

RELENTLESS

The Card Game of Non-Stop Zombie Carnage
And lots and lots of Shooting

Overview

Relentless is a 2 (or more) player card game simulating a zombie uprising in the remote rural town of Pittsville, AZ. There will be a lot of shooting.

Winning the Game

Both sides have different Victory Conditions. As soon as one side completes theirs, the game ends immediately.

Human - Repair the Broken Down Jeep

The Human Player must find and play all 7 Jeep Parts cards. If he does, he wins and may shout "Woo-hoo, take that you zombie scum!"

Zombie - Close Off All Three Escape Routes

The Zombie Player must close off all three Escape Routes by filling them with six zombies each. If it does, it wins the game and may eat the Human Player.

Title



Effect

Chatter

Cards

Each card is composed of the following sections:

Title - The title

Effect - The function of the card. Most Effects include a number of *keywords* that define the specific results of playing the card (see below). If a rule on a card conflicts with anything printed in these instructions, the card wins. Go card!

Chatter - Flavor text that has no effect on gameplay but that we think sounds pretty clever. It is recommended to read the Chatter text when playing each card. Try it. You'll like it.

Keywords - Human

Area Damage: Apply leftover Hits to lead zombie in any adjacent Route.

Barricade: Play sideways on the end of any Escape Route. No cards may be played on the Route by either side (except *Barricade Buster*).

Blowback (X): Zombie Player must discard X cards, selected at random by the Human Player.

Dead In Disarray: Zombie Player loses next Turn.

Penetrating Damage: Apply leftover Hits to next zombie in Route.

X Hits: Inflict X damage to lead zombie in any Route.

Keywords - Zombie

Dodge: For every Hit, flip the Hit/Miss flipper (or a coin) – on a Miss, ignore the Hit (no damage).

F.U.D.: Fear, Uncertainty and Doubt; Human loses one Action next turn.

Panic: Human Player loses next Turn.

Takes X Hits: When the zombie has taken this much damage (X), it is destroyed (discarded).

Keywords - General

Discard Immediately: Place card into the discard pile (discarding does not count as an additional Action).

Free Action: Card costs no Actions to play. Applies even if all regular Actions have been used, but *not* if Turn has been lost (e.g. *Panic*).

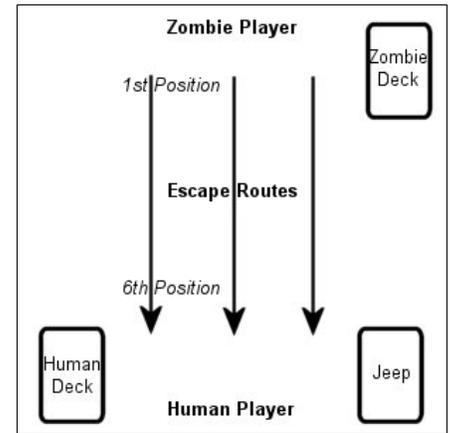
Play Area – Escape Routes

The space between the Players represents the zombie infested landscape of downtown Pittsville. There are three Escape Routes through town, each six spaces long. A zombie fills one space. The spaces in a Route are counted starting with the one closest to the Zombie (1st Position) and ending with the one closest to the Human (6th Position).

Cutting Off Routes

When all six spaces are filled with zombies (a zombie enters the 6th Position), an Escape Route is Cut Off. The lead zombie has reached the Human's position and is now threatening him directly, increasing his paranoia, limiting his movements and generally making it a lot more appealing to fix the jeep and get the heck out of there. Thus, when an Escape Route is Cut Off, the Human Player *gets one less Action every Turn*.

This effect is cumulative, meaning that when two Routes are Cut Off, the Human only gets one Action. When the third Route is cut off, the Human gets no actions, since the Zombie Player has won and has probably eaten him (see Victory Conditions).



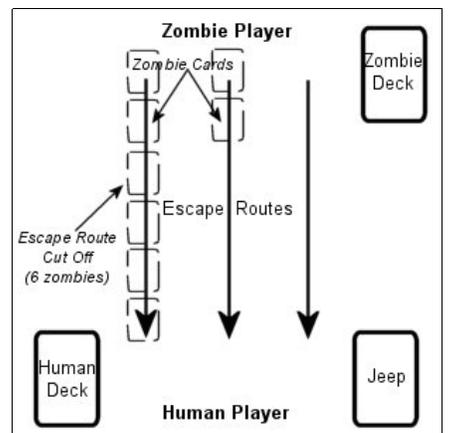
Clearing Routes

The Human can clear a Cut Off Escape Route by destroying the lead zombie (6th Position). However, lost Actions remain lost for the remainder of that Turn. The number of Actions a Human has at the start of a Turn are all she gets. This is because zombies are scary and bad and we sort of want them to win.

Setup

Perform the following steps to prepare for a game:

- Shuffle both decks and place them by their respective Players.
- The Human Player places the Broken Down Jeep in front of him.
- Each Player draws zero cards. That's right, zero. You heard us! None!
- If you don't have the Hit/Miss Flipper from the Deluxe Box Set, get a coin.



Playing the Game

The Zombie Player *always* gets the first Turn (after all, the Zompocalypse was their idea). Afterward, play alternates between the Human and Zombie. On his Turn, each Player may take three Actions. An Action consists of either *drawing* or *playing* a card. These Actions go by different names for Humans and Zombies but work the same way (see below). You may perform each Action as many times during your Turn as you wish (e.g. draw 1 and play 2, draw 2 and play 1, draw 3 and play none, etc.). There are no limits to hand size. You wanna hold 50 cards, go for it.

Zombie Actions

- **Recruit (Draw):** Take the top card from your deck. When the deck is exhausted, reshuffle and continue. Remember, you're relentless.
- **Advance (Play):** Play a new zombie into an Escape Route or play any other card that hinders the Human Player. New zombies are always played into the 1st Position of a Route, pushing all other zombies already in that Route ahead one space. This means the first zombie Advanced into an Escape Route will be the first zombie to reach the Human Player. Zombies may be Advanced into any Escape Route, as long as the Route is not already Cut Off.

Human Actions

- **Scrounge (Draw):** Take the top card from your deck. When the deck is exhausted, you're done – do *not* reshuffle. If you haven't fixed the Jeep by now, you did something terribly wrong and will probably die. Good bye.
- **Fight (Play):** Play a card that harms a zombie (usually Ammo) or

that otherwise hinders the Zombie Player. The Human has three different firearms: a 9mm pistol, a shotgun and an assault rifle, all of which require Ammo. To Fight, the Human Player plays an appropriate Ammo card, dishing out the number of Hits listed to the lead zombie in any Escape Route. If the Hits are not sufficient to destroy the zombie, place a counter on the injured Zombie to track damage and begin puckering - you may be in trouble.

- **Fix (Play):** Play a Jeep Part card on the Broken Down Jeep. Each Jeep Part lists the number of Actions required to successfully install it. If the Human Player does not have enough Actions to accomplish the Fix in a single Turn, he may *not* play the card.

Finishing the Game

Continue alternating Turns and taking Actions until one side achieves its Victory Condition (see "Winning the Game" above).

Game Variants and Deviants

After you've mastered the basics, step up the action with some of these additional modes of play. Be sure to check out our Website for tons more!

Solo

Play by yourself as a lone Human survivor against the Zombie hordes!

Zombie Turn

Draw a *single* card from the Zombie deck and take the action below, depending on the card. Unless specified, the Zombie Turn then ends.

- **Zombie:** Advance it immediately into the Escape Route that has the most zombies
- **Fast Zombie:** Advance it and draw again
- **Fresh Corpses:** Draw and resolve the next two cards
- **Blitz:** Increase the number of zombies that can be played back-to-back by 1. For example, after the first *Blitz* is played, every time a zombie is drawn, draw again and if it's another zombie, play it as well. After the second *Blitz* two additional zombies may be played in this fashion. After the third... you're in trouble.
- **Dead Arise:** Take the first zombie you find in the discard pile and Advance it
- **Barricade Buster:** Bust a Barricade in the Route that has the most zombies

Human Turn

The Human Player takes her Turn as normal, with one slight change. When she plays a card with the keyword **Blowback**, discard the top X cards directly from the Zombie Deck.

Difficulty

For a more challenging Solo game, increase the number of zombies that can be played successively (as with the *Blitz* card). For example, a Difficulty 2 game would allow two zombies to be Advanced back-to-back: after the first zombie is drawn and played, draw again and if it's another zombie Advance it as well.

Multiplayer - Team Z vs. Team H

Using these Multiplayer rules, *Relentless* may be played with three or more people. It's fun this way 'cuz there's more brains to go around. Victory Conditions and all other rules not detailed below remain the same.

- All Players choose a side (Zombie or Human) and play cooperatively with their team.
- Teams must alternate play: first a Zombie, then a Human, then a Zombie. If teams are uneven, Players on the outnumbered team must take additional Turns as appropriate.
- When an Escape Route is cut off, ALL Human Players lose an Action.
- Cards that cause a Player to lose Actions (**F.U.D.**) or to discard cards (**Blowback**) affect the next appropriate Player for the opposing team. Or, for a more strategic game, a different target (or even multiple targets) may be chosen.

Co-Op

A highly entertaining Co-op version of *Relentless* can be played using a combination of the Solo and Multiplayer rules.

- All Players are Humans, playing cooperatively.
- After every Human Turn, draw from the Zombie Deck and play according to the Solo rules above.

Additional Modes

This game is just plain beggin' to be played seven ways from Sunday. Get yourself to our Website at www.crucifixiongames.com and check out the *Relentless* pages for tons more Variants and Deviants, including alternate Victory Conditions, Multiplayer variations, story based play and more!

Credits

Artwork: Chris Caprile

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Playtest Lead: Nikki Fletcher

Playtesters: Ben Fletcher, Jacob Mahugh, Lucas Mahugh, Jim Mahugh, Thatcher Weedin, McKinnley Weedin, Alex Warren, Mike Welch, Rob Lantrip, Kim Weedin, James Dart, Mark Levad and the Camas Meadows Bible Camp Crew

Special Thanks To: God (as always)

Rockin' Kickstarter Patrons

And finally... we absolutely, positively couldn't have done it without our brave backers from the Kickstarter campaign. You guys ROCK! While many gave to bring this project to life, some gave until it hurt. They will long be remembered.

Zombie Overlords: Ricky and Brian Dang

Zombie King: Morgan Hazel

The Family That Zombies Together: Rob and Erin Lantrip, Dave and Mary Jane Magnenat, Michael Birkes, Adam DiGleria

I, Zombie: Alex Warren, Dawn and Ian Shaw, Rod Davidson, Steve Fite, James Berry

Card List

The following cards are included in the basic game. Feel free to add/remove them in whatever way your devious little minds can devise. After all, you paid for it. If you find any sweet combos that are fun to play, send 'em our way and we'll post 'em on the Web. After all, the best thing about the Zompocalypse is sharing it...

Zombie Deck (62 Total)

Barricade Buster.....	3
Big Zombie.....	8
Biggest Freakin' Zombie.....	1
Blitz.....	2
F.U.D.....	3
Fast Zombie.....	4
Fresh Corpses.....	2
Labor Shortage.....	4
Stagger and Moan.....	4
The Dead Arise.....	1
The Dead in Disarray.....	3
Zombie (Regular).....	27

Human Deck (69 Total + Broken Down Jeep)

9mm Ammo.....	27
Answered Prayer.....	1
Assault Rifle Ammo.....	4
Barricade.....	3
Caffeine.....	4
Grenade.....	1
Jeep Part, Battery.....	1
Jeep Part, Gas Can.....	1
Jeep Part, Steering Wheel.....	1
Jeep Part, Tire.....	4
Junkyard.....	1
Molotov Cocktail.....	2
Panic.....	3
Picked Clean.....	4
Shotgun Ammo.....	8
Useless Junk.....	4

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