

THE INFESTATION OF MERCER BASE

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STORY

Within the vast frozen wastelands of Antarctica lies a hidden Research Facility: Mercer Base. Behind its thick steel walls is chaos. A new virus being developed has broken out, causing some researchers to turn undead! Enter ground zero and rally the humans in a last stand against the odds, or take control of the zombies, spreading the infestation as fast as possible.

Will you snuff out the last of the human survivors in your blood thirsty rampage throughout the facility? Or will you save the researchers and stabilize the catastrophe? Find out on The Infestation of Mercer Base!

COMPONENTS

150 Cards
120 Regular Cards
-50 Green
-25 Blue
-15 Red
-15 Yellow
-15 Rainbow
30 Special Cards
-10 Purple
-10 White
-10 Black

200 Tokens
-130 Humans/Zombies
-70 Walls

15 Board Pieces



Zombie Token



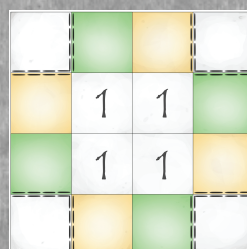
Human Token



Stop Token



Hide Token



Center Board Piece

SETUP

1. Determine Human Players and Zombie Players. (2 versus 2)
2. Setup the board pieces in a 3x3 formation around center tile.
3. Place human tokens on squares marked by numbers.
 - The numbers represent the number of tokens to be placed.
4. Place Wall tokens on areas marked by dotted lines.
5. Place the regular and special decks next to board.
6. Zombie players each place a single zombie token on any square around the edges of the board

RULES

1. Beginning the Game
 - All players draw 5 cards.
 - A zombie player must go first.
 - Player order must alternate between humans and zombies.
2. Turns
 - At the start of every turn, draw a card from the regular deck.
 - Player may then choose to play a card from his or her hand or skip playing a card in order to draw an extra card.
 - At any point in time during a player's turn a player may choose to turn in 3 of the same cards in order to draw a single card from the special deck. (Rainbow Cards count for any color)
3. Moving Tokens
 - Multiple tokens can exist on a single square, up to a maximum of 5.
 - When moving tokens, move all tokens within a square at the same time.
 - Tokens cannot move into a square if the resulting stack of tokens would be greater than 5.
 - Landing on a Green Square allows the tokens to move an additional space in any direction.
 - Landing on a Yellow Square allows the player to draw a card.
4. Capturing Tokens
 - When a zombie token moves into a square with human tokens, convert all human tokens in the square into zombie tokens by flipping them over.

WINNING

When there are no more cards remaining in the regular deck, the game reaches its endphase. Players continue taking their turns until no more actions can be taken. Once all players complete their actions, count up the number of Human Tokens and Zombie Tokens. The side with more tokens is the victor!

CARDS

Green Cards

Move any Token of your faction in any direction.

-Diagonal movement is allowed.

-Tokens cannot move through squares obstructed by Wall Tokens.

Blue Cards

Humans: Place a Wall Token between any two squares.

Zombies: (Must be played with a Green Card) Leave behind any number of Zombie Tokens as you move.

Yellow Cards

Humans: Place a Yellow Token on any square.

-Human Tokens cannot be converted into Zombie Tokens in these squares.

-Zombie Tokens can move into these squares as if no Tokens exist.

-Lasts indefinitely.

Zombies: (Must be played with a Green Card) Move an additional square in any direction.

Red Cards

Place a Red Token on any square.

-Tokens cannot move out of the Red square.

-Walls cannot be built around the Red square.

-Lasts for 1 Player turn.

Rainbow Cards

Can be used as a replacement for Green/Blue/Yellow/Red Cards.

Black Cards

(Must be played at the end of the turn) Take another turn.

-Red Card effects end after the first turn.

White Cards

Humans: Place a stack of 5 Human Tokens on any square.

Zombies: Place a Zombie Token on any square around the edges of the entire board.

Purple Cards

Humans: Place a Wall Token between any two squares. Repeat 2 more times.

Zombies: Select a square occupied by Zombie Tokens. Convert all Human tokens 1 square away from that token into Zombie Tokens.

-Walls obstruct this process as it would when capturing.