

# JUST RUN

A GAME OF HORROR SURVIVAL

## RULEBOOK

VERSION 5.1.0209

BY WARREN SHAVER

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### SPECIAL THANKS

Mike McFarland (for the arm), Tony Martin (for the high fives),  
and Roberto Hinojosa (for always holding my hand when the movie gets too scary)



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## THE ZOMBIE APOCALYPSE IS NO PICNIC

In *JUST RUN*, you and your fellow survivors are trapped in an abandoned building in the middle of the zombie apocalypse. Quickly search through the rubble for anything that might help you survive, then find the building's one and only exit.

Your passage will be choked with locked doors, dead ends, and sudden catastrophes. Zombies are coming from every direction. And your friends? Well, loyalties can change with a die roll. Worse, there probably aren't enough seats on the rescue chopper for everyone.

The winner is anyone who completes the mission and gets to a seat on the rescue chopper with at least one life token.

Losers become lunch.

*JUST RUN* is a boardgame of horror survival designed by Warren Shaver. For 2-6 players, ages 14+, playable in 90-120 minutes.

## HOUSE RULES

# SETTING UP

1. Choose 1 or more scenario and decide if this game is cooperative or competitive. See *All About Scenarios* on page XX.

6. Each player takes a player piece, 5 dice matching the color of their player piece, and 6 life tokens.

7. The player who is most likely to survive a real zombie apocalypse takes the first player piece.

4. Shuffle the 5 exit tiles and place them face down on the opposite side of the table, leaving enough space for a board 5 tiles wide and a total of 10 tiles long.

Deal 5 search cards and place one face down under each of the exit tiles. Shuffle the remaining room tiles and place them face down where everyone can reach them.

5. Place the remaining game components in a handy place for the escape phase.



## DEFINITIONS

Markers are square. Tokens are round. Pieces stand up. Tiles are large thick squares.



2. Remove the 6 *Antidote* search cards and set aside. Separate and shuffle the scavenge, search, and supplies decks.

## EASIER VARIATION

Shuffle 1 (or more) *Antidote* cards into the search deck. Sometimes, all you need is all of your life points back.

## SHORTER VARIATION

Place the exit and start rows so that the board is 5 tiles wide and a total of 7 tiles long.

## COMPONENTS

- 47 Search Cards
  - 1 First Player Pawn
- 8 Supplies Cards
- 35 Player/Zombie Dice
- 46 Scavenge Cards
  - 1 Wear & Tear Die
- 5 Scenario Cards
- 1 Door Die
- 45 Room Tiles
- 33 Open Door Markers
  - 5 Exit Tiles
- 33 Blocked Door Markers
  - 5 Start Tiles
- 6 Barricade Markers
- 7 Player Pawns
- 31 Dead Zombie Tokens
- 43 Zombie Pawns
- 62 Life Tokens
- 20 Zombie Horde Pawns
- 30 Event Markers
- 6 Cure Tokens

3. Remove the start and exit room tiles. Place the 5 start tiles face up in a row on one side of the table, as shown. Place an open door marker on each of the connecting doors.

## ALL ABOUT CARDS

*JUST RUN* has two kinds of cards (item and event) in three different decks (scavenge, search, and supplies). Item cards are found in all three decks, and survivors use these cards throughout the game to build and maintain their zombie survival gear. Event cards are only found in the search deck. They describe catastrophes which are triggered by a survivor searching a room.

**DEFINITIONS:** The terms *players* and *survivors* are interchangeable. A *creature* can be a zombie or a survivor. A *turn* is when either all players or all zombies get to do something. An *individual turn* is when one player completes their 2 actions. A *round* is the player turn plus the zombie turn.

### ITEM CARDS



1. Space the item takes in your inventory
2. Roll for Wear & Tear after every use
3. Can bash doors with this item
4. Bonus attack dice
5. Armor life tokens
6. Item name
7. Item type
8. Item description.
9. Left border color
10. Right border color
11. Item illustration

**HINT:** There are a lot of cards in *JUST RUN*. It's a good idea to take a few minutes before setting up to check them out.

## COMBINING ITEM CARDS

Combining item cards to make better gear is one of the most powerful things a survivor can do. Each item card has a left and right border color. Players match a card's left border color to another card's right border color to create a new or improved item. The cards' descriptions (and this rulebook) will explain the item's new advantages and disadvantages.

- You cannot combine more than two cards. Black is a neutral color and cannot be combined with any other cards.
- Once items are combined, they cannot be un-combined. This means if you drop, break, or trade a combined item, the 2 cards go together.
- Combined items only take up the inventory space of the largest item. For example, the *Baseball Bat* takes up 2 spaces and the *Scissors* take up 1 space. Combining them creates a *Spiked Club* that only takes up 2 spaces.
- Combined weapons also combine their attack bonuses. For example, the *Mop* and the *Scissors* each have a +1 attack bonus. If they are combined into a *Spear*, the new item has a +2 attack bonus.

**THROW IT:** Survivors can distract zombies by throwing *any* unbroken or combined item, in a straight line, up to two rooms away, through any opening. Place a noise token in the target room, and discard the item. Zombies in that room will not move on their next turn.



Noise Token

## SPECIAL COMBINATIONS

### MOLOTOV COCKTAIL

A survivor can throw a *Molotov Cocktail* into an adjacent room through any opening, rolling a basic 2-dice attack. Each creature in the room must individually defend against the same 2-die attack roll, potentially taking 2 points of damage from the attack.



Disaster  
Marker

Note that the attacker cannot target specific creatures with a *Molotov Cocktail*. The room can no longer be searched, so place a disaster token there. Discard the *Molotov Cocktail*.



## VILE DISGUISE

Combining *Rags* and a dead zombie token makes a *Vile Disguise*. The survivor immediately places a total of 3 tokens on the *Rags* card. At the beginning of the player's next 3 turns, they must remove 1 token. If the disguise has no tokens on it at the start their, it immediately falls apart. Discard the *Vile Disguise*.

The disguise allows players to move, check doors, or do nothing without provoking an attack of opportunity from any number of zombies. If a player does any other normal action, they must discard the disguise and then resolve any attacks of opportunity from zombies in their room.

- Putting on the disguise takes an action. If a survivor wants to create a *Vile Disguise* but not use it yet, place the zombie token on the *Rags* card and rotate it 45°.
- Putting on the *Vile Disguise* in a room with a zombie will provoke a normal attack of opportunity.
- A player can never have any dead zombie tokens and a *Vile Disguise* in their inventory at a time.

## PLAYING THE GAME

*JUST RUN* has two distinct phases of gameplay. In the shorter scavenge phase, you use the scavenge deck to collect raw materials to build your zombie survival gear. In the escape phase, players and zombies take turns doing stuff, until someone wins—or everyone loses.

**INVENTORY:** Everyone starts with a maximum inventory of 5 spaces. Some items—such as a *Backpack* or a *Sled*—provide additional inventory space. Players can never carry more than their maximum inventory. If a player ever discovers they are carrying too much, they must immediately discard (not drop) their choice of excess items.

## SCAVENGE PHASE

There are two ways to build your zombie survival gear: The Calm Method (recommended for beginners) and the Frenzied Method—if you want the full-on zombie panic effect.



## THE CALM METHOD

In the calm method, survivors are rummaging through the debris in an orderly fashion. The first player deals 5/6/7/8/10 scavenge cards to the 6/5/4/3/2 players. Discard leftover scavenge cards.

Each player then picks a card from their hand and places it face up in front of them. They then pass the hand to the player on their left. Each player picks their second card. Continue until all of the cards have been chosen. At this point, each player combines or discards scavenge cards until their gear is less than or equal to their maximum inventory limit. When a card is discarded, it is removed from play for the rest of the game.

## THE FRENZIED METHOD

In the Frenzied Method, survivors are scrambling in the dark, fighting over the handful of useful items scattered on the floor.

Each player takes two of their player dice and keeps them handy. The first player sets a timer for 5 minutes. They then place the scavenge deck and the timer where everyone can see them.

When all players are ready, the first player starts the timer and reveals the first card in the scavenge deck. Players quickly determine if they want this item, and—if so—how badly they want it by calling out *Yes* or *No*.

- If no one wants the item, the card goes into the discard pile. The first player immediately reveals the next card.
- If only one player wants the item, that player takes the card and adds it to their inventory. The first player immediately reveals the next scavenge card.
- If more than one player wants the item, those survivors must “fight” for it. Each of the fighting players must roll one die (and can roll both of their dice). The player with the highest individual die wins. They add the card to their inventory *and* they discard the winning die for the rest of the scavenge phase. The first player immediately draws the next scavenge card.
- If the higher die rolls are tied, no one wins the card, and no one loses any dice. However, fighting over the item has damaged it. Discard the item. The first player immediately draws the next scavenge card.

### SCAVENGING FOR GEAR THE FRENZIED WAY

**BASIC:** Chris rolls a 2 and a 5. Alex rolls a 2 and a 3. Kelly rolls a 2 and a 6. We compare the highest die roll of each and see that Kelly wins with a 6—and loses one die.

**UNEQUAL:** Ryan and Dale are competing for a card. Ryan has one die left and Dale has none. Dale automatically loses this competition. Ryan gets the card, but loses his one “winning” die because of it.

**TIE:** Jean, Pat, and Ash are all competing for the same card by rolling a single die each. Jean gets a 1 and is out. But Pat and Ash each roll a 6. That’s a tie. The item is discarded and no one loses a die.

**NO DICE:** Sean and Drew want to compete for a card, but neither has any dice to roll. If neither gives up, this is a tie. That item is discarded.

**ANOTHER TIE:** Max rolls one die and gets a 6. Charlie rolls two and gets a 2 and a 6. The highest roll is a tie, so the card is discarded and no dice are lost.

The first player continues to reveal new cards until the timer runs out or until there are no cards left in the deck. Discard any remaining scavenge cards. At this point, players—

- combine items
- discard items
- place additional life tokens on any armor cards
- take any other markers or tokens required by certain cards.

Although players can verbally bargain and make deals during the scavenge phase, they cannot physically trade items until the escape phase. That means players must have room to carry whatever it is they want to trade during the escape phase.

## ESCAPE PHASE

You’ve got your zombie survival gear. Now it’s time to get the heck out of here. In the escape phase, each survivor gets a turn. Then the zombies get a turn. Repeat until one or the other wins.

**HINT:** This game’s primary strategy is in the title.

## SURVIVOR TURN

Beginning with the first player, each survivor must perform two normal actions in any order. See *Things That Take One Action* on page XX.

**TWO PLAYERS:** If this is a two-player game, each player gets three actions per turn.

A survivor taking a normal action in the same room as one or more zombies will provoke an attack of opportunity for each action they take from each zombie in the room. Survivors should fully complete the action then resolve any attack of opportunity. See *All About Attacking and Defending* on page XX.

After they've taken two normal actions and resolved any attacks of opportunity, players can take any number of free actions. Free actions are dropping, picking up, trading, or combining any number of items. Free actions do not provoke attacks of opportunity.

**REMEMBER:** Survivors can always combine, drop, pick up, or trade a single item as one of their two normal actions during their turn. Rules for attacks of opportunity would apply in this case.

Play moves to the left until every player has taken their turn. Finally, the first player piece moves to the left.

## ZOMBIE TURN

During their turn, zombies have only one goal: To eat you. To do so, they get one action in which to either attack, bash a door, or move one room closer to the delicious survivors. Finally, they will increase their numbers.

**STEP 1 ATTACK:** Any zombie who starts the zombie turn in a room with one or more survivors will attack those survivors. Zombies get one attack die each. If more than one zombie or more than one player are in the room, determine randomly which zombie attacks each survivor.

**STEP 2 BASH:** If a horde is waiting in front of a locked or blocked door, they will now bash that door open. Place a bashed door marker in the doorway. On their next turn, the horde can enter the room.

**STEP 3 MOVE:** The first player moves each zombie on the board one room closer, through any opening, to the nearest survivor.

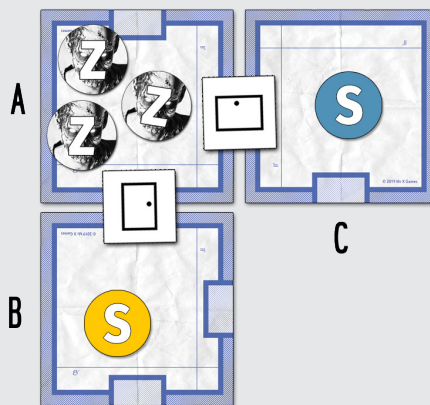
- If zombies are equally distant from a room with one survivor and a room with multiple survivors, they will move towards the room with more people in it.
- If zombies are tempted by the same number of survivors who are equidistant away, roll randomly for each zombie to determine which survivors they will chase.
- If zombies could take more than one path to reach the same survivors, roll randomly to determine which path each zombie will take.
- If survivors are anywhere on the other side of a locked or blocked door, zombies will collect outside that door until they become a horde. They will then bash it down on their next turn.

A zombie will only stop its pursuit if it runs into a locked door, a blocked door, or a horde. Zombies will not try to break through walls or uninvestigated doors. If there are survivors on the other side of a *Fire Barricade*, the zombies will pass through it, taking the appropriate damage.

### HOW ZOMBIES MAKE DECISIONS

The zombies in Room A have a choice. There are two survivors in different rooms equally far away. Which way should they move?

The first player rolls 3 dice, one for each zombie. An even number means the zombie moves to Room B; an odd number means the zombie goes to Room C. At this point, both survivors should cross their fingers.

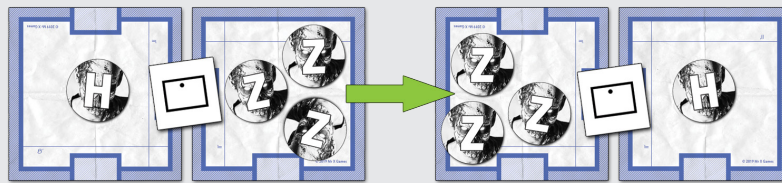




If there are any disputes about zombie movement, the first player gets the final say. Just like the rest of the apocalypse, a little chaos is to be expected.

### A ZOMBIE HORDE

Five zombies in the same room become a *horde*. A horde always acts as a single creature: It will focus on a single victim during any fight, and it always moves as a single entity. The only time a horde will break up is 1) if some of its group are killed or 2) when it encounters a room with less than 5 zombies in it. In this case, enough zombies from the original horde will move into the room, creating a new horde.



**STEP 4 SPAWN:** Once all zombies who can move, have moved, new zombies will crawl through destroyed walls and floors. The first player places one new zombie in every empty room that has a bloody hand print in it. This is the zombie spawn symbol. They should start with the rows closest to the exit. If all zombies are in play, then you cannot spawn new zombies until some are removed from the board.

Finally, the exit rooms will *always* have zombies in them when flipped over. And they will always spawn new zombies even if all zombies are in play. Simply remove as many as you need from the first few rows to populate the exit rooms.



*Zombie Spawn  
Symbol*

**HINT:** If you open a door and see a room with a zombie spawn symbol on it, it may make sense to step inside to prevent a new zombie from spawning.

## THINGS THAT TAKE ONE ACTION

### ATTACKING

See *All About Attacking and Defending* on page XX.

### BASHING A DOOR

Players can knock through any locked or blocked door with a bash attack.

Survivors roll their 2 base attack dice. If a weapon card has the door icon on it, they can add that weapon's bonus attack dice to the attack roll. The door gets one defense die. If you roll a single die that is higher than the door's die, you win. Draw a room tile and place it on the board. Be sure to align the new room's doorways and walls with any existing doors and walls, including the one you just bashed. Place a bashed marker in the doorway.

- The door always wins on a tie, even against a flail. Do not use bonuses for flaming or spiked weapons.
- Survivors who use weapons must make a Wear & Tear roll after every bash attack.
- Survivors can bash a door that has not been investigated, but *only* if they use a weapon with door icon on it.
- Barricades cannot be bashed.

### BASHING A WALL

Walls are solid obstacles for both zombies and survivors. Some items, however, will allow survivors to smash through walls. Read the cards' descriptions for details.

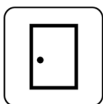
To bash a wall, the survivor rolls 1 die. The wall gets 1 defense die. Do not use bonuses for flaming or spiked weapons. The wall, not flails, win on a tie. Don't forget to roll Wear & Tear for your weapon.

If you are successful, draw and play a new room tile, making sure to align the walls and doors with existing room tiles. Place a bashed marker on the target wall.

**HINT:** Some search card events will also bash through doors and walls. Remember: Nothing can bash through the walls of the exit rooms.

## CHECKING A DOOR

Players must roll the door die to know a door's status.



The door is unlocked, and both survivors and zombies can freely pass through this opening. Draw and place the new room tile. Place an open door marker on the doorway. Your action ends.



Someone has locked the door. No creature can pass through a locked door without somehow opening it. Place a locked marker on the doorway. Your action ends.



The door is blocked. No creature can pass through a blocked door without somehow opening it. Place a blocked marker on the doorway. Your action ends.

See *All About Doors* on page XX.

**DEFINITIONS:** An *opening* is an unlocked door, or a bashed or barricaded doorway or wall. *Adjacent rooms* are those immediately above, below, to the left, and to the right.

## DOING NOTHING

Just standing there is still doing something and, if there is a zombie in the room with you, you will have to defend against an attack of opportunity every time you do nothing.

## MOVING INTO ANOTHER ROOM

Any creature can move from one room into another through any opening.

## SEARCHING A ROOM

Survivors can search through the rubble of any room in two ways. First, they can look

through the supplies deck and take any one card. (Note that players cannot preview supplies, and will expend their action as soon as they pick up the deck.)

Or they can draw a random card from the search deck. If the card is an event card, immediately do what the card says, then discard it. If the card says, "Optional Event," you get to decide if you want to follow the card's instructions, but you must do so before the end of the turn. Once the event takes place, discard the event card.

If the card is an item card, you can put it in your inventory if there's room. Or you can drop it by placing a dropped item token in the room and on the card.

## USING AN ITEM

Unless stated otherwise in the item description, using any of an item's abilities—including putting on armor or clothing—requires an action. Remember to roll Wear & Tear if the item requires it. Finally, you can only use one item per action.

## DOING ANY OF THESE BEFORE THE END OF YOUR TURN

- Combining two items.
- Trading one item with another survivor in the same room.
- Picking up one item.

## THINGS THAT TAKE TWO ACTIONS

### BARRICADING A DOOR

Players can barricade an unlocked or bashed opening by spending both of their actions collecting rubble in the room, and piling it up. See *All About Doors and Walls* on pp XX.

**FIRE BARRICADE:** Survivors can make a *Fire Barricade* by combining *Whiskey* and a normal barricade. Place a fire barricade marker in the opening. Any creature crossing it will lose 1 life point. Zombies do not recognize the dangers of a fire barricade and will cross it to reach nearby survivors.



*Fire Barricade  
Marker*

Note that a player can build a *Fire Barricade* in one turn: Create the barricade (2 actions), combine it with *Whiskey* (a free action at the end of the their



turn), and ignite it (a free action). *Fire Barricades* function like and last as long as normal barricades. Discard *Whiskey* and remove the fire barricade marker after use.

## FLEEING

A player can flee from any number of zombies by using both of their actions to move through an opening into another room. Zombies do not get an attack of opportunity against fleeing survivors.

## THINGS THAT ARE FREE ACTIONS

Free actions will not provoke an attack of opportunity from nearby zombies.

- Dropping an item. Add dropped item markers to both the room and item card.
- Igniting a flamed weapon or item.
- Switching weapons.
- Defending against an attack from any creature.
- Performing any or all of these three activities as many times as you wish after your two, normal actions in any given turn: Trading, combining, or picking up items.

**DROPPING AN ITEM:** If a player drops an item in any room, remove that card from their inventory and set it aside. Take two markers of the same color, placing one on the card and one in the room. If the item is eventually picked up, remove the markers.

Note that dropping something—ie, leaving it in a room for a survivor to pick up—is not the same thing as discarding or throwing it. If a player drops a broken item or throw an item into an adjacent room to distract a zombie, then discard that item. Its pieces have been lost in the rubble of this room.



*Dropped Item  
Tokens*

## ALL ABOUT FIGHTING

To prepare for a fight, both sides choose weapons, ready any applicable items, and ignite any flamed weapons. None of these activities require an action.

Survivors who are fighting start with 2 base attack dice whether they are attacking or defending. They can also use one weapon, adding a number of dice equal to the weapon's attack bonus.

Zombies always have 1 die each, and hordes always have 5. Neither can use weapons of any kind.

Fighting players throw all dice—including those for any zombies and the Wear & Tear die—at the same time. To see who wins, compare the highest attacker die with the highest defender die. Then compare the second highest rolls, and so forth. If an item provides any bonuses, add those now.

Finally, the higher die roll in each pair wins. Unopposed dice automatically win. And each winning die does 1 life point of damage to the other player.

**DEFINITIONS:** Attacking or defending against an attack from any creature is called *fighting*. A hand-to-hand attack is called a *melee attack (MA)*. An attack using a projectile is a *ranged attack (RA)*. An attack using a long weapon is special kind of melee attack called a *flail attack (FA)*.

Zombies and players defending against another player will always win on a tie. If the attacker is using a flail weapon then they will win a tie. And if both parties in the fight are using flails, then the defender wins on a tie.

**IMPORTANT:** Ranged weapons can *never* be used as part of a survivor's defense.

### MELEE FIGHT

Attackers and defenders must be in the same room during a melee fight. Survivors can use melee or flail weapons in this kind of fight. Survivors can also attack a creature in the

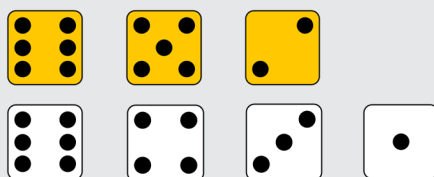
same room with a ranged weapon. They cannot, however, defend with ranged weapons.

Don't forget: Any fighter using a weapon must roll Wear & Tear to see if that weapon becomes useless.

### A BASIC ATTACK

Chris wants to use his *Hammer* to attack the four zombies in the room with her. That's 3 attack dice—2 base attack dice plus one more for the *Hammer*. In addition, she had previously combined her *Hammer* with an *Extension Cord*, making it a flail.

She rolls her three dice, four dice for the zombies and the Wear & Tear die. And then she matches the dice, from highest to lowest.



Chris wins on the 6, because flails always win in a tie. She also wins with the 5. She loses on her 2. And she loses on the last zombie's 1, which she was unable to oppose. Altogether, she takes two points of damage. Two zombies are dead, because they only have one life point. And two are ready for more!

### RANGED FIGHT

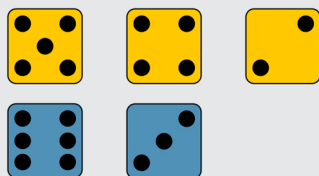
A ranged attack uses a ranged weapon against another creature. Attackers and defenders can be in the same room during a ranged attack or in a nearby room. Nearby rooms cannot be further than the weapon's maximum range, they must be in a straight line, and must have openings between them.

All targets of a ranged attack must be in the same room as each other. However, attackers do not have to target every creature in a room.

Survivors cannot use weapons to defend against ranged attacks coming from another room. Additionally, winning or unopposed defense dice will not inflict damage on the attacker. Survivors who are in the same room as a ranged attack, however, can use a weapon as part of their defense. And winning and unopposed defense dice will do damage to the attacker.

### A RANGED ATTACK

Chris decides she needs to take out Tracy, who's in an adjacent room with two zombies. She decides to ignore the zombies and focus all of her attack on Tracy. This time, she uses her *Handgun*, which gives her a total of three attack dice. Tracy can only defend using basic attack dice, because he's not in the same room as the person attacking him. They roll together.



Chris loses on the 5, but wins on the 4, and automatically wins on the 2 since it's unopposed. She does two points of damage to Tracy, but takes no damage from her one loss because survivors in other rooms cannot retaliate. Finally Tracy does not provoke an attack of opportunity from the zombies in the room with him, because defending is a free action.

### ATTACKS OF OPPORTUNITY

Whenever a survivor takes any normal action in the same room as a zombie, the zombie gets a free swipe at them called an *attack of opportunity*.

- If there are multiple survivors in the room, every zombie will attack every survivor who performs an action on their turn. Remember: This includes doing nothing.
- Survivors always complete the provoking action before resolving the attack of opportunity.
- Survivors can defend as in any other fight; however, winning defense die do no damage to the zombies. Zombies, of course, do cause damage when they attack.
- Only zombies can perform an attack of opportunity.
- Some items and events will temporarily stop attacks of opportunity.

### A MORE COMPLICATED ATTACK

Chris attacks Alex, even though there are two zombies in the room with them. Chris and Alex roll their dice as in any other attack. However, the fighting provokes an attack of opportunity from the zombies. The order of play is—



1. Resolve the fight, because the provoking action is always completed before the attack of opportunity.
2. Resolve the attack of opportunity

So while Chris must defend against the two zombies, Alex does not. Defending against Chris's attack is a free action. She did not provoke an attack of opportunity. Perhaps it's Alex's lucky day.

## TAKING DAMAGE

Survivors have two kinds of life points: Body and armor. Body life points start at 6 and can go no higher. Items can provide armor life points. There is no upper limit to the number of armor life points survivors can have. However, survivors cannot wear 2 pieces of armor of the same kind at the same time—for example, 2 *Cardboard Boxes* or 2 *Duct Tapes*.

Survivors can lose life points from attacks and from search card events. If injured, they should remove 1 life token from their pool for every point of damage, starting with any armor. First aid will restore body life points. Repairing armor will restore its life points.

**REMEMBER:** When an item of armor has no life tokens on it, it is broken and completely useless. Survivors can use none of its abilities until it is repaired.

When a survivor reaches zero life tokens, they immediately die. Any unbroken equipment is dropped. Place a dropped item token in the room

Finally, tip over the dead survivor's pawn. On the zombie spawn, replace that fallen pawn with one additional zombie in that room. This is the only time in which there can temporarily be more than 5 zombies in a room.

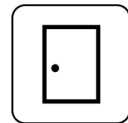
**THE CONTAGION VARIATION:** During set up, shuffle all 6 Antidote cards into the search deck. If a survivor is bitten by a zombie and loses a body life point, they become infected with the zombie virus. At the beginning of each of their subsequent turns, remove 1 body life point. The only cure is the *Antidote*, so be sure to shuffle all 6 into the search deck at the beginning of the game.

## ALL ABOUT DOORS AND WALLS

The most common obstacles in *JUST RUN*—besides the living dead—are doors. When encountering a new door, players can check the door's status by rolling the door die.

### UNLOCKED

An unlocked door is also considered open, which means zombies, survivors, and even ranged weapons can pass through it. When a survivor first discovers an unlocked door, they should draw and place a new room tile on the other side, and then place an unlocked door marker on the doorway. Unlocked doors can be locked, blocked or barricaded by survivors, items, and events in a variety of ways.



*Open Door Marker*

### LOCKED

A locked door has been sealed by a survivor or by chance. You indicate that a door is locked by placing a locked door marker on the doorway. The only way through a locked door is by using an item to unlock it, or by bashing it open with a normal bash attack.



*Locked Door Marker*

### BLOCKED

A blocked door is permanently malfunctioning, obstructed, or otherwise impassable. You indicate that a door is blocked with a blocked door marker. The only way through a blocked door is to bash it open. Note that some blocked doors cannot be bashed open because the room on the other side is impassable.



*Blocked Door Marker*

### BASHED

Survivors, zombies, and some events can bash through any door, rendering it permanently open. To indicate this, place a bashed door marker on the doorway. Once bashed, a door can be barricaded, but it cannot be blocked or locked. Note: Survivors and some events can also bash walls.

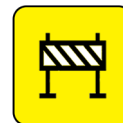


*Bashed Door Marker*

### BARRICADED

A barricade is a temporary obstruction across any unlocked or bashed opening. To indi-

cate this, place a barricade marker on the doorway. Any creature attempting to cross a normal barricade must spend 2 actions to do so. These barricades will remain in place until a creature first attempts to cross it. At that point, it will stand until the end of the current round. Barricades of any kind will not block ranged weapons and objects.



*Barricade  
Marker*

## UNCHECKED DOORS AND WALLS

Zombies will ignore and cannot bash through walls or unchecked doors. Survivors, on the other hand, can open both in certain circumstances. The only exceptions are the walls leading to the outside. Those exterior walls cannot be bashed by any means. See *Things That Take One Action* on page XX.

## ALL ABOUT ROOMS

When a survivor finds or makes a new opening, they should draw a new room tile and place it on the board. Align all of the doors and walls with any tiles that have already been played. If the tile cannot fit, discard it and draw a new room tile.

In the unlikely event that a player runs out of room tiles, reshuffle the discarded tiles and begin again. If a player cannot place a room tile after going through all of the room tiles and the discard pile, then they should place the last room tile face down where the new room should be. That room is now permanently inaccessible from any direction. The action ends. Reshuffle the room tile deck and place face down again.

## WEAR & TEAR, BROKEN ITEMS, REPAIRS

Nothing lasts forever, and that includes zombie survival gear. If an item has a broken wrench icon on its card, survivors must roll for Wear & Tear every time they use it. A failed roll means your item is damaged, has run out of gas, lost its charge, or otherwise become useless.

A broken item cannot be picked up, traded, thrown, or combined with any other item. If it is dropped, it is lost forever. Survivors can discard broken items at any time as a free action. Or they can hold onto it in hopes of repairing it. In this case, they should rotate the card 90° to indicate the item is in hand, but out of commission.



*Wear & Tear  
Marker*

## ESCAPING AND WINNING

The last row of room tiles is where the exit rooms—and the only exterior door—are located. All doors in the exit row—including the main exit—are just like any other door. Exit row walls, however, are not bashable by any means.

When an exit room is revealed for the first time, immediately roll a die, re-rolling 6s, to determine how many zombies are waiting there. In addition, the first time a survivor enters an exit room, reveal the search card placed there during setup. Event cards take place normally. Item search cards can be picked up like any other normal item.

**IMPORTANT:** Players cannot use *Crawlspace*, *Air Duct*, or any other card to bypass the main exit. *JUST RUN* cards only work inside a building.

Finally, event cards could make the main exit completely impassible. If there is no escape, then everybody loses.

## ALL ABOUT SCENARIOS

JUST RUN has 5 basic scenarios, or missions. Each can be played cooperatively or competitively. In addition, players who want a challenge can play multiple missions at the same time.

**DEFINITIONS:** A *cooperative game* means the mission objectives must be met, and there are seats on the chopper for anyone who escapes. A *competitive game* means the mission objectives must be met, but there are only enough seats on the chopper for half the survivors, rounded down.



## GET OUT

This is *JUST RUN*'s basic scenario. Grab your gear and run to the exit.

**Cooperative:** Everyone wins if every survivor escapes with at least 1 life point.

**Competitive:** Any survivor who finds a seat on the chopper and has at least 1 life point wins

**Time to Play:** ⌚

**Difficulty:** 💀

## EXTERMINATION

This zombie apocalypse has gotten out of hand. It's time to get offensive.

A survivor must have 5 dead zombie tokens in their inventory before they can enter the rescue chopper. They can kill the zombies by any means, but each survivor will only get credit for zombies they have killed.



Zombie Token

Zombie tokens take up no inventory space, disappear if they are used or dropped, and cannot be traded to another survivor. If a survivor uses a dead zombie token to make a *Vile Disguise*, that token no longer counts towards their mission kill quota. In addition, all other collected zombie tokens must be discarded.

**Cooperative:** Every survivor who collects 5 zombie tokens and escapes with at least 1 life point wins.

**Competitive:** Every survivor who collects 5 zombie tokens, finds a seat on the chopper, and has at least 1 life point wins.

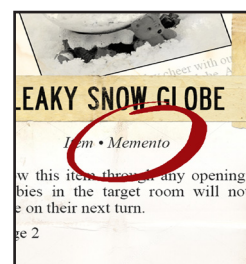
**Time to Play:** ⌚ ⌚

**Difficulty:** 💀

## MEMENTO MORI

Not everyone has survived the apocalypse. Find their mementos among the rubble.

Mementos are special cards found in the search deck or placed in the exit rooms during setup. Survivors can carry more than one memento card. And they can drop, throw, trade, or pick up mementos like any other card.



**Cooperative:** Every survivor who has at least one memento in their inventory and

escapes with at least 1 life point wins.

**Competitive:** Every survivor who has at least one memento in their inventory, finds a seat on the chopper, and has at least 1 life point wins.

**Time to Play:** ⌚ ⌚

**Difficulty:** 🧠 🧠

## FIND THE CURE

Somewhere in this chaos is the cure for the zombie plague. You are humanity's last hope.

Set aside the 6 *Antidote* cards and 6 cure tokens during setup. When any survivor first enters one of the two room tiles labeled *Lab*, they place all 6 cure tokens in this room. Any survivor entering this *Lab* can use a normal action to pick up 1 token, immediately swapping the token for 1 *Antidote* card. Treat the *Antidote* like any other object, except--



Cure Token

- A survivor cannot carry more than one *Antidote* at a time.
- Anytime a survivor carrying an *Antidote* could possibly take damage from any source—including fighting and the results of event cards—they must roll Wear & Tear to see if it breaks. Broken *Antidotes* cannot be repaired and must be immediately discarded.
- Finally, a survivor can use the *Antidote* to restore life points back to 6. Discard the *Antidote* after use.

**Cooperative:** Every survivor who escapes with at least 1 life point wins—as long as one of them also has an *Antidote* in their inventory.

**Competitive:** Every survivor who escapes with at least 1 life point and finds a seat on the chopper wins—as long as one of them also has an *Antidote* in their inventory.

**Time to Play:** ⌚ ⌚ ⌚

**Difficulty:** 🧠 🧠 🧠

**HINT:** It is possible to draw the Lab tile and not be able to place it on the board, so be strategic about when you reveal new rooms. If both of the *Labs* are discarded, players will have to place all room tiles, shuffle the discards, and then try again.

## RESCUE MISSION

Someone's alive in there, and they need your help!

When any survivor first enters any room in the 5th row, they should determine where on the board the rescuee is hiding. Roll 2 dice, one for the number of the row and one for the number of the column. Reroll any 6s. Place the rescuee piece in that room. If the room has not been placed yet, draw and place a new room tile.



*Rescuee Pawn*

Like any survivor, the rescuee has 6 life points, can take 2 actions, and will provoke attacks of opportunity from zombies. However, the rescuee—

- can only use their 2 actions to move or check doors.
- can neither carry nor use items. Other survivors can heal the rescuee.
- gets 2 defense dice, but cannot deal damage when they defend against an attack.
- always acts last during the survivor turn and is never the first player.
- has a special seat on the chopper and does not take up an additional space.

**Cooperative:** Everyone wins if the rescuee escapes with at least 1 life point.

**Competitive:** Every survivor who escapes with at least 1 life point and finds a seat on the chopper wins--as long as the rescuee also escapes with at least 1 life point.

**Time to Play:** ⌚ ⌚ ⌚ ⌚

**Difficulty:** 🧟 🧟 🧟 🧟

