

1

SUMMARY

- Spell action verbs to hurt or escape zombies, use found gear (like a chainsaw or shotgun), avoid obstacles that slow you down, and help your friends... or not!

STORY

- While exploring a dark, abandoned warehouse, you and your friends stumble on a Zombie feasting on someone's flesh.
- The Zombie shrieks and lurches after you. Your options are simple: Escape, get bitten... or maybe, just maybe a shotgun can blow its head off?
- Get bitten and you become a Zombie! Help your friends escape, or send them to their doom ...

SETUP

- Separate the Letter, Stuff, Map, and Words cards. Shuffle the the Letter and Stuff decks separately.
- Each player should choose a colored cube ("Avatar") except red (reserved for the Zombie).
- Decide who goes first and determine player order.
- Deal each player 6 Letter cards.

CARD TYPES

- Letter - Combine these in your hand to spell words (action verbs).

2

- Stuff - Things that can help or hurt you, your team, or the Zombie (see Stuff).
- Map - These cards are used to track changes in player and Zombie movement, and Zombie damage.
- Words - These are reference cards to refer to during Step 2 of a turn (see Turn).

TURN

- Step 1 - Deal with Hazard card(s) from last turn (skip to Phase 2 if none exists).
 - Spell a required action verb for the Hazard. Execute the consequences.
- Step 2 - Perform one of the following:
 - Spell an action verb listed on a Words card. Execute the consequences.
 - Spell an action verb listed on an Item card. Execute the consequences.
- If a word cannot be spelled in Step 2:
 - Immediately move the Zombie 1 space closer.
 - Discard one or more cards and advance to Step 3.
- Step 3 - Replenish:
 - Draw Letter cards to replenish your hand back to 6 cards.
- It is now the next player's turn.
- Once all players have had a turn, the Round is over:

3

- Move the Zombie forward 2 spaces if it did not take any damage this turn.
- Move the Zombie forward 1 space if it took damage this turn.
- Begin the next Round (first player's turn begins).

LETTER

- Letter cards can be combined to spell words.
- Each card has a choice of 2 different letters in 2 corners.
- Rotate the card so the desired letter is in the upper-left corner to indicate which letter you're using.
- Refer to the Word cards to determine what words you can spell (see Words).

WORDS

- Word cards provide a reference to know what you can spell as a player or Zombie player, and what the results will be.
- There are 2 player Word cards and 1 Zombie word card.

STUFF

- Crates provide Stuff cards.
- Any player Avatar that lands on a Crate spot earns that player a Stuff card.
- Draw 1 Stuff card when that occurs.
- There are 2 types of Stuff cards:
 - Items (see Items)
 - Hazards (see Hazards)

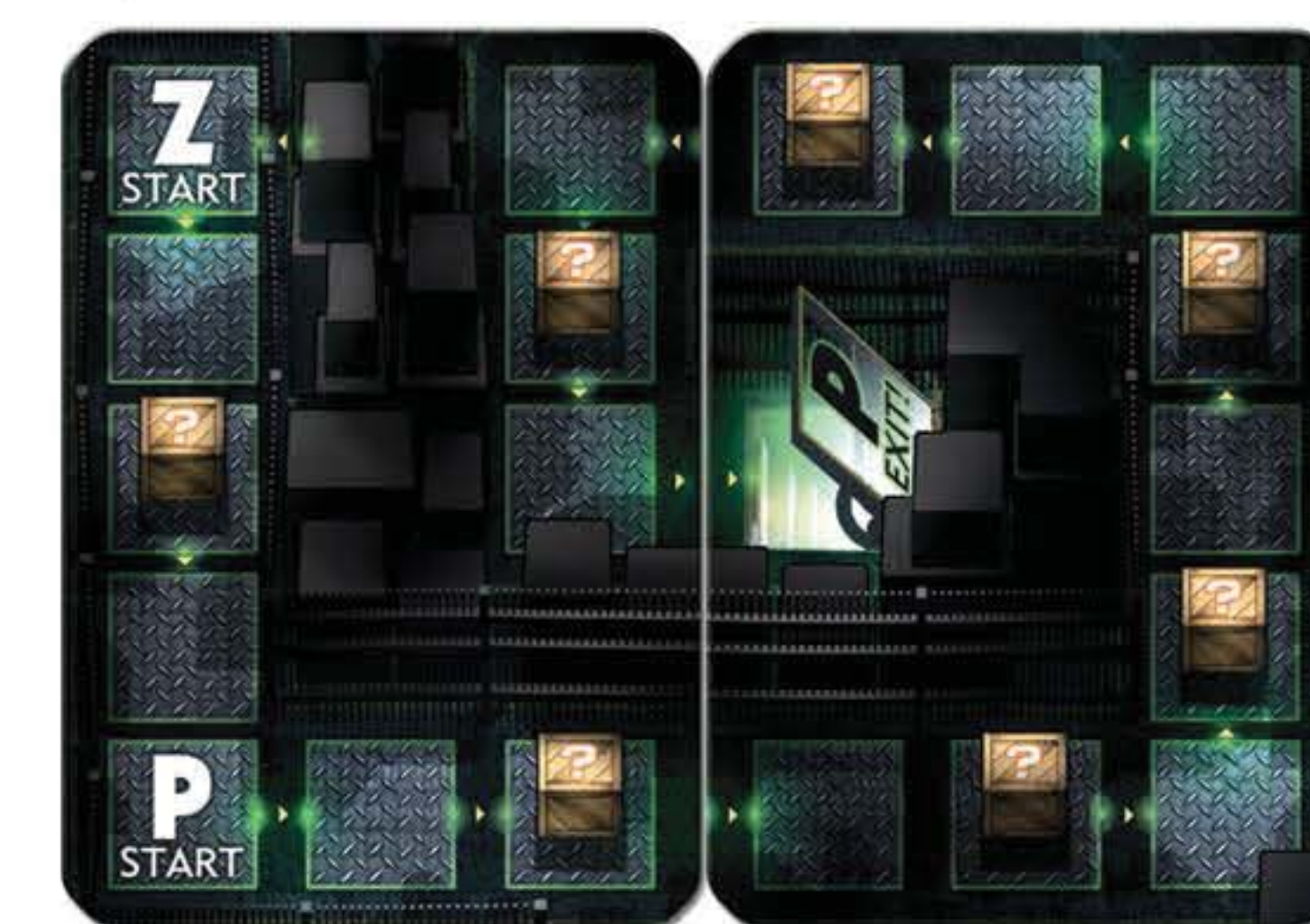
4

- Note: Zombies never collect stuff.

MAP

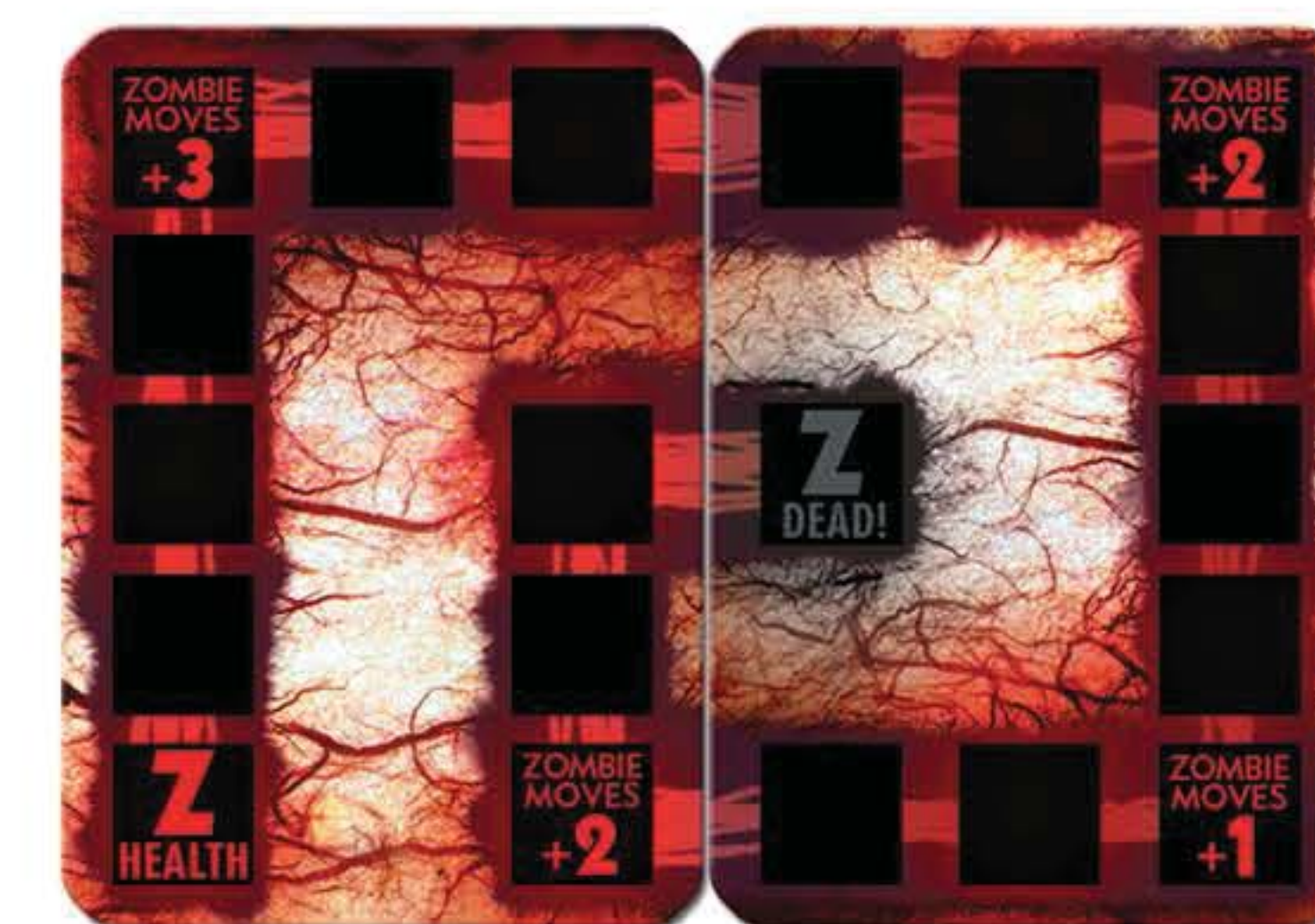
There are 2 different Map sets of 2 cards each:

- Movement
 - This indicates where players and the Zombie are located.
 - Connect the Movement Map cards by lining them up side by side.



- The Zombie uses the red avatar, while players use any other colors to represent their locations in the Movement Map.
- Once a player reaches the exit, he/she is safe and is done playing.

- Health
 - This indicates how much damage the Zombie has sustained.
 - Connect the Health Map cards by lining them up side by side.



5

- Use the red avatar to indicate the Zombie's health.
- Once the Zombie's damage reaches maximum, it is destroyed.

SPELLING RESULTS

Spelling action verbs provides various results, including:

- Movement change:
 - Move the avatar the listed amount of spaces forward or backward.
- Damage change:
 - Move the Damage avatar the listed amount of spaces forward or backward.
- Restrictions:
 - Close range - Target must be within 3 map squares away. Indicated by a target icon.
 - Eye contact - Target must be in a straight line ahead or behind. Indicated by an eye icon.

ITEMS

- Helpful things to use at any time. Found in the Stuff deck.
- Spell the listed word to get the listed benefit.
 - e.g. spell "CHOP" to use the Axe Item card and damage the Zombie.
- Some Items allow more than 1 word to be spelled (any 1 will work).
- All Items can be used once and then discarded.

6**HAZARDS**

- Harmful things that must be dealt with at the start of your next turn.
- Spell one of the listed words, and it will help you. Otherwise, it hurts you or your friends.
 - e.g. spell "HOP" to avoid the Railing Hazard card.
 - Otherwise, suffer the listed penalty.
- Some Hazards allow more than 1 word to be spelled (any 1 will work).
- A Hazard should be discarded at the end of the player's next turn, unless dealt with earlier.

BITTEN

- When the Zombie avatar moves on top of a player avatar, the player is bitten and becomes a "Zombie player."
 - The Zombie player's flesh rots and their dead body turns into a Zombie. Discard the player's previous avatar and continue using the Zombie avatar.
 - Reset the Zombie damage avatar.
 - Zombie players should immediately discard any Stuff cards in his/her possession.
 - All cards in the Zombie player's hand should now be used to spell Zombie words.

7

- A Zombie player continues his/her turn as normal, including:
 - The Zombie player moves forward 1 or 2 spaces at the end of a Round.
 - When a player cannot spell a verb on his/her turn, the Zombie player moves forward 1 space.
 - When a Zombie player cannot spell a word on his/her turn, he/she discards any cards and replenishes. No movement penalty.
 - Zombie players do not pick up Stuff cards.
- In this game, a Zombie is like Highlander: There can be only 1 ...Zombie at a time. If a Zombie player bites a player, that player becomes the Zombie, and the biting Zombie player is now out of the game.

ENDING THE GAME

- Each player can individually escape, which marks the end of the game for them.
- However, for the entire game to be over, one of these conditions must be met:
 - All players escape (Best team Win!).
 - Zombie dies (Team Win!).
 - All players are bitten (Team Zombie!).
 - Some players escape while others are bitten (Escapees Win!).

CAUTION!
CONTAINS
SMALL
PARTS!

SENNERTAIN

**DEAD
LETTERZ™****Deadletterz™**
Team Escape!

■ Spell action verbs to hurt or escape zombies, and help your friends... or not!

■ Strengthen your spelling skills while exercising strategic thinking.

■ Includes 60 total Letterz, Word, Stuff (hazards and items), Map and Health cards, with 2 Zombie and 4 player avatars (colored cubes).

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COOPERATE **ENTERTAIN** **CHANGE** **FAST** **GRAPHICS**

COMPETE **INFORM** **STRATEGY** **SLOW** **TEXT**

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