

ExtracZon™

EXTRACZON THE BOARD GAME

COMPLETE RULEBOOK

Version 6.9 - Terminology Refresh

SECURE THE SURVIVORS. CONTAIN THE DEAD.

Created and Designed by Dustin S. Reynolds

Players: 1-4

Playable Modes: Solo, 2-4 Player Competitive, and Team Mode.

Full tabletop version with game board, tokens, cards, and dice.

ExtracZon © 2026 Dustin S. Reynolds. All Rights Reserved.

OBJECTIVE

Have the highest combined total of Secured Survivor cards, Secured Tactical Survivor cards, and Contained Zombie cards during an infectious outbreak.

PLAYABLE MODES

Solo, 2-4 Player Competitive, and Team Mode.

WHAT IS INSIDE THE BOX

- 1 Game Board
- 4 Extractor Tokens
- Deck of 25 Zombie Cards: 4x HP 12, 4x HP 13, 4x HP 14, 4x HP 15, 4x HP 16, 4x HP 17, and 1x Apex Zombie HP 19
- Deck of 90 ExtracZon Cards: 54 Survivor Cards, 18 Tactical Survivor Cards, and 18 Infected Survivor Cards
- 5 Dice: 4 red dice and 1 black die

Term	Meaning
Secured Survivors pile	The player scoring pile for secured Survivor and Tactical Survivor cards. On the board, this pile is kept beneath that player's Safe House.
Contained Zombies pile	The player scoring pile for Zombie cards they successfully contain.
Unsecured Survivors area	The temporary face up area used during an Encounter before cards are secured or discarded.
ExtracZon draw pile	The face down deck of Survivor, Tactical Survivor, and Infected Survivor cards.

SETUP

1. Players choose their Extractor token based on the color of the Safe House in front of them on the game board, then place it on the START location adjacent to that Safe House.
2. Place all 24 regular Zombie cards on the ExtracZon Sites, and place the Apex Zombie card in the center HP 19 location, matching the HP number printed on each location.
3. Shuffle all 90 ExtracZon cards together and place them face down on the DRAW location in the middle of the game board to form the ExtracZon draw pile.
4. Leave space for an ExtracZon discard pile.
5. Each player keeps a Secured Survivors pile and a Contained Zombies pile near their Safe House.
6. Players determine turn order by each rolling one red die. The player who rolls closest to 6 goes first. Roll again in case of a tie. Play proceeds clockwise.

MOVEMENT AND TURN ORDER

- At the beginning of a turn, before the Movement Roll, if a player has one or more Tactical Survivor cards in their Secured Survivors pile, they may choose one Tactical Survivor card to be active for the entire turn.
- The active Tactical Survivor card is placed face up on top of that player's Secured Survivors pile. Only one previously secured

Tactical Survivor card may be active at a time.

- Once chosen, the active Tactical Survivor card may not be switched until the beginning of that player's next turn.
- Movement Roll: the player rolls the black die once to determine how many tiles to move their Extractor.
- Players may move up, down, left, or right. Diagonal movement is never permitted.
- Players must use all available movement from a single roll unless they land on an Infected Zone or enter an ExtracZon Site.
- Players may pass another player by jumping over them onto an empty tile, using 2 Movement points. A player may jump multiple players in a row if they have enough Movement points and the final tile is empty.
- Players may not occupy the same location.
- When entering or exiting an ExtracZon Site, the player must use the entrance/exit tile located on the side of that location.

FAST TRAVEL LOCATIONS

- Each quadrant includes one Fast Travel location near the Safe House.
- Fast Travel locations allow immediate travel to any of the other three quadrants during a turn.
- During their turn, a player may declare use of a Fast Travel location after a Movement Roll.
- Landing on an entrance/exit tile adjacent to a Fast Travel location does not automatically allow travel.
- A player may only use Fast Travel if they have at least 1 Movement point remaining from their current Movement Roll.
- When using Fast Travel, the player exits onto an entrance/exit tile adjacent to a Fast Travel location in another quadrant, spending 1 Movement point.
- The player then continues using any remaining movement until all movement is exhausted, or until they encounter an Infected Zone or ExtracZon Site.

INFECTED ZONE ENCOUNTERS

- Infected Zones are marked by red tiles with an HP value of 8.
- When a player lands on an Infected Zone, they must stop and roll all four red dice.
- If the roll total meets or exceeds 8 HP, the player succeeds and rolls the black die again for another Movement Roll.
- If the roll total is less than 8 HP, the player fails and their turn ends.

CARD TYPES

Survivor Cards

- Survivor cards may be secured after a successful ExtracZon Site Encounter or Apex Zombie Encounter.

Tactical Survivor Cards

- Tactical Survivor cards may be secured after a successful Encounter.
- HP Bonus: add +1 or +2 to HP Rolls during the turn.
- Movement Bonus: add +1 or +2 to Movement Rolls during the turn.

- Defense Bonus: immediately ignore the effect of, and discard, 1 Infected Survivor card drawn during the turn.
- HP Bonus and Defense Bonus Tactical Survivor cards drawn during an Encounter become active immediately during that turn.
- A drawn HP Bonus card only applies during the HP Roll if it remains in the Unsecured Survivors area after all Infected Survivor cards have been resolved.
- Drawn Tactical Survivor cards may stack with the chosen active Tactical Survivor card from the player's Secured Survivors pile.

Infected Survivor Cards

- Infected Survivor cards have a discard effect unless ignored by a Defense Bonus card.

EXTRACZON SITE ENCOUNTER

- Survivors, the Infected, and Zombies are located at ExtracZon Sites.
- After entering through a door at an ExtracZon Site, the player starts the Encounter.
- The Zombie card at that site shows the HP value the player must meet or exceed with the four red dice.
- ExtracZon Site Encounters may not be reattempted if failed.

Encounter Order	Action
1	Choose one active Tactical Survivor card, if available.
2	Roll the black die.
3	Draw ExtracZon cards and place them face up in the Unsecured Survivors area.
4	Resolve Infected Survivor cards.
5	Roll HP against the face up Zombie card.
6	Attempt to secure Survivors and contain the Zombie, or lose the Encounter.
7	End the turn.

DRAW PHASE

- The player rolls the black die. The number rolled determines how many ExtracZon cards the player draws.
- Place all drawn ExtracZon cards face up in the Unsecured Survivors area along the edge of the game board.

RESOLVING INFECTED SURVIVOR CARDS

- After all ExtracZon cards have been drawn, resolve any Infected Survivor cards.
- Each active Tactical Survivor Defense Bonus card allows the player to ignore and discard 1 Infected Survivor card drawn during the turn.
- Defense Bonus effects may come from the active Tactical Survivor card on top of the player's Secured Survivors pile and from any Defense Bonus cards drawn into the Unsecured Survivors area during the current turn.
- Once all available Defense Bonus effects have been used, each remaining Infected Survivor card must be discarded along with 1 Survivor or Tactical Survivor card from the Unsecured Survivors area. The player chooses which Survivor or Tactical Survivor card

to discard.

- Cards in a player's Secured Survivors pile may never be discarded.
- A drawn Defense Bonus card remains in the Unsecured Survivors area after its effect is used. It may still be secured after a successful Encounter, or discarded later if required.
- If there are no Survivor or Tactical Survivor cards available in the Unsecured Survivors area, discard any remaining Infected Survivor cards by themselves and proceed to the HP Roll.
- After all Infected Survivor cards have been resolved, proceed to the HP Roll.

HP ROLL

- The player rolls all four red dice. The roll total, plus any active HP Bonus effects, must meet or exceed the Zombie's HP value.
- Example: The Zombie has 16 HP. The player rolls 14 on the red dice and has an active HP +2 Bonus. The total is 16, so the HP Roll succeeds.

HP Roll Success

- Move all remaining Survivor and Tactical Survivor cards from the Unsecured Survivors area into the player's Secured Survivors pile beneath their Safe House.
- Remove the Zombie card from the board and place it in the player's Contained Zombies pile.
- The player's turn ends.

HP Roll Failure

- If the HP Roll fails and the player has one or more Survivor or Tactical Survivor cards remaining in the Unsecured Survivors area, the player discards 1 Survivor or Tactical Survivor card from the Unsecured Survivors area.
- The player then rolls the four red dice again.
- The player continues rolling until they successfully meet or exceed the Zombie's HP, or until all Survivor and Tactical Survivor cards in the Unsecured Survivors area have been discarded.
- If a drawn HP Bonus Tactical Survivor card is discarded after a failed HP Roll, its bonus no longer applies for the rest of that Encounter.
- When all Survivor and Tactical Survivor cards have been discarded from the Unsecured Survivors area, the player gets one final HP Roll to contain the Zombie.
- If that final HP Roll succeeds, the Zombie is contained.
- If that final HP Roll fails, the Zombie escapes.

ESCAPED ZOMBIES

- If the player fails the final HP Roll during an ExtracZon Site Encounter, the Zombie escapes.
- Flip the Zombie card to reveal the Escaped Zombie graphic.
- Escaped Zombies do not count toward any player's score.
- The player's turn ends.
- ExtracZon Site Encounters may not be reattempted.

EMPTY EXTRACZON DRAW PILE

- If the ExtracZon draw pile becomes empty during play, shuffle the ExtracZon discard pile and place it face down on the DRAW

location to create a new draw pile. Continue play as normal.

- If the draw pile runs out while a player is drawing cards, shuffle the discard pile immediately and continue drawing until the required number of cards has been drawn. If both the draw pile and discard pile are empty, draw as many cards as possible and continue the Encounter.

APEX WARNING

All 24 ExtracZon Site Encounters must be completed before starting the Apex Zombie Encounter.

APEX ZOMBIE ENCOUNTER

- When all ExtracZon Site Encounters have been completed, the Apex Zombie Encounter begins.
- All players participate in the Apex Zombie Encounter.
- The player with the most recent successful ExtracZon Site Encounter goes first. If no player has successfully completed an ExtracZon Site Encounter, the player that most recently failed an ExtracZon Site Encounter goes first.
- Play proceeds in the same manner as an ExtracZon Site Encounter: Draw Phase, Resolving Infected Survivor Cards, HP Roll, then Success or Failure.
- If the HP Roll succeeds, remaining Survivor and Tactical Survivor cards are secured and the Apex Zombie is placed in that player's Contained Zombies pile.
- If the HP Roll fails and the player has no Survivor or Tactical Survivor cards in the Unsecured Survivors area, that player's turn ends and play continues clockwise.
- If the HP Roll fails and the player has remaining Survivor or Tactical Survivor cards, discard 1 card from the Unsecured Survivors area and roll again. When all cards are discarded, the player gets one final HP Roll. If that final roll fails, that player's turn ends and play continues clockwise.
- The Apex Zombie Encounter continues until the Apex Zombie is contained.

WINNING THE GAME

- After the Apex Zombie Encounter ends, the player or team with the highest combined total of Secured Survivor cards, Secured Tactical Survivor cards, and Contained Zombie cards wins.

Tiebreaker / Final Encounter

- In case of a tie, the player or team with the most Contained Zombies wins.
- If the game is still tied, and a player or team involved in the tiebreaker has the Apex Zombie contained, they win.
- If neither player or team involved in the tiebreaker has the Apex Zombie contained, place the Apex Zombie back in the middle of the board. The tied players or teams compete again in a Final Encounter with the Apex Zombie.
- The player who rolls closest to 6 goes first. Roll again in case of a tie.
- During the Final Encounter, all Tactical Survivor Bonus cards are inactive. No HP Bonus, Movement Bonus, or Defense Bonus effects may be used.
- The player or team to contain the Apex Zombie during the Final Encounter is the overall winner.

ALTERNATE PLAY MODES

Solo Mode

- The player uses the full standard game setup and plays the full game alone.
- To win in Solo Mode, the player must complete all 24 ExtracZon Site Encounters and contain the Apex Zombie.
- If the player fails to contain the Apex Zombie, the turn ends. On the player's next turn, the player begins the Apex Zombie Encounter again, including a new Draw Phase.
- The player may continue attempting to contain the Apex Zombie as many times as necessary until the Apex Zombie is contained.
- Once the Apex Zombie is contained, tally the total of Secured Survivor and Secured Tactical Survivor cards combined, then tally the total of Contained Zombies separately.

Tier	Requirements
EPIC	Secure 45 Survivor & Tactical Survivor cards combined, and contain 13 Zombies.
LEGEND	Secure 50 Survivor & Tactical Survivor cards combined, and contain 15 Zombies.
BRUTAL	Secure 55 Survivor & Tactical Survivor cards combined, and contain 17 Zombies.
IMPOSSIBLE	Secure 60 Survivor & Tactical Survivor cards combined, and contain 19 Zombies.

Team Mode: 2 vs 2, 3 vs 1, or 2 vs 1

- Each player stores Secured Survivor cards, Secured Tactical Survivor cards, and Contained Zombies in their own Safe House during play.
- The team with the highest combined total of Secured Survivor cards, Secured Tactical Survivor cards, and Contained Zombie cards wins.
- Teams follow the established tiebreaker rules.

LEGAL

ExtracZon © 2026 Dustin S. Reynolds. All Rights Reserved.

ExtracZon is a trademark of Dustin S. Reynolds.

All characters, visual depictions, locations, and events are fictional. Any resemblance to real persons, living or dead, is coincidental.

No part of this game, rulebook, card text, artwork, or related materials may be reproduced, distributed, modified, or used commercially without written permission.