

I JUST HAVE TO OUTFRAN YOU!

STUDENT BODIES™



NO GUNS

ONE CHANCE

NO MERCY

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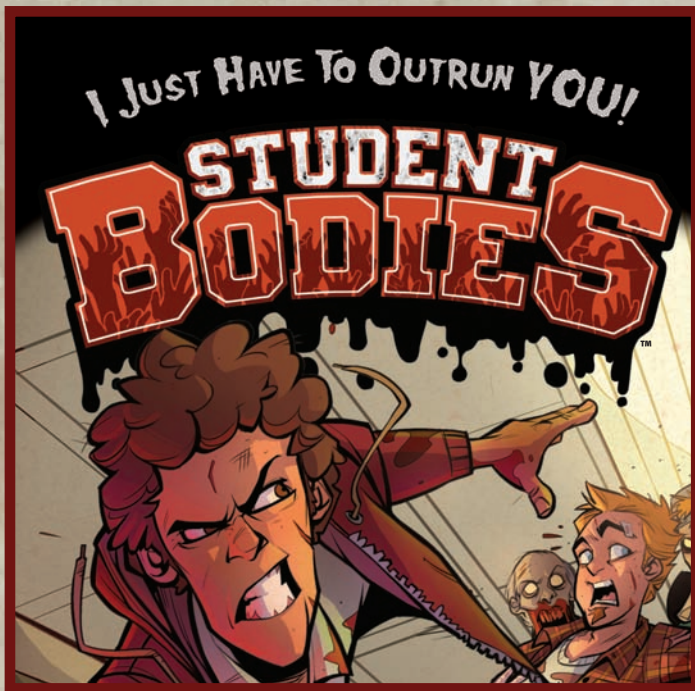
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High School totally bites.

The popular kids have turned into zombies and now YOU are running for your lives. Problem is - you've all been bitten. You can feel your humanity slowly slipping away as the zombie virus takes hold and the smell of blood leaves you hungry. No one can be trusted anymore. Not even that girl from band camp.

Your only hope is to race to the Science lab, where not only did your teacher, Mr. Campbell, accidentally cook up the zombie virus, but an antidote... before being eaten by the prom queen.

Outrun your undead classmates, beware your friends and find the anti-virus, for only the first to escape will live, locking down the school before the plague spreads beyond its halls.

Oh, and that janitor's mop? It can trip a 'friend' as easily as a zombie.

OVERVIEW

STUDENT BODIES™ is an intensely non-cooperative game for 2-4 players (with an option for a 5th player. Rules on Pg 9). The players start, bitten, at one end of a zombie-infested hallway and must run down the hall in order to find an antidote in the science lab. Only then, cured of the zombie virus, can they attempt to return the way they came, through a host of their undead classmates, to the exit.

WINNING: You win if you get to the Science lab, drink an antidote, AND get out through the Exit door alive -- **FIRST!** Once the first player gets out, they lock the doors behind them and everyone else loses. Because only one player will survive, everyone and everything else on the board -- is an enemy!

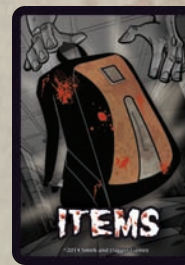
"PALE" SECONDARY WIN: If you are killed before you get an antidote, you rise as a Smart Zombie (more on Smart Zombies later). Your new goal is to kill all the other living players. Should all 'living' players be eliminated, the Smart Zombie players can cooperatively share a secondary undead win condition.

TOTAL LOSS: If all players die and no Smart Zombies survived, then nobody wins.

COMPONENTS



Main Deck
82 Cards



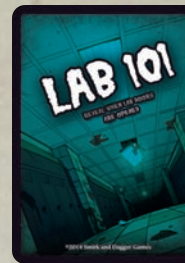
Item Deck
23 Cards



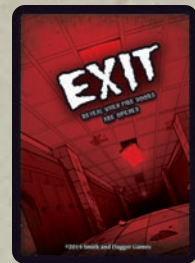
Zombie Deck
40 Cards



Hallway Set Up
14 Cards



Lab Set Up
8 Cards



Exit Set Up
7 Cards



5 Character Sheets (Smart Zombie versions on reverse side)



Stamina
30 Tokens



Health/Wound
30 Tokens



18 Zombie
Tokens with
Black Stands



5 Player
Tokens with
Color Stands



5 Player
Smart Zombie
Tokens



1 Die



5 Dead Player
Item Tokens



3 Lunch Box
Tokens



3 Bocce Ball
Tokens



18 Obstacle Tokens with
Spawn Point / Barricade
reverse sides



2 Locker Tokens with
Triple Spawn Point reverse sides



13 Beaker
Tokens



5 Antidote



1 End of Turn
Stamina Gain



2 Gain
1 Health



1 Discard
Hand



2 Knock
Down



2 Lose 1
Health



20 Corpse Tokens
(10 Items, 5 Empty, 5 Bite)



2 Door Tokens
and 2 Black Stands

3ft. Game Board

Place the Science Lab 101 door and Fire door into black stands and place them onto the unfolded game board in the center of the door spaces marked with their name.

In separate decks, shuffle the Exit Cards, Lab Cards and Hallway cards and then, without looking at the cards, place aside (1) Exit card, (1) Lab card and (2) Hallway cards at random. Put the rest of the cards from these decks back in the game box. They will not be used in this game.

Place the Lab card face down in the lab, as shown. This is not revealed until a player 'opens' the lab door.

Place the Exit card face down in the exit hall, as shown. This is not revealed until a player leaves the lab with an Antidote and 'opens' the Fire Door.

Reveal the 2 Hallway cards and orient them so that the arrows point away from each other. Populate the hallway sections with tokens as shown on the cards.


- Anywhere there is a **Zombie Icon** place a **Zombie standee**.
- Anywhere there is a **Corpse Icon** place a randomly selected **Corpse token** face down.
- Place **Obstruction** or **Spawn** tiles as shown on the card.

Place four (4) Zombies, on the Science Lab and another (4) zombies on the Exit hall. These are reserved for when those areas are revealed – and are not available in the Zombie Pool until that time.

From the 13 Beaker Tokens, place aside one (1) Antidote for every player. Then randomly select additional Beakers until you have 6 Beaker Tokens (for a 2-4 player game) or 7 Beaker Tokens (for a 5 player game). The remaining Beaker Tokens are put back into the game box unrevealed. Keep the selected tokens hidden until they are investigated by players after the Lab is entered later.

Shuffle the Main Deck and Item Deck separately and place them near the game board.

Each player selects a character and takes the corresponding Character sheet and figure and places it in front of them. Each player also takes and places the following on their card as shown:

- (3) Stamina Tokens placed on the tracker, as shown, or one token if you prefer to slide it along the track.
- (5) Health Tokens each placed  side up on the Health track, as shown
- A randomly drawn Item card to begin the game. If it is a Weapon, place it in the Weapon slot. Not all Items are Weapons.

All players draw cards from the Main Deck up to their hand size. Normal hand size is five (5) but some items may affect hand size.



SET DIFFICULTY / THE ZOMBIE DECK

Zombie Cards determine the actions taken by the zombies each turn. Separate these cards into their four respective groups, BASE cards (marked with a B) and Level 1, Level 2 and Level 3 cards.



A Level 3 card is far more deadly than a Level 1 card. Before each game, you will construct a 21 card Zombie Deck based on the number of players and the desired level of challenge. The Beginners level is shown below. **A full chart is provided, later in the rules, to increase the difficulty of the game. And, of course, you can customize it to taste.**

The Zombie Deck always starts with the 10 Base cards and then adds the following, randomly dealt from the corresponding set of Level Cards:

# of Players	Cards per Level / Beginner Mode
2	(6) Level 2 cards, (5) Level 3 cards
3	(3) Level 1, (6) Level 2, (2) Level 3
4	(4) Level 1, (6) Level 2, (1) Level 3
5	(5) Level 1, (5) Level 2, (1) Level 3

Shuffle all 21 selected cards together to form the Zombie Deck and place the remaining cards back into the box. They will not be used this game.

Place any remaining zombie standees near the game board to form the spawning pool. Any time a zombie spawns, it is taken from this pool. Any time a zombie dies, it is returned to the spawning pool. If the pool is empty when a 'Spawn' is called for, no zombie is placed. Remember, zombies placed aside in the lab and exit hall are not available until those areas are opened.

Place the remaining corpse tokens, not placed by the Hallway Set Up cards, face down and the zombie attack die near the game board, as they will be used throughout the game. You are now ready to play.

PLAYING THE GAME

Starting with the owner of the game, roll the zombie die and proceed clockwise around the table. The first player to roll a BITE will be the first player. Play will always proceed clockwise around the table from here on.

As each player begins their initial turn, before doing anything else, they will place their character token on any one of the open START spaces in front of the Fire Doors.

TURN PROGRESSION

On your turn, perform the following steps in order:

- STEP 1 – Ready Items
- STEP 2 – Zombie Actions
- STEP 3 – Player Actions
- STEP 4 – Cleanup

ITEMS / READYING ITEMS

Item Cards provide additional abilities for your character. Each player starts with one Item and may gain more Items by searching Corpse Tokens or deceased players. Items are always kept face up in front of the player for everyone to see and are never considered part of the player's hand.

When a player draws a new Item, it may be immediately readied, provided there is an open Item or Weapon slot on their character sheet. Any Items that are not readied are kept in the Backpack, the area to the left of the character sheet.

NOTE: Only one Weapon may be readied at a time - by placing it into the open Weapon slot. Other non-weapon Items may be placed in this slot, but once filled, you may not swap a Weapon into this slot until your next Ready Items Step.

READY ITEMS STEP

Each turn, during the Ready Items Step, the current player may ready up to three (3) Items by placing them into or rearranging them among the three active Item slots on their character sheet - or by simply resetting Spent Items used last turn by rotating them 180° to their proper orientation (see below).

USING AN ITEM:

- The Item must be ready.
- Pay the ability cost, if any is shown.
 - Pay the listed Stamina and indicate that the Item has been Spent by turning the card upside down, 180°.
 - And/or Trash (🗑️) the item by discarding it.
- NOTE:** Abilities requiring a player to Trash an item may be used even if the item is Spent.
- If no ability cost is shown, simply Spend the Item by turning it 180°.

Additionally, some items have multiple abilities and/or timing for use:

- Item abilities labeled "Actions" may only be used on your turn.
- Item abilities labeled "Reactions" can be used when the Trigger condition is met.
- Item abilities labeled "Fast Actions" may be used at any time.



WEAPON



Fast Action ITEM

Weapon Attacks may be defended against.

ZOMBIE ACTIONS STEP

Zombies spawn and take actions during the Zombie Actions Step of each player's turn. The current player reveals the top card of the Zombie Deck to determine what the Zombies do this turn – and, importantly, that player will also decide the Zombie's action if there is an option.

ZOMBIE DECK:

The Zombies will do the following actions for each icon on the Zombie Card:



: ALL ZOMBIES TAKE AN ACTION

The current player must activate EVERY zombie on the board. Start with the zombie closest to a player's figure first, even if this is you. The current player will decide which to activate first when there are multiple options, but always activate zombies from closest to farthest away from the nearest player. The activated Zombie will perform one action for each icon on the card following the Zombie Action Priority.

ZOMBIE ACTION PRIORITY:

If the Zombie is...	Then the Zombie will....
Knocked Down	Stand Up
Adjacent to one or more players	Attack an adjacent player of the current player's choice
Not adjacent to a player	Move closer to the nearest player, ties decided by current player
Can't move closer to a player	Move laterally or stand still, current player's choice

Terms:

Knocked Down: A Knocked Down zombie cannot attack, so their first action is always to Stand Up.

Adjacent: Any two hex spaces sharing a side are adjacent.

Occupied/Unoccupied: If a zombie or character figure is in a space, it is Occupied. Figures may not move into Occupied spaces.

Nearest Player: If a zombie is equidistant from two or more players, the current player may choose which player the zombie moves towards. Likewise, if the zombie is adjacent to more than one player, the current player decides who is attacked.

Can't Move Closer: If a zombie's only available adjacent space would make them move away from the nearest player, that zombie does not move at all.

Lateral Move: If moving would neither bring the zombie closer, nor farther away, the current player may move that zombie laterally. This lateral movement may end up opening a pathway for that player to exploit when they begin their Player Action Step.

NOTE: Zombies need two actions to move onto Obstacles and so generally must move around them.



: ZOMBIE SPAWN

The current player chooses any unoccupied spawn point and places a zombie figure in that space. THEN, the spawned zombie will immediately take one action according to the Zombie Action Priority. If there are no zombies in the spawning pool, no zombies spawn.

ZOMBIE ATTACKS:

When a zombie attacks a player, note whether the player is currently **Standing** or **Knocked Down**. If attacking a Standing player, roll the Zombie Attack Die for the result:



Miss – Nothing happens.



Bite – Attacked player is Wounded. Flip one Health Token to the Wounded side.



Knockdown – The player is Knocked Down. Place the player's figure on its side.

When a zombie attacks a Knocked Down player, a die roll is not required. Instead, the zombie automatically BITES the player, causing one Wound (flip a Health token to the Wounded side).

Zombie attacks may be defended through the use of Items or cards in your hand.

In addition to being activated by Zombie Cards, zombies will also attack players who move adjacent to them (see Player Actions / Movement).

PLAYER ACTION STEP

Players may perform any number of actions during their Action Step, so long as they have enough Stamina and other resources to pay for them. Each action must be resolved before any additional actions can be performed.

Actions include:

- Use a readied Item Card (discussed previously)
- Movement
- Search a Corpse Token or Beaker Token
- Play a Student Bodies Card
- Open a door (see opening doors)

MOVEMENT

Movement allows a player to travel from one hex space into an adjacent hex, in any direction. There are two types of movements:

MOVE – A player may move one space for each (1) Stamina he or she spends. Additional movement may also come from cards or items the player possesses. Movement will provoke an attack from ALL Zombies adjacent to the new space entered. (See Zombie Attacks)

RUSH – A special defensive type of movement gained by cards or Items a player possesses. When a player Rushes, he or she CANNOT be attacked by adjacent Enemies (yes, this includes other players).

Restrictions

OCCUPIED SPACES: Players may not move into or through any spaces occupied by other players or zombies.

INTERRUPTED ACTIONS: All Actions, including movement, may be interrupted by other players playing a Reaction Card or by Zombie Attacks. If you're Knocked Down in the middle of an action, that particular action ends in your current space. If you have more Stamina, you may still take other actions afterward. (Start with standing up!) Example: Emily pays 2 stamina to play "Mad Dash" granting her 4 moves. On her second move, she is attacked by a zombie. Bill rolls the Zombie Attack Die for the zombie and rolls 'Knock down'. She has no defense cards, so the attack succeeds. Emily is knocked down and loses the rest of her "Mad Dash" movement. If she had played a 'Block' defense card, she could have continued her full movement.

Example of Zombie Move



It's Emily's Turn.

During the Zombie Actions Step, she draws a Zombie card that gives all Zombies one Action.

Emily, as the current player, may exert a significant amount of control over the zombies on her turn, so long as she remains true to the Zombie Action Priority list.

Always starting by choosing a zombie closest to a player, she starts with Zombie Tiffany. According to the Priority List, Tiffany, being adjacent to one or more players, must attack.

But because it is her Turn, Emily can decide if Tiffany will roll the attack die against Kenny or Abigail.



Emily must give an Action to all zombies, so she chooses Chad next.

Chad is not adjacent to a player, so he must move towards the nearest player.

Chad is one space away from both Emily and Abigail. It is legal to move Chad to Space A, B or C, because those moves bring him closer to the nearest (or equally nearest) player.

Luckily, Emily is the current player, so she may choose for Chad and will choose to move him as far as she can from herself.



Emily has created an open path for herself so she will be able to move forward without drawing a zombie attack, while Abigail becomes surrounded by undead.

Johnny must now move. He is two spaces away from Emily and only one away from Abigail, so there is no choice. Johnny must move towards the nearest player to Space D, adjacent to Abigail.

Not a good day for Abigail. Of course, on her Turn, she will likely create the same type of trouble for Emily, if she can.

Example of Movement Drawing Zombie Attacks & The RUSH Ability



Imagine a slightly different situation.

It is now time for the Player Action Step of Emily's Turn.

Emily would like to move forward.

She may Spend 1 Stamina to move into Space A and another to move into Space B - but she is concerned.

Spaces A & B are adjacent to not one, but two zombies. Should she advance into those two spaces, she would be attacked by both zombies twice, provoking 2 attacks in 'A' and another 2 attacks in 'B'.



Happily, Emily is prepared.

She pays 1 Stamina and plays "CHARGE," a card that allows her to RUSH 2.

The RUSH ability allows her to prevent all attacks she might otherwise provoke, for that movement alone, and she can now move safely forward two spaces without being attacked at all.

If she had instead been only able to RUSH 1, her move into Space A would have been protected, but she would have provoked two attacks with a standard move into Space B.



PLAYER ACTION STEP (continued)

PUSH / SWITCHING PLACES: Switching places or being pushed is not considered movement. Zombies will not attack players who are moved as a result of a switch or push. Players have the option to play a Response Card triggered by the push or switch.

OBSTACLES: Obstacles are piles of debris scattered around the school. During set up, you may be directed to fill certain hexes with Obstacle tokens that completely fill the hex.

- Each Obstacle Space requires two (2) movement points to enter or move through using a MOVE or RUSH.
- Moving off of an obstacle to an empty space is a regular move requiring only one (1) movement point.
- Since pushing and switching places is not considered actual movement, players and zombies may be pushed or switched onto obstacles.

STANDING UP: If a player is knocked down, standing up costs one (1) Stamina. Standing up is not considered movement and does NOT provoke Zombie Attacks.

CHECKING CORPSES AND BEAKERS

Corpses very often have Items. Checking one is the most likely way to get an Item. But be careful, some are more UNDEAD than dead and may attack. Beakers, found in the Lab, are the only place to find an antidote, and therefore a very important objective for the players. There's one antidote for every player – but not all beakers are antidotes, so good luck.

If a player ends their Action (a Move or other Action) in a hex space containing a Corpse token or Beaker token, he or she may check the token as a FREE Action. To check, you simply state that you are checking the token and flip it over, immediately applying all effects and removing the token from the board.

NOTE: You may not pause mid-action to check a token. You must end your current Action on the space containing the token.

CORPSE RESULTS



Item Found! Draw an Item card.



Nothing happens.



The zombie corpse BITES the player. The player may defend.

BEAKER RESULTS

The player is cured of the zombie infection!



Gain 1 Stamina at the *end of your turn*. This cannot be defended.

Healing! Flip a Wound back to the Plus side.



Discard your hand. This cannot be defended.

Poison! Flip a Health to the Wound side. This cannot be defended.



The player is knocked down. This cannot be defended.

Note: Once a player has found an antidote they may no longer check Beaker Tokens.

STACKED TOKENS

Sometimes through the course of play, a hex space will contain more than one token in a stack. When a player searches, they must check the top token of the stack first. Oftentimes, this happens when a zombie is killed in a space and generates a new Corpse token, which stacks on any existing tokens in that space.

Movement Summary	
Stand Up	1 Stamina, but not "Movement"
Move into Empty Space	1 Movement Point
Move into Obstacle	2 Movement Points
Move into Occupied Space	Not Allowed
Push / Switch Places	Not "Movement", does not provoke zombie attacks
MOVE	Provokes zombie attacks
RUSH	Prevents zombie attacks this movement
Search a Corpse	0 Stamina
Check a Beaker	0 Stamina
Open a Door	0 Stamina

PLAYING STUDENT BODIES CARDS

All players begin the game with 5 Student Bodies cards in their hand, which is the default hand size. The number of cards you have in hand at any moment of the game will fluctuate up and down as you play or gain cards. Hand size is checked only during the Cleanup Step every turn, discarding down or drawing up to your current hand size (See Clean Up).

There are three types of player cards, Action Cards, Fast Action Cards and Reaction Cards.

ACTION CARDS

- Action Cards can only be used by a player on their turn.
- To play the card, the Stamina cost must be paid. This cost is shown in the upper right hand corner of the card: 0, 1 or 2 Stamina.
- Action cards with an ATTACK icon are Attacks. If played against another player, that player may defend.



Attack Icon

ACTION Card Label



Stamina Cost

Card Ability

FAST ACTION and REACTION CARDS

- Reactions and Fast Actions may be used at any time, even during another player's turn.
- Reactions may be used at any time the Trigger event listed on the card occurs.
- Fast Actions can be used at any time, at a player's discretion, provided all conditions are met if any.
- Cards with a DEFENSE icon are used to defend an Enemy Attack.
- Cards with an ATTACK icon are Attacks.
- A card may be BOTH an attack and a defense. Defending against the attack portion does not prevent the Defensive portion of the card.



Smart Zombie Window

Some Student Bodies cards have a separate text box marked with a zombie hand. Ignore this portion of the card if you are a living player. If, however, you become a Smart Zombie (see Smart Zombies), you may choose to play the enhanced Smart Zombie ability listed. They are optimized for the recently deceased. If a Stamina cost is listed in the text box, it replaces the Stamina cost shown in the upper right corner. Otherwise, the cost is the same as the standard use for the card.

ATTACKING ENEMIES - ZOMBIES AND PLAYERS

We'll say it again. Anyone who isn't you is an **Enemy**. So you can target both players and zombies with your Attack cards and Item cards.

Attacking a Player is like attacking anything else – except that a player may play Defense Actions in reaction to your attack. A Bash to a player will cause 1 Wound, flipping over a Health token to the wounded side.

Attacking a Zombie (non-player)- Zombies can't defend themselves. Whenever a zombie is Pushed, Knocked Down, or Bashed, the attack is automatically successful. Zombies only have 1 hit point. When they are Bashed, they are dead. The zombie standee is returned to the spawning pool and replaced with a Corpse token selected at random and placed face down in the hex space the zombie occupied. If other tokens (Corpse, Beaker, Student) are in that space already, place new tokens on top of them in a stack. Players searching this space must search the tokens from top to bottom.

Attacking a Smart Zombie (player zombie) is like attacking a living player. He or she may play Defense cards in reaction. And one Bash won't be enough.

NOTE: Players cannot use Attacks (Items or Cards bearing an ATTACK icon) if they are knocked down. A player must be standing to attack.

CLEAN UP STEP

Once a player has taken all the actions they can or wish to, they may declare their turn over and enter the Clean Up Step.

The **current player** may discard any number of cards from his or her hand. Then, **ALL** players draw back up to their hand size, of 5 cards. This is critical as players may have used important Defense cards on other players' turns. Only the current player may discard before drawing their hand up, however.

The current player then resets his or her stamina to 3 on the tracker. The turn is over. Play passes to the player sitting clockwise.

PLAYER DEATH & SMART ZOMBIES

If, at the end of any turn, a player has no Health Tokens, or a player has taken damage and cannot flip another health token to the wound side, he or she is dead. But since you all started the game infected, the game may not be over for them.

If the player who died...

- **Found an Antidote!** Good news - the antidote prevents you from turning into a zombie. The bad news - your figure is removed from the board and you are out of the game.

Leave all Items next to the player's character sheet. Put the Player Corpse marker that matches that character in space the player died in. A visiting, living player may use a **FREE** action to take any one Item from their stack of cards, as though checking any other corpse - but only one per Turn.

PLAYER DEATH & SMART ZOMBIES (continued)

If the player who died...

- **Has NOT found an Antidote.** The bad news - you are Knocked Down and join the ranks of the undead. The good news - you will play the rest of the game as a **Smart Zombie!** (see next section for rules) There can be more than one Smart Zombie created in this way.

- **Was a Smart Zombie.** Unfortunately, the other player makes sure that you stay dead this time. Your figure is removed from the board, replaced with a corpse token matching that character, and you are out of the game.

PLAYING A SMART ZOMBIE

A player who becomes a Smart Zombie has a new objective to win the game: kill all the other living players. If only zombies and Smart Zombies remain, then the Smart Zombies win.

When a player becomes a Smart Zombie...



- Flip their Character Sheet over to the Smart Zombie side.
- Their standee is replaced by their Smart Zombie version and is placed in the space they died in, knocked down.
- Smart Zombies can't use items but they hold on to them until they die (again), at which time their corpse can be looted by living players.
- They must discard their hand but may draw cards normally at the end of each turn.
- They gain two (2) Health Tokens and can gain more by using cards like Second Wind.
- New Smart Zombies may not be attacked on the turn they were turned.

SMART ZOMBIE STANDARD ACTIONS

Like any player, Smart Zombies can use Stamina for playing cards or to move like other players. In addition, Smart Zombies may use Stamina as follows:

- Pay 1 Stamina to attack an adjacent standing player using the Zombie Attack Die.
- Pay 1 Stamina to BITE an adjacent knocked down player, who loses one Health.
- Pay 1 Stamina to switch places with any non-player zombie.

SMART ZOMBIE PLAYERS...

- Do not draw a Zombie card during the Zombie Action Step on their turn. The Zombie Step is skipped on a Smart Zombie turn.
- Can play cards and use Stamina as normal in the Player Action step. Yes, Smart Zombies can Mad Dash and Block! They also may play the Smart Zombie text box of the cards.
- Can gain Health Tokens as usual up to a max of 5.
- Are NOT affected by cards that only affects non-player zombies. For example, the "Stupid Zombies" card does not work on Smart Zombies.
- Smart Zombies can not open doors, check corpses, or check beakers.

In addition:

- During the Zombie Action Step, if the Zombie Card gives all zombies one or more actions, the Smart Zombies gains the same number of actions to be taken before the non-player zombies go. These actions are limited to standing up, moving, or any **Smart Zombie Standard Action (listed prior)**– but they may choose how to use those actions, not the current player. They do not need to follow the zombie action priority list.
- Non-player zombies ignore Smart Zombies and will never attack them.

OPENING THE SCIENCE LAB



When a player is adjacent to the Lab 101 Door, that player may open the door as a free action, for 0 Stamina. What awaits you in the Science Lab is revealed! Game play is paused for the following steps:

Flip over the Lab 101 card, match it up with the board and populate the Lab as indicated on the card.

- Place the 4 zombies reserved for the Lab on the ZOMBIE ICON spaces.
- Randomly place the 6 BEAKER tokens face down onto any spaces marked with a BEAKER ICON. If playing with 5 players, place a 7th beaker on the space marked 5th (player).
- Place corpses and Obstacles as shown.

Remove the door token from the board and continue your turn.



OPENING THE FIRE DOORS

When a player, who has already exited the Science Lab with an Antidote, is adjacent to the Fire Doors, that player may open the door as a FREE action, for 0 Stamina. Your final challenge is revealed! Game play is paused for the following steps:

Flip over the EXIT card, match it up with the board and populate the Exit Hall as indicated on the card.

- Place the zombies reserved for the Exit on the ZOMBIE ICON spaces. Any extra are released into the Zombie Pool.
- Place corpses and Obstacles as shown.



Remove the door token from the board and continue your turn.

WINNING THE GAME

The first player to drink an Antidote and make it through one of the EXIT doors and off the board - alive, wins the game.

The Smart Zombie(s) win if no living players escape AND only zombies remain.

FIVE PLAYER GAME

Student Bodies is optimized for 2-4 players. Adding a fifth player can make for just longer of a game than we wanted with a bit more time between your turns, but you will still have a blast. Just set the zombie deck as shown in the chart below.

ENHANCING & CUSTOMIZING YOUR GAME

A great feature of Student Bodies is the degree of customization you can add to keep every play fresh and challenging.

Adjusting the Difficulty:

Your last game too much of a cakewalk? No problem. You can up the difficulty with ease, simply by adjusting the make up of the Zombie Deck.

# of Players	Easy 'Day of the Dead'	Intermediate 'Walking Dead'	Really Damn Hard 'World War Z'
2	(6) Level 2 cards (5) Level 3 cards	(5) Level 2 cards (6) Level 3 cards	(3) Level 2 cards (8) Level 3 cards
3	(3) Level 1 (6) Level 2 (2) Level 3	(2) Level 1 (5) Level 2 (4) Level 3	(4) Level 2 (7) Level 3
4	(4) Level 1 (6) Level 2 (1) Level 3	(3) Level 1 (5) Level 2 (3) Level 3	(6) Level 2 (5) Level 3
5	(5) Level 1 (5) Level 2 (1) Level 3	(4) Level 1 (6) Level 2 (1) Level 3	(7) Level 2 (4) Level 3

And, of course, you may set it any way you see fit, above and beyond the chart shown here.

Create your own Hall, Lab and Exit cards.

Don't be limited by our crafty configurations – create your own! And look for additional content for the game in the future, including blood slicks, fire tiles and more.

FAQ

Can I have more than one corpse on a space or have a corpse on a beaker token? Yes, pile em up! Players must search the top token before they can search the next one.

Can I use a card on a smart zombie that says zombies but not players? No, the card must still say "player". Smart zombies are not fooled by your "Stupid Zombie" tricks.

As a smart zombie, can I attack other zombies? Yes. But why would you want to? Well, if the zombie spawning pool is empty and your best chance at stopping a player from winning is spawning a zombie in another location, you may need to kill one to fill the pool. Heck, you can kill other Smart Zombies too – but there's no point unless you want to be the sole victor.

Can I steal an antidote from another player with YOINK? No, you drank the contents of the beaker when you revealed it.

I used a card that gave me a stamina on someone else's turn, what happens? You keep that stamina for use on your turn.

Can I use a "Pay Back" and "Block" in reaction to the same attack? You would Block the attack first then you would use Pay Back as a fast action.

Can I play defensive attack cards to interrupt/stop other players' movements? Of course! But if a player RUSHes past you, they cannot be attacked.

Can I clothesline a player or zombie that was pushed or switched into an adjacent space? Can I Clothesline a zombie that spawned next to me? Yes, they entered the space.

Can I use a "Bag o Dice" or some other item to interrupt a player attacking me? If a player or zombie has already attacked you, it is too late. The action must be resolved.

We ran out of corpse tokens, what now? All used corpse tiles are flipped back over face down and shuffled up.

One of the card decks ran out, what now? Any time a deck runs out of cards, shuffle the discard pile.

I'm a smart zombie, are regular zombies still considered enemies to me? Yes. They still count as enemies even though they are ignoring you.

The Zombie Card gave the zombies two actions each. A zombie adjacent to me attacks for his first action and I play Duck N Roll or Juke, which not only defends the attack – but also moves my character. Does that zombie still attack me twice?

The zombie still has a second action, either a second attack if you (or another player) are still adjacent or it will move towards you.

In addition, the movement gained by Duck N Roll is still a trigger for zombie attacks if you moved adjacent to them with your move – even if they have already 'acted' this phase. Juke, however, does not cause that problem because switching and RUSHing do not trigger zombie attacks.



: ALL ZOMBIES
TAKE AN ACTION



: ZOMBIE SPAWNS
& Takes an Action

Zombie Action Priority

If the Zombie is...	Then the Zombie will....
Knocked Down	Stand Up
Adjacent to one or more players	Attack an adjacent player of the current player's choice
Not adjacent to a player	Move closer to the nearest player, ties decided by current player
Can't move closer to a player	Move laterally or stand still, current player's choice



Miss – Nothing happens.



Bite – Attacked player is Wounded.
Flip one Health Token to the Wounded side.



Knockdown – The player is Knocked Down.
Place the player's figure on its side. You can't attack and zombies automatically BITE you when they attack you.

Card Icons



Stamina – Used to pay for actions and cards.



Attack – These may be defended by players.



Defense – Verify your Defense is against the particular attack type, i.e. Bash, Knock Down.



Smart Zombie Abilities, which can only be used by Smart Zombies. If a cost is listed, it replaces the normal Stamina cost.



Trash – Discard the Item to activate the ability.
NOTE: Abilities requiring a player to Trash an item may be used even if the item is Spent.

ACTIONS may only be used on your turn.

REACTIONS can be used when the Trigger condition is met.

FAST ACTIONS may be used at any time.

RUSH - Prevents attacks for this move.

BASH - Kills a non-player zombie or causes one wound to player.

ENEMY - Anyone or anything who isn't you.

Player Movement / Costs

Movement Summary	
Stand Up	1 Stamina, but not "Movement"
Move into Empty Space	1 Movement Point
Move into Obstacle	2 Movement Points
Move into Occupied Space	Not Allowed
Push / Switch Places	Not "Movement", does not provoke zombie attacks
MOVE	Provokes zombie attacks
RUSH	Prevents attacks for this move
Search a Corpse	0 Stamina
Check a Beaker	0 Stamina
Open a Door	0 Stamina

Adjacent: Any two hex spaces sharing a side are adjacent.

Occupied/Unoccupied: If a zombie or character figure is in a space, it is Occupied. Figures may not move into Occupied spaces.

Frequently forgotten rules:

- When a zombie spawns, it always takes an action.
- Must finish an action before starting a new action (i.e. can't Mad Dash over a corpse and grab it on the way back).
- Players may not attack when prone. (No you can't use Payback and Clothesline from the ground. You can play Back Off to defend, but you will not push the enemy.)
- No figure can pass through or end its action on the same space as any other figure.

Setting the Zombie Deck:

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STUDENT BODIES

ITEM# S&D 0061

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