

UNTIL DAYLIGHT



RULES BOOK

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I. SEARCH. FIGHT. SURVIVE.

Bad news: the infected have invaded the world and have devoured much of humanity.

Good news: if you're reading this book, it means you are one of the lucky survivors!

However, to see another day, you're gonna have to survive this long and tough night.

To achieve this, you'll have no choice, but to team up with other characters and cooperate, so you don't get eaten by marrow eaters.

Throughout the night you will search and exchange objects to defend yourself and keep your group alive. If you ever lose a single member of your team, it would be the end of the game. So be careful, friends. Whether you're brave or cowardly, totally crazy or super smart, don't forget: a comrade in danger means a foot in the grave for you too.

Billy

I. SEARCH, FIGHT, SURVIVE.

UNTIL DAYLIGHT is a cooperative survival card game from 3 to 6 players.

Your Goal: survive 10 waves of enemies and save at least 1 SURVIVOR.

During the game you can find and exchange objects, weapons and ammunition with other characters, build traps or barricades to protect yourself and ensure your survival as a group.

Your reflexes, your sense of strategy and your ability to survive will be tested.

Every character you may embody is unique, has its advantage and drawback that will enhance the game with strong and intense moments. Search, fight, survive will quickly become your motto. Your first games should be difficult, and you will probably die. Don't worry, it's normal, surviving the apocalypse is anything but easy. Every attempt will teach you a little more about mechanics and strategic priorities. In case of massive frustration, do not hesitate to refer to Billy's tricks.

UNTIL DAYLIGHT is a game where every action counts and where time will be very cruel. In some phases you will only have a few seconds to react before the horde falls on you.

Cooperative, the game will give you the opportunity to help your comrades in danger and allow you to request their support at the appropriate times.

To enjoy the best game experience, it is advisable to download the free **UNTIL DAYLIGHT** app on your smartphone.

If you have stayed at stone age or if your phone is in repair, you can use the hourglass provided in the box, but keep in mind that this is not the most optimal experience.

II. WHAT'S IN THE BOX?



- A 6 UNIQUE Characters Boards
- B 18 Character's Objective Cards
- C 29 Secondary Objective Cards
- D 185 Rubble Cards

- E 95 Hordes Cards
- F 1 Die of Fate
- G 6 Attack Dice
- H 12 Barricade Tokens

- I 6 Trap Tokens
- J 1 Hourglass
- K 1 Leader Token
- 1 Rulebook + 6 Play n'Craft Guides + 1 First Time Play Sheet

III. GAME SETUP

1. SETTING UP ELEMENTS.

- Separate the Character cards, Character's Objective and Basic Weapons from other cards.
- Mix the Hordes cards and have them stack on the side.
(let some space next to the hordes pile for the discard pile)
- Mix the Rubble cards and dispose them in two equal piles at the center of the table. (let some space next to the rubble cards piles for the discard pile)
- Place Traps and Barricades near the Hordes cards.
- Place the Secondary Objective cards at the center of the table.
- Place the Leader token next to the Hordes cards.

2. CHOICE OF A CHARACTER AND OBJECTIVES.

Each player rolls the 6 Attack dice. Whoever obtains the highest amount of wins. (then the next player, in a clockwise manner).

The first player chooses a character, check his damage wheel capacity and spin it to **NONE**, puts his experience wheel on 0, takes his Character's Objective cards, picks 2 random Secondary Objective cards in the Objectives pile (keeps one and discards the other), takes his basic weapon (the name of the character is written on the weapon cards).

Each character is unique and has:

- An **ADVANTAGE**
- A **DRAWBACK**
- A different number of health points.
- The possibility to store 10 rubble cards.
(except the **HAGGLER**)
- A Basic weapon.
(the name of the character is written on the card).



Then proceed to:

- Mix the remaining Basic weapons cards with the rubble cards.
- Open the **UNTIL DAYLIGHT** app on a smartphone, select the number of players and prepare to launch the first round. If you do not use the application, place the hourglass at the center of the table. (You can use the round tracker card to follow the current round number)
- Start the first round with the app or by returning the hourglass.
The player who starts first is responsible for the hourglass.

IV. GOALS & HOW TO PLAY

To win a game of **UNTIL DAYLIGHT**, all characters must survive one night (10 rounds) and save 1 **SURVIVOR**, during which they will be besieged by hordes of enemies.

You win the game if the following 3 conditions are met:

- All characters survived the 10 rounds.
- All enemies revealed in the game are eliminated.
- The group saved at least one **SURVIVOR**.

The game is immediately lost if:

- A character dies.
- No **SURVIVOR** is saved.

EXPERIENCE POINTS AND GROUP LEADER TOKEN

UNTIL DAYLIGHT is a cooperative game. However, players may disagree on which strategy to adopt. In these circumstances, the group leader decides what action will be carried out for the party.

The player with the most experience points is the group leader. Identify the leader by giving him the leader token.

To become the group leader, it is necessary to have more experience points than the current group leader. An equal number of experience points does not allow you to become the leader. You must have at least one more experience point than the current leader to become the new leader.

A player can earn experience points by:

- Finding **SYMBOL** items in the rubble cards.
- Stealing some specific rubble cards from another player.
- Eliminating **MONSTERS** in combat.
- Saving a **SURVIVOR**.
- Achieving his character Objectives, and his Secondary objective.

The count of experience points is done as soon as a player wins or loses an experience point and must be updated on the experience wheel of the character.

SYMBOL Rubble cards give 1 experience point . Although they increase the total of experience points while you have it, they each count as an inventory slot and can be exchanged, discarded or stolen (by **PICKPOCKET** cards).

IV. GOALS & HOW TO PLAY

As the leader, a character's **ADVANTAGE** is doubled as long as he remains the leader.

Example : In the fifth round, the **PSYCHO** picks up a special card that gives him an additional experience point. He now has more experience points than the current group leader.

The **PSYCHO** immediately becomes the new group leader. He then takes the leader token and his character's advantage is doubled. The **PSYCHO** now has 2 extra dice when using a melee weapon, as long as he remains the leader.

Leader's responsibilities:

- At the beginning of the game, there is no group leader.
- The group leader rolls the attack dice for the hordes.
- If there is no group leader at the beginning of the first horde wave, it is the player who first chose his character who temporarily rolls the dice of the Hordes and the Attack dice of enemies.



BILLY'S TRICK

A good leader will guide the group's overall strategy and lead you to victory. The group leader cannot impose an action on a player solely for his benefit. The leader can't stop a player from doing an action. Players are free. If Gary decides to steal Thomas's Sheriff's star to exceed the number of experience points of the group leader, he won't be able to stop him. The group leader must convince other players of the benefits of his decisions. In case of a dispute, he's the one to look upon. The group leader is not the one who eats first, it's the one who makes sure everyone has to eat.

OBJECTIVES

At the beginning of the game, players take their Character's Objective cards and choose one extra Secondary Objective (pick two, discard one). During the game, players will have the opportunity to achieve their Objectives. When a player thinks he has achieved one of his objectives, he immediately announces it to other players. If the Objective is indeed fulfilled, the player places his objective card face up near his Character's board.

The Objective is then considered to be achieved.

The player wins the number of experience points indicated on the Objective card achieved and update his experience wheel on his Character's board.



UNTIL DAYLIGHT GAME MECHANISMS

UNTIL DAYLIGHT is played in 10 rounds. Each round is divided into 2 phases:

- A Search phase.
- A Combat phase.

SEARCH PHASE (This phase is timed)

To begin the search phase, start the round in the app (a little music tells you that the round has started) or turn the hourglass.

The first character begins and may achieve one of the following actions:

- Draw a Rubble card, announce what he found and put the card in his inventory. (Each player can keep up to 10 Rubble cards (face up) next to his character.)

IMPORTANT: a player who would have more Rubble cards than the maximum authorized must immediately discard extra cards and can't do anything until this is done (he can't say "next" either). Throwing away Rubble cards does not count as an action..

IV. GOALS & HOW TO PLAY

The red Rubble cards Events  have to be played immediately and completed before being able to say «NEXT».

- **Craft** a Trap or Barricade
(if the player has the necessary Rubble cards for the craft).
- **Give** one of his Rubble cards to another player.
- **Take** one of the Rubble cards from another player, with his explicit agreement.
(Exchanges between players are always from one player to the active player, so it is not possible to take a card from a player and give it to another player with a single action)
- **Use** a Rubble card requiring an action, which triggers the effect of the card.
(Example: consuming food)
- **Do nothing.**

Once his action is done, the active player says «NEXT» to the next player who can also perform an action (draw a card etc.). The next player does the same; and so on until application music emits a gong or the hourglass is empty.

The last player who is caught playing while the search phase ends will receive the next Horde wave.

ACCUMULATE AMMUNITIONS

Every player can keep up to 10 rubble cards (except the **HAGGLER**).

A player can stock similar ammunition cards on the same inventory space.

Example: you can store gun ammo in the same place and count them as 1 slot in your inventory. However, stockpiling gun ammo and arrows would occupy 2 slots.

When a player gives some Rubble card ammo, he may give the number of ammunition cards he wishes, as long as they are of the same nature and are in the same slot.

BILLY'S TRICK

Here's a little advice for beginners: avoid wasting three hours to draw and put your Rubble card in your inventory. The other players are waiting after you in order to defend themselves against the infected.

When the application music emits a gong (or the hourglass is empty), the Search phase is over.

If the active player had already picked up a Rubble card, he keeps it. If he hadn't picked his rubble card when the gong rings (or the hourglass is empty), he can't draw a new card, life is unfair. The player interrupted at the end of the search phase will endure the next Horde wave.

The Combat phase begins immediately.

COMBAT PHASE (this phase is not timed)

The combat phase is divided into three successive parts:

- 1) **The Release of the Hordes cards.**
- 2) **The Character's Attack.**
- 3) **The Enemy's Attack.**

1) THE RELEASE OF THE HORDES CARDS

The Leader adds the number of players in the party to the current game round number. If there isn't a leader yet, the first player who chose his character will temporarily assume the leader's duty. Then, the active player (the one receiving the hordes cards) rolls the Die of Fate and add the effect. The Die of Fate can add or withdraw one infected, add or withdraw a Rubble card and add or withdraw one health point to the active player.

The hordes cards are placed face up in front of the active player in an orderly manner. The first horde card is positioned left on top of the other (see illustration below)

Example: during round 4, the leader adds 6 (number of players) + 4 (round number), which means there will be 10 Hordes cards during this phase. The Die of Fate effect heal the active player for one point. Therefore, the group pick the 10 cards and position them in the active player's area.



MANAGE THE NUMBER OF HORDES

In order to gain space in your combat area, do not hesitate to organize the horde cards by placing them one over the others. You will notice that the card's info is visible on the right. You can combine your hordes cards as long as you don't alter their release order.

BILLY'S TRICK

During the attack phase, you are not timed (by the application nor the hourglass). Do not hesitate to communicate with other players to organize your actions and the group's common strategy. I advise you to evaluate the situation once you know how many enemies you will face.

THE DIFFERENT TYPES OF HORDES

There are 3 types of Hordes cards: **RAIDERS**, **INFECTED** and **SURVIVORS**.

The **RAIDERS** are uninfected humans. They attack first during the enemies' attack phase and attack with two attack dice. Two  damages or one  damage is needed to eliminate a **RAIDER**. You must discard a card from your inventory (of your choice) for each damage that a **RAIDER** causes you. You draw a rubble card when you eliminate a **RAIDER**.

The **INFECTED** are divided into three categories. All infected are attacking at the same time.

WANDERERS. Two  damages or one  damage is needed to eliminate a **WANDERER**. They attack with 1 Attack die.

BRUTES. One  damage is needed to eliminate a **BRUTE**. They attack with two Attack dice. You draw a rubble card when you eliminate a **BRUTE**.

MONSTERS. Two  damages are needed to eliminate a **MONSTER**. You Draw 2 Rubble cards and win 1 experience point  when you eliminate a **MONSTER** (you keep the Monster card near your Character's board when you eliminate it).

The **SURVIVORS**. Mixed with the rest of the **RAIDERS** and **INFECTED**, **SURVIVORS** are harmless and not infected. They don't attack but can be eliminated by **INFECTED** (not by **RAIDERS**), or even players (a **SURVIVOR** who takes 1 damage point of any kind is eliminated).

To win, your group will have to save at least one **SURVIVOR** throughout the game. To rescue a **SURVIVOR**, players must eliminate all enemies in the same combat area and wait the end of the attack phase.

A rescued **SURVIVOR** is recovered by the player of which he occupies the combat area. The saved **SURVIVOR** is placed next to the player's Character's board and is worth 1 experience point ★. A player can attack a **SURVIVOR**.

During another attack, a player can discard a saved **SURVIVOR** to absorb one additional damage.

A **SURVIVOR** is extremely vulnerable since he is attacked first by the **INFECTED**. He takes damage before Barricades, Special capacities or Rubble cards.



BILLY'S TRICK

They stink, they groan and have only one desire: to suck your marrow. The infected are powerful because they are in great numbers. Some of them are tougher than others. With a Monster at the head of the horde wave, you might waste several chargers trying to kill it. Take time to organize your attacks to eliminate the most dangerous infected first. Lost in the herd, you will find survivors. Do not hesitate to eliminate or to use them, even if you have the impression to wipe out morality's rules. After all, you are a member of the strongest, right?

IV. GOALS & HOW TO PLAY

When the hordes are in place, the characters may attack.

2) THE CHARACTER'S ATTACK

Starting with the first active player (whoever received the hordes wave) then clockwise, each player can perform one action:

- **Craft** a Trap or Barricade
(if the player has the necessary Rubble cards for the craft).
- **Give** one of his Rubble cards to another player.
- **Take** another player's Rubble card with his explicit agreement.
(Exchanges between players are always from one player to the active player, so it is not possible to take a card from a player and give it to another player with a single action)
- **Use** a rubble card requiring an action, which triggers the effect of the card.
(Example: consuming food)
- **Use** one or more rubble cards that do not require any action.

You can as many **ENERGY SHOTS**, **VITALITY!**, **FOCUS** and **LUCKY** cards that you have, but only during your turn.

- **Attack** enemies once who are in a combat area with a melee or distance weapon. A player can roll a maximum of 6 dice during an attack.
(It is not possible to attack with a melee weapon in another player's area if your own area is occupied by 1 or more enemies).

. Do nothing.

TO ATTACK ENEMIES

During his turn, a player may decide to attack enemies (Hordes) present on the table. For a clean play, players are advised to place the Rubble cards used during each attack before him. These cards will be discarded at the end of the attack.

The player shall proceed as follows:

1. He declares the Rubble cards he will use that allow him to improve his chances of improving the attack (**FOCUS**, **VITALITY!**, **BLOODLUST**, etc...)
2. He chooses a weapon and ammunition amongst his Rubble cards in his inventory, counts the number of attack dice he can use (**6 Attack dice maximum**).
3. He roll his Attack dice and resolve the damages.
4. He can play additional Rubble cards to modify the result of his fighting action (such as **ENERGY DRINK** or **LUCKY**)

THE 6-DICE RULE

Even if he can afford it, a player cannot launch an attack with more than 6 Attack dice per attack.

Example: 7 GUN AMMO will only give you 6 attack dice, All the rubble cards used are discarded at the end of the attack.



When the attack is over, if some damages have not been assigned to an enemy, they are discarded and cannot be used for another attack. An attacker can launch another attack if he has a Rubble card that allows him to. In this case, the player launches a new attack, using new Rubble cards and follows the same procedure.

RESOLUTION OF DAMAGE DURING THE CHARACTER'S ATTACKS

Once the attack dice have been launched, the player counts the damage it causes to enemies.

✘ = Failed attack. If you make an ✘ while you attack enemies in another player's area with a distance weapon, the other player takes 1 damage. (There is no collateral damage with melee weapons.)

🏃 = Causes 1 body damage.

🧠 = Causes 1 head damage.

1 🧠 damage or 2 🏃 damages eliminate a **WANDERER** or a **RAIDER**.

1 🧠 damage is needed to eliminate a **BRUTE**.

2 🧠 damages are needed to eliminate a **MONSTER**.

The player distributes damages to the enemies he attacks in the order of their appearance, starting with the first one on the left. If the first enemy is not destroyed by the damage caused by the character's attack, **the attack will not go through** and no damage can be spread over to the following enemies.

IV. GOALS & HOW TO PLAY

Example:

The player has 4 enemies in his area: 1 **RAIDER** (2  damages or 1  damage to be eliminated), 2 **WANDERERS** (2  damages or 1  damage to be eliminated) and 1 **MONSTER** (2  damages to be eliminated).

The player has a gun and 6 **GUN AMMO**.

He decides to play all his ammunition cards to be as effective as possible.

He roll 6 Attack dice and gets: 1  , 2  damages and 3  damages.

The player decides on the breakdown of damage by respecting the order of enemies. All damage of an attack must be assigned even if they do not cause the elimination of their target.

Resolution:

With 2  damages, the attacking player eliminates the first enemy: the **RAIDER**.

With 1  damage, the player eliminates the **WANDERER** who was right after the **RAIDER**.

With the second  damage, the player eliminates the second **WANDERER**.

The remaining  damage is attributed to the **MONSTER** that does not suffer enough damages to be eliminated.



THE IMPORTANCE OF THE DISTRIBUTION OF DAMAGE TO YOUR ENEMIES

Once the player has thrown his Attack dice, he distributes damages to the enemies he attacked, respecting their order on the table. The attacker must eliminate the first enemy with his Attack dice before moving on to the next enemy. If the damage eliminates the first enemy, the attacker distributes the remaining damage to the next enemy, and so on to exhaustion of damages or enemies. The attack stops when there is no more damages to spread on enemies.

Example of attack:

The attacking player has 10 enemies in order: 1 **RAIDER** (2  damages or 1  damage to be eliminated), 1 **BRUTE** (1  damage to be eliminated), 2 **WANDERERS** (2  damages or 1  damage to be eliminated), 1 **MONSTER** (2  damages to be eliminated), 2 **RAIDERS**, 1 **WANDERER**, 1 **MONSTER** and 1 **BRUTE**.

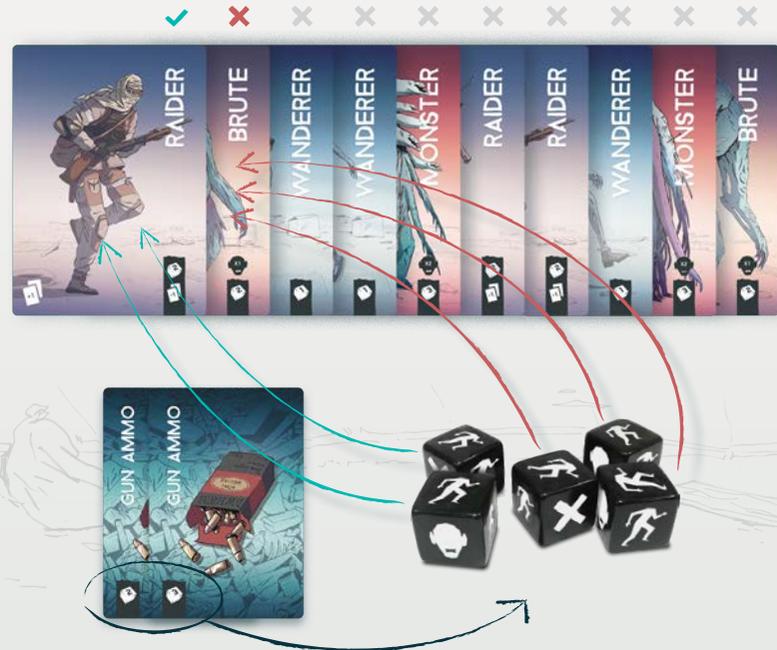
The character has a **GUN** card and 5 **GUN AMMO**.

He decides to play all his ammunition. He rolls 5 Attack dice and gets 5  damages. The player distributes the damages, starting with the first enemy.

Resolution:

2  to the first enemy, the **RAIDER**, who is eliminated.

The next enemy is a **BRUTE** (1  damage to be eliminated). Unfortunately with the remaining damages, he can only assign the 3  damages and not a single headshot to the **BRUTE** that is not eliminated. **The attack stops immediately.**



BILLY'S TRICK

Did you think you'd make a rampage with your gun and your full charger? Sorry. Whether you're shooting or you're trying to cut off the villains with a machete, you need to pay attention to the order in which your enemies are positioned. If the first enemy is a Monster and you miss your shot, you won't be able to attack the enemies who are behind it this turn. Before you start gun blazing, make sure you're fit for the job!

AT THE END OF AN ATTACK, THE PLAYER ATTACKING:

- **Discards** the Rubble cards used during the attack. (except weapons with  icon)
- **Discards** **WANDERERS**, **BRUTES**, **RAIDERS** eliminated during the attack.
- **Place** next to his Character's board the eliminated **MONSTERS** and saved **SURVIVORS** during the attack. These hordes cards give experience points .
- **Counts** its experience points  and see if he became the new Leader. To do so, he must have more experience points than the current group Leader. If that is the case, he will immediately take over the group Leader token and his **ADVANTAGE** is doubled.

At the end of each attack, remaining damages to enemies are reset. It is not possible to combine damages on a single Horde card with multiple attacks.

Example: the attacking player just carried out an attack in his area and eliminated all the enemies he had before him. The attacking player still has 2  damages not assigned and he wants to launch another attack in a different combat area. He won't be able to use these 2 damages from his first attack on the second area. At the end of each attack, the Attack dice are reset to 0.

BILLY'S TRICK

Do you think the enemies are after you? You're perfectly right. Their only goal is to keep evolving by annihilate you. Observe the disposition of your enemies when they come out of the horde, choose carefully who to eliminate first. The difference between a dead character and a living character lies in the ability to eliminate the most threatening enemies first. If you don't, you'll be on the menu tonight.

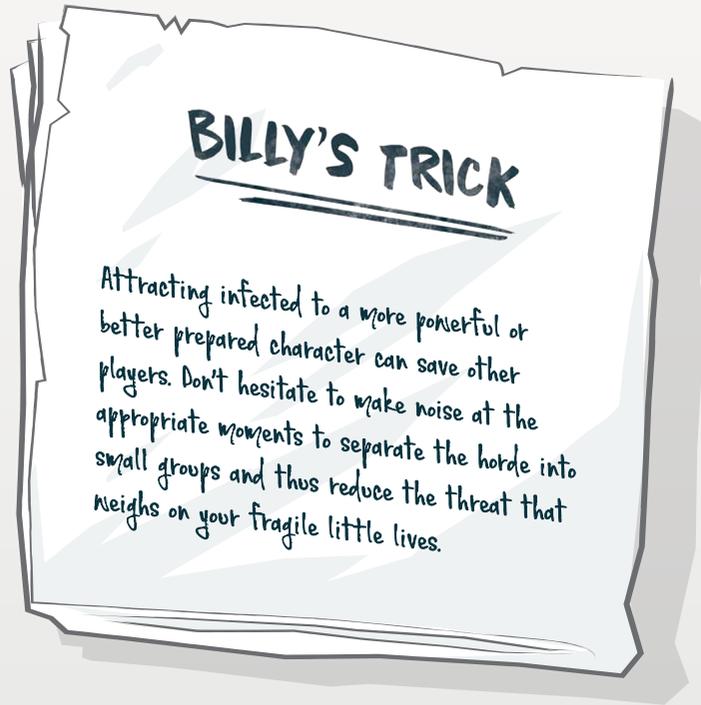
TAMING THE HORDE:

INFECTED (not **RAIDERS** or **SURVIVORS**) are sensitive to noise and character's actions. A character using a firearm or an attack with a melee weapon in another player's area will attract a number of infected in his own area.

Once the attack has been resolved, the player who attacked in another player's area with a firearm or a melee weapon will attract the same number of eliminated **INFECTED** (the first of the pile) to his own area.

Example: 3 characters playing. It's the first player's turn, he has no **INFECTED** in his area. He decides to attack with his **GUN** in the second player's area, containing 6 **INFECTED**. Player 1 launches his attack, solves damages and eliminate 2 **INFECTED**. At the end of his attack, 2 of the 4 remaining **INFECTED** move to his area.

Reminder: it is not possible to attack with a melee weapon in another player's area if you have enemies in your own area.



Once all the players have played their attack turn, the enemies attack.

3) THE ENEMIE'S ATTACK

Starting with the first active player, (the one who received the hordes wave and played his first attack), the enemies present on the table attack clockwise.

RAIDERS attack first, **INFECTED** second. The group Leader rolls the Attack dice for the enemies.

DAMAGE ORDER

Damages are absorbed and taken in this specific order:

- **SURVIVOR**
- Barricades
- Protection Rubble cards
- Characters

TRAPS

During the game, players can build Traps to eliminate enemies who sweep in their area. The effects of Traps are resolved immediately, before enemies attack. A Trap causes 1  damage to the first enemy in the Character's area. A Trap eliminates the first enemy (**RAIDER**, **WANDERER** or **BRUTE**) who attacks. The Trap token is then moved back into the traps pile near the Hordes pile.



Example: Round 4, release of the Hordes. 5 enemies are in the active player's area who has a Trap set up. The first enemy is a **BRUTE**. When the Horde is about to attack, the **BRUTE** is immediately eliminated by the Trap. If the enemy had been a **MONSTER**, the trap would have caused it only 1  damage, which would be insufficient to eliminate it. The trap is discarded nonetheless.

BILLY'S TRICK

BOOM! This sweet noise to your ears, that little smell of powder. You'll like these little traps that are going to be vital in situations where ammunition is missing. Watch out for the splatter!



BARRICADES

During the game, players will be able to build Barricades to protect themselves from enemies attacks. When an enemy attack, the Barricade will take the first damages (but after the **SURVIVORS**), protecting players for a moment. The effects of the Barricades are resolved first in the allocation of damage during the attack of enemies.

A Barricade is destroyed if it receives: 2  damages or 1  damage.

The Barricade token is then moved back into the barricades pile, near the Hordes pile.

*Example: Attack of enemies. The active player has two Barricades in front of him. The enemies who attack are in order: 1 **MONSTER** (3 Attack dice) and 1 **BRUTE** (2 Attack dice). The Leader roll 5 Attack dice and gets: 1  and 4  damages. The first 2  damages destroy the first barricade. The other 2  damages destroy the second barricade. Both Barricades are discarded.*

RULES OF TRAPS AND BARRICADES

During the game, the players can build Traps or Barricades to protect themselves from enemies. A player can only build and have at the same time a total of 2 tokens (Traps or Barricades).



BILLY'S TRICK

Nothing like three nails and two boards to feel at home again, right? The barricades will be very useful. But be careful, don't fall asleep, barricades are fragile and ephemeral, just like your life.

BEGIN THE ENEMIES ATTACK

The group Leader studies the composition of enemies and rolls 6 Attack dice at a time. The 6-dice rule also applies here.

RAIDERS perform their attack first. **RAIDERS** don't attack **SURVIVORS**, which they consider harmless & useless. However, **SURVIVORS** are not immune to **RAIDERS** collateral damages.

The leader rolls 2 attack dice for each raider attacking.

- **X** = failed attack to the player. Collateral damage which kills a **SURVIVOR**.
- 2  damages cause 1 damage to the player attacked, which also discards a Rubble card from his inventory.
- 1  damage causes 1 damage to the player attacked, which also discards a Rubble card from his inventory.



*Example of a **RAIDER'S** attack: A character has before him 4 **RAIDERS** (2 Attack dice per **RAIDER**). The Leader rolls the first 6 Attack dice. He gets 3 **X** and 3  damages. The player attacked takes 1 damage point and discards one of his Rubble cards, the three **SURVIVORS** in the player's area takes the collateral damages and therefore are killed.*

*The group Leader rolls the second **RAIDERS** attack: 2 Attack dice for the last **RAIDER**. He gets: 1  damage and 1  damage. The **SURVIVOR** attacked takes another damage point and once again discards one of his Rubble cards.*



FIRST 6 ATTACK DICE



REMAINING 2 ATTACK DICE

IV. GOALS & HOW TO PLAY

THE INFECTED ARE ATTACKING NEXT

The **INFECTED** are attacking the **SURVIVORS** before the players.
The **INFECTED** are attacking in order and by waves of 6 Attack dice.
The damage resolution is immediate.

- **X** = failed attack.
- 2  damage = cause 1 damage.
- 1  damage = causes 1 damage.

*Example of an **INFECTED** attack:* A player has before him, in order:
6 **WANDERERS** (1 Attack die by **WANDERER**), 2 **SURVIVORS**, 1 **MONSTER**
(3 Attack dice by **MONSTER**) and 2 **BRUTES** (2 Attack dice per **BRUTE**):
6+3+4 = 13 Attack dice.



The group Leader rolls the first attack of the **INFECTED** (6 Attack dice). He gets: 2 **X**, 2  damages and 2  damages. The breakdown of damage is thus: the 2  damages eliminate both **SURVIVORS** (their cards are therefore discarded in the Hordes discard pile). The remaining 2  damages hit the player, resulting in the loss of 1 health point.

The group Leader rolls the second attack of the **INFECTED**: 6 Attack dice. He gets 2 **X** and 4  damages. The player attacked takes 2 damages points.

The group Leader rolls the third and last attack of the **INFECTED**: 1 Attack die. He gets 1 **X**. No additional damage.



FIRST
6 ATTACK DICE



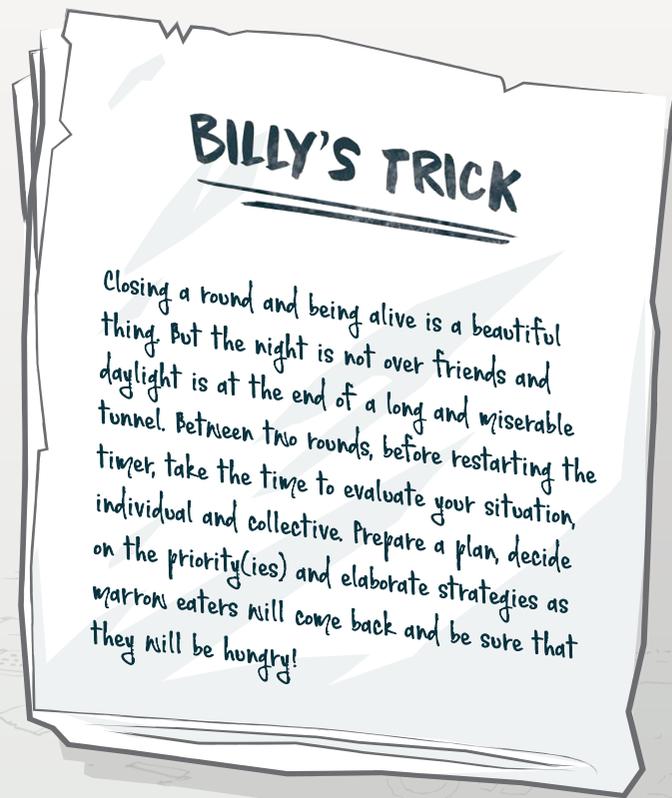
SECOND
6 ATTACK DICE



THIRD
1 ATTACK DIE

When all enemies present on the table have launched their attack, it is the end of the round. Then, a new round may begin. **Enemies still present on the table remains where they are** and will cumulate with the next hordes wave.

The player starting this new round is the one who plays right after the last active player (whoever next to the player that received the hordes wave).



V. LAST ROUND & END OF GAME

BILLY'S TRICK

You survived the night. The day rises and with it, the hope is reborn. Your shoes are full of blood, your machete couldn't cut an onion and you regret emptying your last charger on a poor Wanderer. You're dying to know if this day on the horizon will be the first of the rest of your life, or the last one. Wait a bit before expressing your joy to still be in this world, here they come again for their final and biggest attempt.

In **UNTIL DAYLIGHT**, the first 9 rounds are held in the order set out in these rules. However, the last round is different from the previous ones.

It's the end. The final fight.

In the 10th round, players start with their search phase and draw the hordes cards when the application music emits a gong (or the hourglass is empty).

Once the enemies are in place, the final fight begins. Players and enemies will launch their attacks until one of the two camps loses the fight.

During the final round:

- Complete ONE search phase.
- Draw the Hordes cards.
- Players attack enemies
- Enemies attack players

Both parties keep on fighting until the game ends. (No more search phases)

During the final battle, the players win if these 3 conditions are met:

- All Players are alive.
- The group saved at least one **SURVIVOR**.
- All the enemies revealed have been eliminated.

If you're still here reading this, it means that you survived the night, friends, congrats! Enjoy this beautiful day and the lack of infected that comes with it. Who would have thought that their photosensitivity will become our best hope of survival and mercy?

On the other hand, if you didn't make it, it may be that you've missed strength, courage, luck, or all three. It happens, don't worry. Read my little tricks and come back to survive another night, until daylight!

Billy

CREDITS

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Thanks to :

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ICONS INDEX

ATTACK DICE

	1 head damage, considered a full damage.
	1 body damage, need 2 to do a full damage.
	Attack failed. 1 Collateral damage to a player when you attack on his area with a distance weapon. RAIDERS collateral damages upon SURVIVORS .

DIE OF FATE

	Remove 1 card from the upcoming Horde wave.
	Add 1 card to the upcoming Horde wave.
	Choose and discard 1 of your Rubble cards.
	Draw 1 additional Rubble card.
	The active player can heal one damage.
	Hurt the active player with 1 damage.

CARDS

	Combine two cards to craft a specific item or attack.
	Supply characters with health regeneration.
	Item not discarded when used.
	Bloodlust! Convert one  into one  .
	Experience point(s).
	No action required to use this card during your turn.
	Bad luck event, has to be played immediately.
	Noise that attract INFECTED in a specific area.
	Number of Attack dice available. (Similar ammunition can be combined).
	Number of headshots required to be eliminated.
	Number of Rubble cards to draw or discard.