



diZe

CREATIVE COMMONS

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**A solo game for a survivor
Designed by Santiago Eximeno**

INTRODUCTION

In **diZe** you are the last hope of humanity, ravaged by a zombie epidemic that has returned the dead to life. Your mission is to kill all those nasty undead and bring peace to the world.

diZe is a solo dice game for one player with a duration of ten minutes. Your goal is to capture and execute all zombies. At least, you must kill as many of the undead as you can.

GAME COMPONENTS

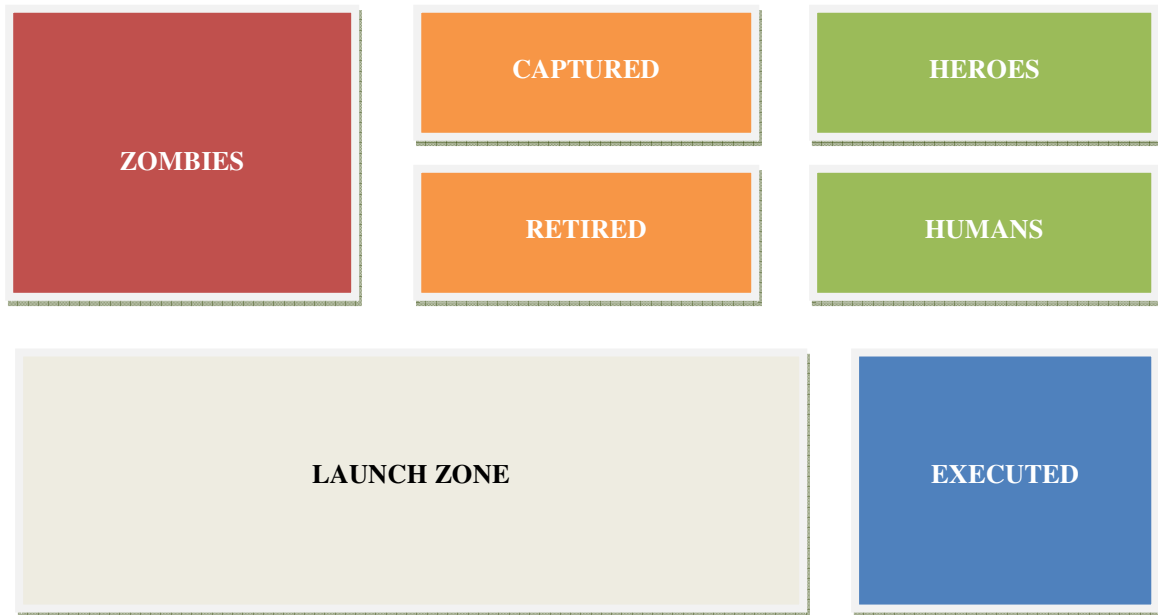
The game components are 20 dice that represent both zombies and humans.

SETUP

20 dice are separated into two groups: one of them will be the undead and other will be the survivors. The difficulty of the game and the final score will depend on how many dice initially is part of each group.

Note: We recommend playing the first game with 4 zombies. The difficulty level increases as you increase the number of zombies, and a higher score can be achieved.

There are several areas on the table where the player will place the dice depending on how the game progresses.



In the **Launch Zone** the player will make successive dice rolls required by the game.

In the **Zombie Zone** the player will place the active zombies dice, in the **Human Zone** the active humans dice.

The rest of the areas are described below.

GAME

Each turn is divided into three successive phases:

- **Infection**
- **Human Attack**
- **Zombie Attack**

The player decides how many human dice wants to throw in the **Launch Zone** (maximum: twice the zombie dice in the **Zombie Zone**) and leaves the rest of the human dice in the **Human Zone**.

In **Infection** phase the player throws selected dice on **Launch Zone**. If player obtains more than two dice with a 1 value, a human has been infected. Move a dice from **Launch Zone** to **Zombie Zone**.

Then **Human Attack** phase begins. The player throws dice on **Launch Zone** and checks values:

1. If gets a number of even values dice greater than odd values dice (after apply **Captured** and **Heroes** modifiers), the attack has been effective.
 - Place a dice just thrown in the **Retired Zone**.
 - Move a dice from **Zombie Zone** to **Captured Zone**.
 - Move (if the player wish) any 6 value dice obtained to **Heroes Zone**.
 - For successive throws, the player adds all **Captured** dice as odd dice and all **Heroes** dice as even dice and then determines if the attack has been effective or not.
 - If the player wishes to continue, throws again **Launch Zone** dice. **Human Attack** continues until the player fails or voluntary stops.
 - If the player wants to stop, move Captured dice to Executed Zone. Also move Heroes dice, Retired dice and **Launch Zone** dice to Human Zone. The phase is over and Zombie Attack phase begins.

2. If gets a number of odd values dice equal to or greater than even values dice (after apply **Captured** and **Heroes** modifiers), the attack has failed and the **Human Attack** phase has ended. All **Captured** dice are returned to **Zombie Zone**. Also move **Heroes** dice, **Retired** dice and **Launch Zone** dice to **Human Zone**. The phase is over and **Zombie Attack** phase begins.

In **Zombie Attack** phase the player throws all dice in **Zombie Zone** in **Launch Zone**. For every 1 value dice the player moves a dice in **Human Zone** to **Zombie Zone** (these human has been bitten and infected). Then player moves dice thrown to **Zombie Zone**. After that begins a new turn with **Infection** phase. Game continues until all zombies have been executed or all humans are dead.

END OF GAME

Game ends when all humans are dead or when all zombies have been captured and executed. Then the player calculates his score, which is the result of adding the following values:

- Player scores one point for each zombie dice at initial setup.
- Player scores one point for each executed zombie.
- If all zombies have been executed player adds 10 points to the final result.

CREDITS

Design: Santiago Eximeno

Illustrations: Public Domain

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