

EXTRACTION BOARDGAME

EXTRACTION: 3 - 6 PLAYERS

Extraction is a Post-Apocalyptic zombie Survival Board game

- Balance supplies with risk

Compete, Co-operate and Deceive all for the same goal: **SURVIVAL**

Play by moving around the map, communicating, attacking and trading with other players, all whilst avoiding the horde and being the last to run out of health

- The game includes 3 - 6 Players lootable Locations and a Zombie Horde
- There are two categories of loot: **Food** and **Weapons**. Each piece of loot takes up one slot

Food allows you to heal missing health and can be consumed on a players turn. Each food item has one use. Food does not count towards the players actions on a turn, therefore multiple food items can be eaten on a players turn

Weapons each have **Damage** values and rarities, the rarer the card the less of them there are on the board

Each player can have 3 cards hidden at any time

- Each lootable location around the map includes **its own loot stack**
- Places can **only be looted 2 times by the same player consecutively** afterwards **the player must move on**

Needed for play:

Game Board

Loot Cards (Weapons & Food)

Horde (Community) Deck

Pen & Paper (for recording health)

2 D6 Die (for movement)

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Player Actions:

Players each take 1 action per turn

- Move
 - During Night: Roll a 6 sided die to move
 - During Day: Roll two 6 sided die to move
 - After moving, on the player's next move, they cannot move back from where they first came from (No backtracking)
- Trade
 - Communicate and swap items with other players if in a 3 block radius
- Loot
 - If in a lootable building pick-up **1 loot card** from the corresponding pile, the new looted item can be swapped for an existing item, **the discarded item then gets removed from play**
- Attack
 - If within a 3 block radius (Trading range) attack a player
- Eat
 - If carrying food, consume to restore health (**this can be done as many times as possible and doesn't affect the players turn**)
- Skip
 - The player can opt to skip their turn if they do not wish to act
- Discard
 - The player decides to remove 1 or more items from their inventories (**This does not affect the players turn**)

After each players turn they lose 5 health due to radiation damage

Attacking:

- If within a 3 block radius of another player, other than trading, **there is the option to attack**
- This is a contest of weapon damage
- The attacker **MUST declare their total damage they wish to use**, the defender can decide which reaction to take, **either bluff and lie about their damage to ward off the attacker or tell the truth and risk losing the fight**
- After the damage is discussed, the attacker can choose to **continue their attack or back away from the fight**
- If the attack is carried out the two players must show their true damages, **the player with the most damage wins**
 - The winner of the attack (attacker or defender) will deal health damage to their opponent, based on the damage difference e.g. if an attack is continued the Winner uses 20 damage and the Loser decides to use 10 damage to block, then 10 damage is dealt to the losing party
 - The winner then has the choice to steal a card from the losing player's hand (can discard a card, if inventory is full). After the winner has taken their prize, the remaining cards used in the attack go to the discard pile
 - If a player is attacked and the defender is victorious, as well as dealing damage to the attacker, any items used by the defender in the face up pile can be kept and not discarded

After attacking, every involved player has a **3 round cooldown before they can attack the same players**

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Horde:

- The horde is a collection of zombies that attack the player when they are within a **3 block radius of the hordez**
- The horde deals 30 damage to a player and cannot be attacked back
- The horde moves through the community cards and travel to the different building locations
- There are 2 rounds which progress after every player has had their turns
 - 1 night and 1 day
 - After every Night cycle: the horde only moves via community cards

How to Play:

- Every player starts with **a backpack containing 6 spaces**
- Every player starts with **100 health**
- Every player starts with **3 items in their backpacks (Visible)**
- Every player starts **in the safe zone (center)**
- The day Night Counter is placed day side up
- Every player is dealt 3 starter cards **(face up)**
- The loot is split evenly between each locations loot pile
- The players are given the option to trade with each other before the game starts
- As it is daytime, Player 1 decides to roll either one or two die and moves out from the **safe zone** accordingly (moves can only be made on the black squares. Once the safe zone is left, **it cannot be entered again**)
- The other players do the same as player 1, **each losing 5 health once they have taken their turn**
- The day/night counter is then flipped and the players can loot (if landed on a lootable location), eat, move, skip, discard, trade or attack (if within range of another player)
 - As it is night time the players **must use one d6 die to move**
- After everyone has taken their turn, a community card is then used and moves to the location specified in the card.
 - If the horde lands within range of a player, the affected player **loses 30 health**
- The day/night counter is flipped again and **the cycle begins again**