

Udo's Revival Mode

We all knew that some of us wouldn't make it. That's the bitter truth in this godforsaken world. And when they face us as a zombie, it's even harder to end their misery. But sometimes, life also holds some wonders for us. We thought we were the last ones but still some people are out there that need our help and can also help us.

Rules

- You need the spawn cards from lost zombivors. Don't include them to the spawn deck (yet)!
- Place aside 6 survivors and enumerate them. These are your trapped survivors. As soon as you take one of them, fill the place with another unused survivor. When determining a random trapped survivor, throw a die and select the corresponding survivor.
- If a player dies, place the dead survivor in your zombivor pile and add one lost zombivor spawn card to the remaining spawn pile (shuffle!). Play according to the normal lost zombivor rules (5 hit points, select an equipment card if the zombivor is killed). If there are still some unopened buildings, nothing else happens.
- If a player dies, there are no unopened buildings and there are no trapped survivors on the map, choose the room furthest from any survivor and place a random trapped survivor in that room. Close this room with doors.
- When opening a building for the first time, there are players without survivors / less survivors than at the start of the game, and there are no trapped survivors on the map, place a random trapped survivor in the room the furthest away from the opened door. Close this room with doors.
- If a player opens the door to the room of a trapped survivor, the player that has been the longest time without a survivor / immediately gets this new survivor. The new one starts at the blue danger level without any equipment.