



MAXIMUM

APOCALYPSE



2 - 6



45 - 90



13+



ROCK MANOR
GAMES

INTRODUCTION

Maximum Apocalypse is a cooperative game in which each player plays as a post-apocalypse survivor with actions and gear in the form of cards. Players explore the landscape and react to threats from roaming monsters while trying to fend off starvation and scavenge for the resources needed to complete their mission and escape. Ultimately, Players will work together and successfully complete their objective and escape or perish in the wasteland of the apocalypse.

IMPORTANT NOTE:

If the text of a card directly conflicts with the rules in this book, the card text takes precedence.

OBJECTIVE

Each mission provides a different scenario and objective for the survivors. Most missions require you to complete the objective and return to the Van with an adequate amount of fuel to escape the area with your lives.

GAME SETUP

1. Each player selects a survivor, putting that Survivor's character card, pawn and deck into their play area.
2. Players may select the post-apocalyptic scenario they would like to face or pick one randomly. Take the monster cards that relate to your apocalypse and shuffle them together to form the Monster deck. Randomly select a Boss card related to your scenario and place it facedown next to the monster deck.

3. Players may select the mission they would like to play or pick one randomly. Be sure to read the mission for additional setup instructions.

4. Build the three different Scavenge decks (Blue, Green, Red) based on the mission instructions. Shuffle these decks.

5. Build the Map

Set aside the starting map tile (“the Van”) and then select the map tiles included in the selected mission. Shuffle the tiles and then take turns around the table playing these tiles facedown to create a grid that will represent the board. You can make a simple grid or build out your own unique map. After the final map tile is placed, drive the “Van” tile to connect anywhere on the outer edges of the board. All players start with their pawns at this location (unless otherwise specified in the mission).

6. After the map is built, each player should draw 4 cards from their Survivor deck to make up their starting hand. **There is no hand limit.**

7. Each player should also take one of the included D6 and place this die on your survivor. Set each die to 1 to indicate the starting hunger level for each player.

8. Each player should draw a monster card and place it in front of their character (your van is noisy).

9. After assessing the situation, pick a player to go first and proceed clockwise.

To keep track of damage, bullets, etc, use the included tokens. Alternatively, you can use dice, pen and paper, or any other tracking method you might prefer.

GAME SETUP



A. Monster Discard

B. Monster Deck

Shuffle and place the monster deck within the reach of all players.

C. Scavenge Decks

Shuffle and place the monster deck within the reach of all players.

Player Area:

D. Scavenge Discard Pile

E. Survivor Discard Pile

F. Survivor Deck

G. Survivor Character Card

H. Starting Monster

I. Starting Location

J. Map

Randomized map. Place all player pawns on the Van.

MAP TILES



A. Scavenge Icon

This icon indicates which Scavenge deck (Red, Blue, Green) to draw from when performing the Scavenge Action on this tile.

Important: If there is no symbol, you cannot scavenge on the tile.

B. Monster Spawn

When this number is rolled, monsters appear on this tile (see turn sequence for more information).

C. Trigger

This is the event that must happen to trigger the tile to take effect. In this example, you would trigger the event every time that you enter this tile.

D. Tile Effect

Nearly every location has some kind of effect. Some effects trigger when the tile is revealed, others are triggered when a player lands on the space.

MONSTER CARDS



- A. Monster Name
- B. Starting Health
- C. Damage
- D. Range of Attack
- E. Effect

CHARACTER CARDS



- A. Character Name
- B. Starting Health
- C. Stealth Stat
- D. Starting Ammo for action (if applicable)
- E. Name of Action : Range
- F. Innate Action

TURN SEQUENCE

1. Spawn Monsters

Roll two dice and place a monster token on any face up map tiles that match your number. If a player is currently occupying that tile, that player must draw a monster card. Note that all players occupying that map tile must draw a monster. Remember that no map tiles have the number 7 so that is a safe roll.

2. Draw a Card from your Survivor Deck

3. Take Actions

Take 4 actions listed below, in any combination. You may take the same action more than once:

- Move 1 space
- Draw a card from your Survivor deck
- Play a card from your hand
- Perform an action from a card in play
- Scavenge: Draw a Scavenge card based on your current location (if able)

Free Actions:

- Once per turn as a free action, you may discard two of your Survivor cards to draw a new card from your Survivor Deck.
- Once per turn as a free action, you can give or take a scavenge card from a player if you are both on the same space.
- If you are on the Van tile, you may fuel up the car as a free action and store any fuel you are carrying.

4. Increase your Hunger

Increase your hunger by 1. If you're already starving, increase your hunger damage level.

5. End Turn

At the end of your turn, all of the monsters in front of you attack and deal damage.

If your hunger level is at 6, flip your character card over and take hunger damage. **Hunger damage is irreducible and unavoidable.** On subsequent turns, you will take more and more damage if you don't eat.

STARVATION

When your hunger level hits 6, you will continue to take more and more damage until you starve to death. Flip over your character card and place the die at the start of the hunger track. You lose access to your innate ability when starving. Every turn that you would increase your hunger, instead progress it down this track. As soon as you eat something or reduce your hunger level below 6, flip over your character card back over. When you start starving again, your hunger damage starts at the start of the tracker.

MOVEMENT

Players can move to any adjacent map tile but **cannot move diagonally**. Attempting to move onto a tile costs 1 action. When you try to move onto a tile, reveal it and follow the text, if applicable.

For example, you reveal and enter a Bandit Camp tile, triggering it's effect. You must decide whether to take damage or discard an equipped gear card.

If you enter a tile with monster tokens, you must pass a stealth test to sneak them. If you want to purposely draw the monster to your character, you can skip this test and remove a token and draw a monster card. If there are multiple tokens, you can opt to repeat this until you want to attempt a stealth test.

Stealth Test

Roll two dice. If your combined roll is less than or equal to your survivor's stealth stat, then you are successful. **Remember that each monster token reduces your Stealth by 1.** If your roll is higher than your stealth, remove the monster tokens and draw a monster card for each token removed.

PLAYING CARDS

There are really only two types of cards that you can play on your turn: Instants and Gear. Playing a card from your hand costs an action. Instant cards are played as an action and are a one-shot, follow the card text and discard. Scavenge cards fall into these same two categories.

Reloading weapons, eating food and healing players all cost an action. After playing a scavenge card, place it in the scavenge discard pile **NOT your personal discard pile.**

REMEMBER:

As a free action, you can give/take/trade scavenge cards as long as you are on the same space as the other player. You cannot trade your survivor cards.

INSTANTS

A



MOLOTOV COCKTAIL

B

MIDRANGE

C

Deal 2 damage to all enemies in range.

- A. Instant symbol and Card Name
- B. Range (if applicable)
- C. Card Effect

GEAR CARDS



- A. Gear symbol and Storage Cost
- B. Card Name
- C. Starting Ammo for action (if applicable)
- D. Range of Action
- E. Name of Action : Attack Range

Gear cards are placed face down in front of your character and stay in play until they are destroyed.

You cannot have two of the same Gear cards

equipped. Gear typically gives a player access to a new action or passive ability. Each piece of Gear has a storage cost and each character starts with a storage limit of 4. You cannot have Gear cards equipped that have a combined storage cost greater than your available storage slots. If your total Gear exceeds your storage limit (4 backpack), you must discard Gear cards of your choice until you are no longer exceeding your storage limit of 4 slots.

RANGES



Short Range: These cards can target and affect the space that you pawn currently occupies.



Midrange: These cards can target and affect the space that you occupy and adjacent orthogonal spaces.



Long Range: Target 1-2 adjacent orthogonal spaces away from your pawn but **CANNOT** **target the space that you currently occupy.**

EXAMPLE TURN

I am playing as the Gunslinger and have a Zombie Walker in front of me and no gear equipped. My hunger is currently 4, but I still have 4 bullets on my character card. My pawn is currently on a Gas Station (8) with the Fireman. I roll the dice to spawn monsters and roll a 6. I place a monster token on the revealed police station (6) and another token on the van. I draw a card and then proceed to take my 4 actions:

1st Action: I spend 1 bullet to use my innate action to deal 2 damage to the Zombie Walker. It has 2 health remaining.

2nd Action: I spend another bullet to shoot the walker again. It is killed and placed in the monster discard pile.

3rd Action: I scavenge at the Gas Station and draw a fuel. I immediately equip the fuel as a free action and have 3 storage slots remaining.

Free Action: I take a food card from the Fireman since we are on the same space.

4th Action: I move to an adjacent tile and reveal the tile. It is a City Street. Since I entered the tile, I draw a monster card and get a Zombie Spitter.

I increase my hunger by 1 to 5. Then the Zombie Spitter in front of me attacks, dealing me 2 damage. The fireman on the adjacent space also takes 2 damage from the Spitter. My turn ends.

END OF GAME

If a survivor runs out of health or runs out of cards, they die. All monsters in front of that character are discarded and replaced with monster tokens. Any scavenge cards that character may have been carrying are considered dropped and at the location that they died.

If all players die, your team loses.

To make the game more difficult you can also play that when one player dies, the game is over.

Once you have completed your mission and collected the necessary fuel (as a team), and all players have returned to the Van, your game is over and you win!

REMEMBER:

The win condition is triggered at the end of the final player's turn (they still suffer damage as the final phase of their turn).

GLOSSARY

Action: Spend an action to trigger the game text on this card.

Burn: Discard the top card of your deck into the discard pile.

Discard: Discard this card to trigger the game text on this card. Discarding does not count as an action.

End: Trigger this effect when you end your turn in this space.

Enter: Trigger this effect when you enter the space.

Equip: When you equip this card, trigger this effect.

Reveal: Trigger this effect only when the map tile is first flipped/revealed.

Passive: This is a passive effect that stays active as long as the card is in play.

Poison: Place a poison counter on your character card. Every turn, take poison damage equal to the number of poison counters on your character. This is a status effect.

Stop: End your movement for this turn or trigger the effect.

Stun: The enemy does not deal damage until the start of your next turn.

Test: Perform a Stealth Test.

CREDITS

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TURN REFERENCE

1. Spawn Monsters
2. Draw a Card
3. Take 4 Actions:
 - Move 1 Space
 - Draw a Card
 - Play a Card
 - Take a Card Action
 - Scavenge

Free Actions (once per turn):

- Discard two cards to draw a card
 - Trade scavenge cards with another player
 - Fuel up the Van
4. Increase Hunger
 5. End Turn: Take Damage