laboîte

SUPPAGUMMA



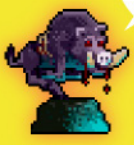
ADVENTURE MOFFEE

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2-6 players

>25 minutes

min age 6+



HOW TO PLAY VIDEO!

HEX SURVIVAL

IS A TACTICAL GAME SET IN MOFFEE'S WORLD (COMIC INSIDE - TAKE A LOOK AT THE COMIC BOOKLET). USE A MIX OF CARDS AND STRATEGY TO TRAP, DECEIVE, AND STAB YOUR OPPONENTS. BUT BEWARE, DEATH IS NOT THE END: YOUR PAWNS SHALL RISE AGAIN AS ZOMBIES UNDER YOUR COMMAND! WHO WILL BE THE LAST NON-ZOMBIE STANDING?

OBJECTIVE

ELIMINATE ALL OPPONENTS AND BE THE LAST NON-ZOMBIE SURVIVOR.

CREDITS

THE FOLLOWING PEOPLE MADE THIS GAME POSSIBLE:

GAME CONCEPT:	GAETANO LEONARDI
ARTWORK:	GAETANO LEONARDI
TEXT EDITOR:	DANIELA CAPULLI
TEXT TRANSLATOR:	DANIELE GIARDINI
PLAY TESTERS:	GAETANO LEONARDI, DANIELE GIARDINI, DANIELA CAPULLI, ANDREA VENTURI,

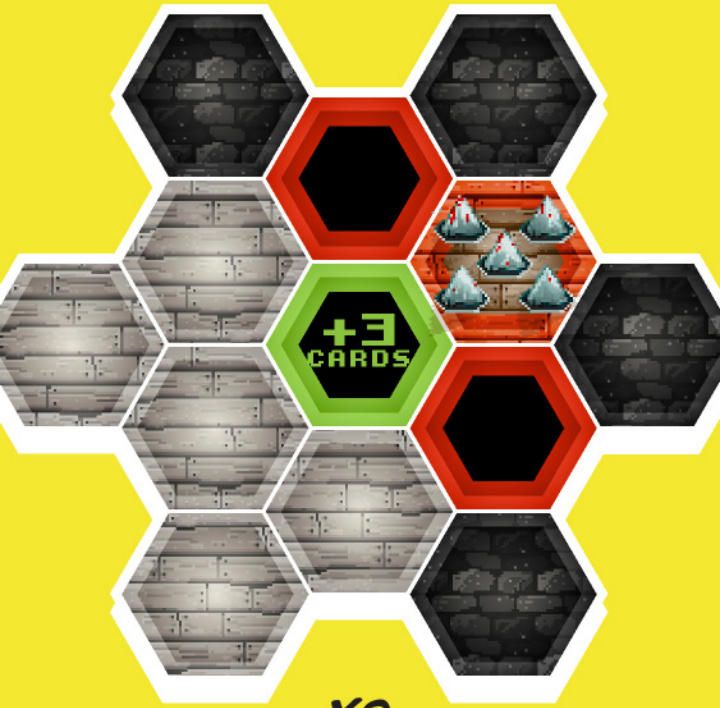
LEGAL

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FIND OUT MORE:

FOR MORE INFORMATION ABOUT THIS GAME OR OUR OTHER GREAT GAMES, CHECK OUT OUR WEBSITE AT:

WWW.SUPPAGUMMA.COM

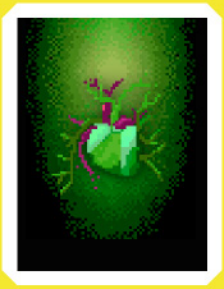


X9
MAP BLOCKS

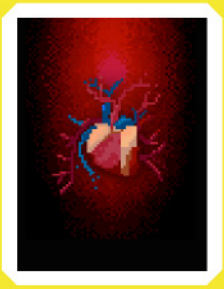
COMPONENTS



X36
CHANCE CARDS



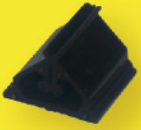
X18
INFECTED HEART MINI CARDS



X18
RED HEART MINI CARDS



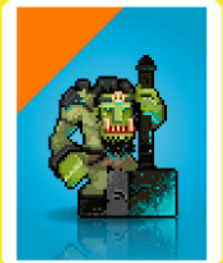
X6
RED STANDS



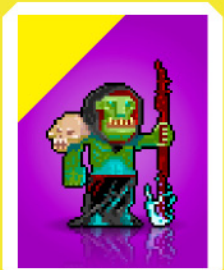
X6
BLACK STANDS



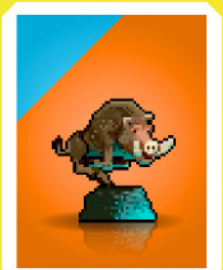
WHARR



BURR



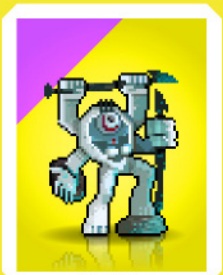
TANIBUS



CINGHIALOTTO



MOFFEE



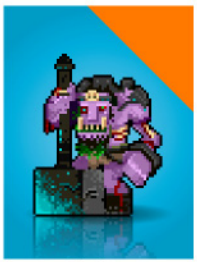
ISHYE

X6

HERO MINI CARDS



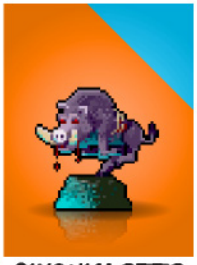
WHARR



BURR



TANIBUS



CINGHIALOTTO



MOFFEE



ISHYE

X6

ZOMBIE MINI CARDS

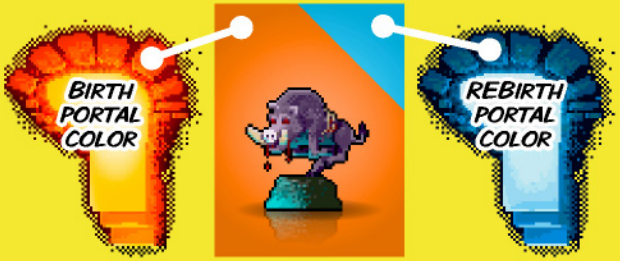
SETUP

SHUFFLE AND RANDOMLY PLACE THE 9 **MAP BLOCKS** ON THE TABLE, JOINING THEM AS YOU SEE FIT. THE **MAP BLOCKS** CANNOT BE SUPERIMPOSED OVER EACH OTHER. YOU CAN LEAVE EMPTY SPACES BETWEEN THEM, BUT AT LEAST ONE SIDE OF EACH MUST BE JOINED TO ANOTHER MAP BLOCK. BE SURE THAT YOU HAVE AT LEAST TWO OF THE **GREEN +[X] CARDS TILES** (SEE THE **HEXES ON THE MAP** PARAGRAPH – PAGE 14) SHOWING ON THE COMPLETED BOARD.

ACCORDING TO THE NUMBER OF PARTICIPANTS, SHUFFLE THE **HERO CARDS** AND HAND THEM OUT FOLLOWING THIS MODEL:

2 PLAYERS: **3 HEROES PER PLAYER**
3 PLAYERS: **2 HEROES PER PLAYER**
4 PLAYERS: **1 HERO PER PLAYER**
5 PLAYERS: **1 HERO PER PLAYER**
6 PLAYERS: **1 HERO PER PLAYER**

PLACE EACH **HERO CARD** ON A BLACK STAND. YOU JUST CREATED A **HERO PAWN**.



EACH **HERO CARD** HAS A BACKGROUND COLOR THAT INDICATES THE COLOR OF ITS **BIRTH PORTAL** ON THE MAP, WHERE YOU HAVE TO PLACE THE PAWN AT THE BEGINNING OF THE GAME.

SETUP

For each of your **HEROES**, take the corresponding **ZOMBIE CARD** and place it on a **RED STAND**. You just created a **ZOMBIE PAWN**. Place it on the table next to you.

Each HERO has 3 health points, represented by the 3 **RED HEART CARDS** which are used as a reminder of the pawn's health. Place the 3 **RED HEART CARDS** next to each **ZOMBIE PAWN**.

Place all of the **CHANCE CARDS** together and shuffle their deck. After this, distribute 1 **CHANCE CARD** per each pawn; if it's an **EVENT CARD**, the pawn to which its assigned will have to immediately follow the written indications (see the **CHANCE CARDS** paragraph - page 15).



SETUP EXAMPLE
(2 PLAYERS GAME)

TURN ORDER

The player who controls the **HERO "MOFFEE"** (recognizable by his red background) always starts first. **The turn then moves clockwise.**

ACTIONS X TURN

On your turn you may do any or all of the following in any order:

- **PUSH** – each pawn (Hero or Zombie) may push one adjacent opponent into any unoccupied hex (adjacent to the same opponent);
- **INFECT** – each Zombie pawn may infect one adjacent hero pawn (see the **ZOMBIE** paragraph – page 12);
- **PLAY CHANCE CARD** – each pawn (Hero or Zombie) can play CHANCE CARDS (see the **CHANCE CARDS** paragraph – page 15);
- **MOVE** – One (and only one) of your pawns (Heroes or Zombies) may move to an adjacent unoccupied hex;

NORMAL MOVE:
1 ADJACENT HEX
PER TURN





After each **HERO PAWN** movement, the player picks a card from the **CHANCE DECK** and chooses whether to use it immediately or keep it for later.
Moving a **ZOMBIE PAWN** doesn't grant you a card from the **CHANCE DECK**;

Notes:

- **CHANCE CARDS** can be used both before and after your pawn moves;
- Movement granted from a **CHANCE CARD** doesn't grant you a card from the **CHANCE DECK**.

ZOMBIE

FOR EACH INJURY YOUR **HERO PAWN** SUFFERS, REMOVE ONE OF THE **RED HEART CARDS** THAT ARE KEPT NEAR YOUR ZOMBIE ALTER-EGO. WHEN THERE ARE NO MORE **RED HEART CARDS** FOR A GIVEN **HERO PAWN**, IT BECOMES A **ZOMBIE**, AND WILL HAVE TO BE SWITCHED WITH A **ZOMBIE PAWN**, DISTINGUISHED BY ITS **RED BASE**.

INFECTION EXAMPLE



DURING YOUR TURN, EACH OF YOUR **ZOMBIE PAWNS** CAN INFECT ONE **HERO PAWN** WHICH STANDS ON AN ADJACENT TILE.

ZOMBIE

WHEN A **ZOMBIE PAWN** INFECTS A **HERO PAWN**, PLACE AN **INFECTED HEART** NEAR THE HERO'S **RED HEART CARDS**. AT THE BEGINNING OF EACH TURN OF THE PLAYER THAT CONTROLS THE INFECTED HERO, ADD ONE INFECTED HEART. ONCE YOU HAVE 3 **INFECTED HEART CARDS**, THE **HERO PAWN** BECOMES A **ZOMBIE** AS SOON AS THE PLAYER'S TURN ENDS.



THE INFECTION CAN BE AVOIDED OR HEALED BY SOME **CHANCE CARDS**.

ZOMBIE REMINDER

- MOVING A **ZOMBIE PAWN** DOESN'T GRANT YOU A **CHANCE CARD**;
- ZOMBIES CAN USE **CHANCE CARDS** IF THEY OWN THEM ALREADY;
- ZOMBIES CAN PICK **CHANCE CARDS** IF THEY MOVE OVER A **+[x] CARDS TILE**;
- IF A ZOMBIE REACHES A **REBIRTH PORTAL** TILE OF THE SAME COLOR AS THE ONE SHOWN IN THE TOP LEFT OF ITS CARD, IT COMES BACK TO LIFE AND BECOMES A HERO AGAIN, WITH 1 **RED HEART**.

HEXES ON THE MAP



RED LINE FLOOR: UNWALKABLE TILE.



STONE FLOOR: SIMPLE WALKABLE TILE.



WOODEN FLOOR: SIMPLE WALKABLE TILE.



TRAP HEX: WHEN A PAWN MOVES ONTO OR PASSES OVER THIS TILE IT IS INJURED AND LOSES ONE RED HEART.



X2 MOVE: MOVING ONTO THIS TILE ALLOWS AN ADDITIONAL MOVEMENT. NO CHANCE CARDS ARE GRANTED FOR ADDITIONAL MOVEMENTS.

HEXES ON THE MAP



+[X] CARDS TILE: MOVING ONTO THIS TILE GRANTS YOU AS MANY CHANCE CARD AS WRITTEN ON THE HEX.

NOTES:

- IF YOU END YOUR PAWN'S MOVEMENT ONTO A **+[X] TILE** YOU WILL GET **+[X] CARDS** AND YOUR PAWN WILL BE INSTANTLY TELEPORTED TO ITS BIRTH PORTAL;
- IF YOU MOVE OVER A **+[X] TILE** WITHOUT ENDING ON IT, YOU WILL TAKE NO CARDS AND NO TELEPORT WILL HAPPEN;
- THE **+[X] CARDS** BONUS CAN BE USED ONLY ONCE PER TURN.



PORTAL: HERE IS WHERE THE PAWNS ARE BORN, OR REBORN.

NOTES:

- IF A **ZOMBIE PAWN** REACHES THE **REBIRTH PORTAL** INDICATED BY THE COLOR ON THE UPPER LEFT OF ITS CARD, IT IS BORN AGAIN AS A HERO WITH 1 **RED HEART**, IN THAT CASE REMOVE THE **ZOMBIE PAWN** AND REPLACE IT WITH A **HERO PAWN**, WHICH WILL HAVE TO BE PLACED ON HIS **BIRTH PORTAL**;
- A **ZOMBIE PAWN** CAN CHOOSE TO GO OVER A PORTAL WITHOUT BEING REBORN AS A HERO.

CHANCE CARDS

THE CHANCE CARDS ARE DIVIDED IN 3 TYPES



ATTACK: ATTACK CARDS CAN ONLY BE USED DURING YOUR TURN, BEFORE OR AFTER MOVING A PAWN



DEFENSE: DEFENSE CARDS CAN BE USED AT ANY TIME, EVEN DURING AN OPPONENT'S TURN, IN REACTION TO AN ACTION: ATTACK, ZOMBIE BITE, GUNSHOT, ETC.



EVENT: EVENT CARDS DESCRIBE SOMETHING THAT HAPPENS AS SOON AS YOU TAKE THEM. YOU HAVE TO IMMEDIATELY EXECUTE THE INSTRUCTIONS WRITTEN ON THE CARD.

EACH PLAYER CAN HAVE A MAXIMUM OF CHANCE CARDS EQUAL TO THE SUM OF ALL THE **RED HEARTS** HIS PAWNS HAVE, UP TO A MAXIMUM OF 5. EVERY EXCEEDING CARD WILL HAVE TO BE USED OR DISCARDED BEFORE THE END OF THE PLAYER'S TURN.

ACTION RADIUS



EACH **ATTACK** OR **DEFENSE** CARD HAS A MAXIMUM **ACTION RANGE**, EXPRESSED BY THE NUMBER OF HEX TILES DRAWN ON ITS BOTTOM.
THE HEX COUNT STARTS FROM THE PAWN WITH WHICH YOU WANT TO USE THE CARD.

EXAMPLE: A SINGLE HEX MEANS THE ACTION CAN INVOLVE ONLY TILES ADJACENT TO THE PAWN USING THE CARD; 2 HEXES MEAN THAT YOU CAN REACH UP TO 2 TILES FROM THE PAWN; 3 HEXES MEAN YOU CAN REACH UP TO 3 TILES FROM THE PAWN.

How to win

The winner is the player who has one or more HERO Pawns when the other players have none.

Before you can declare a winner, a full-round must be completed, meaning that the player before the one holding Moffee played last and his turn has ended.

In the case all pawns are turned into zombies when the round ends, the game continues, and the winner is the first one that manages to revive one of his pawns.

FAQ

- **Can I infect a HERO with my Zombie and then move another one of my pawns in the same turn?**
  Yes, if it's your turn and your Zombie is adjacent to the pawn you want to infect.

- **What happens when my pawn has no more RED HEARTS?**
  It becomes a Zombie and must be switched immediately.

- **When my pawn has 3 INFECTED HEART cards, does it become a Zombie immediately, or does it wait the next turn?**
  It becomes a Zombie as soon as your turn ends.

- **If I'm teleported back to my BIRTH PORTAL but it's already occupied, where should I place my pawn?**
  Place it on any of the PORTAL's adjacent tiles.