

# ExtracZon™

## EXTRACZON THE CARD GAME

### COMPLETE RULEBOOK

Version 1 - Visual Refresh

**SECURE THE SURVIVORS. CONTAIN THE DEAD.**

Created and Designed by Dustin S. Reynolds

Players: 1-4

Quick-play version using only cards and dice.

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## OBJECTIVE

Complete all 24 Zombie Encounters while securing Survivors, securing Tactical Survivors, and containing Zombies. In Solo Play, score against the achievement tiers. In 2-4 Player games, the highest combined total of Secured Survivor cards, Secured Tactical Survivor cards, and Contained Zombie cards wins.

## WHAT IS INSIDE THE BOX

- Deck of 24 Zombie Cards: 4x HP 15, 4x HP 16, 4x HP 17, 4x HP 18, 4x HP 19, and 4x HP 20
- Deck of 90 ExtracZon Cards: 54 Survivor Cards, 18 Tactical Survivor Cards, and 18 Infected Survivor Cards
- Tactical Survivor Cards: 3x HP +1 Bonus, 3x HP +2 Bonus, 3x HP +3 Bonus, and 9x Defense Bonus
- 5 Dice: 4 red dice and 1 black die

Term	Meaning
Zombie draw pile	The face up pile of Zombie cards. The HP side is visible.
ExtracZon draw pile	The face down pile of Survivor, Tactical Survivor, and Infected Survivor cards.
Unsecured Survivors area	The temporary face up area used during each Zombie Encounter.
Secured Survivors pile	The player scoring pile for secured Survivor and Tactical Survivor cards.
Contained Zombies pile	The player scoring pile for defeated Zombie cards.

## SETUP

1. Shuffle the 24 Zombie cards and place them in a single face up Zombie draw pile with the HP side visible. Players may not search, rearrange, or look through the Zombie draw pile once placed.
2. Shuffle the 90 ExtracZon cards and place them face down to form the ExtracZon draw pile.
3. Leave space for an ExtracZon discard pile.
4. Leave space for an Escaped Zombies discard pile.
5. Each player keeps two personal scoring areas: a Secured Survivors pile for Survivor and Tactical Survivor cards, and a Contained Zombies pile for contained Zombie cards.
6. Each player uses a temporary Unsecured Survivors area in front of them during each Zombie Encounter.
7. 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.

## CARD TYPES

### Survivor Cards

- Survivor cards may be secured after a successful Zombie Encounter.

### Tactical Survivor Cards

- Tactical Survivor cards may be secured after a successful Zombie Encounter.

- 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.

### Infected Survivor Cards

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

## ACTIVE TACTICAL SURVIVOR CARD

- At the beginning of a player's turn, if they have 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 Tactical Survivor card from a player's Secured Survivors pile 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.
- Any HP Bonus or Defense Bonus Tactical Survivor cards drawn during the current Encounter become active immediately and may stack with the chosen active Tactical Survivor card.

## ZOMBIE ENCOUNTER

- On a player's turn, they attempt to contain the top card of the Zombie draw pile.
- The revealed Zombie's HP value is the target number the player must meet or exceed with the four red dice.

Turn 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.
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.
- Players place all drawn ExtracZon cards face up in the Unsecured Survivors area directly in front of them.

## 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.
- If the player has no Survivor or Tactical Survivor cards in the Unsecured Survivors area when the HP Roll begins, the player makes one HP Roll. If that roll fails, the Zombie escapes.

## 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 18 HP. The player rolls 15 on the red dice and has an active HP +3 Bonus. The total is 18, 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.
- Place the defeated Zombie card face up into 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 chooses which Survivor or Tactical Survivor card to discard.
- 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 or 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, the Zombie escapes.
- Flip the Zombie card and place it into the Escaped Zombies pile.
- Escaped Zombies do not count toward any player's score.
- The player's turn ends.
- Zombie 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 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.

## WINNING THE GAME

- The game ends after all 24 Zombie Encounters have been completed.

### 1 Player

- Upon completion, the player counts their total number of Secured Survivor and Secured Tactical Survivor cards combined. The player then counts their total number of Contained Zombie cards separately. Use both totals to determine the highest achievement tier reached.

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.

- To achieve a tier, the player must meet both requirements listed for that tier.

### 2-4 Players

- Count 1 point for each Secured Survivor card.
- Count 1 point for each Secured Tactical Survivor card.
- Count 1 point for each Contained Zombie card.
- The player with the highest combined total wins.

## NO TIEBREAKER

- If two or more players are tied after scoring, the outbreak remains unresolved. Shuffle the decks and play again. Bwa ha ha ha.

## LEGAL

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