that may be used during the Night.




## Item Cards – Weapons

To use a Weapon Card, you must perform a Fire Action. Each Weapon card contains the following informations:



Shots: the number of Shots the Weapon can use in a single **Fire** Action.



Damage: the amount of Damage inflicted by each Shot. If beside the number there is the  icon (Explosive shot), the Damage is inflicted to all Infected/Bosses present in the space of the target.



Range: the farthest Ring from the Refuge in which a target may be selected.

## Item Cards – Equipment

The Equipment cards contain a description of their effect. Whenever an Item card contradicts the rules, the Item card takes precedence.

## Nightmare Cards

There are 18 Nightmare Cards in the game. Each card contains the following informations:

1) Event: it describes the Event that will affect the Characters during the Day.

2) Boxes for random determination: they allow to determine at random a Character, a Location on the Map of Venice, a Search result or a Cave/Ditch.




The Nightmare Cards are used when you must **randomly** determine someone or something. When you draw a card, you may indeed determine at random:



**Character:** it indicates a Character.



**Location:** it pinpoints a Location on the Map of Venice.  Indicates the Location of the Group.

**Search:** it determines the result of a Search action. The results are



*Item*




*Survivor*



*Infected*



**Cave/Ditch:** to determine a Cave, read the letter and the number. Read only the letter to determine a Ditch.  Indicates "You choose".



**The Characters:** these pawns represent the Characters and are used on the Tactical Map during the Night resolution (see p. 10) or one of the Finales (see p. 22).

**Order markers:** they are used during the Night by the Player controlling Captain Terror (see p. 19).



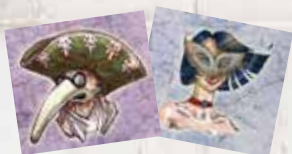
**Bridge / Cemetery:** the Bridge tile is placed on the Refuge during the Bridge Finale (see p. 23). The Cemetery tile is placed on the Refuge during the Airship Finale (see p. 28).

**Pile of Corpses / Boat:** The Pile of Corpses is used during the Night. The Boat is used to flee the city from one of the Ports (see Boat Finale p. 25). The Characters who are on the Deck of the Boat are placed on this tile. The space is used to place the Group marker on the Boat tile at the start of the Finale.



**Boat markers:** they are placed on the Sheets of the Characters who, during the Boat Finale, occupy the respective positions (Helm, Crow's Nest, Charts and Pumps) and therefore are not placed on the Deck.

**Group marker:** it represents the Group's position on the Map of Venice.



**Stress markers:** they are used on the Terror Track to indicate the Stress level of the Characters.

**Sunken marker:** they are placed on the Map of Venice to indicate the Locations sunken because of the tremors of the Leviathan. The Group cannot stop during the Night in these Locations!



**Calendar marker:** it moves on the Calendar Tickets to track the inexorable passage of time.


**Clock marker:** it is placed on the Clock to indicate the current Hour.



**Holy Bomb Marker:** it is placed on the Bomb Track and is used during the San Pantaleone Finale.





**Obstacle markers:** they are placed on the outer spaces and represent the terrain features which hinder the Characters in the defense of the Refuge during the Night. The markers have sides with two different reference colors (  ) and a number indicating the Ring in which they must be placed.











**4 Fortification markers:** they are placed in the Refuge spaces and represent the Refuge's features which help the Characters defend the Refuge during the Night.



**The Abyss:** this is the bag (called from now on the Abyss) in which are placed the Infected, the Survivors found and the Paranoia cubes used in the game.

CARNIVAL ZOMBIE contains **190 wooden cubes** of different colors, which represent:

-  45 green *Vermin* Infected
-  35 white *Incubus* Infected
-  35 violet *Moloch* Infected
-  25 grey *Goliath* Infected
-  10 blue *Survivors* – persons who survived the orgy of blood and have hidden in the city; the Characters can find them and keep them safe (see p. 17).
-  10 red *Damage* markers – they are used to keep track of the damages taken by a Boss.
-  24 natural wooden *Barricades* – garbage and materials found on the streets with which the Characters surround the Refuge to protect themselves during the Night.
-  6 black *Paranoia* cubes – they are the product of the Leviathan's dark influence, which can hinder the Characters (see p. 17) or attract the Infected Horde (see p. 17).



- Vermin -

*Most of the Infected belong to this category. Bloodthirsty, they crave human flesh more than anything. Their perverse instinct drives them to always move towards the closest living persons, to feast on their flesh with a diabolic appetite.*

- Incubus -

*It remains a mystery, but sometimes man's best friend shares his fate beyond death. There is nothing more dangerous than these spectral bloodhounds: relentless sharp-fanged chasers which offer no respite to their preys.*



- Moloch -

*Sometimes the Infected change after death and some of their characteristics barely discernable in life become more accentuated and beastly. Some Moloch are sharp-clawed, others sharp-fanged, others even horny or spiny, but they all have one thing in common: the dangerousness of their attacks.*

- Goliath -

*True decaying behemoths, these clusters of rotting flesh are just as disgusting as tough. Their sheer size prevents them to be especially quick or aggressive, but their mass of flesh is able to absorb the most powerful shots.*



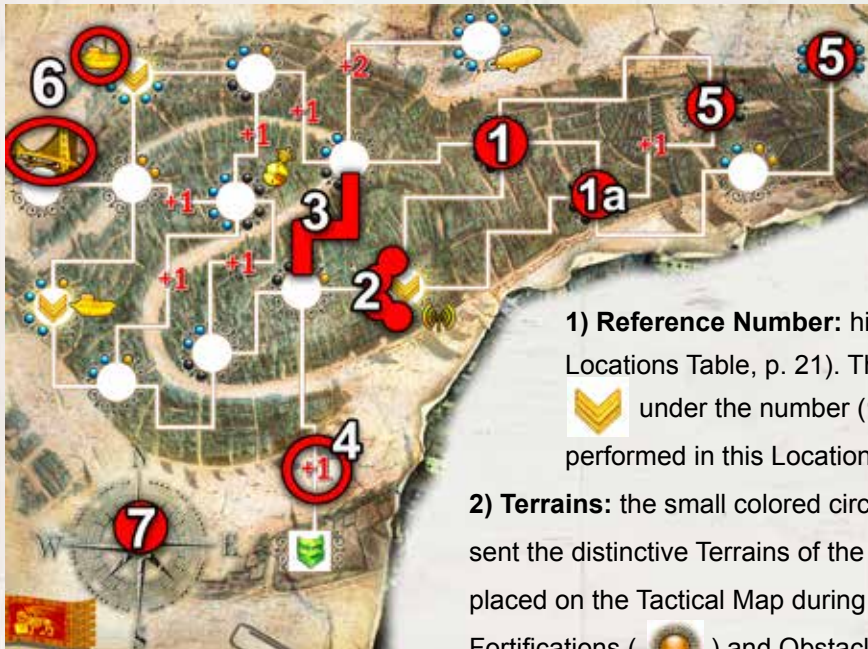
**The Bosses** (4 cylinders and 4 cones of different colors: green, white, violet and grey) are the most dangerous enemies the Group may confront. For a description of the Bosses, see p. 18.



## OVERVIEW OF THE GAME BOARD

The game board is divided into several areas:

### Map of Venice:



The Map of Venice is divided into Locations connected to each other by Streets.

**1) Reference Number:** this number identifies a Location (see Locations Table, p. 21). The presence of the Special Action symbol (yellow chevron) under the number (1a) means that a Special Action may be performed in this Location (see Captain's Ability, p. 19).

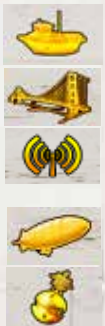
**2) Terrains:** the small colored circles around the Reference Number represent the distinctive Terrains of the Location (see Terrains, p. 10) which will be placed on the Tactical Map during the Night. The Terrains consist of Fortifications (orange circle) and Obstacles (blue and green circles).

**3) Streets:** they connect the different Locations. The Group can move from a Location to another only if both Locations are connected by a Street.

**4) Difficult Streets:** streets with a nearby modifier **+1** or **+2** are difficult. Movement through them requires more Hours (see Movement, p. 16).

**5) Start Locations:** these are the 3 Locations from which a game may begin. The mask's color indicates the Start Location depending on the level of difficulty: Easy (green mask), Medium (yellow mask), Hard (red mask).

**6) Finales:** these icons highlight the Locations related to the Finales (see p. 22):



**Ports:** these Locations allow to attempt to flee by Boat (see p. 25)

**Bridge:** this Location allows to attempt to flee across the Bridge (see p. 23)

**Radio:** this Location allows to contact the Airship's pilot to attempt to flee the city from the Location 7 (see p. 28)

**Airship:** this Location allows to flee aboard the Airship (see p. 28)

**Bomb:** this Location allows to kill the Leviathan with the Holy Bomb (see p. 29)

**7) Cardinal Points:** the Cardinal Points are used to identify the Locations' ways of exit.

### Tactical Map:

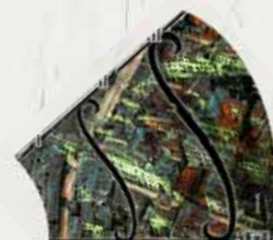
The Tactical Map is divided into spaces, which are grouped into several areas:



Refuge



Outside



Caves





**Ditches**



**Rings**

**Refuge:** the 4 central spaces surrounded by the Barricade boxes.

**Outside:** the other spaces located beyond the Barricade boxes.

**Caves:** the Outside is divided into 8 Caves, each one being composed of 3 spaces gradually more distant from the Refuge. Each Cave is identified by a Cardinal Point and a Number (e.g. N1 = North 1).

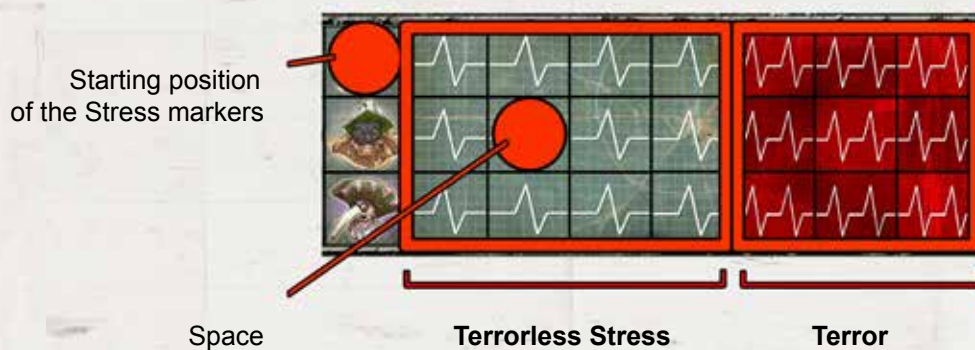
**Ditches:** each Ditch is composed of 2 Caves and of a Refuge space; the 4 Ditches are divided according to the Cardinal Points (N, S, W, E).

**Rings:** the Outside spaces are categorized by Rings, identified by a Roman figure in ascending order from the closest to the farthest from the Refuge (I, II, III);

The Barricade boxes are used to place the Barricades with which the Characters fortify the Refuge to defend themselves against Infected and Bosses. These boxes are also used to place Infected and Bosses which succeed in destroying the Barricades, entering the Refuge to attack the Characters.

*Note: Ditches, Caves and Rings refer directly to the geography of Inferno, the first part of Dante's Divine Comedy.*

### **Terror Track:**



This track is used to mark the Stress level of each Character. When a Character gains 1 Stress, move the Stress marker one space away from the start position. When 1 Stress is removed, move the marker in the opposite direction. If the Stress marker of a Character enters the red zone, the Character falls prey to Terror (see p. 17). If it moves beyond the track, the Character is Incapacitated (see p. 17).

### **Calendar**







the Calendar is used to keep track of the elapsed time. The Calendar gives also the number of Bosses the Characters will have to face during the Night. The Calendar is divided into 4 **Tickets**, one for each day of the Carnival.



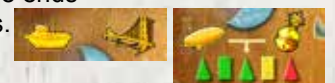
The first 3 Tickets contain the following informations:

**Night:** place here the Calendar marker when you resolve the Night.

**Day:** place here the Calendar marker when you resolve the Day.

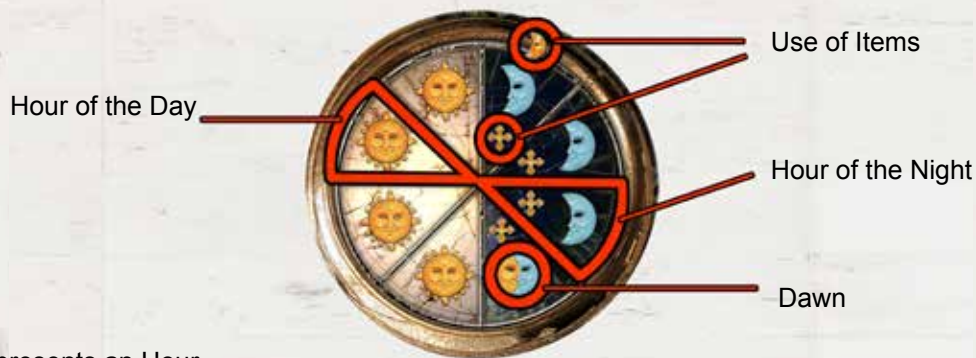
**Bosses:** these icons (cones and cylinders) allow to check the number of Bosses the Characters will have to face during the Night depending on the level of difficulty of the current game. The masks serve as reminders of the difficulty selected (  : Easy,  : Medium,  : Hard). When playing a game on  Easy difficulty, take into account only the green cones/cylinders, when playing on  Medium difficulty take into account the green and yellow ones, when playing on  Hard difficulty take them all into account.

The last Ticket does not contain these informations because the 4th Night is the Night during which the Leviathan awakens, destroying the city. If the Players are not about to face a Finale at the start of the 4th Night, the game ends immediately in defeat. The 4th Ticket contains therefore only the Leviathan and the Finales symbols.



### Clock:

the Clock indicates the current Hour of the Night and Day. There are 4 Hours during the Day and 4 Hours during the Night. The last Hour of the Night is the Dawn. Use the Clock marker to indicate the current Hour.



**Hour:** each slice represents an Hour.

**Hour of the Night:** the black slices with the Moon symbol are used during the Night. Each Night is divided into 4 Hours.

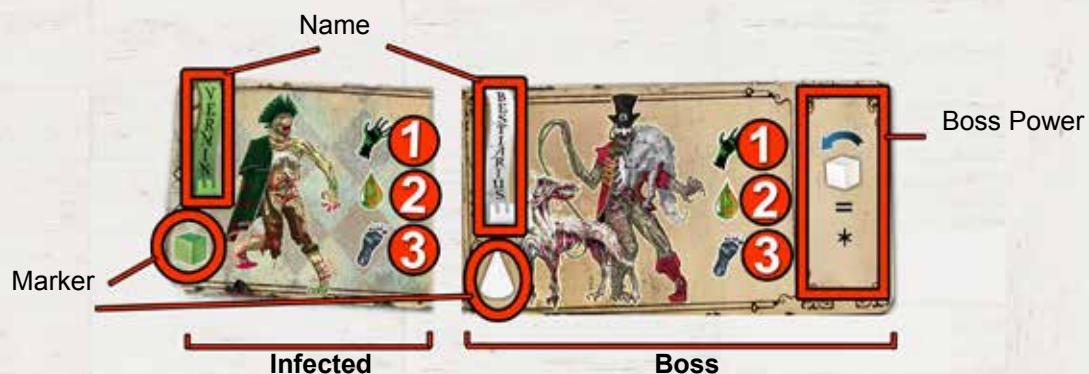
**Hour of the Day:** the white slices with the Sun symbol are used during the Day. Each Day is divided into 4 Hours.

**Dawn:** it represents the last Hour of the Night and specific rules are in effect (see p. 12).

**Use of Items:** a reminder for the Items that may be used at the start of each Hour of the Night. The symbol for the first Hour is different because several Items may only be activated at the start of the first Hour of the Night.

### Tarot cards:

this area contains all the information you need for the Infected and the Bosses. They are divided on different Tarot cards: Infected are depicted on the smaller cards, Bosses on the larger cards.



**Infected:** the smaller Tarot cards depict Infected, the most common enemies;

**Boss:** the larger Tarot cards depict Bosses, the rarest and most dangerous servants of the Leviathan;

**Name:** the name of the Boss/Infected.

**Attack:** the amount of Stress accumulation it causes when Attacking;

**Life:** the amount of Damage it can absorb;

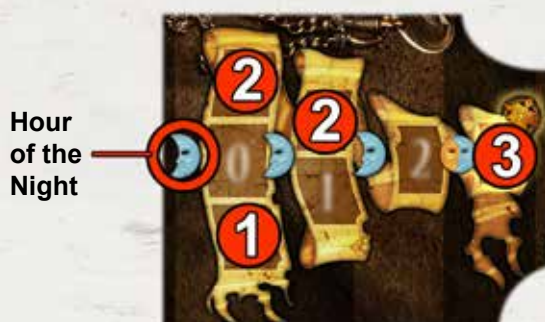
**Movement:** the Movement speed;

**Power:** a distinctive feature of Bosses, the Powers are explained p. 18;

**Marker:** it indicates the marker corresponding to the Boss/Infected.

### Bomb Track:

this track is used only when facing the San Pantaleone Finale (see p. 29).



**1) Start space:** the Holy Bomb marker is placed in this space at the start of the Night.

**2) Spaces:** these are the spaces along which the Holy Bomb marker must advance in order to prime the Bomb. The number indicates the Stress gained by the Character who advances the marker to this space.

**3) Bomb Primed:** when the Holy Bomb marker enters this space, the device is primed.

**Hour of the Night:** the spaces immediately to the right of each Hour are the spaces in which you may advance the marker when the Clock indicates the same Hour (see p. 8).





### **Dump:**


this space is used to hold the Barricades not available. The available Barricades are actually placed in the Barricade boxes by Night and in the Refuge by Day.

## **SETUP**



**3 players Setup**

### **Setup**

Follow the steps below to setup a game on Medium  difficulty. To play the game on a different level of difficulty, see p. 22. If this is your first game, the Easy level of difficulty is recommended.

To prepare to play Carnival Zombie:

- unfold the game board and place it in front of you;
- shuffle separately the Item cards of each Character to form 6 decks and place them face down;
- shuffle the Nightmare Cards to form the Nightmare deck and place it face down;
- deal one or more Characters to each Player:

**1 Players 6 Characters;**


**2 Players: Characters 1-3-5 and Characters 2-4-6**

**3 Players: Characters 1-2, Characters 3-4, Characters 5-6**

**4 Players: Characters 1-2, Character 3, Character 4, Characters 5-6**

**5 Players: Character 1, Character 2, Character 3, Character 4, Characters 5-6**

**6 Players: 1 Character each**

- Each Player takes the matching Sheet and pawn of the Characters he controls and places them in front of him; the player controlling Captain Terror takes the 3 Order markers.
- place the 6 Stress markers in the matching start spaces of the Terror Track;
- place the 8 Bosses in the matching spaces of the Tarot cards;
- place the Group marker in the  Location;
- place the Pile of Corpses next to the game board;
- place 12 Barricades in the Refuge and the other 12 in the Dump;
- place the Calendar marker on the Night space of the first day (bottommost Ticket)
- place the Clock marker on the first Hour of the Night;
- place all the Infected in the Abyss with 2 Survivors and 5 Paranoia;
- keep within easy reach the Sunken, Damage and Terrains markers.



## General Rules

In Carnival Zombie there are a few simple rules to keep in mind.

Activation order: the Characters always act in numerical activation order. The activation order of each Character is indicated on his Character Sheet. For Bosses and Infected, however, the rule of the strongest is applied: in case of doubt, use the priority order Boss / Moloch / Goliath / Incubus / Vermin.

The Captain: the job of drawing cards and placing Infected is given to the Player who controls Captain Terror. He has the power to sort out doubtful or odd situations and the final decision rests with him for everything the Group cannot manage to agree upon. We encourage the Player controlling Captain Terror to discuss each situation with the other Players before taking his final decision.

*Design Note: the Captain's role is recommended for the Player who knows well the game or for Players who prefer leadership roles..*

The Nightmare deck: When drawing a Nightmare card, always draw the top card of the pile. If the Nightmare deck is exhausted, shuffle all the discarded cards to form a new Nightmare deck.

## Game Turn

Each game turn in Carnival Zombie consists of the following phases:

**Night** – the Characters seek to withstand in the Refuge the assault of a horde of Infected and Bosses: combats take place in this phase. At the end of the Night, advance the Calendar marker to the following Day space.

**Day** – Captain Terror moves the Group marker through the varied Locations of Venice, then the Characters may perform diverse Actions to prepare for the nocturnal combat. At the end of the Day, advance the Calendar marker to the following Night space.

## NIGHT



*At night, the dead rise from the lagoon...*

During the Night, the Characters defend against the attacks of Infected, taking refuge behind the Barricades.

First follow the steps indicated in the “Night Setup”, then face the Night as indicated in the “Night Sequence of Play”.




### Night Setup

To prepare to face the Night, place in order:



1. **Terrains**
2. **Barricades**
3. **Characters**
4. **Bosses**

#### 1. **Terrains**



The Map of Venice indicates the Terrains present in the Location where the Group is. Place first the   Obstacles, then the  Fortifications. For each Obstacle/Fortification, randomly draw an Obstacle/Fortification marker and a Nightmare card.

**Obstacle** – Place the Terrain:

- on the side matching the Obstacle's color (  or  );
- in a **random** Cave (Nightmare card);
- in the Ring indicated on the marker.

**Fortification** - Place the Terrain:

- in the Refuge space of a **random** Ditch (Nightmare card).

When you place a Terrain, if the space in which you should place it is already occupied by another Terrain, place the Terrain in the first legal space in clockwise order.



**Palace (Ring 1):** you may select targets for the Fire Actions only on the Ring I.



**Catacomb (Ring 1):** Bosses/Infected enter the vacant Barricade boxes without waiting for all the Cave's Barricades to be destroyed.





**Jetty (Ring 3):** in this Cave, Bosses and Infected are placed in the Ring II instead of the Ring III.



**Manhole (Ring 2):** during the Infected Entrance, draw and place 1 additional Infected on the Manhole.



**Altar (Refuge):** the Infected eliminated in this Ditch are put back in the Abyss, not on the Pile of Corpses.



**Campanile (Refuge):** you can fire in the Caves bordering this Ditch.



**Jerrycans (Refuge):** after the Actions of a Character in this Ditch, you may remove 1 Barricade to perform 1 Shot at Damage 1 in each space of the Cave from which the Barricade was removed.



**Alley (Refuge):** in each Cave of the Ditch, only 1 Boss/Infected may be placed in the Barricade boxes.

The Group is going to face the Night in the Location 4. In this Location, 2 Obstacles, 2 Obstacles and 1 Fortification must be placed. Marco, who controls Captain Terror, first places the Obstacles. He draws 1 Obstacle marker and 1 Nightmare card. On the marker's side is a Jetty, and the Nightmare card indicates East 1. So he places the Jetty in the Ring III of the East 1 Cave. He draws then another Obstacle marker and a Nightmare card. On the marker's side is a Manhole, and the Nightmare card indicates North 2. He places therefore the Manhole in the Ring II of the North 2 Cave. He must place now the Obstacles. He draws 1 Obstacle marker and 1 Nightmare card. On the marker's side is a Palace, and the Nightmare card indicates South 1. He places the Palace in the Ring 1 of the South 1 Cave. He draws next another Obstacle marker and a Nightmare card. On the marker's side is a Catacomb, and the Nightmare card indicates also South 1: this space is already occupied by the Palace, he must then place the Catacomb in the first legal space in clockwise order, therefore in the West 2 Cave (still in the Ring I). Finally, he must place the Fortification. He randomly draws a Fortification marker and gets the Jerrycans, he draws a Nightmare card and gets the result , which allows him to place the Fortification where he wants. He chooses then to place it in the North Ditch.

## 2. Barricades

The Player who controls Captain Terror places the Barricades available in the boxes around the Refuge. The Barricades available are the Barricades which are in the Refuge at the start of the Night.

## 3. Characters

Each Player places in activation order the Characters he controls in the Refuge spaces.

## 4. Bosses

Look at the Bosses on the Calendar Ticket indicated by the Calendar marker.  
For each Boss:

1. Draw 1 Nightmare card.
2. Draw 1 Infected from the Abyss;

If you draw 1 Paranoia cube, see p. 17.

If you draw 1 Survivor, see p. 17.

Otherwise place:

- the **Boss** corresponding to the **color of the Infected drawn**
- and to the **shape indicated on the Ticket** where the Calendar marker is
- in the Ring III of a **random** Cave (Nightmare card).

If this Boss is already present, draw another Infected until you have a legal combination.

Once all the Bosses are placed, put back the Infected drawn in the Abyss.







After having placed the Terrains, the Barricades must be added. The Group has 15 Barricades available. After having discussed the strategy to adopt for the Night, Marco, who controls Captain Terror, fills the boxes of the West 1, West 2 and South 1 Caves, places 2 Barricades in East 1 and North 2 and places only one of them in North 1 and South 2, leaving the East 2 Cave without Barricades. At this point the Players place the Characters they control: Captain Terror is placed in the Refuge space belonging to the West Ditch together with Lady Columbine, Hellequin is placed in the South one, Brighell in the North one, whereas Pantalion and Doc Pestilence are placed in the East one. Now the Bosses are placed. The Calendar marker is on the second Ticket, which states on Medium difficulty 3 Bosses: Cylinder, Cone, Cylinder. Marco, who controls Captain Terror, places the first Boss. He draws a cube from the Abyss and draws a Nightmare card. The cube drawn is violet and the card indicates North 2. The first Boss indicated on the Ticket is a Cylinder, so Marco places the Admiral (violet cylinder) in the Ring III of the North 2 Cave. He now does the same for the second Boss: he draws a green cube and the Nightmare card indicates also North 2. So he places the Mistress (green cone) in the same space as the Admiral. Finally he draws a white cube and the Nightmare card indicates East 1: he therefore places the Doge (white cylinder) in the Ring III of the East 1 Cave.

### **Night Sequence of Play**

The Night is divided into 4 Hours, each Hour consisting of the following Phases:

1. Use of Items
2. Infected Entrance (not during the Dawn Hour)
3. Boss & Infected Movement
4. Character Actions
5. Boss & Infected Attack
6. Advance the Hour

#### **1. 1. Use of Items**

In this Phase each Character may use one of his Items bearing the  symbol. Items with the  symbol may only be used during the first Hour of the Night.



#### **2. Infected Entrance (not during the Dawn Hour )**

Randomly draw from the Abyss and place 3 Infected in the Ring III space of each Cave.

If you draw 1 Paranoia cube, see p. 17.

If you draw 1 Survivor, see p. 17.

This Phase is skipped if the Clock marker is on the Dawn Hour.

#### **3. 3. Boss & Infected Movement**

Each Boss moves towards the Refuge space of his Ditch a number of spaces equal to his Movement value.

Once all the Bosses have moved, each Infected moves towards the Refuge space of its Ditch a number of spaces equal to its Movement value.

If a Boss or an Infected moves to the Ring I and has any Movement points left, it must be placed in a vacant Barricade box, but only if there are no Barricade in any of the 3 boxes of the Cave: if any one box is occupied by a Barricade, it cannot enter the box. Each box can only be occupied by one Barricade, Boss or Infected.

*Note: to avoid confusion, it's better to move the Infected one Cave at a time, starting with those on the Ring closest to the Refuge.*

### **Rule of the Strongest**

If several Bosses/Infected have enough movement points to enter Barricade boxes, place first in these boxes the Bosses/Infected with greater Attack. In the case of a tie, place first those with greater Life. If any boxes are already occupied by Bosses/Infected with lesser Attack/Life, replace them by the strongest

At the start of the Boss & Infected Movement, the boxes are occupied by 3 Incubus (Attack 1). In the Ring I are 1 Moloch (Attack 2), 1 Vermin (Attack 1) and 1 Martyr (Attack 3). Place in the Barricade boxes the Moloch and the Martyr, moving back 2 Incubus to the Ring I.



Marco draws 3 Infected per Cave and places them on the Tactical Map in the Ring III. He draws one additional Infected and places it on the Manhole (see Terrains, p. 10).

The Bosses and Infected move now towards the Refuge.

Two Bosses are in the North Ditch: the Admiral and the Mistress. The Admiral has Movement 0, so he cannot move, whereas the Mistress has Movement 1, so she advances to the Ring II space of her Cave. It's now the turn of the Infected: the Incubus on the Manhole moves first. The Incubus has Movement 2, it moves to the Ring I space with its first point: it has 1 Movement left. Only one Barricade box is vacant, so it cannot occupy it: the other two Barricades must first be destroyed. It therefore stops in the Ring I space. All the other Infected move now according to their Movement.








#### 4. Character Actions


Each Character may perform one Action. Once per Hour, each Character may choose to gain 1 Stress to perform another Action. The possible Actions are:


- **Movement:** move the Character to another Refuge space.

- **Assault:** attack a Boss/Infected of his choice occupying a Barricade box of the Ditch where the Character is.

He inflicts an amount of Damage equal to the Character's Assault  value (see below Boss/Infected Elimination).

- **Fire:** attack Bosses/Infected occupying the Ring spaces of the Ditch where the Character is. The Player selects the Weapon he wants to Fire with. **In the Caves of his Ditch**, the Character deals the number of  Shots indicated among the targets (Bosses and Infected according to the rules below) within the  Range of the Weapon: each target he deals a Shot to receives the amount of  Damage indicated by the Weapon (see below Boss/Infected Elimination). If a Weapon has the  symbol, the Damage is **also** inflicted to all the **other Bosses/Infected** who are **in the same space as the target**.

A Boss/Infected may be selected as the target of a  Shot as follows:

- it must be within the Range indicated by the Weapon;
- in each Cave you may only Fire at targets in the closest Ring to the Refuge;
- Bosses cannot be selected as targets if there are any Infected in the same space, unless a Weapon with  Damage is used;
- you cannot perform the Fire Action if there is any Boss/Infected in a Barricade box of your Ditch;
- you may divide the Shots between the Caves, as long as you follow these rules.

#### Boss/Infected Elimination:

**Boss:** he is eliminated when the amount of Damage taken is equal to or greater than his Life. For each Damage inflicted, place a Damage marker on the Boss' Tarot card.


**Infected:** it is eliminated if the Damages inflicted in the same **Fire/Assault** Action are equal to or greater than its Life, otherwise nothing happens (unless you decide to Focus the attacks, see below). If you eliminate an Infected, place it on the Pile of Corpses (see Pile of Corpses, p. 14).

**Focus the attacks:** if the Damage inflicted during any **Fire/Assault** Action is not enough to eliminate an Infected, you may add to it the Damage inflicted by another **Fire/Assault** Action performed immediately after **by the same Character** (e.g. accumulating 1 Stress to perform another Action, see pg. 17). Focusing the attacks of two different Characters on the same target is not allowed.

It's Hellequin's turn and he is located in the North Ditch in this situation:



Hellequin cannot perform the **Fire** Action because there is an Incubus in a Barricade box. He performs then an **Assault**. He deals 1 Damage to the Incubus, enough to eliminate it: he takes it and drops it on the Pile of Corpses (see Pile of Corpses, p. 14). At this point he decides to gain 1 Stress to perform another Action. He performs this time a **Fire** Action. The M16 gives him 2 Shots. He cannot strike the Tenor because there are Infected in the same space and he must strike the closest targets of each Cave. He chooses to attack the Vermin in the Ring I eliminating it with the first Shot and only thereafter can he deal the second Shot to one of the Moloch in the Ring II, eliminating also it. Once again, he takes the two eliminated Infected and drops them on the Pile of Corpses.

Brighell is Incapacitated and cannot perform Actions. It's now Pantalion's turn. He has a Weapon with  Damage, and he decides to **Fire** and attack the Ring I space in the North 2 Cave. The Shot deals 1 Damage to all targets, it therefore eliminates the Incubus and inflicts 1 Damage to the Tenor, but has no effect on the Goliath, which have Life 2. However Pantalion may **focus his attacks**: he gains 1 Stress and performs immediately a new **Fire** Action, attacking the same space. The Damage is added to the previous one, so the 2 Goliath are eliminated and dropped on the Pile of Corpses, furthermore the Tenor gets an additional Damage.





### Pile of Corpses

Each time a Player eliminates one or more Infected (non Boss) with a single Action (*Fire/ Assault*) he must take them on the Tactical Map and drop them on the Pile of Corpses tile. He can drop them of any height, even very low, as long as his hand does not touch the Pile of Corpses or the cubes stacked on it.

If one or more Infected fall (or cause others to fall) off the Pile of Corpses (making them touch the table), the Player must put them back in play: he places them in any Ring III space of the Ditch where his Character is (he chooses the Cave).

This Character gains 1 Stress (regardless of the number of Infected put back in

*Fried Chips could be a big problem in Carnival Zombie...*

### 5. Boss & Infected Attack

All the Bosses/Infected which are in the Ring I or in a Barricade box perform an Attack which inflicts an amount of Damage equal to their Attack value.

The Bosses/Infected in the Ring I eliminate 1 Barricade of the Cave for each Damage inflicted. Put the eliminated Barricades in the Dump. Any Damage in excess is ignored.

Each Boss/Infected in a Barricade box causes a Character to gain 1 Stress for each Damage inflicted.

All the Damage inflicted by the Attack of a Boss/Infected must be dealt to only one Character.

Any Damage in excess is ignored.

The Character targeted by each Attack must be chosen among those present in the Ditch where the attacking Boss/ Infected is. If there is no Character in the Ditch, the target is selected among all the Characters.

After the Characters' turn, the situation is as follows:

North 1: the Moloch inflicts 2 Damages, Lady Columbine gains 2 Stress. The Goliath inflicts 1 Damage, Captain Terror gains 1 Stress.

North 2: the Vermin (Attack 1) destroys the Barricade.

West 2: The Infected destroy all the Barricades, the Damage in excess has no effect.

East 2: the Martyr inflicts 3 Damages, the Group designates Pantalion to gain 3 Stress. Likewise for the Damage inflicted by the Incubus.

South 1: the Moloch destroys the Barricade, the Damage in excess has no effect.

South 2: the Incubus destroys 1 Barricade.



### 6. Advance the Hour

Advance the Clock marker to the next Hour space.

### End – Exit

At the end of the Dawn Hour, the Player who controls Captain Terror must choose a Ditch as way of exit (North–East–South–West). A way of exit may only be chosen if, on the Map of Venice, there is a Street connected to the Location in the same Cardinal Point. The way of exit chosen is the direction taken by the Group when moving with the first Movement of the Day.

Any Bosses and Infected present in the Ditch chosen perform each an Attack against a Character designated each time by the player controlling Captain Terror.

Once any Attacks are resolved:

- Place all the remaining Barricades on the Refuge;
- Remove all the Infected from the Tactical Map and the Pile of Corpses and put them back in the Abyss;
- Remove all the Bosses from the Tactical Map and put them back on their Tarot card;
- Remove all the Survivors not rescued and remove them from play (return them to the game box);



- Remove all the Paranoia cubes and return them to the Abyss;
- Remove all the Characters and Terrains;
- Advance the Clock marker to the first Hour of the Day;
- Advance the Calendar marker to the following Day.

The first Movement of the Day will be done along the Ditch direction selected during the exit.

*Note: the Clock marker indicates the current Hour, therefore at the end of the last Hour of the Night it is moved to the first Hour of the Day, which still must be resolved.*



At the end of the Night, the Players decide to exit to the West to move from the Location 5 to the Location 8.

The Players suffer 4 Attacks: 2 at 1 Damage for the Goliath and the Incubus and 2 at 2 Damages for the Doge and the Moloch. Now Captain Terror chooses the targets among all the Characters, even if in the Ditch there is only Lady Columbine.

Terrains has no influence during exit.

## DAY



*By day the Infected are called back to the Lagoon, shaken by the tremors of the Leviathan which they help to awaken...*  
During the Day, the Group moves through the sinking city, seeking a way out and better preparing themselves to face another night behind the barricades.

First follow the steps indicated in the "Day Setup", then face the Day as indicated in the "Day Sequence of Play".

### Day Setup

To prepare to face the Day:

1. **Reshuffle the Nightmare deck**
2. **Check the Sinking of the city**
3. **Draw the Event of the Day**

#### **1. Nightmare Deck**

Take all the Nightmare cards, shuffle them to form a new deck.

#### **2. Sinking of the city**

Place a Sunken marker in a **random** Location (Nightmare card). If the Location is already sunken, sink the Location with a higher reference number. If all the higher reference number Locations are already sunken, sink the first available Location with a lower number.

The Group cannot face the Night in a Sunken Location.

Leaving a Sunken Location requires +1 Hour.

In the unlikely case the Group must face the Night in a Sunken Location, the game ends immediately in defeat.

#### **3. Event of the Day**

Draw the first card on top of the Nightmare deck and apply the Event described.

### Day Sequence of Play

The Day is divided into 4 Hours during which you perform in order:

- **the Movement of the Group**
- **the Actions of the Characters**



#### 4. Movement of the Group

First the Group decides how many Hours to spend on Movement. Each Hour spent on Movement allows the Group to move from a Location to another through the Street that connects them.



In some cases, a Movement costs more Hours:

- **Difficult Street:** +1 or +2 indicates that it requires to spend +1 or +2 Hours to perform the Movement through the respective Street;


- **Leaving a Sunken Location:** it requires to spend +1 Hour (look at the Sunken marker as a rimind).

The first Movement must be done along the Ditch direction selected during the exit (see p. 14).

Once the Movement is completed, advance the Clock marker as many Hours as the Group spent on Movement.

#### 5. Actions of the Characters

Once the Movement is completed, each Character may perform one of the following Actions for each remaining Hour of the Day. The Actions are:

- **Rest:** remove 2 Stress to oneself;
- **Barricades:** move 3 Barricades from the Dump to the Refuge;
- **Ability:** use the  Ability;
- **Search:** draw a Nightmare card and look at the result in the Search box:



**Item:** draw one card from his Item deck

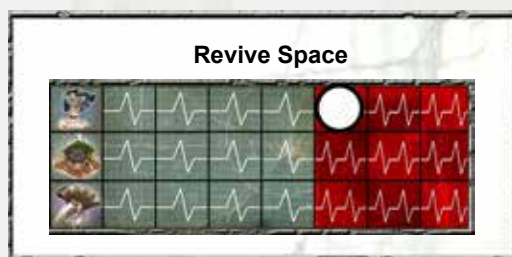


**Survivor:** place/add 1 Survivor in the Abyss (Note: the Survivors have 4 different pictures on the cards)



**Infected:** gain 1 Stress and then choose between Item and Survivor

- **Revive:** place on the fifth Space of the Terror Track (the first on the Terror zone) the Stress marker of an other Incapacitated Character. The Character is no longer Incapacitated.



When all the Characters have chosen and performed their Action, advance the Clock marker 1 Hour. If this moves the marker to the first Hour of the Night, then move the Calendar marker to the following Night and prepare to face a new Night. Otherwise repeat the Actions step above until the Clock marker enters the Night.




### Characters' Stress:



The Group has spent 2 Hours on Movement and is now in the Location 2. Brighell is Incapacitated. Starting from the Captain, each Character performs an Action. Captain Terror decides to use his Ability, which allows him to perform the Search Arsenal Special Action.

Lady Columbine also uses her Ability and decides to perform an Exploration. Hellequin performs instead a Revival on Brighell, who is Incapacitated, and places his Stress marker on the fifth space of the Terror Track.

Brighell is no longer Incapacitated and may then perform an Action. He chooses to Search and draws a Nightmare card. The result is  therefore he immediately gains 1 Stress and may choose between Item and Survivor. He prefers the latter, and so takes a Survivor and put it in the Abyss. Pantalion chooses to Rest, and removes 2 Stress from himself.

Finally Doc Pestilence decides to use his Ability and Treats Brighell making him remove 3 Stress.

Captain Terror advances then the Clock marker to the last Hour of the Day.

In the same order, each Character may perform another Action.

## GENERAL RULES

### STRESS

When a Character gains Stress, move his Stress marker on the Terror Track, away from its start position, a number of spaces equal to the Stress gained. On the contrary, each time 1 or more Stress is removed, move the Stress marker in the opposite direction.

A Character gains 1 Stress in the following cases:

- to perform an additional Action during an Hour of the Night (max once per activation);
- for each Damage taken by the Character;
- as per special rules (e.g. Bosses);
- for the fall of Infected off the Pile of Corpses (see p. 14);
- as the effect of some Nightmare cards (depending on the card).

The Terror Track consists of two zones.

If the Stress marker of a Character enters the red zone, this Character falls prey to Terror.

If it moves beyond the red zone exiting the Terror Track (remove the marker), the Character is Incapacitated.

### Terror

When the Stress marker of a Character enters the red zone, the Character falls prey to Terror. If a Character is in Terror, the Infected he makes fall off the Pile of Corpses (see Pile of Corpses, p. 14) cause each Character to gain 1 Stress, not only him.

The Terror has no effect during the Day.

### Incapacitated Character

When the Stress marker of a Character exits the Terror Track, the Character becomes Incapacitated.

Remove the Character's pawn from the Tactical Map. The Character may no longer perform Actions, neither during Day, nor during Night. To recover from his Incapacitated state, another Character must perform a **Revive** Action on him.

If all the Characters are Incapacitated, the game ends in defeat.

### PARANOIA

*Sometimes fear is so strong that it reaches the point of lunacy.*

Each time a Paranoia cube is drawn from the Abyss, the following effects are applied.

- If a Paranoia cube is drawn during the Phase 4 (Bosses) of the Night Setup, do not place a Boss: the Horde is there! Place 1 additional Infected in the Ring III space of each Cave on the Tactical Map.

- If a Paranoia cube is drawn during the Phase 2 (Infected Entrance) of the Night Sequence of Play, do not place an Infected and give the Paranoia cube to a Character, chosen first among any of those present in the Ditch. Place the cube on the Character's Stress marker. This Character may not choose to voluntarily gain 1 Stress to perform an additional Action. There can be only one Paranoia cube on a Character's Stress marker.

Once drawn, Paranoia cubes are returned to the Abyss only at the end of the Night.

### SURVIVORS

*Some have survived and have hidden in the city. Will it be possible to rescue those people?*

Each time a Survivor is drawn from the Abyss, specific effects are applied.

- If a Survivor is drawn during the Phase 4 (Bosses) of the Night Setup, no Boss is placed and the Survivor is immediately removed from play: return it to the game box.




- If a Survivor is drawn during the Phase 2 (Infected Entrance) of the Night Sequence of Play, do not place an Infected, but the Survivor instead.

During the Night, Survivors do not move and stay in the Ring III space of the Cave in which they were placed. At the end of the Night, if there are no Boss/Infected in their Cave, the Survivors have been rescued. Place the Survivors rescued on Doc Pestilence's Character Sheet (see Doc Pestilence, p. 20). The Survivors not rescued are removed from play and returned to the game box.

## BOSSSES

Bosses are the oldest servants of the Leviathan. It is said that they awakened when the rotting heart of the monster started again to beat in the abysses. Unlike the other Infected, they seem to have kept a flicker of diabolic awareness.

Bosses are the undisputed leaders of the Infected, therefore:

- the effects intended for Infected do not apply to Bosses (e.g. Effects of the Fireworks Item card, the Doge's Ability);
- Bosses use the other Infected as shields: they cannot be targeted if there are Infected in the same space, unless a Weapon with  Damage is used.

Killing a Boss is always a major achievement. If a Character eliminates a Boss, he may:

- remove immediately 2 Stress to a Character of his choice
- OR
- have a **random** Character (Nightmare card) draw 1 Item card.



### MISTRESS

The elders talk about a courtesan, drowned in the Lagoon for a cursed love. For centuries, she slept buried in the mud next to her master, but now she's come back to wander through the alleys of her city.

A Character who performs a **Fire** Action in the Ditch where the Mistress is gains 1 Stress (after resolving the Action).



### BESTIARIUS

It is said that the Bestiarius was once part of a circus troupe. Now the Incubus surround him and seem to obey him, as if they saw in him a leader. Together, they become a truly hellish pack.

All the Incubus present in the Ring I at the end of the Phase 3 (Boss & Infected Movement) of the Night Sequence of Play go round 1 space towards the Bestiarius' Cave via the shortest route (clockwise or anti-clockwise). Thereafter, the Incubus which are in the same Cave as the Bestiarius are removed and placed on his Tarot card. Each Incubus present on the Tarot card ensures the Bestiarius +1 Life and +1 Attack. When the Bestiarius takes Damage, eliminate first any Incubus present on his Tarot card and put them back in the Abyss.



### TENOR

Grotesquely deformed by death, the gash which opened up on the Tenor's torso still roars with his powerful voice. His howlings echo all over the city and are mighty enough to destroy glass and make the walls shake.

If the Tenor is in the Ring I during the Phase 5 (Boss & Infected Attack) of the Night Sequence of Play, he eliminates all the Barricades in his Cave and in those adjacent.



### JOKER

Among the servants of the Leviathan, the Joker seems to be the one with the greater awareness. Unfortunately, his conscience totally depraved never had a glint of humanity. He likes to hunt in shadows and the darkness itself seems to bend to his will.

A Character who performs a **Fire** Action in the Ditch where the Joker is draws a Nightmare Card and looks at the Search icon: with an *Infected* result, all the Damages inflicted are cancelled.



### CASANOVA

Face powder and wig cannot hide the smell of death, but Casanova does not seem to have lost his charm. Infected surround him and seem drawn to his mere presence. To meet Casanova is to meet the Horde

During the Phase 2 (Infected Entrance) of the Night Sequence of Play, 1 additional Infected enters the Ring III space of each Cave on the Tactical Map.





### DOGE

The Doges have ruled the city since the birth of the Republic. With the same charisma he used to command to citizens, the Doge now leads the Infected, driving them into battle with renewed fury.

All the Infected have Movement 2.



### ADMIRAL

Buried by the waves and carried away by the tides, his long sleep into the dark waters of the Lagoon has changed the Admiral, transforming him into something barely human. Wearing his old ceremonial dress, he has come to spread the terror of the abysses on the ground.

During the Phase 5 (Boss & Infected Attack) of the Night Sequence of Play, the Admiral attacks a **random** Character (Nightmare card): the Character indicated gains 2 Stress.



### MARTYR

The Martyr was seen rising again from the Cathedral's catacombs, smashing its strong gates with the mighty strength of his muscular arms. He does not seem to be made of flesh, but of the very foundations of San Marco.

To inflict 1 Damage to the Martyr, you must deal 2 of them in the same **Fire** or **Focus the Attacks** Action (see p. 13).

## CHARACTERS

### Captain Terror – 1

““Lucid mind, heart of stone and balls of steel”



**Special Actions:** he performs the Special Action of the Location (see Locations, p. 21).



**Commander:** at the start of each Night, he receives the 3 Order markers.

At the beginning of his activation, he may place 1 Order marker in a Refuge space and activate it **immediately** (resolve it at once):



**Fire at will!:** each Character in the space performs a **Fire** Action.



**No fear, no mercy!:** each Character in the space removes 1 Stress and any Paranoia.



**Fight or Move!:** each Character in the space performs an **Assault** or **Movement** Action.



**Last man standing:** each Stress accumulation that would incapacitate Captain Terror must be gained by another Character.

### Lady Columbine – 2

“Like a snake: curvy and deadly”



**Exploration:** she eliminates 1 Obstacle from the Location where the Group is.



**Sniper:** she may strike any Boss or Infected in her Ditch ignoring any Obstacles and the obligation to always attack the closest targets in each Cave.







### Hellequin – 3

*"Always in the right place, at the right time"*



**Search:** he names any Character and performs a Search Action with the following results:



**Item:** draw an Item card of the named Character and give it to him.



**Survivor:** place 1 Survivor in the Abyss



**Infected:** choose between Item of the named Character and Survivor (no Stress is gained)




**Commando:** Once at any time during his activation, he may perform 1 **Movement** Action. This **Movement** may be performed even if he has already performed 2 Actions and without accumulating any Stress.



### Brighell – 4

*"Few thoughts, but a muscular colossus"*



**Assistance:** by accumulating 1 Stress, he may use the  Ability of another Character.



**Heavy Weapons:** during his activation, he may push back to the Ring I any one Infected which is in a Barricade box of his Ditch.



### Pantalion – 5

*"The power of the mind applied to survival and destruction"*



**Barricades:** he builds 4 Barricades.



**Engineer:** at the end of his activation, he builds 1 Barricade in his Ditch, but only if there are no Infected in the Barricade boxes of the Ditch.



### Doc Pestilence – 6

*"Healer, comforter, mentor and model"*



**Treatment:** he removes 3 Stress to any Character (including himself)



**Doctor:** at the end of his activation, he removes any Paranoia and 1 Stress from a Character who is in his Ditch (including himself).



**Survivors' mentor:** for each Survivor on his Character Sheet, he gains +1 Damage both with Assault and Fire. He may always sacrifice a Survivor to cancel a single Event/Attack/other which makes a Character gain 1 or more Stress (e.g. the Attack of an Infected, a Boss' Ability).




## LOCATIONS TABLE

Ref.	Name	Special Action	Description
	Giudecca		Once the place of orchards and gardens, it has been over time more and more built, becoming one of the most infamous places of the city, packed dark alleys and degraded palaces.
	Alleys	-	The labyrinth of these alleys ("le calli") interweaves very finely the historical centre of the city of Venice. It's easy to lose one's way in these dark and narrow passages, where the sun can barely be seen.
	S. Elena Island	-	Once the resting place of the mortal remains of Saint Helena, mother of emperor Constantine the Great, the island is nowadays a densely populated area, the easternmost of the city.
	Public Gardens	-	A place of peace and beauty, these man-made gardens are home to many pavilions hosting artists' exhibitions. The sea breeze blows gently in this verdant space conquered over the Lagoon.
	Arsenal	<b>Search Arsenal:</b> name any Character, draw 1 of his Item cards and assign it to him.	The heart of the Republic's maritime power. In the past, the galleys of La Serenissima, sovereigns of the Mediterranean sea, sailed from there.
	St. Mark	<b>Contact Pilot</b> (see Airship Finale, p. 28)	St Mark's Basilica is the city's cathedral and seat of the Patriarch of Venice. Saint Mark and the Lion stand above it, and on its side rises the mighty campanile which towers above the city.
	Basilica of St. Giovanni and Paolo	-	This ancient and imposing building is the mausoleum of the Doges of Venice. Here rest her ancient leaders, offspring of a few aristocratic families which led to glory and ruin the Republic, daughter of the sea.
	La Fenice	-	The theatre's name was prophetic as it has burned and been revived on its ashes. Destroyed and built anew several times, its halls resonate with the operas of sopranos and tenors appearing on its prestigious stage.
	Rialto bridge	-	It spans the Grand Canal which divides Venice in two. Ancient and magnificent, a lot of small shops appear along its ramps, a legacy of the city's trading opulence.
	San Michele Cemetery	-	It's the island of the dead. Tombs and sepulchres rise all over the area of this land conquered over the sea, which receives since hundreds of years the dead of La Serenissima.
	Academy of Fine Arts	-	The art fills up now what was formerly the Hospital for the Incurables. Where now the beauty is studied, once crowded there the sick without hope.
	Synagogue	-	The Jews have always prospered in this city of merchants and navigators. With them their culture and their synagogues, full of symbolism and ancient mysticism, have thrived.
	Port Warehouses	-	City of merchants and trade, Venice receives in its port products coming from every corner of the world. Before being sorted on the mainland, these products are stored in the huge warehouses of the port
	Santa Lucia Railway Station	-	Built over the ancient church of Santa Lucia, the railway station of the city is the terminus of the trains coming from the mainland.
	S. Pantaleone church	-	A small Church, unknown to most people. It was built more than a millennium ago, above the rotting heart of the monster. A small well opens precisely above it.
	Shipyard	<b>Look for Boat</b> (see Boat Finale, p. 25)	Venice lives on the water. The only means of transport are those able to sail the Lagoon's waters.
	Western Dock	<b>Look for Boat</b> (see Boat Finale, p. 25)	Many docks stretch out like skeletal fingers from Venice to the Lagoon. Sailing and motor boats, old and modern, in thousands of shapes and models, are moored there.
	Freedom Bridge	-	The Freedom Bridge is the only overland way connecting the city to the mainland. Nearly 4,000 metres long, it's the only way to flee if the waters are not passable.




## GAME DIFFICULTY

The setup on p. 9 is suited to a  **Medium** difficulty game. Carnival Zombie may also be played on Easy or Hard difficulty, by modifying the game setup.


### Easy

If you have never played a cooperative game, then we recommend to play on the Easy level of difficulty.

**Start Location:** .

**Survivors:** 2 Survivors already rescued, place them on the Character Sheet of Doc Pestilence.


**Barricades:** the Group has 24 Barricades available.

**Items:** The Characters start the game each with their  Item.

**Paranoia:** place 4 Paranoia cubes in the Abyss instead of 5.

### Hard

Even if you are experts, playing a game on Hard difficulty will really be a challenge...

**Start Location:** .

**Survivors:** none, even in the Abyss.

**Barricades:** the Group has 6 Barricades available.

**Sunken Location:** randomly determine 1 Sunken Location at the start of the game.

**Paranoia:** place 6 Paranoia cubes in the Abyss instead of 5.

## BATTLE FOCUS (OPTIONAL RULE)

During the Night, the Players may not suggest, comment or discuss the Actions of another Player before these have been performed. The only comments allowed are the following:

- *Cover this Cave!* (indicating the position)
- *Move to this Ditch!* (indicating the position)
- *Help!*

If a Player anyway suggests or comments (*making noise, drawing unwanted attention,...*) draw 3 Infected from the Abyss and place them in a **random** Cave (Nightmare card).

During the Day, the Players may freely discuss and decide on a strategy at the start of the Night. Moreover Captain Terror may talk to the Players controlling Characters to whom he gives an Order.

**Design Note:** In cooperative games like Carnival Zombie, in which there are no time limit to perform a move or no hidden information, a Player, particularly skillful or expert, may tend to advise others which moves they should do for the good of the group. This could turn out annoying for the other Players who would become passive spectators in the solo game of their advising companion. For this reason, we have imagined this rule which, besides solving this problem, makes the game more immersive, thrilling and ultimately difficult.

## SCORING

In case of victory, at the end of a game, you can rate your level of success by computing your score.

Points are gained and lost according to the following:

- 5** for each Character not Incapacitated
- 3** for each Survivor rescued
- 20** game on Hard difficulty
- 2** for each Player (it's easier to play solo...)
- 20** if you kill the Leviathan
- 1** for each Stress point gained
- 10** game on Easy difficulty

## FINALES

The Group has two ways to win: flee Venice or kill the Leviathan.

There are 3 ways to flee Venice: get picked up by an **Airship** at the San Michele Cemetery, navigate the foggy waters by **Boat** in the Lagoon infested with Infected or cross the long **Freedom Bridge** pursued by a horde of Infected.

To kill the Leviathan, you need instead to find the Holy Bomb and prime it above his rotting heart, which started to beat again just under the Church of **San Pantaleone**.

Each Finale follows special rules.





## FREEDOM BRIDGE



The long bridge which leads to the mainland is kept under fire by the army. The only way to make it alive to the mainland is to cross the bridge at night.

### General points

To flee Venice across the **Freedom Bridge** the Group must:

- be in the Location C (Freedom Bridge);
- face the Night, crossing the **Freedom Bridge** to reach the mainland, pursued by a horde of Infected.

The Tactical Map is prepared to simulate the Bridge oriented East (Venice) – West (mainland).

The objective of the Players is to lead the Characters to safety across the Bridge.

### Preparation

When you're about to face the Night on the Bridge:

1. place the Bridge tile on the Refuge, as shown in the example.
2. Place 1 Jetty in each Ring I space of the North 1, North 2, South 1 and South 2 Caves;
3. Place the available Barricades in the North 1, North 2, South 1 and South 2 Caves (any Barricades in excess are placed in the Dump);
4. deploy the Characters in the Ring III space of the East 1 and/or East 2 Caves;
5. draw and place 4 Infected in each space of the West Ditch;
6. place the Admiral Boss in the Ring III space of the West 2 Cave.



### Night Sequence of Play

For the Bridge Finale, use the following Night Sequence of Play:

#### 1. Use of Items

As in the general rules.

#### 2. Infected Entrance (not during the first Hour and the Dawn Hour)

Randomly draw from the Abyss and place 4 Infected in each Ring III space of the East 1, East 2, West 1 and West 2 Caves.

Randomly draw from the Abyss and place 1 Infected on each Jetty.

If you draw Survivors, eliminate them (return them to the game box).

If you draw a Paranoia cube, draw and place 1 additional Infected on each Jetty.

Only during the second Hour: place the Tenor Boss in the Ring III space of the East 1 Cave.

#### 3. Boss & Infected Movement

The Bosses/Infected move towards the closest Character via the shortest route possible.

Diagonal movement is not allowed.

The Bosses/Infected stop their Movement when they enter a space occupied by one or more Characters.

#### 4. Character Actions

Each Character gets +1 Action (2 basic Actions +1 if accumulating 1 Stress).

#### 5. Boss & Infected Attack

All the Bosses and Infected present in the same space as a Character perform an Attack.

#### 6. Advance the Hour

As in the general rules.

### Special Rules

The standard rules for the Night are applied with the following exceptions:

- **Infected on Jetties:** The Infected on the Jetties cannot be attacked with **Fire** or **Assault** and don't perform any Movement if there are any Barricades in their Cave. During the Phase 5. Boss & Infected Attack, they attack the Barricades as in the general rules. If there are no Barricade left in the Cave, they move onto the Bridge with their first Movement during the Phase 3. Boss & Infected Movement.

- **Character Abilities:** the Abilities of the Characters may not be used, *they are running to safety, there's no time for subtlety!*

#### - Character Actions:

**Fire:** the **Fire** Range is equal to the number of spaces away (not diagonally). **Fire** may not be performed in spaces containing Characters. Only the Infected occupying the closest spaces may be targeted.

**Assault:** it is performed against a Boss/Infected in the same space as the Character.

**Movement:** diagonal **Movement** may not be performed. If a Character performs a **Movement** to enter a space containing Bosses/Infected, he immediately suffers an Attack from each enemy.

- **Pile of Corpses:** the Infected put back in play are placed in the Ring III spaces of the West Ditch.

- **Bosses:** on the Bridge, use only the *Admiral* and the *Tenor*.

### Victory Conditions

When the first Character enters a Ring III space of the West Ditch, Infected are no longer drawn and placed in this Ditch: *the Characters reached the end of the Bridge.*

Each Character who reaches one of these spaces may choose to immediately reach safety without spending Actions: remove the Character from the Tactical Map, victory!

At the end of the Dawn Hour, all the Characters who did not reach safety are eliminated: *the Leviathan awakens!*



It's the start of the second Hour.

The Characters have no Item to use, so the Infected Entrance is resolved.

The following Infected are drawn from the Abyss:

*West 2 Ring III – 2 Incubus, 2 Goliath*

*West 1 Ring III – 2 Incubus, 2 Vermin*

*East 2 Ring III – 1 Incubus, 1 Moloch, 1 Vermin, 1 Paranoia*

*East 1 Ring III – 1 Survivor, 1 Vermin, 2 Moloch*

*South 1 Jetty – 1 Vermin*

*South 2 Jetty – 1 Moloch*

*North 1 Jetty – 1 Moloch*

*North 2 Jetty – 1 Vermin*

The Survivor is returned to the game box.

1 Paranoia was drawn, an additional Infected must immediately be drawn and placed on each Jetty. Here are the draw results:

*South 1 Jetty – 1 Incubus*

*South 2 Jetty – 1 Goliath*

*North 1 Jetty – 1 Moloch*

*North 2 Jetty – 1 Paranoia*

Once more 1 Paranoia was drawn, therefore the procedure is repeated. Here are the draw results:

*South 1 Jetty – 1 Goliath*

*South 2 Jetty – 1 Incubus*

*North 1 Jetty – 1 Vermin*

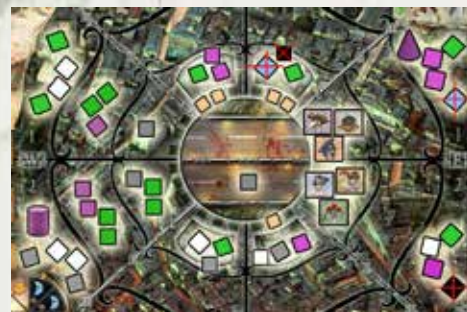
*North 2 Jetty – 1 Survivor*

The Survivor is also returned to the game box.

Finally, the Tenor Boss is placed in the Ring III space of the East 1 Cave.

At this point, the Boss and the Infected move via the shortest route possible towards the Characters.

The Infected which are on the Jetty in South 1 perform their first movement to move to the South space of the Bridge, the Incubus perform their second movement to enter the Characters' space.



Now is the time for the Characters to perform Actions.

Captain Terror performs an **Assault** using the "Napoleonic Sabre" he carries. He eliminates both Incubus present in his space. He **Fires** then at the South space of the Bridge, eliminating all the Infected except the Goliath.

Lady Columbine performs two **Fire** Actions to eliminate the 2 Goliath present on the Bridge tile, then gains 1 Stress to perform a **Movement** Action to move to the South space of the Bridge.

It's Hellequin's turn. He **Fires** eliminating the Vermin and the Moloch in the adjacent space, then joins Lady Columbine, ending his activation.

Brighell decides first to perform an **Assault** against the Tenor inflicting him 2 Damages, after that he performs a **Movement** to enter the North space of the Bridge. He gains 1 Stress entering the Terror zone and performs a last Action: he **Fires** at the Ring I space of the West 1 Cave, eliminating the Goliath (2 Damages) and 1 Incubus. He drops them on the Pile of Corpses, but the Goliath bounces off! All the Characters immediately gain 1 Stress and the Player controlling Brighell places the Goliath in the Ring III space of the West 2 Cave.

Pantalion decides to perform a **Movement** to join Brighell, then he **Fires** at the adjacent space, eliminating all the remaining Infected. He then gains 1 Stress and performs another **Movement**, moving to the Ring I space of the West 1 Cave.

Finally, it's the turn of Doc Pestilence who performs two **Movements** to join Pantalion in his space.

No Infected is in the same space as a Character, therefore there are no Attacks to resolve.

Lastly, the Clock marker is advanced 1 Hour. The turn ends and another starts...



## BOAT



Venice is surrounded by the sea and many are the boats moored there. But the mist enveloping the city will not allow a safe route and below the dark waters of the Lagoon the dead stir, ready to grab the ship and the sailors to drag them into the abyss.

### General points

To flee Venice by **Boat** the Group must:

- be in one of the Ports (Location A Shipyard and B Western dock);
- perform successfully the **Look for Boat** Special Action;
- face the Night on the **Boat**, seeking a safe route towards mainland and safety.

### Find the Boat

To find the Boat, Captain Terror must perform during the Day the **Look for Boat** Special Action in the Ports (Locations A and B). When he performs this Action, make a **random** Search (Nightmare card)::



**Item:** he finds the **Boat**



**Survivor:** he finds 1 Survivor



**Infected:** he gains 1 Stress and finds 1 Survivor or 1 Item

If he finds the **Boat**, the Group may flee by sea during the Night. The **Look for Boat** Special Action can be performed any number of times during the Day, but if the Boat is not found by the end of the Day, it will be impossible to look for it in this Location. Face the Night as usual in the Port where the Group is.

If the **Boat** has been found during the Day, it will be possible to flee aboard it during the Night.

The Tactical Map will be prepared to simulate the Lagoon's foggy waters that the ship will sail.

The objective of the Players is to arrive at the mainland by seeking a safe route through the mist. This result is achieved by making the Group marker exit the Tactical Map.

### Preparation

When you're about to face the Night on the Boat:

1. place the Boat tile (back of the Pile of Corpses) on the Refuge;
2. place the Group marker in the corresponding space on the Boat;
3. take all the Nightmare cards, shuffle them and remove 6 of them from play (return them to the game box) without looking at them. Place the remaining cards face down 3 per Ditch, 1 per Ring without looking at them;
4. place the available Barricades next to the Boat, remove from play and return to the game box all the Barricades present in the Dump;
5. place the Characters' pawns on their Sheet.



### Night Sequence of Play

For the Boat Finale, use the following Night Sequence of Play:

**1. Positioning of the Characters:** the Players choose which position their Characters will take up. If a Character chooses to take care of the Helm, Crow's Nest, Charts or Pumps, place the matching marker on his Character Sheet with his Character's pawn. The remaining Characters will be on the Deck: place their pawns on the Boat. A Character must always man the Helm.





**Helm:** the Character at the Helm controls the route and the motors. Thanks to him the Group can sail across the murky waters of the Lagoon. The Character at the Helm may perform up to 2 Movements, accumulating 1 Stress the second time.



**Crow's Nest:** the Character on the Crow's Nest can observe from a privileged location the route to follow. Keeping a Character on the Crow's Nest guarantees a wider choice of route. The Character on the Crow's may flip up to 2 Nightmare cards, accumulating 1 Stress the second time..



**Charts:** bent over the Charts, the navigator is the only one who can supply reliable information about the route to follow in the dangerous waters of the Lagoon. The Character at the Charts may swap any 2 Nightmare cards up to 2 times, accumulating 1 Stress the second time.



**Pumps:** while the blows of the Infected stirring below water scratch the hull of the ship, water starts coming in. Keeping someone at the Pumps is the only way to empty the boat of water to prolong as long as possible the navigation towards safety. The Character at the Pumps may take 2 Barricades from the Dump up to 2 times, accumulating 1 Stress the second time. The Barricades thus taken are placed next to the Boat.

**2. Crow's Nest:** the Character with the Crow's Nest marker selects one Nightmare card and flips it. He may gain 1 Stress to flip another one







**3. Charts:** the Character with the Charts marker may swap any 2 Nightmare cards. He may gain 1 Stress to swap two other cards.

**4. Helm:** the Character with the Helm marker may perform a Movement. He may gain 1 Stress to perform another Movement.

**5. Deck:** each Character on the Deck may gain 1 Stress to remove any one Goliath placed next to the Boat.

**6. Infected Entrance:** randomly draw from the Abyss 10 cubes minus the number of Characters on the Deck and of rescued Survivors. Draw 2 additional Infected if the Group marker is on a card with the Infected result in the Search box. Draw 1 additional Infected for each Goliath next to the **Boat**.

The cubes drawn have the following effects:

-  **Vermin:** one Character on the Deck gains 1 Stress.
-  **Incubus:** one Character **not** on the Deck gains 1 Stress.
-  **Moloch:** move 2 Barricades to the Dump.
-  **Goliath:** move 1 Barricade to the Dump and place the Goliath next to the Boat. Next turn, draw one additional Infected for each Goliath next to the Boat.
-  **Paranoia:** any one Character may no longer **voluntarily** gain Stress.
-  **Superstite:** no effect

**Number of cubes to draw from the Abyss = 10**  
**+2 if the Group marker is on a card with Infected result**  
**+1 for each Goliath next to the Boat**  
**-1 for each Character on the Deck**  
**-1 for each Survivor rescued**



**7. Pumps:** the Character with the Pumps marker takes 2 Barricades from the Dump and places them next to the Boat. He may gain 1 Stress to take 2 other ones.

Once the Sequence is over, start a new turn from the phase **1. Positioning of the Characters**.

### Special Rules

These special rules are in effect:

- **Boat Sinking:** if at any time there is no Barricade left next to the Boat, the Boat sinks dragging forever the Characters down the Abyss. The game ends in defeat.
- **Boat Movement:** by performing a Movement, the Group marker may be moved to any valid adjacent position, but not diagonally. A card is a valid position if it has been flipped and if its Cave/Ditch box indicates the Ditch where it is placed (a card with the result "You choose" is valid for any Ditch). The Boat is always a valid position.
- **Blind Navigation:** this is a specific Movement. With this Movement, the Character with the Helm marker may attempt to move the Group marker to an adjacent position containing an unflipped card. Before moving the marker, flip the



destination card: if this card is valid, he may move the Group marker to this card. Otherwise the Phase 4. Helm ends immediately without moving the Group marker. *The Boat is lost in the mist.*

- **Hours of the Night:** there are neither hours, nor a time limit. The Escape by Boat can only end with the arrival at the mainland or the sinking of the Boat.

- **Characters Abilities:** the Abilities of the Characters may not be used, *they are too busy steering the boat in the mist!*

- **Infected & Survivors drawn from the Abyss:** the Infected are put back in the Abyss after having applied their effect (Phase 6. Infected Entrance), except for the Goliath which can only be removed and put back in the Abyss during the Phase 5. Deck. The Survivors have no effect and are immediately removed from play (returned to the game box).

- **Boss:** no Bosses are used during the **Boat** Finale.



### Victory Conditions

Play proceeds from turn to turn until the Group marker is moved **beyond** the last card of a Ditch. To perform this move, it is necessary that the 3 cards of the Ditch from which the Group intends to exit are flipped and valid (their Cave/Ditch box indicates the Ditch where they are placed).

If this happens, the Group is arrived at the mainland: **victory!**

It's the start of the Escape by Boat. The Group marker is still in the appropriate Group space of the Boat. There are 12 Barricades next to the Boat, while there are none in the Dump.

First the Characters decide where they position themselves during the Phase 1. **Positioning of the Characters.**

Captain Terror decides to man the Helm, he takes the corresponding Helm marker and places it on his Character Sheet together with his pawn. Lady Columbine chooses instead the Crow's Nest, whereas Hellequin places himself at the Pumps. Both take their respective markers and place them on their Character Sheets together with their pawns.

Pantalion and Brighell decide to remain on the Deck and therefore place their pawns on the Boat.

Finally Doc Pestilence decides to take care of the Charts and he takes the corresponding marker to place it on his Character Sheet together with his pawn.



During the Phase 2. **Crow's Nest** Lady Columbine acts, as she is on the Crow's Nest. She flips the card in the Ring I of the East Ditch, revealing an invalid card (West Ditch). The card displays also the Infected result in the Search box. Therefore she decides to gain 1 Stress to flip another card. She flips the card in the Ring I of the South Ditch. Once more the card is invalid (North Ditch).

The Phase 3. **Charts** is then resolved. Doc Pestilence has the Charts marker. He decides to swap the card just revealed to the South with the unrevealed card in the Ring I of the North Ditch. Now there is to the North a card valid for Movement.

The Phase 4. **Helm** is then resolved. Captain Terror is at the Helm. He performs a Movement towards the valid position moving the Group marker to the revealed card. At this point he decides to gain 1 Stress to perform another Movement. There are no other valid card, so he decides to Blindly Navigate. He flips the card in the Ring II of the North Ditch and is lucky: the card is valid (North Ditch)! He therefore moves the Group marker.

This being the first turn of the Escape by Boat, there are no Goliath next to the Boat, therefore nothing happens during the **Phase 5. Deck.**





During the Phase **6. Infected Entrance**, 8 Infected are drawn from the Abyss: 10 Infected +2 for the Infected result of the Search box -2 Characters on the Deck -2 Survivors rescued on Doc Pestilence's Character Sheet. The Infected drawn are:

*Vermin* – Brighell gains 1 Stress

*Incubus* – Doc Pestilence gains 1 Stress

*Goliath* - 1 Barricade is moved to the Dump and the Goliath is placed next to the Boat

*Goliath* – 1 other Barricade is moved to the Dump and this Goliath is also placed next to the Boat

*Moloch* – 2 Barricades are moved to the Dump

*Paranoia* – the Paranoia cube is placed on the Stress marker of Captain Terror, who may no longer voluntarily gain Stress until the end of the Escape by Boat.

*Survivor* – the cube has no effect and is returned to the game box.

*Vermin* - Doc Pestilence chooses to sacrifice 1 Survivor to cancel the accumulation of 1 Stress by a Character on the Deck.

The Phase **7. Pumps** is then resolved, its marker being on Hellequin's Character Sheet. There are 4 Barricades in the Dump. Hellequin takes 2 of them and places them again next to the Boat. He then decides not to gain Stress and ends the Phase.

The first turn is over, a new one starts immediately from the Phase **1. Positioning of the Characters**.


## AIRSHIP



*St Mark's Campanile, which towers above the city, is the best spot to attempt to contact someone on the mainland. However, even if a pilot receives the message, the only location where an airship can land is between the gravestones of San Michele Island. The pilot will be there waiting for the survivors at the dawn of each day, taking off at nightfall to flee the nightmare rising from the Lagoon.*

### General points

To flee Venice by **Airship** the Group must:

- be at St Mark's Square (Location 3) – Piazza San Marco;
- perform successfully the **Contact Pilot** Special Action  ;
- move to San Michele Cemetery (Location 7)
- face the Night surviving until Dawn.

### Contact the pilot

PTo contact the pilot, Captain Terror must perform the **Contact Pilot** Special Action in St Mark's Square (Location 3). When he performs this Action, he draws a Nightmare card, looking at the result of the Search box:



*Item:* he contacts the Pilot



*Survivor:* he finds 1 Survivor



*Infected:* he gains 1 Stress and finds 1 Survivor or 1 Item

If he contacts the **Airship** Pilot, from this moment on it's possible to flee by moving to San Michele Cemetery (Location 7) and surviving the Night. The **Contact Pilot** Special Action can be performed any number of times during the Day, but if the Pilot is not contacted by the end of the Day, it will be impossible to flee by **Airship**. Face the Night as usual in St Mark's Square (Location 3).

### Preparation

When you're about to face the Night in San Michele Cemetery, place the Cemetery tile on the Refuge and follow the general rules.

On no account may **Fortifications** be placed on the Refuge, but **Obstacles** may be removed (for example, with the **Exploration** Ability of Lady Columbine).



### Night Sequence of Play

For the Airship Finale, use the following Night Sequence of Play:

#### **1. Use of Items**

As in the general rules.

#### **2. Infected Entrance (not during the Dawn Hour)**

The Infected follow the general rules.

Use the Bosses indicated on the Ticket of the third Day, according to the level of difficulty of your game.

#### **3. Boss & Infected Movement**

As in the general rules.

#### **4. Character Actions**

As in the general rules.

#### **5. Boss & Infected Attack**

As in the general rules.

#### **6. Advance the Hour**

As in the general rules.



### Special Rules

This special rule is in effect:

- **Pile of Corpses:** *the cemetery is full of corpses.* If you eliminate a Boss, you must drop it on the Pile of Corpses as in the general rules. *Are you ready for his return?*

### Victory Conditions

To flee by **Airship**, you simply need to survive until Dawn in San Michele Cemetery (Location 7) when the **Airship** will pick up the survivors: **victory!**

## **SAN PANTALEONE**



*San Pantaleone is the only Finale in which the Characters, instead of fleeing the city, may strike at the very heart of the Leviathan.*

### General points

To kill the Leviathan at San Pantaleone the Group must:

- find at any time the **Holy Bomb** Item of *Pantalion*;
- move to San Pantaleone (Location 12), the Location must not be Sunken;
- 3. face the Night and succeed in priming the Holy Bomb and making it blow up the rotting heart of the Leviathan.



### Preparation

When you're about to face the Night at **San Pantaleone**, place the Holy Bomb marker on the start space of the Bomb Track and follow the general rules.

You may not eliminate *Obstacles*, but you may add *Fortifications*.

### Night Sequence of Play

For the San Pantaleone Finale, use the following Night Sequence of Play:

#### **1. Use of Items**

As in the general rules.

#### **2. Infected Entrance (not during the Dawn Hour)**

Deploy +1 Infected (for a total of 4) in each Cave.

Deploy first the Doge Boss in a **random** Cave (Nightmare card) and deploy besides the Bosses indicated on the Ticket of the third Day, according to the level of difficulty of your game.

#### **3. Boss & Infected Movement**

As in the general rules.

#### **4. Character Actions**

In addition to the usual Actions, the Character may choose to perform the **Prime Bomb** Action.

#### **5. Boss & Infected Attack**

As in the general rules.

#### **6. Advance the Hour**

As in the general rules.





### Special Rules

This special rule is in effect:

- **Prime the Holy Bomb:** a Character may use the **Prime Bomb** Action to advance the Holy Bomb marker 1 space on the Bomb Track with the following restrictions:

- you may not perform the **Prime Bomb** Action if there's any Boss/Infected in the Barricade boxes of the Ditch where the Character is;
  - a Character may not advance the marker more than 1 space per Hour;
  - the Holy Bomb marker may not be moved beyond the current Hour of the Night;
  - a Character gains an amount of Stress equal to the number indicated in the space to which he has moved the marker;
  - if the Holy Bomb marker is moved to a space of an Hour already past, the Character gains +1 Stress.
- If the Holy Bomb marker arrives at the last space, the Holy Bomb is primed!

### Victory Conditions

To eliminate the Leviathan, you need to prime the Holy Bomb (see above **Prime the Holy Bomb**).

If, at the end of the Night, even only one Character survives, the Players have killed the Leviathan: *victory!*

It's the beginning of the Phase **4. Character Actions** of the second Hour of the Night. During the first Hour of the Night, the Holy Bomb marker was moved only one space.



Captain Terror decides to **Fire** at the space containing the 3 Incubus and eliminates them, after that he chooses to gain 1 Stress to perform the **Prime Bomb** Action. He moves the marker to the last space of the first Hour: the space indicates 0 Stress, but as the Clock displays the second Hour, he immediately gains 1 Stress as indicated in the Special Rules.

Lady Columbine chooses to perform a **Movement** to the Refuge space of the East Ditch and then performs a **Fire** Action, accumulating 1 Stress, against the Mistress, accumulating 1 additional Stress.

Hellequin decides to perform the **Prime Bomb** Action. He moves the marker to the first space of the second Hour and immediately gains the Stress amount indicated. He is now in Terror.

Brighell uses first his Ability to push back the Incubus in the Barricade box to the Ring I, then performs a **Fire** Action with his M60 Weapon and eliminates the Moloch, the 3 Vermin and the Incubus. After that, accumulating 1 Stress, he **Fires** again with his M60 Weapon at the space where the Boss Martyr is. With the first two shots, he eliminates the Moloch and the Vermin, with the two others, he deals one Damage to the Martyr.

Pantalion performs twice the **Fire** Action (accumulating 1 Stress), eliminating the Infected in the closest Caves. Then, thanks to his Ability, he places 1 Barricade.

Doc Pestilence decides to perform the **Prime the Holy Bomb** Action. He moves the marker to the second space of the second Hour and immediately gains the amount of Stress indicated. He decides not to gain Stress to perform another Action, being too by now on the threshold of Terror.





## CREDITS



Project Concept: Matteo Santus

Art Concept: Jocularis

Game Design: Matteo Santus

Additional Game Design: Jocularis

Development: Matteo Santus

Graphics: Jocularis

Rules: Matteo Santus

Proofreading: Rodolphe Duhil, Ross Wolfe, Claudio "Jones" Padovani

Translation: Rodolphe Duhil

Production Management: Albe Pavo

Website: Thomas Busnè

Video Production: Achille Crosignani

Lead playtesters: Claudio "Jones" Padovani

Playtesters: Roberto Petrillo, Thomas Busnè, Andrea "Rino" Rossi, Niccolò Ricchio, Cristian Marazzina, Riccardo Ferri, Matteo "Yupa" Ragazzetti, Tommaso Landi, Vania Padovan, La Tana dei Goblin di Lodi, Simone Poggi, Andrea "Hide" Olgiati, Sabrina Galvani, Damiano Zazzeri, Martino Nannoni, Marco Forcati, Mauro Messaggi, "Karl" Agosti, Daniele Piatti, Diego & Bruno Garlini, Burtu, Isa Rainone, Baio.

*DEDICATO A GOMEZ*





# -CARNIVAL ZOMBIE -

## Player Aid



### NIGHT



#### Night Setup

1. **Terrains** (randomly draw for each Terrain an Obstacle/Fortification marker and a Nightmare card)
2. **Barricades** (Captain Terror places the available Barricades in the boxes around the Refuge)
3. **Characters** (place in activation order the Characters in the Refuge)
4. **Bosses** (for each Boss, draw a cube from the Abyss and compare it with the Ticket of the Day, then draw a Nightmare card)

#### Night Sequence of Play

The Night is divided into 4 Hours, each Hour consisting of the following Phases:

##### 1. Use of Items

 Items: always.  Items: only the first Hour

##### 2. Infected Entrance (not during the Dawn Hour) Randomly draw from the Abyss and place 3 Infected per Cave (Ring III)

##### 3. Boss & Infected Movement

##### 4. Characters Actions

1 Action per Character, +1 Action by accumulating 1 Stress

*Movement:* move to another Refuge space;

*Fire:* within the Weapon's Range, fire the number of Shots, each one inflicting the Damage indicated;

*Assault:* inflict an amount of Damage equal to the Assault value.

##### 5. Boss & Infected Attack

##### 6. Advance the Hour



### DAY

#### Day Setup

1. **Reshuffle the Nightmare deck**
2. **Check the Sinking of the city** (draw a Nightmare card)
3. **Draw the Event of the Day** (Nightmare card)

#### Day Sequence of Play

##### 1. Movement of the Group

1 Movement: 1 Hour

Difficult Street: +1/+2 Hours


Leaving a Sunken Location: +1 Hour

##### 2. Actions of the Characters

1 Action per Character for each remaining Hour

- *Rest:* remove 2 Stress to oneself

- *Barricades:* move 3 Barricades from the Dump to the Refuge

- *Ability:* use the  Ability;

- *Search:* draw a Nightmare card and look at the result in the Search box;

- *Revive:* revive an Incapacitated Character.



### STRESS

Stress marker in red zone: Character in Terror.

*Terror:* the Infected you make fall off the Pile of Corpses cause each Character to gain 1 Stress.

Stress marker exiting the track: Character Incapacitated.

*Incapacitated:* Character removed from the map, may not perform Actions.



### SURVIVORS

If drawn in:

- **Night Setup Phase 4. Bosses:** no Boss placed, Survivor eliminated.

- **Night Sequence of Play Phase 2. Infected Entrance:** no Infected placed, Survivor placed instead



### PARANOIA

If drawn in:

- **Night Setup Phase 4. Bosses:** no Boss placed, the Horde is there.

- **Night Sequence of Play Phase 2. Infected Entrance:** no Infected placed, Character in Paranoia.



### BOSSSES

If a Character eliminates a Boss, he may:

- remove immediately 2 Stress to a Character of his choice

OR

- have a **random** Character (Nightmare card) draw 1 Item card.