

# HOME PRINTING

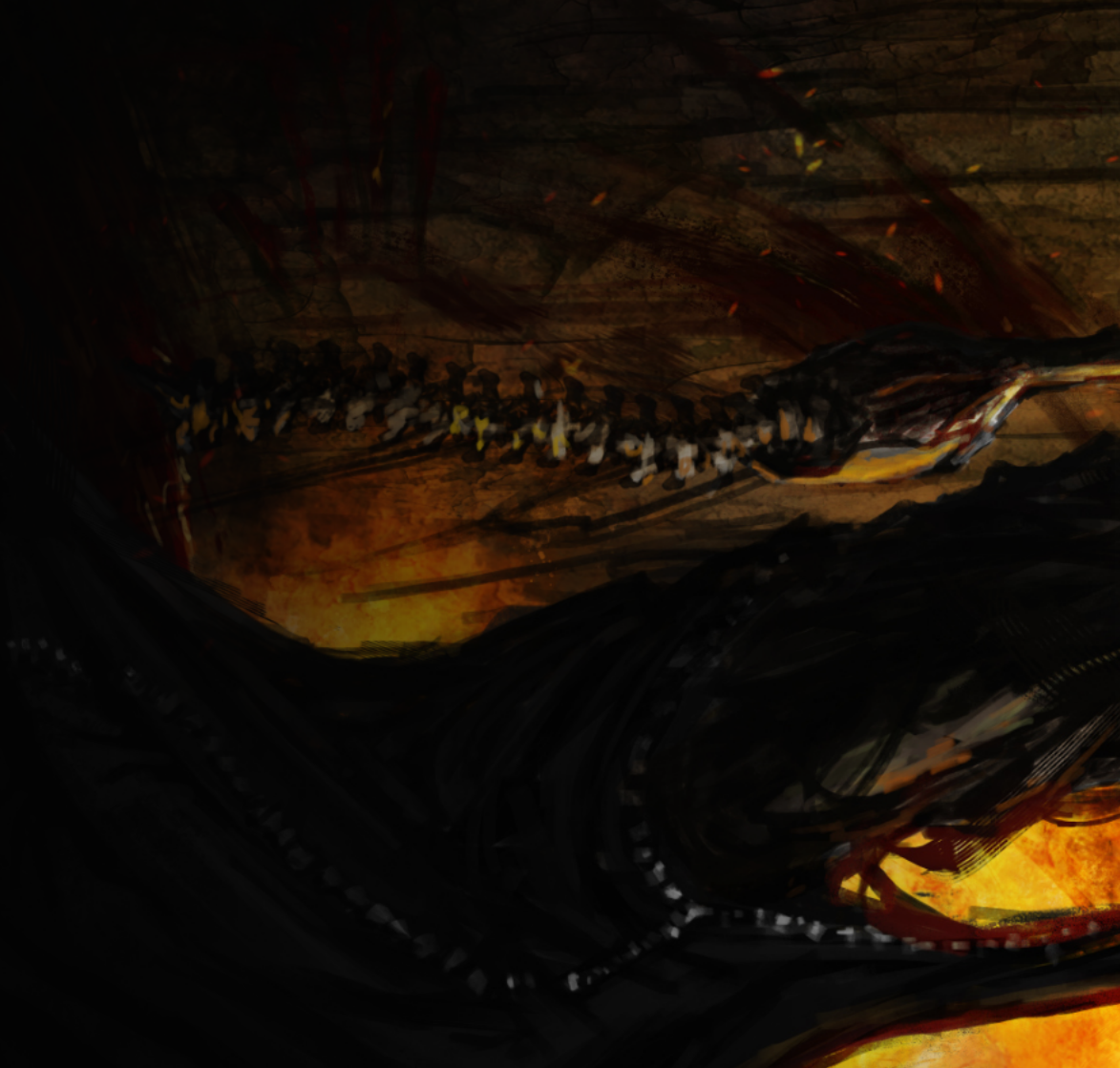
If you are home printing then all you actually need are pages four and five. Print them out and place them next to each other as shown below. The pages are A5 (zine) sized. You could of course print them at a larger size if you want.

(The other pages go on the opposite side to make the printed play mat look good as it folds in the middle and has the big zombie dude on the outside...aaargh brains!)

Printing for personal home, non-commercial use is allowed.

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# ZILGH!™

SOLO ZOMBIE SURVIVAL GAME

GAME MAT



## NOISE GENERATED CARDS

Keep any  cards and deal with them next.  
Replace all other card types in the main deck.

GENERATED CARD 1


GENERATED CARD 2




GENERATED CARD 3

IF YOU HAVE TO PUT DOWN FOUR CARDS  
OR MORE THEN YOU SHOULD LINE THE  
EXTRAS UP UNDERNEATH THE ABOVE.  
START ON TOP OF THIS NOTICE.

RESOLVE CARDS IN ORDER - LEFT TO RIGHT

## LOCATION GENERATED CARDS





-  **cards:** fight as required. If using **loud** items to deal with the creatures, resolve those extra cards (generated by the loud item), before dealing with the next location cards. (See noise note above)

-  **cards:** gain the item and see the location card for any extras gained.
-  **cards:** deal with them as required.
-  **cards:** ignore these cards. (You can't encounter a location within a location!)

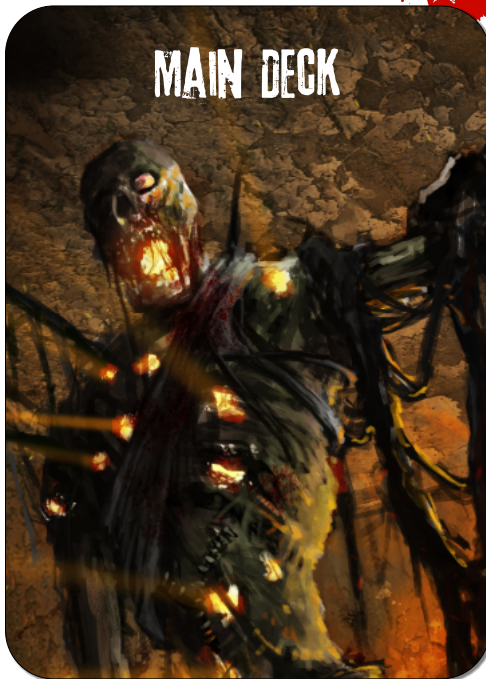
YOU ONLY GET DAY CARD ITEMS AFTER  
RESOLVING GENERATED CARDS (IF ANY)

## DAY CARD

### DAY CARD AFTERWARDS

-  **card**: shuffle it back into the main deck.
- ,  or  **card**: discard it

## MAIN DECK







### KEY RULE

**Specific beats general.** When a card instruction contradicts a general rule, (even on this play mat) use the card details.

## DISCARD

### GAME TURN SEQUENCE

1. Draw the *day card* from the main deck
2. Resolve the card, *most likely actions being*:
  -  keep
  -  encounter
  -  explore
  -  fight
3. Reshuffle/discard as appropriate
4. Heal
5. Eat
6. Advance day counter
7. Turn ends – start over