

Nobody knows how it all started, the newspapers reported little. After a few days it was certain that something was very wrong... The dead are walking!

# JOURNEY Z

In Journey Z, become survivors of a zombie apocalypse. Battle the undead and other players in various locations to secure your victory by accomplishing secret objectives. Doing this won't be easy, you have to be smart, sometimes even cunning, to be the winner. Having good equipment and surviving the zombies is just as important as knowing the right time to outmaneuver the competition.

## SETUP

Start by sorting the decks, shuffling them, and putting them within reach. They are identified by their back. On the side of the box is a list of components. Each participant receives two Objective cards, choose one to be your victory condition in the game, the other card is returned to the box.

For your first games it is recommended that you use the Collective Objective instead of the Secret Objectives. Start with First Days, and use only Survivors cards marked like the image below:



This division is only recommended for your first game, in the following ones use the full deck. The next setup steps are the same for all games.

Players decide who will be the first to choose their **Survivor**. This player will be the last to take his turn in the game and the last to choose will be the first.

## SURVIVORS

### HUNTRESS AND FOREST GUIDE



**Terrain knowledge:** You can enter and leave Isolated Zone type Locations at no cost.  
**Natural girl scout:** When entering an Isolated Zone Location draw two cards.  
**Firearm:** Discard a card to add one to the die using a Firearm.



Survivor's initial and maximum health. Upon reaching zero, the game is lost.

Bonus received in Combat when the Survivor uses Firearms.



Bonus received on escapes when the Survivor flees from Zombies.

Bonus received in Combat when the Survivor uses Melee Weapons.



Rules that apply only to the chosen Survivor.

Players start with 4 cards in their hands, the maximum number at the end of the turn is 8, the surplus is discarded. Starting equipment does not count as cards from your starting hand.

Draw a Location and place it in the center of the table with the players' pawns, they must also have the Journey Record, their color markers, a green, a red and a white markers.



## JOURNEY RECORD

Use your tokens to mark the Objectives accomplished.

Use the red and green markers to count your Health and Contamination.

Equipment of your Survivor.



Companions of your Survivor.

Zombies Chasing Your Survivor.

Use the white marker to count how many Zombies you've killed in the game.

Draw a card when you kill the 3rd, 6th and 9th Zombie in your current decade.



Summary of game setup:

- Separate and shuffle the Decks.
- Take two Objectives and choose one, per player.
- The first to choose their Survivor will play last, the last to choose will play first.
- Each player starts with four cards in their hand and a Journey Record.
- Choose a color and take the Objective Tokens, Health Tokens, Contamination Tokens and the Dead Zombie Token.
- The first Location is put into play.
- Each player's pawns are placed on the drawn Location.
- The first round begins.

## TURN ORGANIZATION

The game is divided into turns, in which you can: change Location, use two cards and Exchange items. And must: Draw your cards and Confront the undead. Both Fighting and fleeing are considered a Confrontation. The player is not obliged to fight, but if he does not, he must flee. At the end of the actions, pass the turn to the next player, thus starting your Round, in which you can use an Instant Action card.

Summary phases of the turn:

- Start of the turn.
- Restauração: Restaure suas cartas Esgotadas.
- Forward/Backward: Can change Locations.
- Draw: Draw cards for the turn.
- Preparation: Equipment may come into play. Players in the same Location can also trade at this time.
- Confrontation: The player chooses how to deal with the undead, he can Fight or Flee.
- Forward/Backward: Can change Location if not already done in turn (Card effects, or Survivor abilities are not considered).
- Victory: With three Objectives accomplished or being the only Survivor alive, the match is won.
- End of turn.

## SURVIVORS CARDS

Two cards can be used in the turn, an Instant Action can also be used in the Round. Companion Cards are not considered a turn card and can be used on other players' turns as long as finding a Stranger occurs.



## INSTANT ACTION



The color of the card indicates its type.

The highlighted icon informs the Find a Stranger Effect.

Effect performed by the card.




The only type of card that is used at any time, but only once during the round. The order of execution of the Effects is always from left to right and the first one is mandatory. The card cannot be played if the first Effect listed is not possible.



See previous Effects, first set: Cancel a Confrontation, Set a Zombie in Pursuit, and Draw a Card. In the second set: the chosen Survivor Draws a card, Cancels a Confrontation, Place two Zombies in his Pursuit, and takes damage.

To use the card with the first set, you must have Zombies in the chosen Survivor's Location. If there are no undead in the same Location, there will be no valid Confrontation to be canceled, making its use unfeasible.

In the second, the first Effect is to draw a card and this is always possible. The Effects that follow are performed even partially, there's no way not to do them if you have the chance.

The cards have a player chosen as the target of the Effects, the only exceptions are when there is the **RED COLOR** and the symbol  on the Effect icon indicating that the player who used the card will be the one who will perform that effect. Or the **COLOR YELLOW** and the symbol  that indicates that all players must perform the Effect. The **GREEN COLOR** and the icon  indicate that the chosen player will perform the Effect, and may be the Survivor who used the card.

Some Effects are restricted to the location of the player chosen as the target of the card, when this occurs the icon will have the circle next to it as an indication of the restriction. That is, the Effect described must occur in the same



Location as the affected Survivor.



Finding a Stranger.

Certain Instant Actions represent events where the Survivor encounters other people. Whenever this occurs, the card will have the icon on the left indicating the Finding a Stranger subtype.

In the phase of the turn when such a card is used, each player may put **ONE Companion** into play under the control of any Survivor Accompanying him.

## COMPANIONS

Companions are other people on your journey, there is no limit to how many you can have in the game. Their strength is added to your Bonus during Fight against Zombies.



The number is the Bonus given by the Companion in Combat.



In this area are the Abilities and/or Effects of the card, the symbol at the bottom indicates that it needs to be Exhausted when used.

## ABANDONING A COMPANION

Companions can be Abandoned to cancel the Confrontation for the turn. This can be done at any time and ensures that you will not take damage from Zombies. After Abandonment, no Dispute is completed or carried out. It also counts as Abandon when an Effect causes Companions to leave play for the Pile, but in these cases the Confrontation is not interrupted.



Some Effects only occur when the Companion is abandoned, in which case it will be specified as in the example above.

## EQUIPMENT

Equipment remains in play and is divided into Weapons and Utensils. Weapons can be Firearms or Melee Weapons. Firearms Abilities can only be activated in Combat in which they are used, just like Vehicles.

The Abilities of all **other** Equipment and Companions can be used in any Dispute. In a Vehicle Escape or in a Firearm Combat, the player can activate their Utensils or Melee Weapons, but the reverse cannot be done.



The icons represent the Equipment type, they all have the same card color.



The top icon is the Firearm's strength (the Bonus received by the Survivor when choosing it for a Combat). The lower one represents the weapon's ammo, the value is the amount of Zombies that can be faced per turn.

Melee Weapons are used in Combat only once per turn, but their Abilities can be activated in any Confrontation. The Crowbar is a type of Melee Weapon, don't worry about it, it will be clear when needed.



Utensils are everyday items, they have Abilities that can be used at any opportune time, even outside of your turn, or Effects that occur whenever possible.

No player may have more than one Vehicle equipped. Vehicles give Survivors Bonuses on their Escape attempts. Ships are only effective in Navigable Locations, in other locations they are not used, but do not need to be Discarded.



All other types of Vehicles (represented by the car) work in the same way as Boats, but without the Location restriction. The bottom icon shows the Bonus given by Equipment in Escape Dispute.

## ACTIVATING ABILITIES AND EFFECTS

Equipment and Companions cards remain in play, they have Abilities and Effects, the difference is that Effects activate whenever their prerequisite occurs. Some Abilities also have prerequisites, but must be activated by players.



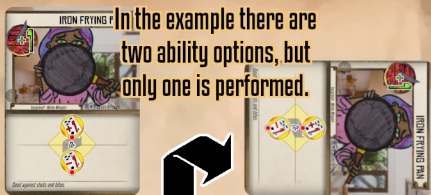
In this example whenever the die equals three the Survivor will receive +1 Bonus in his Combat. It can occur more than once per Dispute, as long as the die comes out and goes back to number three.



In this example we have in place of **=** we have **→**. The equal indicates that the effect on the left will be the same as the one on the right. In other words, the icon on the left will replace, when possible, the one on the right. When substitution is not possible you will have a complementary effect. Substitution occurs when both Effects are of the same type (e.g. one die value for another). With the arrow you execute the effect on the left to get the one on the right. In the example the die would be changed to three and so the player would receive the +1 Bonus.



To use an Ability it is necessary to Exhaust the card. This icon indicates that action.



In the example there are two ability options, but only one is performed.

When activating a card you must turn it 90° to indicate the execution of its Ability and its Exhaustion. Exhausted Cards cannot have their Abilities activated until they have been Restored. Effects, on the other hand, continue to occur whenever they meet their prerequisites. Cards can be activated outside of your turn. If multiple Effects occur at the same time, the order chosen will be the one that performs as many of them as possible.

### RESTORATION

At this stage of the turn all of your Exhausted cards are Restored. Just turn them 90°.

### FORWARD/BACKWARD AND BRING LOCATIONS INTO PLAY

At the beginning and end of the turn, there is the possibility to change Locations, advancing or retreating, as long as there are other Locations in play and the shift has not already been made in the turn (Do not consider the Effects of Instant Actions or Survivors Ability). For this, the player must discard two cards from his hand and move his pawn to the new Location that must be adjacent to his current one. This discard symbolizes the resources used during the trip.



You advance when moving away from the first Location and retreat when approaching it. Cards are put into play in a single straight line from the first Location.



A Location comes into play through one of an Effect, Ability, or an Instant Action.

The + indicates that the chosen player must draw a Location card and place it at one end of the path.

### LOCATION CARDS



Location Type.

Maximum population of undead in the locality.

Locations are places you will pass through during your journey. There are three types, the Metropolises, the Countrysides and the Isolated Zones. Each of these types can also be Navigable, thus allowing Boat-type Vehicles to be used to Escape Zombies.



This icon indicates that the Location is Navigable.

Each Location can contain a number of Zombies, Metropolises house up to ten undead, Countrysides eight, and Isolated Zones six.

When a Zombie enters a full Location it will overflow to the previous Location, and this will continue until it finds one that allows its placement. If no previous Location manages to house it, the Zombie will overflow to the later ones, if there is no valid location it will go to the Pile.

## CARD DRAW

The Card Draw Phase represents the days on your journey, the Survivor card is the resource found at the location, while the Zombie card the hazards. The player is required to draw one card each, unless something says otherwise. All Zombies that come into play are placed next to the current Location of the player who made the draw, characterizing the threat of the undead at that location.



Foto de Chris Gallagher

If a player needs to draw a card of any kind and it's not possible, reshuffle the Discard Pile from that deck and make the draw as normal. The Location deck does not have a Discard Pile, so if drawing is not possible, the effect is ignored.

## DECK OF ZOMBIES ZOMBIE CARD

Resistance

Persistence

Bite Damage



The most common type of cards in the undead deck. They are always placed in the same Location as the player who drew the card. Zombies can have two types of Effects, one when they come into play as and the other when they deal damage.

The teeth indicate that the Effect occurs when dealing damage.



## NEGATIVE EFFECTS



This icon indicates that the card is a Contamination type.



enters play.

Negative Effects are resolved similarly to Instant Action cards, the main difference being that all Effects are mandatory. Even if the first one listed cannot be performed, the others are performed.

Who drew the card is chosen to perform the Effects, regardless of the turn or moment the draw occurs. If in Combat no new Zombies are considered in that Phase, but they still come into play, and there is no change to the Horde Bonus; all other Effects are applied normally.



Contamination cards worsen this status, but only apply to players who are already Contaminated.

If the Contamination status is at ZERO, Contamination is not received, but all other Effects occur normally.

## PREPARATION

On your turn you can use up to two cards, but only in the Preparation Phase when Equipment comes into play. You can have up to four items equipped, with a maximum of two weapons of any type.

If you are at your Equipment limit and want to equip a new one, the old one is discarded. Players in the same Location can also Trade Equipment, both give and receive in trading.

## CONFRONTATION

Time to deal with the Zombies. Armed Survivors can attack, while unarmed Survivors can only Escape. Facing the undead is dangerous, but it allows you to roll the die multiple times, so you can activate available Abilities. While fleeing doesn't give you that option rolling the die only once per turn. When starting the Confrontation the player must decide whether to Fight the Zombies or Escape.

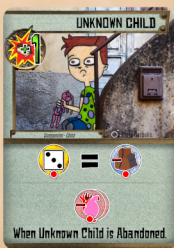
### COMBAT HORDE BONUS



Each Zombie gets +1 to its Resistance for every other Zombie in the same Location.

A lone undead isn't dangerous, and most Survivors can handle it with no problems. But in groups the Zombies are a threat. To represent this danger there is the Horde Bonus, at the start of the Combat each Zombie receives a value in its Resistance equal to the number of OTHER undead in the Location. In the example they get a +2 bonus as there are three Zombies in the location.

Zombies that enter the Location after Combat has started do not change the Horde Bonus and cannot be attacked.



The example that follows will be based on the Zombies and Survivor above.

Choose the Zombie before rolling the die. Firearms are used first. If you decide not to use it and attack with a Melee Weapon, you will no longer be able to attack this turn with a firearm. With the Zombie chosen, the die is rolled. Add to the result your skill with the type of Weapon used, the Bonus given by the Weapon and all other Bonuses/Penalties received.



The die rolled in the example gave three as a result, this first roll (Initial Value) does not activate any type of Effect.

It is at this point that the Abilities to manipulate the die value are used. As per the Survivor cards that we follow, the Companion will trigger its Effect if the die result remains at three (Final Value). To avoid this, the Iron Frying Card Ability is used by lowering the die value to two (Manipulated Value).

As the player has activated the effect (on the side), he will now be able to use the first Ability of the Big Flashlight.



If the Manipulated Value of the die goes back to three the Companion Effect would trigger. An Effect can occur multiple times, as long as the die is manipulated to the required value.

Final Value plus bonuses is compared to the Resistance of the Zombie faced plus Horde Bonus. If higher the undead is placed in the Discard Pile and the player raises his dead Zombies counter. If lower than the Zombie's Toughness, Combat is lost and the undead deals damage to the Survivor equal to that recorded on its card. Additionally, the Zombie leaves the current Location and begins Chasing the Survivor.



In the event of a tie, there are two options, the first is nothing happens and the dispute is ended. In the second option the Zombie is killed and placed in the Discard Pile, however it manages to damage the Survivor. It is up to the player to make the choice.

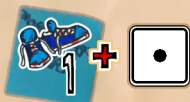
### ESCAPE

If the Survivor doesn't have a Weapon, or doesn't want to face the Zombies, their only option is to Escape. The Contest is made similar to the Combat, but you don't choose which undead to escape from. There is no way to fight and evade Zombies in the same turn.



In the example we have the Survivor fleeing from three Zombies, however the Dispute will be against the fastest, that is, the ones with greater Persistence.

A single die roll is made in Escape against the two Persistence 2 Zombies, and the Contest is resolved in the same way as Combat.



In this case we have a total of 2 in his Escape

(Escape Skill plus the Starting Die Value) against the Zombies' with Persistence 2. Unlike in Combat, in Escapes the undead always win in a draw. If no action was taken the contest would end and the Survivor would take 1 damage and the two Zombies would start Chasing him.

Activating the Ability of the Iron Frying Pan, the player changes the die to two, thus winning the Dispute.



It doesn't matter how many Zombies the Escape occurs, the damage taken from Disputa defeats will always be 1. There is no limit to how many undead can start chasing you. If in the example there were three Zombies with Persistence 3, and the Contest result was the same, the three undead would be placed in the player's Pursuit, while the other three, with Persistence 2 and 1, would remain in Location.

### PURSUIT/CHASE

Upon losing a Contest, or by Effects, the undead begin Pursuing the Survivor. When this occurs the Zombies leave the Location they were in and are placed below the player's Journey Record.

With five Zombies in Pursuit the player takes 1 point of damage and Contamination, then the undead are placed on the Pile. If the player loses an Escape Dispute to seven Zombies, he will receive 1 point of defeat damage, plus 1 point of damage and Contamination from Chase and will still have two undead on his trail.

When changing Locations, other than by an Effect, Zombies stop Chasing the Survivor and are Placed in the new Location they are in.





## Confrontation summary:

- To face the Zombies the player must have a Weapon equipped, otherwise he must Escape.
- Firearms are used first, then Melee Weapons.
- Firearms can attack a number of times per turn equal to their ammo.
- Melee Weapons attack once per turn.
- Each Dispute is resolved individually and is only ended when players take no further actions and their result is executed.
- Once calculated, the Horde Bonus lasts until the end of the turn without changes.
- Zombies that enter the Location after the Confrontation has started cannot be attacked and do not affect the Horde Bonus.
- Zombies Pursue Survivors whenever they win a Dispute.

## IMMEDIATE DEFEAT. LUCKY PLAY AND GUESSWORK

Every Confrontation against Zombies is dangerous, nothing is certain. To represent these unpredictable situations that there is Immediate Defeat. In Disputes where the Final Die Value is equal to 1, it will always be a defeat for the Survivor.

In triumphs there is the Lucky Throw. Whenever the Initial Value is equal to 6, the player draws a card and can use an extra card immediately (before the other actions), and it can even be an Equipment that will have its Ability available according to the rules.

Some cards ask you to guess the result of the die, thus triggering their Effect. A guess can only be made on the Starting Value of the die, the Manipulated Value and the Ending Value do not trigger Guesswork Effects.

## CONTAMINATION

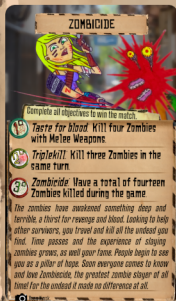
Nobody starts contaminated, it is necessary to receive a point of Contamination for that. For

this reason, Contamination cards do not affect players. But after Infected, these cards apply their effects. With 6 Contamination points, the Survivor turns into a Zombie and the player is eliminated.

Use this part of your Journey Record to mark your contamination.



## OBJECTIVE CARDS



Conditions that must be fulfilled during the match in order for it to be won.

Description of the survivor's deeds during the game.

Objectives are the survivors' journeys. They have actions that must be performed in any order to win the game. There are also Collective Objectives, they are used to help players get to know the game.

## WINNING THE GAME

Players have three tokens of the colors of their pawns, these are the Objective Markers. When an Objective is accomplished the player must put a marker on the Objective counter in the Journey Log. This action is mandatory, but it can be done stealthily.

Upon completing an Objective the player covers it with a marker, as in the example.



Upon completing your Objectives you must stay alive until the Victory Phase of the turn, where it is verified. Another way to be victorious is to be the last Survivor in the game, but it is also necessary to enter this Phase of the turn. It is possible that the game ends with no winners.

## KILLING SURVIVORS

On your journey you will need to deal with other Survivors. Several Objectives interact with other players and some require you to kill them Directly or Indirectly.

Indirect Death comes from an action taken in the same Round as the Survivor was eliminated, actions in previous Rounds are not valid for completing Objectives. The following is a list of what to consider.

- **Direct Death:** When an action causes the direct death of a Survivor, it can be for fatal damage, or the sixth point of Contamination.

- **Harming a Confrontation:** When there is interference in any way that alters the outcome of a Contest leading to the Survivor being killed by Zombies. Like: changing the die value, removing Bonus, penalties or discarding an Equipment during the Contest (Bonuses are removed).

- **Putting Zombies in Pursuit:** When a Zombie is placed on Survivor's Pursuit causing the Survivor to die from damage or Contamination received. Or when is responsible for placing at least three Zombies that contributed to the lethal damage/Contamination.

- **Canceling a card:** When the player cancels the use of a card that would prevent the Survivor's death.

- **Preventing change of Location:** When prevents the Survivor from changing Locations, and, on his turn, dies when he fails an Escape Contest without the intervention of other players.

There may be cases where a Survivor ends up dying Directly for one player, but also as an Indirect Death for another. In these situations both must complete their Objectives. In case there are more players with three completed Objectives, the first one to verify the Victory will be the winner.

## ICONS AND THEIR EFFECTS

- Survivors cards represent situations, feats, equipment, and people that will help you on your journey. They have Effects described by icons that act in different ways according to the information that complements them.



Describes the Survivors Deck, with  $+$  the player draws a card. With  $-$  he discards a card from his hand. With a  $\text{no}$  symbol, the last card used does not come into play and goes straight to the Discard Pile.



Describes the Deck of Zombies, with  $+$  the player draws a card. With  $\text{no}$  the last card that came into play goes straight to the Discard Pile.



Describes the Deck of Locations, with  $+$  a card is drawn and placed at one end of the path. With  $+$  and  $\text{walk}$  in addition to the card's draw, the chosen Survivor is moved to the new Location. If  $\text{walk}$  appears accompanied by  $\text{arrow}$ , the player moves the Survivor in the indicated direction. With  $\text{no}$  the chosen player cannot change Locations on the turn.



Represents the Equipment in play. With  $-$  the player must discard one of his equipped items.



Describes the Companions in play. With  $-$  the player must Abandon one of his Companions.



Represents the Health of Survivors. With  $+$  it is recovered, with  $-$  it is lost.



Represents Contamination. With  $+$  the player receives a point, with  $-$  this stat is lowered.



Represents the Persecution. With  $+$  the player takes the most Persistent Zombie from his Location and places it in his Pursuit. With  $-$  removes a Chasing Zombie to the current Location. With  $\text{no}$ , you cannot have any new Zombies in your Pursuit.



Represents dead Zombies. As an Effect, choose a Zombie and place it in the Discard Pile and increase your dead Zombies counter. As a prerequisite, it represents the number of Zombies killed in the turn, regardless of who is responsible.



Describes the Dispute die. Substitution (≡) occurs when the two Effects are of the same category, one die value for another changing only the numbering of pips. When the Effects described are different, a complementary Effect occurs, that is, the Effect on the right occurs as well as the one on the left. This is applied in all cases with the ≡ symbol on all Effects.



Describes handling the value of the six-sided die in Dispute. The number and sign indicate the change in value. The die will never go beyond six or less than one.



Roll two dice in a Dispute and immediately choose one to use. The second can be launched even after the first has its value set.



Roll two dice in a Dispute. The Final Values are added to give the result that will be used. Immediate Defeat will only occur if the End Value of both is 1; a Lucky Roll will only occur if both starting Values are 6 (if both starting rolls are made at the same time). Each dice is manipulated individually, after the Final Values are defined they are summed, added to the Bonuses and used in the Dispute.



Represents the Combat Bonus of the Dispute. The numbering and the sign indicate the change in the Bonus value.



The Escape of the turn has no Bonus, being used only the value of the die in its resolution.

It represents the Survivor stumbling on his Escape and relying solely on luck for a living.



Cancels the Confrontation or a specific Dispute. When occurring outside the Confrontation Phase, this Effect cancels that phase. That is, the Survivor will not face Zombies that turn. If the Effect is used after the brawls have started, it will cancel the current Dispute, forcing the next one immediately. When on a Zombie this undead cannot be attacked in the same turn it came into play, but has no effect on other turns.



A Zombie with this Effect counts as two undead when it starts Chasing a Survivor. On other turns it counts back as a single Zombie. If a Survivor is fleeing two undead with this trait and fails this Contest, when they start Chasing him they count as four of the five Zombies needed for Chase damage. However later this will have no effect and the Survivor will only have three Zombies in his Pursuit.

## INTERACTION WITH THE DISCARD PILE

Some Effects interact with the cards in their Discard Pile. When this is the case the icons will be displayed as below.



With + choose a Survivor card from the Pile and put it into your hand. Cannot be used on the source card of this Effect.



With + choose a Companion from the Discard Pile and place it in your hand.



With + take a Zombie from the Discard Pile and put it on your Pursuit. No Effects this undead has are considered. As a prerequisite, the Effect must be fully realized to obtain the benefit.

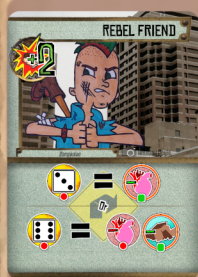
## LOCATION RESTRICTION

Some Effects are restricted to the location of the Survivor chosen as the target of the card used, when this occurs the icon will have a circle like below to inform this characteristic.



The described Effect must occur in the same Location as the chosen player. Here are some examples.

In the example the first Effect kills two Zombies in the same location as the player who used the card. If there are not two undead in that Location Help from a Stranger cannot be used.



On the Rebel Friend card there are two Effects restricted to the Location of the player accompanying him. In the first one, a point of damage is dealt to a Survivor in the same location (including whoever Accompanies him). The second ability deals a point of damage to the Survivor who Accompanies him to put a Companion on the Pile at the same location, which can be the Rebel Friend himself if he is the only one in the Location, there is a way to change location to avoid suffering an Effect.

### BITE EFFECT



Some Zombies have Effects that only trigger when they deal damage in fights. In these cases, the icon will have teeth on its upper part, indicating this particularity.

When dealing damage the Zombie will also apply two points of Contamination. Because there are two icons indicating the Effect. Bite effects do not occur when you lose Escape.



Unlike the previous example, in this case the Effect occurs the moment the Zombie comes into play. Once performed, players can ignore this Effect, as it will not occur again.

Zombies only trigger Effects when they come into play if they come from the Zombie Deck.

### EXAMPLES

Below are some game cards with explanations of their Effects and operation.

The Bow is a melee weapon that can be used as a firearm. Thus, it can be used twice in the same turn, the first in the Combat Phase for Firearms and the second in the Melee Phase. The



The second skill allows you to take a card from the Pile as long as three or more Zombies have already died in the turn. This can even be done on your opponents' turns.



The first ability grants the +2 Bonus in Combat when the chosen Player receives -2 on the die. As the two icons are GREEN any player can be chosen.

When a Location comes into play by an Effect, draw a card. Survivors can, with their Skills, draw Locations, in these cases the draw does not occur.





Treason puts one or two Companions on the Pile, in addition to having Finding a Stranger, which allows a new Companion to come into play. What cannot be done is to place an ally using the Treason

card, and with its own Effect force the Survivor to Abandon this Companion. The Mutt cannot be Abandoned by the Treason Effect and the player will not suffer the penalties.

The Compass allows you to change Locations at the discount of a discarded card. If equipped with two, or have other discounts, there is no cost to this action.



The Mercenary charges the Survivor one discard per turn to continue Accompanying. This discard can be done at any time during the turn, but if you don't, it will be Abandoned.

There are Negative Effects that are active during the turn. In the example of the Endless Night card, the die with a value of 2 will be considered as 1. Therefore, all Effects and Abilities that were previously activated with 2 are now also 1. This situation is exclusive to the Deck of Zombies, the Effects of Survivors are punctual, occurring only when they are activated.



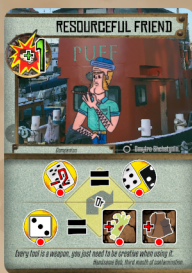
The second Ability changes the die value from 1 to 3. But only when it is activated (the player changes the die from 1 to 3). If the die goes back to 1 on the turn, it will not change.

Extra Ammo allows you to discard it to reroll the last dice roll. However, it is necessary before Exhausting it, it is not enough to discard the Equipment for the Effect to be used.



Its first Ability allows Companions to come into play in the same way as when using an Instant Action with Finding a Stranger.

The first Ability allows you to roll two dice and choose one to be used in the contest if you have suffered the -2 penalty on the roll. As they are distinct Effects, a Complementation will occur. You still get -2 to your die, but you can choose between two rolls. Replacement would happen if the ability was as below:



In this example the -2 penalty would not apply, instead you would get +1 to your die roll.



The Ability changes the die result to a value of 4. But for that you need to put two Zombies from the Pile into your Pursuit. If it is not possible, the ability cannot be used.

The first Ability allows you to change the die value to 5, as long as at least three Zombies have died in the turn. The second Skill decreases the die value by 2 to receive a +3 Bonus in Combat. This is not the same as increasing the value by 1, there are differences. The die can never be less than 1, so if the result is 1, 2, or 3 the Ability would change the value to 1 in all instances. Without other forms of manipulation this would be an Immediate Defeat.



Nothing works! prevents Zombies from dying on the turn. That is, they cannot be sent to the Pile for losing a Combat or card Effects. However, Zombies in Pursuit go to the Pile normally if the Survivor has five undead in that condition.

## TWO PLAYER VARIANT

Journey Z was designed for 3 to 5 players, but with some modifications you can play it with 2 players. One of the ways is by using the Collective Objectives. For a simpler and faster game choose the First Days Objective. For a more immersive experience use Secret Objectives by removing the following:

- Mall Rats.
- Violent Mandate.
- Apocalypse Doctor.
- Master of the Dead.

To choose which Objective will be used during the game, draw three cards instead of two. Stick with the desired Objective and return the others to the box. All other steps of Preparation follow the same way.

If players want a more friendly game with each other, I remove the following from the Survivors selection:

- Senior Lawyer.
- Revolutionary Hacker. (Exclusive Catarse)
- Taxi Driver.

For a more challenging game choose Survivors at random, or do an inverse choice where players choose their opponent's Survivor. The important thing is fun, choose the one you like the most!

## CREDITS

All drawings and graphics were done by me. All illustrations have a background photo and photographers are credited in the cards next to the icon 📷.

Developing Journey Z was a big challenge and I would like to thank my friends and wife who helped me with their opinions, testing and a lot of support. I would also like to thank the creators of the TDI drawing Tom McGillis and Jennifer Pertsch who inspired me with their art style, allowing me to make the game's illustrations.

And I would also like to thank you very much for taking the time to read this manual, and maybe even play the game I created, thank you very much and I hope you enjoy it a lot.

All photographs are available on [Unsplash.com](https://www.unsplash.com) and [flickr.com](https://www.flickr.com)

Sources: Chinese Rocks - Kenyan Coffee - Shears

## GLOSSARY

**Turn:** Your moment in the game. Starts when the previous player passes and ends when they have no actions, or do not wish to take them, and have already faced Zombies in your current Location.

**Round:** It starts as soon as you pass your turn and ends before the next one begins. The turns of the other players are part of your Round.

**Draw cards:** Take the card from the top corresponding deck, from Survivors the card is put into your hand, from Zombies it is revealed and its effect is performed. Locations are brought into play.

**Discard:** Remove a card from your hand to the Discard Pile. If a card type is specified, it will be removed from the play area.

**Discard Pile:** Place where the cards go when they leave the playing field. Each deck has its own Discard Pile (or only Pile).

**Survivor:** In the game you will play a survivor. The terms Player and Survivor are the same, that is, during the game you are the Survivor chosen at the beginning of the game.

**Zombies:** It is the living dead that plague the world. The term refers to a Zombie card in play. Whenever the deck is referenced, it will be described as a Zombie Deck.

**Equipment:** Cards that remain in play. Equipment is divided into Utensils and Weapons.

**Instant Action:** Card used by the Survivor that takes effect and is then placed on the Pile.

**Finding a Stranger:** A type of Instant Action Effect that allows a Companion to come into play Accompanying any player.

**Companions:** They are people who Accompany the players. The Finding a Stranger effect must be used for them to come into play.

**Accompanying/Accompanied:** When one or more Companions are with the Survivor.

**Abandon:** When the Companion goes to the Pile, it can trigger an Effect.

**Forward/Backward:** When the Survivor moves one Location forward or backward.

**Location:** Places Survivors pass through on their journeys. They are of the Metropolis, Countryside and Isolated Zone types.

**Navigable Location:** Locations where Boat-type Vehicles take effect and give their Buffs.

**Survivor Skill:** Special rules that apply only to the chosen Survivor.

**Ability in Escape:** Survivor's base value to add to the dice and evade Zombies.

**Ability with Firearm:** Survivor base value in Firearms Combat.

**Ability with Melee Weapons:** Base value of the Survivor in Melee Combat.

**Health points:** Amount of damage that can be taken before the Survivor leaves play.

**Damage:** Subtracted from Health when received.

**Contamination:** The progression of the virus, when receiving six points the player leaves the game.

**Bonus/Buff:** All value added, apart from the roll of the die, in a Dispute.

**Resistance:** Value to kill a Zombie.

**Persistence:** Value to Escape a Zombie.

**Horde Bonus:** Bonuses that the Zombie receives from others in the same Location when in Combat.

**Effect:** Passive ability of a card.

**Ability:** Effect that needs to be activated.

**Exhaust:** Turn the card 90° when using its Ability, it will no longer be available on the turn.

**Restore:** Untap a depleted card 90° in order to use the ability again.

**Confrontation:** Phase of the turn the Survivor must face the Zombies in Combat or Escape.

**Combat:** Contest between the Survivor and the chosen Zombie when equipped with a Weapon.

**Escape:** Dispute against Zombies when the player does not enter Combat.

**Pursuit/Chase:** When the Zombie is placed next to the Survivor Chasing him.

**Dispute:** Any conflict between the Survivor and the Zombies where a die roll is required.

**Trade:** Players in the same Location can Trade Equipment, both give and receive something.

**Prevention:** Action that prevents another from occurring. Performed after the description, but before the end of the Dispute/Phase.

**Phase:** Steps that together form a turn.

**Direct/Indirect Death:** Action taken that directly or indirectly eliminates another player.

EFFECT



The chosen player...

EFFECT



Who used the card...

EFFECT



All players...

...performs the effect.



- + Draw a Survivor card.
- Discard a survivor card.
- ⊘ Cancel the use of a card.



- + Draw a card from the Zombie Deck.
- ⊘ Cancel a card from the Zombie Deck.



- + Draw a Location card.
- + Draw a Location card and move the Survivor to it.
- ⊘ The player cannot change Locations during the turn.
- ➔ Move the Survivor in one of the indicated directions.



- Discard an Equipment in play.



- Abandon a Companion.



- + Gain a Health point.
- Lose a Health point.



- + Gain a point of Contamination.
- Decrease a point of Contamination.



- + Take the most Persistence Zombie and put it on Pursuit.
- Remove a Pursuing Zombie.
- ⊘ New Zombies cannot start Chasing the Survivor.



Kill the chosen Zombie.  
As a prerequisite it is equal to the number of Zombies killed in the turn.



Die value in a Dispute.  
More information on page 12.



Value at which the six-sided die should be manipulated.



Roll two dice and immediately choose one of them to use in the Dispute.



Roll two dice in a Dispute.



Combat Bonus that must be added or subtracted in the Dispute.



Use only the End Value of the die for the outcome of an Escape Dispute.



During the Dispute, cancel it.  
Before the Confrontation, cancel the Confrontation phase.  
On a Zombie, it cannot be attacked the turn it came into play.



When starting a Chase the Zombie counts as 2.



- + Take a card from the Discard Pile and place it in your hand.



- + Take a Companion card from the Pile and place it in your hand.



- + Take a Zombie from the Discard Pile and put it on your Pursuit.



The Effect takes place at the chosen player's Location.

The Effect occurs when taking damage from the Zombie.

