

HOME PRINTING

If you are home printing then all you actually need are pages four and five. Print them out and place them next to each other as shown below. The pages are A5 (zine) sized. You could of course print them at a larger size if you want.

The other pages go on the opposite side to make the printed play mat look good as it folds in the middle and has an Egyptian landscape plus zombies! Aaargh brains!

Printing for personal home, non-commercial use is allowed.

©thegrinningfrog.com 2023

ALT PLAY Only cards with 'Alt Play: Photograph' allow photography to be attempted

GENERATED CARD 1

GENERATED CARD 2

GENERATED CARD 3

RULES
Cat - Pg 39
Curses - Pg 6
Combat - Pg 8
Key Words and Phrases - Pg 46
Lead - Pg 10
Locations - Pg 11
People - Pg 12
Photographs - Pg 6
Quests - Pg 14
Woola (the dog) - Pg 12

CARDS
Clubs / Equipment - Pg 18
Diamonds / Locations - Pg 22
Spades / Zombies - Pg 16
Hearts & Jokers / People - Pg 30

DAY CARD

DAY CARD AFTERWARDS

KEY ROLE
Specific, beats general, When a card instruction contradicts a general rule, (even on this play mat) use the card details.

DISCARD

GAME TURN SEQUENCE

1. Draw the day card from the main deck
2. Resolve the card - most likely actions being:
 - ♣ keep
 - ♥ encounter
 - ♦ explore
 - ♠ fight
3. Reshuffle/discard as appropriate
4. Heal
5. Eat
6. Advance Day Counter
7. Turn ends - start over

IF YOU HAVE TO PUT DOWN FOUR CARDS OR MORE THEN YOU SHOULD LINE THE EXTRAS UP UNDERNEATH THE ABOVE. START ON TOP OF THIS MATHE. RESOLVE CARDS IN ORDER - LEFT TO RIGHT

NOISE GENERATED CARDS
Keep any ♣ cards and deal with them first. Replace all other card types in the main deck.

LOCATION GENERATED CARDS

- ♣ cards: fight as required, if using lead items to deal with the creatures, resolve those extra cards (generated by the lead item), before dealing with the next location cards. (See note above)
- ♠ cards: gain the item and see the location card for any extra gained.
- ♥ cards: deal with them as required.
- ♦ cards: ignore these cards. (You can't encounter a location within a location)

IN COMBAT: Same or above a target's defence rating means you hit. Same or above a creature's hit score, and they hit you. One sound per die that hits. To **Flux**: Roll the same or under your exhaustion level.

MAIN DECK

ALL YOUR BEST (AND WORST) EQUIPMENT (AND WEAPONS) GO HERE

Layout for gaming

THEGRINNINGFROG.COM



ZILLIORTI!

Egypt



GAME MAT

ALT PLAY Only cards with 'Alt Play. Photograph' allow photography to be attempted

GENERATED CARD 1

GENERATED CARD 2

NOISE GENERATED CARDS

Keep any  cards and deal with them next. Replace all other card types in the main deck.

GENERATED CARD 3

RULES

Cat - Pg 39

Curses - Pg 6

Combat - Pg 8

Key Words and Phrases - Pg 16

Loud - Pg 10

Locations - Pg 11

People - Pg 12

Photographs - Pg 6

Quests - Pg 14

Woola (the dog) - Pg 12

CARDS

Clubs / Equipment - Pg 18

Diamonds / Locations - Pg 22

Spades / Zombies - Pg 26

Hearts & Jokers / People - Pg 30

IF YOU HAVE TO PUT DOWN FOUR CARDS OR MORE THEN YOU SHOULD LINE THE EXTRAS UP UNDERNEATH THE ABOVE START ON TOP OF THIS NOTICE.

RESOLVE CARDS IN ORDER - LEFT TO RIGHT

In combat: Same or above a target's defence rating means you hit. Same or above a creature's to hit score, and they hit you. One wound per die that hits. **To Flee:** Roll the same or under your exhaustion level.

LOCATION GENERATED CARDS

-  **cards:** fight as required. If using **loud** items to deal with the creatures, resolve those extra cards (generated by the loud item), before dealing with the next location cards. (See noise note above)

-  **cards:** gain the item and see the location card for any extras gained.
-  **cards:** deal with them as required.
-  **cards:** ignore these cards. (You can't encounter a location within a location!)

YOU ONLY GET DAY CARD ITEMS AFTER
RESOLVING GENERATED CARDS (IF ANY)

DAY CARD

DAY CARD AFTERWARDS

-  **card**: shuffle it back into the main deck.
-  ,  or  **card**: discard it



KEY RULE

Specific beats general. When a card instruction contradicts a general rule, (even on this play mat) use the card details.

DISCARD

REMEMBER - CURSED ZOMBIES THAT
HURT YOU ALSO CURSE YOU

GAME TURN SEQUENCE

1. Draw the *day card* from the main deck
2. Resolve the card – most likely actions being:
 -  keep
 -  encounter
 -  explore
 -  fight
3. Reshuffle/discard as appropriate
4. Heal
5. Eat
6. Advance Day Counter
7. Turn ends – start over