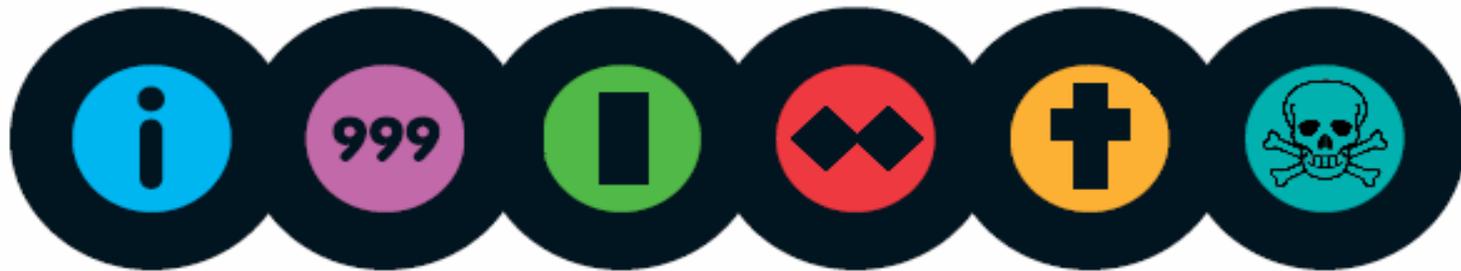


 DEAD OF NIGHT



SCENARIO 1: HOUSE OF QUITE A FEW CORPSES



Setting up the Board

Start with the **corridor** tile with a door at each end, and place this as shown on the map. Then place the **corridor** tile with the top of a set of stairs and a window at one end. Place this tile as shown. The **shed** and **garage** tiles should be placed face down in position.

Select at random rooms of the correct size and place them with the doors and windows in the positions displayed.

Staircase A leads to the **cellar**, which should be ready near the board for when a player explores it.

Each player in turn places their token on the zombie entry space of their choice. This is their starting position. Place a zombie on each of the others. Each player begins this scenario with one randomly picked item of 1-handed equipment. (Even if you start with a firearm, you still start with no ammo.)

Players may use the front door or any of the windows to enter the house, and any of the internal doors to move around. Each time an unexplored room is discovered, turn the tile over to show its contents.

The Cards

Separate the AI and All cards into 2 decks. Remove the cards titled `Found a Set of Keys` and `The End`. Shuffle the 2 decks and cut the `Keys` card in towards the bottom of AI, and `The End` toward the bottom of All. Then place the AI deck on top of the All deck, to form one deck. Do not shuffle them again. Cards used by the players on their turns are discarded (not put back into/under the deck).

The End of the Game

- 1: The End card is drawn
- 2: Somebody escapes in a fully fuelled vehicle
- 3: Only one player is left alive

Victory Points

- +1 for each zombie killed
- +10 for escaping
- +10 for making it alive to the end of the game

The Winner is the player with the most Victory Points at the end of the game

