

## Special cases

**One-shots:** If Gear on a Survivor provides a one-time bonus, if *that* Survivor is put forward to face a Threat, that Gear is discarded if *any* Survivor is eliminated *by the Threat* that round. If a Survivor has more than one piece of one-shot Gear, they only have to discard one (player's choice). If the Encounter is ended by an Event, that Survivor leaves the Encounter or the Encounter ends without anyone getting eliminated by the Threat, the Survivor does *not* use up the one-shot item.

**Example:** If a Survivor in the Encounter has a Pistol *and* a Shotgun and a Survivor in the Encounter is eliminated *by the Threat*, they only have to discard one of them. If *this* Survivor is eliminated, one of the Gear is discarded, the other is Lootable.

**Trash talk:** Remember to trash talk, read card quotes, and cackle maniacally as you describe the horrible demise of other player's Survivors. AZTA is *not* a cooperative game. It's *not* about beating the monsters, it's about beating the other players.

**Analysis paralysis:** If anyone thinks a player is taking too long for any step, they can hold up their hand and count from one to five on their fingers. If the slow player has not made a decision by the count of five, they pass and do nothing.

**Tiebreakers:** In any case where Survivors are equal and a decision has to be made about who gets eaten, probed, etc., start with the first player for the round and go clockwise to see who is selected among those who are tied. If a player has multiple Survivors tied for being selected to face a Threat, they choose the one to use.

**Precedence:** In the event that cards conflict or would give a confusing outcome, you only count the last one played. If this fails to resolve the situation, even the Threats are confused and the Encounter ends.

**Elimination:** If a player loses their last Survivor, *they are not out of the game*. They draw an **Event** at the start of every round, and can play **Events** to spite the thankless wretches who let them die in the first place. When it becomes their turn to go first, during the Flip step they flip up *two* Threats. The Threat for the Encounter is the *second* Threat drawn, but the first Threat stays in play and adds to whatever stack it applies to. *The fewer Survivors are left, the faster the Threats ramp up.*

**Sudden Death(optional):** If your game play is too slow, alter the Die Horribly step. If a Survivor is eliminated by a Threat, repeat the process. Starting with the first player, use the reduced Threat value against those remaining in the Encounter. Munch away until the remaining Threat is small enough for Survivors to evade.

## Winning?

Play continues until only one player remains. This player is the winner, *but you keep playing*. The last player gets to see how many rounds their Survivor(s) can survive on their own as a record for other players to beat.

### Alien Zombie Tentacle Apocalypse

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## Alien Zombie Tentacle Apocalypse (just call it AZTA)

Admit it, you bought this game just because of the title. *What is it about?* You and a bunch of other hapless refugees are fleeing the...wait for it...Alien Zombie Tentacle Apocalypse! Is there a plausible explanation for a megadisaster of this magnitude? *Of course not!* If you wanted that, you should have bought an EABA\* supplement.

What matters to your survivor right now is *not* whether they can outrun the aliens, zombies and tentacles, but whether they can outrun the *other survivors*...

## The Cards

Cards are pretty simple. Cards have numbers and icons:



a **red brain in a jar (Wits)**. Wits is used to outsmart the **Aliens**.



a **blue fist (Fight)**. Fight is used to fend off the **Zombies**.



a **green sneaker (Speed)**. Speed is used to keep away from the **Tentacles**.

Survivors have white text, Gear has black text, **Events** have orange text, **Aliens** have red text, **Zombies** have blue text, and **Tentacles** won the coin toss with the **Zombies** and got the **bilious green** text.

## Survivors

Survivors have inherent **Wits**, **Fight** and **Speed**, and *may* have a special ability. Each has a stand-up counter you should use when Helping other Survivors.

## The Enemies

**Aliens** want to kidnap you, probe you in embarrassing ways and then put your living, disembodied brain in a jar (but at least they won't probe you anymore). Aliens can only be evaded using your **Wits** (but having some weaponry usually doesn't hurt).

**Zombies** want to eat your brains and any other body part they can sink their teeth into. Zombies can only be fought with...**Fight** (or things that help you avoid a fight).

**Tentacles?** Well, let's just say you'd rather have your brain eaten by the undead than let the tentacles have their unspeakable way with you. Tentacles can only be evaded with **Speed** (but weapons and other things lying around might slow them down, which is the next best thing).

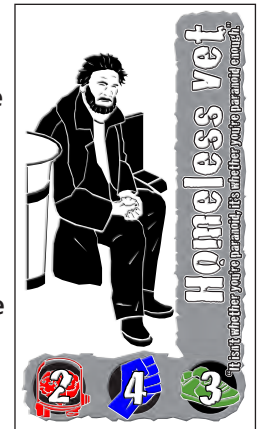
## Gear

Gear is stuff **Survivors** can carry to help them...die last. Some Gear works better for some **Survivors** than others. **Survivors** can carry up to three Gear, stacked under them so bonuses are visible. Excess Gear is dropped. Gear usually lasts from turn to turn, can can be traded or Looted, and is *only* played during the Weaponize step.

## Events

Events are things that are ephemeral and most game effects on **Wits**, **Fight** or **Speed** only last until the end of the round in which they are played. Events are *only* playable from your hand during the Screw the Other Players step.

\*EABA is our quite serious rpg system and well worth your time to take a look at...



## Setup

**Simple. First:** Sort the cards into three piles: Survivors, Gear/Events, and Enemies. *If the Gear/Events or Enemies decks run out during play, reshuffle and reuse them.*

**Second:** For a three- or four-player game, each player gets three Survivors, and each gets two Survivors in a game with five or more players. Survivors are always kept face-up in front of the player. **Third:** Give each player two cards from the Gear/Events deck, which they can look at and keep secret. Players have a hand limit of three cards, and must *immediately* discard down to three if they ever have more (before taking any game action with the drawn cards). **Fourth:** Go through the Enemies deck and set out an **Alien 2**, **Zombie 2** and **Tentacle 2** into separate piles in the center of the play area (if you want a more cutthroat start, use a higher value for the starting Threats). **Last:** Randomly choose a first player.

## Sequence of play

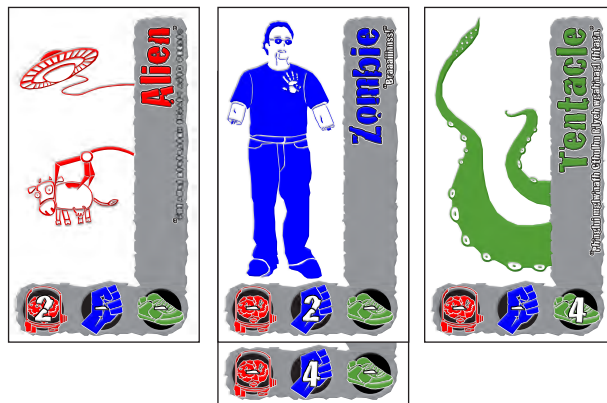
Play is in rounds, and each round can be described by the phases Weaponize, Loot, Flip, Help, Screw the Other Players and last, Die Horribly:

**Weaponize:** The *first* player and *all* eliminated players draw a card from the Gear/Events deck. *Eliminated players draw until they get an Event and discard the rest.* Then, players may trade Gear in their hand to another player's hand or from one Survivor to another. Players *must* put all Gear in their hand onto *their* Survivors. If they can't, it is dropped and may be Lootable. *Don't slow down the game.*

**Loot:** Most Gear that is dropped or Gear on a Survivor who did not survive the *previous* round is set in the center of the table until this step ends. Starting with the first player and going clockwise, they may have *one* Survivor grab *one* of these items and put it on *that* Survivor. However, that Survivor is counted as a *base* Wits, Fight and Speed of 1 for the rest of the round. Turn the Survivor sideways so you remember this. If any Gear remains unlooted at the end of this step, discard it. *You're running for your life and have to leave it behind.*

**Flip:** Draw the top card of the Enemies deck. This is the Threat for the Encounter of this round. Each type of Threat (**Alien**, **Zombie**, **Tentacle**) gets its own separate pile in the middle of the table. If the Threat you drew is the *largest* one of that type, put it on the bottom of that Threat stack, otherwise it goes on top. Stack the Threats so all the numbers are visible, since the total value of a Threat is the total value of the entire stack of that Threat.

**Example:** If the "Zombie 4" card had just been drawn, it would be placed beneath the "Zombie 2" card, the Threat for the round would be Zombies, and the value of the Threat would be 6 (the two Zombie cards added together).



Any player with a Survivor having an *adjusted* stat for *that* Threat of *less than* its value must put *one* these threatened Survivors forward to face it. Survivors equal or greater than the Threat may *not* go forward. Only the Survivors facing the Threat are "in the Encounter" for rule and card effect purposes. **If the value of the Threat is not higher than any Survivor, the round ends, and a new round begins, with the player to the left of the previous first player being the new first player.**

**Example:** In the previous case, all players with a Survivor whose *adjusted* Fight is *less than* 6 must put *one* of *those* Survivors forward to face the Zombie menace. If *all* Survivors have an adjusted Fight of 6 or more, the Threat is evaded (for now), the round ends and you start a new round with a new first player.

**Help:** Starting with the first player and going clockwise, any player may have *one* of their Survivors *not in the Encounter* assist a Survivor in the Encounter, as long as **a)** the Survivor being Helped belongs to *another* player and **b)** is not already being Helped by someone else. Once you have Helped someone in a round, you cannot Help anyone else. If you pass the opportunity to Help, you can't change your mind later. Move your stand-up marker on top of the Survivor you are Helping. The Helper adds their *base* Wits, Fight and Speed to the Survivor facing the Threat, and the player *giving assistance* gets to draw a card from the Gear/Events deck. But, if the Survivor being Helped dies *because of the Threat...so does the Survivor offering the help!* If the Survivor being Helped simply leaves the Encounter, so does the Helper.

Being the first player in a round, Events and Helping other Survivors are the *only* ways for non-eliminated players to draw cards in AZT, so you're going to have to help *someone* to have any chance of winning. However, all the players *not* being helped will be doing their best to make you pay dearly for your altruism...

**Screw the Other Players:** Starting with the first player and going clockwise, they may play one or more **Events** to manipulate the outcome of the Encounter. This could be by screwing the other players, or just by helping yourself and leaving them to their grisly fate. Each player only has one chance to do this, but may play multiple **Events**. Once you are done playing **Events**, you are at the mercy of all the players who have not yet played **Events**. *Going last can be good sometimes...*

**Events** can end the Encounter or empty the Threat stack, in which case everyone still alive goes home and you proceed to the next round with a new first player.

**Die Horribly:** Once all this is done, look at the *lowest* adjusted value against the Threat among all Survivors *in the Encounter*. If this is *less than* the value of the Threat...probe, munch, eewww. That Survivor is eliminated, anyone Helping them is eliminated, and the *top* card in the stack for *that* Threat is discarded (keep this separate from the Gear/Event discards). If the targeted Survivor is equal or stronger than the Threat, then no one suffers a horrible fate this round and the entire Threat stack stays in play (to become even bigger on a later round!). **Note that Events can adjust the way this works.** Also see the Sudden Death option.

After this, the Encounter and round is over, all surviving Survivors and Helpers return to in front of their players. The new first player becomes the player to the left of the previous first player, and you repeat the process.



**Physicist**  
"Back off man, I'm a scientist!"

**Smarter than you:** Once per game he can take a Gear from a Survivor in the Weaponize step

5 (red gear), 1 (blue gear), 2 (green gear)



**Homeless vet**  
"It isn't whether you're paranoid, it's whether you're paranoid enough!"

2 (red gear), 4 (blue gear), 3 (green gear)



**Bouncer**  
"Violence is the ultimate authority."

1 (red gear), 5 (blue gear), 3 (green gear)



**Smartass kid**  
"We came, we saw, we licked its ass!"

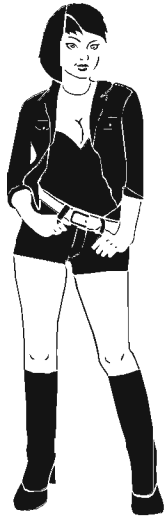
4 (red gear), 2 (blue gear), 3 (green gear)



**Stoner**  
"You killed Ted, you medical dirtweed!"

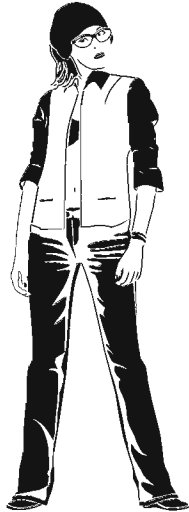
**Lucky:** Once per game he can leave Encounter he is in, as an action in his Screw Others step

2 (red gear), 3 (blue gear), 3 (green gear)



**Biker chick**  
"You gotta be freaking kidding me!"

2 (red gear), 3 (blue gear), 4 (green gear)



**Gamer girl**  
"I am the God!"

3 (red gear), 2 (blue gear), 4 (green gear)



**Seductive:** Once per game she can force a male Survivor to Help her (on her Help step)

**Blonde bimbo**  
"A girl can only be a slut, bitch, tease or the virgin next door."

2 (red gear), 2 (blue gear), 4 (green gear)




**Policewoman**  
"If it bleeds, we can kill it!"

3 (red gear), 3 (blue gear), 3 (green gear)



**Biker**  
"I aim to misbehave."

2 (red gear), 4 (blue gear), 3 (green gear)



**Alien**  
"It's not my planet, monkey boy!"




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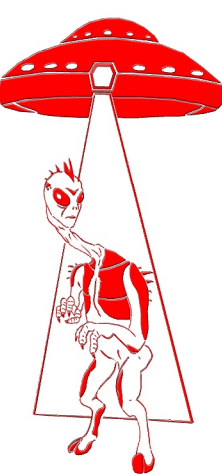

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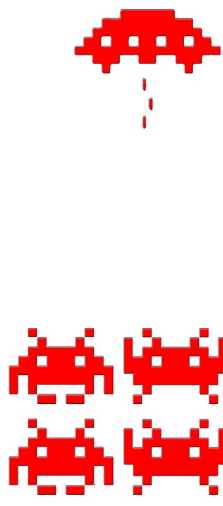

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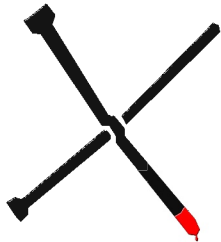



**Alien**  
"It's not my planet, monkey boy!"

**Alien**  
"Shoo galeah shah sheetflif!"





# Tire iron

"I say we grease this rat f-ck sumfabit right now!"

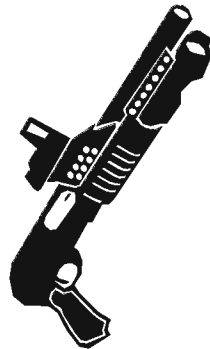
**Bonus:** An extra +1 to Fight if used by the Biker, Biker Chick or Bouncer



# Laptop

"The virus is in. Now all we can do is pray."

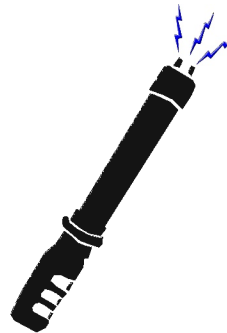
**Bonus:** An extra +1 to Wits if used by the Physicist, Smartass Kid or Gamer Grrl



# Shotgun

"Alright, you primitive screwheads... this is my Boomstick!"

**One use:** Discard if this Survivor is in Encounter when a Survivor is eliminated



# Stun gun

"Shut your hole, Bane, before I put you in one."

**Bonus:** Extra +1 to Speed if used by the Policewoman, the Bimbo or the Lawyer



# Chainsaw

"Your rules are really beginning to annoy me."

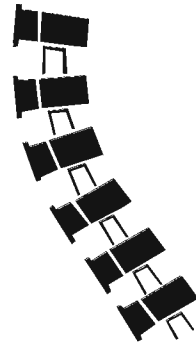
**Limit:** Survivor may only carry two Gear if one is a Chainsaw (discard any excess)



# Tin foil hat

"Welcome to the real world."

**Bonus:** Extra +1 to Wits if worn by the Homeless Vet



# Extra ammo

"We need guns. Lots of guns."

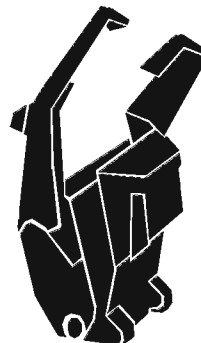
**Special:** Discard this instead of having to discard a Shotgun, Rifle or Pistol



# Pistol

"Good, bad, f-ck the guy with the gun."

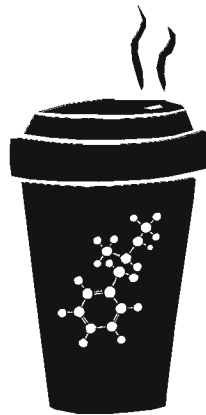
**One use:** Discard if this Survivor is in Encounter when a Survivor is eliminated



# Alien gizmo

"Whoa! I have got to get me one of these!"

**Bonus:** Extra +1 Wits for Physicist, +1 Fight for Gamer Grrl and +1 Speed for the Stoner



# Coffee plus

"Coffee makes me nervous when I drink it. Mmm."

**Limit:** May not be Looted or traded, discard it if dropped





**Action:** Ignore the first choice for the Survivor to be eliminated this Encounter



**Too small, try again**  
 "Are you typical of Earth women?"



**Action:** Ignore female Survivors in Encounter when choosing who is eliminated



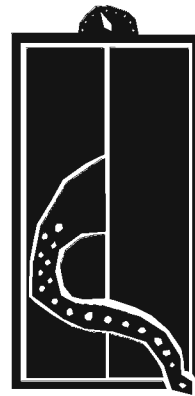
**New flavor**  
 "Prepare to insert nourishment."



**Action:** Ignore male Survivors in Encounter when choosing who is eliminated



**New flavor**  
 "He dares to deprive me of a pleasure unique in Soga, an Earthling!"



**Action:** Withdraw one Survivor or one Helper from the Encounter



**Missed the elevator**  
 "It's all the same to you, I'll just catch the next one."



**Action:** You already smell like the dead. One Survivor in the Encounter gets bonus



**Serious funk**  
 "Hey, Micks. Man, you look just like I feel!"



**Action:** All males have **base** stats of **1** next round, or remove males from **this** Encounter



**Fatally distracted**  
 "I can't bear to watch...well, maybe just a few more minutes."



**Action:** Add any one non-Helping Survivor to the Encounter. That player draws 3 cards



**Noble sacrifice**  
 "You gotta be fckng kidding."



**Action:** Discard the current Threat stack, the Encounter ends. Draw 1 card



**Critical hit!**  
 "Dodge this."



**Action:** All players draw a card. One Survivor in Encounter gets the bonuses



**S-Mart**  
 "Shop smart. Shop S-Mart."



**Action:** The Survivor in this Encounter with the highest **base** Fight takes the penalties



**Tight squeeze**  
 "The only way you're getting through that hole is in two trips."