

GAME MANUAL

resident evil™

[DECK BUILDING GAME]



Table of Contents

CHAPTER I. Pg 02

Game Concept

CHAPTER II. Pg 02

Card Analysis

CHAPTER III. Pg 05

Things You
Need to Play

CHAPTER IV. Pg 05

Field Layout

CHAPTER V. Pg 06

Basic Game
Setups

CHAPTER VI. Pg 08


Game Modes

CHAPTER VII. Pg 21

Terminology
of the Game

CHAPTER VIII. Pg 21

FAQ



October 2010

News reports begin to come in, speaking of cannibalism in the remote corners of the United States. Reports indicate that people were attacked by a group of roughly 10 people. The only evidence found were bits of torn flesh and bone. The grisly incidents continue to increase, with the epicenter being triangulated to an isolated mansion just outside the city limits.

Upon approaching the Mansion, however, you come under attack. Your aggressors seem unfazed by your attacks, and you retreat into the mansion. Unable to go back the way you came, will you be able to forge ahead, find a way out and, most of all, escape with your life?

Welcome to the Survival Horror...

Chapter I. Game Concept

Welcome to the Resident Evil™ Deck Building Game. This is a game where you build up a deck from meager beginnings. The deck you build represents your Inventory, whether that includes medical supplies, Weapons, or ammunition. Your deck will be your lifeline to survival.

Chapter II. Card Analysis



(1) CHARACTER CARD

Character cards are used to battle against the Infected you encounter throughout the game. Each Character has special effects that could change the game when used.

A Card Type

B Starting and Maximum Health: This shows the starting Health of this Character. This also represents the starting Maximum Health that this Character has.

C Character Name

D Levels & Decoration Requirement: This shows the Decorations required to be the Level indicated. (See Pg 10 for Level Up and Decorations)

B Effects: These are the special effects this Character has. Character effects which use the word “can” in them can only be used once during their noted timing, so use them carefully!



(2) AMMUNITION CARD

Ammunition serves as the basic Resource Players need to use their Weapons and to gain Gold to Buy other Resources.

A Card Type

B Cost to Buy

C Name

D Bonus Icons: These show any additional bonuses the Ammunition gives. In the example, this Ammunition gives +10 Ammo, and +10 Gold.



(3) WEAPON CARD

Weapon cards are used in battle to deal Damage to the Infected. Most of them have an Ammo Requirement that you need to fulfill in order to deal Damage with that Weapon. Weapons will be your primary Resource used to deal Damage to the Infected.

A Card Type

B Cost to Buy

C Weapon Name

D Weapon Type

E Ammo Requirement: This shows how much Ammo is needed to use the Weapon.

F Damage: This shows how much Damage this Weapon deals when used.

G Weapon Effect: The Special effect the Weapon provides, if any. Weapon effects are activated when the Weapon is used.



(4) INFECTED CARD

Infected cards are only in the Mansion (See Pg 06 for Mansion). As Players Explore the Mansion, they have a high chance of encountering the Infected. When they do, they must defeat them using whatever Weapon cards they have, lest they be permanently incapacitated.

A Card Type

B Infected Name

C Health

D Effect: This shows the special effects this Infected has, if any.

E Damage: This shows how much Damage it deals to the Attacking Character if it is not defeated in battle.

F Decoration Reward: This shows how many Decorations you earn when it is defeated. The stronger the Infected is, the more Decorations your Character earns.

Chapter II. Card Analysis (cont.)



(5) TOKEN CARD

Token cards can only be found in the Mansion. They represent cases carrying super powerful Weapons such as the Rocket Launcher or Gatling Gun. Take a risk and step into the Mansion, and you might find these powerful and rewarding cards.

- A** Card Type
- B** Token Name
- C** Effect: This shows the effect of the card.



(6) ITEM CARD

Item cards have useful effects like healing, or increasing the Maximum Health of Characters. Certain Items can only be found in the Mansion. Use them correctly and get an advantage against other Players.

- A** Card Type
- B** Cost to Buy
- C** Item Name
- D** Effect: The special effect it gives to the Player.



(7) ACTION CARD

Action cards have powerful effects that provide bonuses that the Player will need in their quest to defeat the Infected.

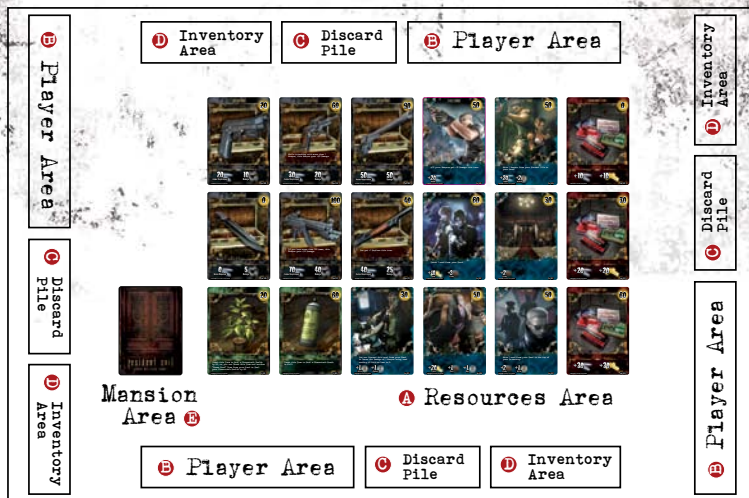
- A** Card Type
- B** Cost to Buy
- C** Action Name
- D** Effect: The special effect it gives to the Player.
- E** Bonus Icons: The extra bonuses you are getting during the turn the card is played.

Chapter III. Things you need to play

o 1-4 Players

o Game counters (dice, loose change, etc) or a pen and paper to keep track of the Health of the Characters.

Chapter IV. Field Layout



The area in the center is referred to as the Resource Area (A) and 18 different card piles (known as Resource Piles) are placed here, face up. All the cards in this area are referred to as Resources in the game. Players can Buy these cards by paying the amount of Gold which is shown as their Cost.

Depending on which Scenario you play, different Resources are placed in the Resource Area. However, there are certain cards you need in every game. The following cards are the [Basic Resources] and are placed in the Resource Area for every game. The Basic Resources are:

BASIC RESOURCE PILES:

- | | |
|-----------------|--|
| (1) "Ammo X 10" | (4) "Handgun"& "Burst-Fire Handgun" * |
| (2) "Ammo X 20" | (5) "Combat Knife"& "Survival Knife" * |
| (3) "Ammo X 30" | (6) "Green Herb" |

* Combine and shuffle them into a pile

As you can see above, piles (4) and (5) have 2 different kinds of cards in them. Both should be shuffled into the same pile before placing them in the Resource Area.

Each Player has their own Play Area (B), Discard Pile (C) and Inventory Area (D). Whenever a Player plays a card from their Hand, it is placed in their Play Area face up. At the end of each Player's turn, the Player discards all the cards they played that turn, and the ones in their Hand to their Discard Pile. Whenever a Player Buys or Gains a card, it is also moved in their Discard Pile right away.

Chapter IV. Field Layout (cont.)

Another area called the Mansion Area ⑤ is added next to the Resource Area. The Mansion includes powerful Weapons and Items, along with the vicious Infected. Shuffle the following cards into a pile and place it next to the Resource Area, keeping it face down.

CARDS THAT GO INTO THE MANSION:

- o All Infected cards (35 total)
 - o All Token cards (2 total)
 - o All "Yellow Herb" cards (3 total)
-

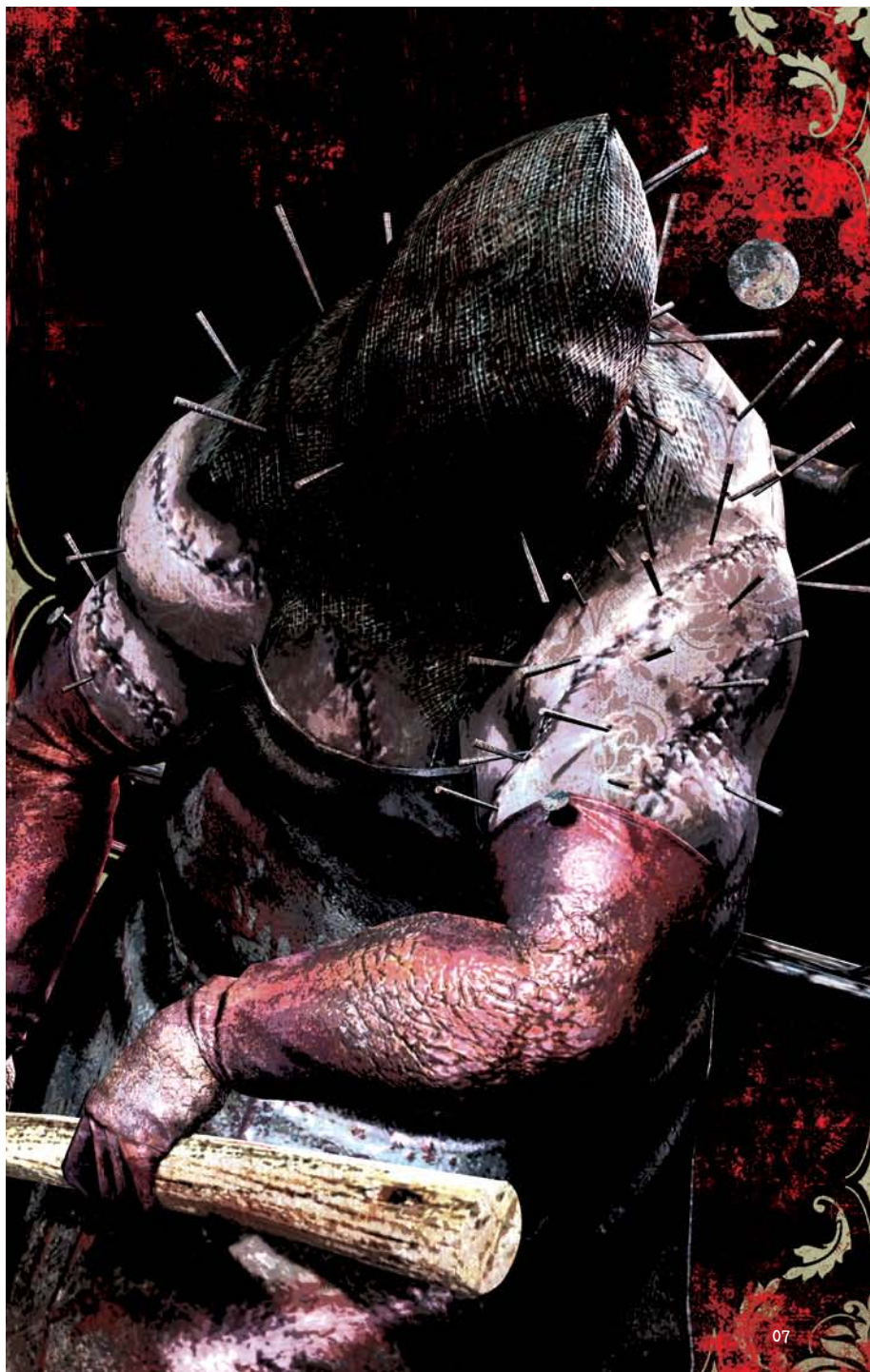
Chapter V. Basic Game Setups

(1) DECIDE WHO GOES FIRST!

Randomly determine the first Player. If playing multiple games in a row, randomly determine the starting Player from all Players that lost the previous game. Play continues clockwise from the Player who went first.

(2) PICK A CHARACTER!

Starting from the first Player, each Player randomly selects a Character out of the 10 Characters until all Players have a Character. Set the Characters you aren't using to the side and out of the game.





Such a curious creature, it staggered towards Jill with its mouth agape, arms outstretched, and its head shifting with every step. Although not appearing dangerous from a distance, its eyes spoke of a deadly hunger...

Chapter VI. Game Modes

(GAME MODE 1) STORY MODE

PLAYERS NEEDED: 1 TO 4 PLAYERS

ESTIMATED PLAY TIME: 45 MIN TO 1 HOUR

A deadly Virus is causing the recently deceased to arise again in a suburb. Moving under the cover of night, you attempted to infiltrate the epicenter, an old, decrepit mansion. However, monstrous animals and abominations, created by the virus infecting living beings, gave chase.

Fleeing to the mansion, you are now forced to find an exit through other ways. Will you bravely step forward into the abyss and find a way out, or will you fall victim to one of the Infected?

STEP 1: SET UP THE "FIRST TIMER" SCENARIO!

Story Mode is meant to be played with any combination of cards. You can play with as few as 10, or as many as everything. For the first time you play, start with the below Scenario.

FIRST TIMER:

- | | | | |
|---------------------|----------------|---------------|-------------------|
| o [Basic Resources] | o Deadly Aim | o Grenade | o Bolt-Action |
| o Umbrella | o Shattered | o Six Shooter | Rifle & Semi- |
| Corporation | Memories | o Pump-Action | Automatic Rifle |
| o Mansion Foyer | o The Merchant | o Shotgun | o Assault Machine |
| o Escape from the | o Reload | & Automatic | Gun & Full-Bore |
| Dead City | | Shotgun* | Machine Gun* |

*Combine and shuffle them into a pile.

Take all of the above Resource Piles and add them to the Resource Area.

STEP 2: HAVE THE STARTING INVENTORY AND HAND READY!

Each Player takes 7 "Ammo x10" cards, 1 "Handgun" card, and 2 "Combat Knife" cards from the Resource Area. (Leave the rest in the Resource Area, if there is any) Then, each Player shuffles these 10 cards together and places the pile face down in front of them. These cards are referred to as their Inventory. Then, each Player draws 5 cards from the top of their Inventory as their starting Hand.

(A) GAME END AND VICTORY CONDITION: EARN MOST DECORATIONS BEFORE "UROBOROS AHERI" IS DEFEATED!



The game ends as soon as a Player defeats the most powerful Infected in the Mansion. In this base set, the most powerful Infected is the "Uroboros Aheri".

After the "Uroboros Aheri" has been defeated, each Player will total up their Decorations. The Player with the most Decorations is the winner. (See the next page for how to earn Decorations) If Players are tied for most Decorations, then the Player with the most Health at the moment the game ended is declared the winner. If they are tied, then all (both) of them are the winners.

(B) GAME FLOW: 1 ACTION, 1 BUY, 1 EXPLORE, DISCARD EVERYTHING AND DRAW 5 AT THE END!

Each Player begins their turn with the following:

- o 1 ACTION o 1 BUY o 1 EXPLORE

The Player may do any of the following 5 motions in any order they wish:

- | | |
|-----------------------------------|-------------------------|
| (1) Play an Action | (4) Explore the Mansion |
| (2) Play an Item | (5) Buy a Resource |
| (3) Activate a Character's card | |
| Effect (if the timing is correct) | |

1) PLAYING ACTION(S)

Each Player begins their turn with 1 Action. Playing an Action uses 1 Action, but some cards allow a Player to get more Actions during their turn, allowing for many Actions to be played in a single turn.

(1) PLAYING ACTION(S) (CONT.)

To play an Action, place the card from your Hand face up in your Play Area, then do whichever effects are listed on the Action, starting with the Bonus Icon effects first, then the text itself.

A Player must finish all effects of the current Action before another card can be played. If a Player cannot perform all of the listed effects, then the Player does as much as he can. Any Action played remains in their Play Area until the end of their turn. Some Actions provide additional Ammo or Gold. Don't forget to add these numbers in prior to Exploring or Buying for your turn.

(2) PLAYING ITEM(S)

To play an Item, place the card from your Hand face up in your Play Area, then do whichever effects are listed on the Item card, from top to bottom. If a Player cannot perform all of the listed effects, then the Player does as much as he can. Any Item played remains in that Player's Play Area until the end of the turn. You can play as many Item as you want to during your turn.

(3) USING A CHARACTER'S EFFECT (IF THE TIMING IS CORRECT)

To use a Character's effect, the timing needs to be correct. If it is, you can activate it. There are some permanent effects that are activated as long as you are meeting certain conditions. For the timing of the effects, read each effect carefully to determine when you can activate them. A Character effect with the word "can" in it can only be used once during its noted timing.

(4) EXPLORING THE MANSION

When a Character Explores the Mansion, that Player plays all of their Weapons they will be using, along with the Ammunition required (if any) to use those Weapons. Each Weapon can only be used once, unless stated otherwise. Total up the amount of Damage the Player is doing. If any Weapons being used have any effects, they must be used at this moment.

After performing the above, Reveal the top card of the Mansion. If an Infected is Revealed, note any effect on the card. If it has an effect, apply it when the effect says so. If the Player's Damage total exceeds or equals the Infected's Health, then the Infected is considered defeated. The Infected itself is attached to the Player's Character, and its Decoration Reward value is added to that Character's total.

LEVEL UP!

When a Character has received a certain amount (or more) of the indicated Decorations, that Character "levels up", giving you access to more powerful effects to aid you in your escape. When a Character becomes Level 2, that Character has all of the abilities of Level 1 as well as Level 2.

Should a Character fail to defeat the Revealed Infected, the Infected lashes out and attacks the Character, dealing Damage equal to its Damage amount (plus any modifiers) to the Character. The Revealed Infected is moved to the bottom of the Mansion after dealing its Damage. Note that some Infected have effects when they are NOT defeated. Be sure to apply these effects, if you wouldn't want your fellow survivors escaping first!

PENALTY FOR LOSING ALL YOUR CHARACTER'S HEALTH

If a Character's Health is reduced to 0 or less, then that Character has been fatally injured in their conquest. Turn the Character face down and shuffle together all the cards in your Hand and Discard Pile into your Inventory. Then, place your Inventory face down in front of you. All cards currently attached to your Character remain attached to your Character.

When your turn comes around, turn your Character face up. Reduce the maximum Health of your Character by 20, draw 5 new cards from your Inventory, and skip this turn. If your Character's Maximum Health is 0 or less at this point, your Character is dead and your game is over.

EXTRA EXPLORE

Some Weapons, like Shotguns, allow a Character to Explore multiple times in a turn. If a Player has multiple Explores they use 1 Explore at a time. If multiple Infected are Revealed this way, the Player's total Damage must be equal to or exceed that of ALL the Revealed Infected's Health combined. If it does not, then the Player receives the total Damage from all of the Revealed Infected cards. Afterwards, all Revealed Infected cards that were not defeated are moved to the bottom of the Mansion.

Ex: Tylar has 40 Ammo and is using a Pump-Action Shotgun which deals 25 Damage. He uses 1 Explore and Reveals a Bui Kichwa, which has 10 Health. He decides to use his 2nd Explore and Reveals a Zombie (Female) which has 16 Health. Since their total Health is equal to Tylar's 25 Damage, both Infected are defeated. However, if the second Infected Revealed was a Licker (whose Health is 40), Tylar's 25 Damage would be unable to overcome both and his Character would take the total Damage from all of the Revealed Infected.

NON-INFECTED CARDS

Sometimes, an Item or Special Weapon Tokens can be found when Exploring the Mansion instead of an Infected. In this case, the Character Exploring the Mansion can choose whether or not to take the Item. If they do, perform any effects listed on the card. If the Player chooses not to take the Revealed non-Infected card, that card is moved to the bottom of the Mansion.

(5) BUYING RESOURCES

When Buying, a Player can spend their Gold gained for the turn to purchase Resources in order to aid them in upcoming battles. The Cost of each card is located in the upper right hand corner. When a Player Buys a card, they move the card they wish to Buy from the top of the Resource Pile into their Discard Pile. If a Resource Pile is gone, Players cannot Buy any more of that Resource. If the Player has multiple Buys, they combine the total amount of Gold they have for the turn before Buying. This total amount is used to pay for everything they Buy this turn. Buys are done one at a time. Here is an example of Buying Resources during a turn.



Here is what Andy has played for the turn.



After playing the Merchant and his Ammo x30, Andy has a total of 50 Gold to Buy with this Turn. Andy chooses to first Buy the Handgun:



After moving it to his Discard Pile, The next card in the Pistol Resource Pile is Revealed to be the powerful Burst-Fire Handgun. Seeing that it costs 60 Gold to Buy, Andy finds himself too low on Gold to Buy it. Instead, Andy chooses to use his 2nd Buy to Gain a Green Herb:

(6) END OF TURN PROCEDURE

After doing these, the Player must discard all cards in their Play Area that aren't attached to their Character and all remaining cards in their Hand, then draw 5 new cards. Once a Player has completed drawing a new Hand of 5, play is passed on to the Player to the left. If a Player cannot draw a new Hand of 5 because of an insufficient amount of cards in their Inventory, they draw as many as they can, then shuffle their Discard Pile, place it in their Inventory Area face down, then draw the rest.

Keep doing these procedures until a Player meets the game end condition.

(7) ADDITIONAL STORY MODE OPTIONS

Use any of the below Scenarios if you wish to have more diversity in your STORY MODE play:

CLASSIC HORROR:

- | | | | |
|------------------------|----------------------|---|---|
| o [Basic Resources] | o Shattered Memories | o Longbow | o Assault Machine Gun & Full-Bore Machine Gun * |
| o Umbrella Corporation | o Reload | o Grenade | |
| o Mansion Foyer | o Item Management | o Pump-Action Shotgun & Automatic Shotgun * | o Submission |
| o Deadly Aim | o First Aid Spray | | |

*Combine and shuffle them into a pile.

Featuring many of the Weapons and Item cards found in the original Resident Evil game. The Player who manages their Inventory effectively will find themselves closer to escaping.

SPY GAMES:

- | | | | |
|-----------------------------|-----------------------|---|---|
| o [Basic Resources] | o Master of Unlocking | o Grenade | o Assault Machine Gun & Full-Bore Machine Gun * |
| o Umbrella Corporation | o Item Management | o Six Shooter | |
| o Ominous Battle | o Deadly Aim | o Pump-Action Shotgun & Automatic Shotgun * | |
| o Escape from the Dead City | o First Aid Spray | | |
| | o Longbow | | |

*Combine and shuffle them into a pile.

A few new cards are added to this setup, including a card that allows Players to steal Weaponry from the other survivors, adding to their own armory of Infected destruction.

WHADDYA BUYIN?:

- | | | | |
|---------------------|-----------------------------|---|---|
| o [Basic Resources] | o Escape from the Dead City | o Grenade | o Assault Machine Gun & Full-Bore Machine Gun * |
| o The Merchant | o Master of Unlocking | o Six Shooter | |
| o Ominous Battle | o Reload | o Pump-Action Shotgun & Automatic Shotgun * | o Bolt-Action Rifle & Semi-Automatic Rifle * |
| o Deadly Aim | o Melee | | |

*Combine and shuffle them into a pile.

With a change in scenery comes new Resources available for purchase just in time as the Infected have rallied. The Merchant appears in the most unlikely of places to offer you "A lot of good things for sale, Stranger."

BATTLE HARDENED VETERAN:

- | | | | |
|------------------------|----------------------|---|---|
| o [Basic Resources] | o Shattered Memories | o Longbow | o Assault Machine Gun & Full-Bore Machine Gun * |
| o The Merchant | o Reload | o Six Shooter | |
| o Umbrella Corporation | o Deadly Aim | o Pump-Action Shotgun & Automatic Shotgun * | o Bolt-Action Rifle & Semi-Automatic Rifle * |
| o Mansion Foyer | o Melee | | |

*Combine and shuffle them into a pile.

You have survived this long, only to face a final surge of Infected. Only those with strong wills and brave hearts will prove themselves able to stand at the top and escape with their lives.



ADVANCED NOTE 1: CUSTOM RESOURCES

As Players become more experienced, they may wish to try their own combination of Resources. Allow each Player to pick one of the Resource Piles one at a time, until you have 18 Resource Piles total. It is advised that you always play with the Basic Resources.

ADVANCED NOTE 2: ALTERNATE PLAY DIFFICULTY

Use the below if you feel that the above setups are suitable to meet your demands:

Easy Difficulty: All Infected get -10 Health, -10 Damage, and their effects are not active.

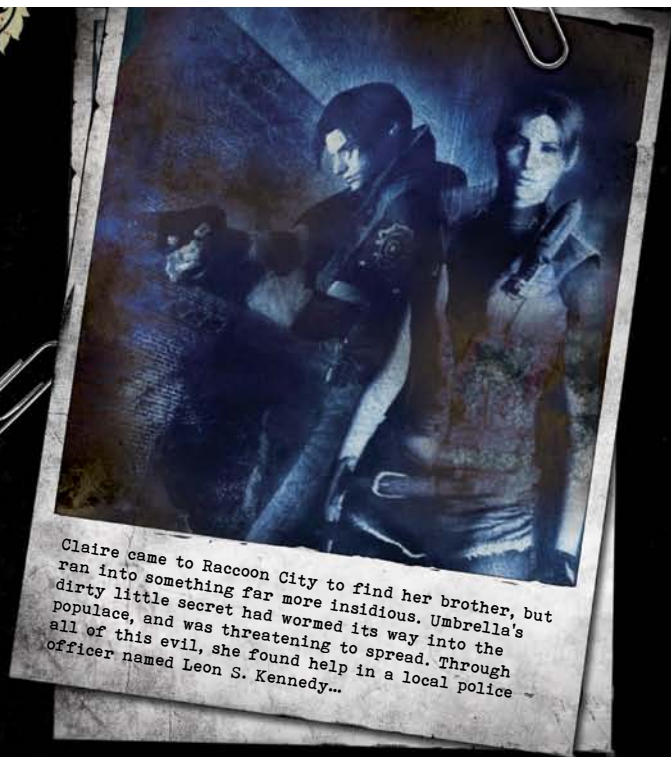
Hard Difficulty: All Infected get +10 Health, +10 Damage, and apply their effects twice.

Professional Difficulty: Apply all the Hard Difficulty rules. In addition, if an Infected is not defeated, it remains face up and must be defeated before Players can move on. The face-up Infected must be Attacked by Characters on their turns until it is defeated. When you choose to Attack the Revealed Infected, you use an Explore to do so. You cannot Explore the Mansion until the Revealed Infected is defeated. Characters who are reduced to 0 or less Health in this mode are permanently out of the game and do not revive.

ADVANCED NOTE 3: ALTERNATE STARTING INVENTORIES

Players can also play with the Character specific starting Inventories in order to enhance the flavor of the game even more. You can find these Character specific Inventories under the MERCENARY MODE section. (See the next page)





Claire came to Raccoon City to find her brother, but ran into something far more insidious. Umbrella's dirty little secret had wormed its way into the populace, and was threatening its way into the all of this evil, she found help in a local police officer named Leon S. Kennedy...

(GAME MODE 2) MERCENARY MODE

PLAYERS NEEDED: 1 TO 4 PLAYERS

ESTIMATED PLAY TIME: TIME: 30 MIN TO 45 MIN

You and your Team have been dropped into the middle of a huge mob of Infected. Your mission: destroy everything around you in a quick and timely manner. For every Infected defeated, you have been promised a greater reward for your bravery.

NEW CARDS!

With MERCENARY MODE, a new card type is introduced, exclusive to this mode:



BONUS CARD

Bonus cards are used only in MERCENARY MODE. This card can only be found in the Mansion.

A Card Type

B Card Name

C Effect: When this card is Revealed from the Mansion, perform this effect.

STEP 1: PICK A SCENARIO!

Just like the STORY MODE, here are some sample Scenarios made for this game mode. Try all of them first, then see if you can come up with your own Scenarios.

SPECIAL FORCES:

- | | | | |
|------------------------|-----------------------|---|---|
| o [Basic Resources] | o First Aid Spray | o Reload | o Assault Machine Gun & Full-Bore Machine Gun * |
| o Deadly Aim | o Shattered Memories | o Grenades | |
| o Item Management | o Master of Unlocking | o Pump-Action Shotgun & Automatic Shotgun * | o Six Shooter |
| o Umbrella Corporation | o Ominous Battle | | |

*Combine and shuffle them into a pile.

Being quick on your feet and managing your Teams Inventory will be the key to this battle. If you find yourself running low on Health, you can always have one of your teammates Buy you a First Aid Spray.

LIMITED MOVEMENT:

- | | | | |
|---------------------|-----------------------|---|---|
| o [Basic Resources] | o Master of Unlocking | o Bolt-Action Rifle & Semi-Automatic Rifle * | o Pump-Action Shotgun & Automatic Shotgun * |
| o Deadly Aim | o Ominous Battle | | |
| o The Merchant | o Shattered Memories | o Assault Machine Gun & Full-Bore Machine Gun * | |
| o Item Management | o Grenades | | |
| o Mansion Foyer | o Six Shooter | | |

*Combine and shuffle them into a pile.

Make no wasted movements as your Team will be down to one or two Actions per turn. Make every card count and you will come out victorious!

JACK OF ALL TRADES:

- | | | | |
|-----------------------------|-----------------------|--|---|
| o [Basic Resources] | o Item Management | o Pump-Action Shotgun & Automatic Shotgun * | o Assault Machine Gun & Full-Bore Machine Gun * |
| o Escape from the Dead City | o Shattered Memories | | |
| o Reload | o Master of Unlocking | o Bolt-Action Rifle & Semi-Automatic Rifle * | o Six Shooter |
| o Deadly Aim | o The Merchant | | |
| | o Grenades | | |

*Combine and shuffle them into a pile.

Make no wasted movements as your Team will be down to one or two Actions per turn. Make every card count and you will come out victorious!

STEP 2: MODIFY THE MANSION!

Remove the following cards from the Mansion of the STORY MODE:

- | | | |
|--------------------|---------------------------|----------------------|
| o 2 Token cards | o "Yellow Herb" (3 total) | o "Hunter" (2 total) |
| o "Nemesis T-Type" | o "Uroboros Aheri" | o "El Gigante" |

Then, add the Bonus cards to the Mansion. Shuffle up the entire Mansion, and place it in the Mansion Area.

STEP 3: PREPARE THE CUSTOM STARTING INVENTORY!

Each Character card has a custom Starting Inventory that they start with. Custom Inventories are detailed below:

ADA WONG	7x Ammo x10, 2x Mater of Unlocking , 1x Handgun
ALBERT WESKER	7x Ammo x10, 2x Handgun, 1x Mater of Unlocking
BARRY BURTON	6x Ammo x10, 1x Deadly Aim, 2x Handgun, 1x Reload
CHRIS REDFIELD	7x Ammo x10, 1x Pump-Action Shotgun, 2x Melee,
CLAIRE REDFIELD	6x Ammo x10, 2x Ammo x20, 2x Assault Machine Gun
JACK KRAUSER	6x Ammo x10, 4x Combat Knife
JILL VALENTINE	7x Ammo x10, 2x Grenade, 1x Handgun
LEON S. KENNEDY	7x Ammo x10, 2x Handgun, 1x Reload
REBECCA CHAMBERS	7x Ammo x10, 1x First Aid Spray, 1x Green Herb, 1x Shattered Memories
SHEVA ALOMAR	7x Ammo x10, 1x Deadly Aim, 2x Bolt-Action Rifle

STEP 4: HAVE SOMETHING READY TO KEEP TRACK OF TURNS!

Have game counters of some kind or paper and a pen ready to keep track of the remaining turns of the game.

(A) GAME END & VICTORY CONDITION

After all turns have been depleted, the Team with the most Decorations is declared the winner. If the Health of all the Characters' in a Team is reduced to 0 or less, that Team is eliminated from the game and loses immediately. If Teams are tied in Decorations, then the Team with the Character who has the most Health at the time the game ended is the winner. The game will start with 15 turns, but more time can be added with the "Time Bonus" cards drawn from the Mansion.

(B) GAME FLOW

MERCENARY MODE is played in Teams. Every Player can either be on a Team by themselves (1 vs. 1 vs. 1 vs. 1, known as free for all), Teams of 2 (2 vs. 2 max) or, if one Player is more experienced than the others, 1 vs. 3.

MERCENARY MODE follows all the rules of STORY MODE, except that when an Infected is defeated, it begins or continues a Combo Pile that the Team has started. (See the next page for "Combos")

EACH GAME STARTS WITH 15 TURNS. Every time each Team has had a turn, a turn is subtracted from the remaining turns. There are ways of adding more. By adding more time, you can increase your score dramatically by extending your combo. It's up to you and your Team to decide how you want to play.

(C) OTHER RULES TO REMEMBER

COMBOS

A combo is a string of defeated Infected that a Team has created as their Characters Explore the Mansion. When Exploring, follow the Instructions under "Explore the Mansion" in the STORY MODE section. (See Pg 10)

In order to keep a Combo going, the Team must defeat an Infected every turn in succession. For every Infected the Team defeats, more Decorations can be earned.

When an Infected is defeated, it is moved into the Team's Combo Pile. If, at the end of the Team's turn, they have a Combo Pile and did not defeat any Infected that turn, the Decorations are determined and are written down.

To determine the total Decorations in the Combo Pile, add up the printed Decoration amount on each Infected ("Zombie(Male)", for instance, is worth 1) in the Combo Pile, then multiply that amount by the number of cards in the Combo Pile. After determining the total, write down the total Decorations your Team just earned, and move all of the cards in your Combo Pile to the bottom of the Mansion in any order your Team wishes. Be sure not to count the Combo Bonus card if it is in your Team's Combo Pile!

HERE IS THE BLUE TEAMS COMBO PILE:



Failing to defeat an Infected this turn, they start to total their Decorations up, with Zombie (Male) being worth 1 Decoration, Zombie Butcher worth 1, and the Executioner worth 3. This totals up to 5, but is then multiplied by the total number of cards in Blue Teams Combo pile, which was 3, giving them a total of 16 Decorations for this Combo.

LEVELING UP

Unlike the STORY MODE, Character's Levels are determined by how many Decorations the Team has earned. In other words, the Team members share the Decorations they earn.

PENALTY FOR LOSING ALL YOUR CHARACTER'S HEALTH

When a Character's Health is reduced to 0 or lower in the MERCENARY MODE, that Player is eliminated from the game. If the Health of all the Characters' in a Team is reduced to 0 or less, that Team loses the game immediately.



Ada Wong

A mysterious spy sent by an unknown Organization to collect B.O.W. (Bio-Organic Weapon) samples. Skilled in deception, subtlety, and thievery, this individual represents an unknown factor in every mission encountered, and should never be trusted.

(GAME MODE 3) VERSUS MODE

PLAYERS NEEDED: 2 TO 4 PLAYERS

ESTIMATED PLAY TIME: TIME: 45 MIN TO 1 HOUR

You have successfully escaped the Mansion, along with all of the other survivors. Suddenly, one pulls a gun on the other, and so on, until a great standoff ensues. In order to stay alive, you must defeat your fellow survivors!

STEP 1: PICK A SCENARIO!

Any of the STORY MODE or MERCENARY MODE Scenarios can be used, just add the "Struggle for Survival" and "Back to Back" cards along with the others mentioned and take out 2 other Resource Piles of your choice. (A total of 18 Resource Piles) Here are a few Scenarios made exclusively for VERSUS MODE:

QUICK AND EASY:

- | | | | |
|---------------------|-------------------|-------------------|---------------|
| o [Basic Resources] | o Item Management | o Grenades | o Pump-Action |
| o The Merchant | o Reload | o Melee | Shotgun & |
| o Mansion Foyer | o Deadly Aim | o Bolt-Action | Automatic |
| o Shattered | o Struggle for | Rifle & Semi- | Shotgun * |
| Memories | Survival | Automatic Rifle * | o Six Shooter |

* Combine and shuffle them into a pile.

Bigger is not always better, but beware the Magnum, a gun that will certainly make anyone's day.





Albert Wesker

Possessing unearthly strength, speed, and intelligence, his only weakness appears to be his need for regular doses of a serum created by Tricell.

BIG GUNS, BIG EXPLOSIONS:

- | | | | |
|-------------------------|----------------|---|--|
| o [Basic Resources] | o Back to Back | o Pump-Action Shotgun & Automatic Shotgun* | o Assault Machine Gun & Full-Bore Machine Gun* |
| o Ominous Battle | o Grenade | | |
| o Struggle for Survival | o Six Shooter | | |
| o Shattered Memories | o Longbow | o Bolt-Action Rifle & Semi-Automatic Rifle* | |
| o Mansion Foyer | o Melee | | |

*Combine and shuffle them into a pile.

Use this setup if your play style is to Buy everything that explodes or destroys. More defensive cards are added, along with more "Trash" abilities and larger Damage dealing Weapons.

I'VE COVERED WARS:

- | | | | |
|-------------------------|----------------------|--|---|
| o [Basic Resources] | o Ominous Battle | o Longbow | o Bolt-Action Rifle & Semi-Automatic Rifle* |
| o Master of Unlocking | o Mansion Foyer | o Gatling Gun | |
| o Struggle for Survival | o Shattered Memories | o Pump-Action Shotgun & Automatic Shotgun* | o Rocket Launcher |
| o Back to Back | o Grenade | | |
| | o Six Shooter | | |

*Combine and shuffle them into a pile.

Feel like you can handle it all? With this setup, the most powerful Weapons in the game, the Rocket Launcher and the Gatling Gun, join the Resource Piles. Drop one of these on your friends and they won't be able to recover before you put them down for good.

NOTE, THIS SCENARIO WILL HAVE 19 RESOURCE PILES INSTEAD OF THE USUAL 18.

STEP 2: TAKE OUT THE MANSION FROM THE FIELD!

This game mode doesn't need the Mansion since Characters are now Attacking each other instead. So, take it out from the Field.

STEP 3: HAVE THE STARTING INVENTORY AND HAND READY!

Each Player takes 7 "Ammo x10" cards, 1 "Handgun" card, and 2 "Combat Knife" cards from the Resource Area. (Leave the rest in the Resource Area, if there is any) Then, each Player shuffles these 10 cards together and places the pile face down in front of them. These cards are referred to as your Inventory. Then, each Player draws 5 cards from the top of their Inventory as their starting Hand.

(B) VICTORY CONDITION

When a Character has defeated another Character, it gains 1 Decoration. When a Character has earned 3 Decorations, the game ends and that Player is declared Victorious.

(C) GAME FLOW

When your Character Explores, instead of Revealing the top card of the Mansion, designate a Character. You are now Attacking that Character. Follow all rules detailed in the "Exploring the Mansion" section (Pg 10), as if you had Revealed an Infected.

When a Character's Health is reduced to 0 or less, the Attacking Player can choose a Weapon from the defeated Player's Inventory, Hand, or Discard Pile and add it to their Discard Pile. The defeated Player then shuffles all the cards in their Hand and Discard Pile into their Inventory and draws a new Hand of 5, and turns their Character face down. A Character flipped face down cannot be Attacked. On the defeated Player's next turn, that Player can only flip up their Character and pass their turn.

Ex. Johnny chooses to Attack Bob's Character and does the right amount of Damage to reduce its Health to 0. Bob glumly flips his Character face down while Johnny looks through Bob's Inventory, Hand and Discard Pile and decides to take his "Handgun" card and add it to his Discard Pile. Bob shuffles all the cards in his Hand and Discard Pile together, draws a fresh Hand of 5, and turns his Character face up during his next turn.

LEVELING UP IN VERSUS MODE

Unlike the other two Game Modes, ONLY A SINGLE DECORATION IS NEEDED TO GAIN A LEVEL IN VERSUS MODE.

EXTRA EXPLORES

If a Character has more than 1 Explore, they can Attack multiple Characters by using a Weapon against a different Character. Designate the Characters you wish to Attack and Reveal your Weapons, selecting which Character each Weapon is being used on. Each Weapon can only be used once, unless stated otherwise.

ADVANCED NOTE 4: CHARACTER SPECIFIC CUSTOM INVENTORY

You can also start with the custom Inventory made specifically for each Character, or you can mix and match custom setups. These custom Inventory setups can be found under MERCENARY MODE. (See Pg 14)

Chapter VII. Terminology of the Game

There are some special terms used in this game. Learn them well and play correctly.

GAIN: Moving a card from Resource Area, Mansion Area, or from outside the game into a Player's Discard Pile.

ATTACH: Taking a card and placing it under your Character.

OBTAIN: Moving a card to your Inventory, Discard Pile, or Hand.

REVEAL: When a Player Reveals a card, he shows the card to all Players, then returns that card where it originally was.

TRASH: Moving a card into the Resource Pile in the Resource Area.

HEAL: Increasing the Health of the Character by indicated amount. However, it cannot exceed its Maximum Health.

REMOVE FROM THE GAME: Move the card out of the game. It is no longer in the current game.

EXPLORE: Revealing the top card of the Mansion.

+X CARD(S): As soon as the Player plays a card stating this, Draw X cards from their Inventory. If there are not enough cards in the Player's Inventory, that Player draws as many as they can, shuffles their Discard Pile, places the shuffled cards in their Inventory Area, then draws the rest. If the Player still does not have enough cards, then they draw as many as they can.

+X EXPLORE: The Player may Explore X times more during this turn.

+X ACTION(S): The Player may play X number of extra Actions during this turn. The instructions on the current Action must be completed before the Player can play another Action or moves on to an additional step.

+X BUY(S): The Player may Buy an additional X Resources during their turn. The extra Buy adds to the Players overall Buying amount and does not require a Player to immediately Buy.

+X GOLD: The Player has an additional X Gold for the turn to Buy Resources with.

+X AMMO: The Player has an additional X Ammo for the turn to use Weapons with.

Chapter VIII. FAQ

Q: Does Jill Valentine's Level 1 ability add Damage to the Grenade's effect?
A: Yes it does.

Q: Wait, since the Rocket Launcher is considered to be an "Explosive", does Jill Valentine never Trash the Rocket Launcher as long as she has her Level 2 ability?

A: That is correct, since the Rocket Launcher will always go to her Discard Pile instead.

Q: The Gatling Gun Majini says for every 10 Ammo I have he deals +5 Damage. Does this mean for every 10 Ammo card?

A: No, the effect is referring to every increment of 10 Ammo you have in your total. For example, if you played two "Ammo X 30" cards, you have a total of 60 Ammo for the turn, meaning the Gatling Gun Majini would get +30 Damage.

You can find the latest information, upcoming events, updated rules, errata at our official web site:

<http://www.bandacg.com/residentevil/>

Box Layout & Game Content

When putting away the cards, be sure to put them in the specified Slot Number, that way your game is better organized and is easier to set up the next time you play!

Slot no.	Card no.	Card name	Total amount	Slot no.	Card no.	Card name	Total amount
1	CH-001	Albert Wesker	1	24	MA-019	Time Bonus +2	1
1	CH-002	Leon S. Kennedy	1	24	MA-020	Time Bonus +3	1
1	CH-003	Claire Redfield	1	24	MA-021	Combo Bonus	2
1	CH-004	Sheva Alomar	1	24	MA-012 & MA-013	Rocket Launcher Case & Gatling	
1	CH-005	Barry Burton	1			Gun Case	2
1	CH-006	Ada Wong	1	25	MA-001	Majini	3
1	CH-007	Jack Krauser	1	25	MA-002	Zombie (Male)	2
1	CH-008	Chris Redfield	1				
1	CH-009	Jill Valentine	1	25	MA-003	Zombie (Female)	2
1	CH-010	Rebecca Chambers	1	25	MA-004	Zombie Butcher	3
2	WE-001	Grenade	5	25	MA-005	Bui Kichwa	3
3	WE-002	Longbow	5	25	MA-006	Licker	3
4	WE-003	Submission	5	25	MA-007	Nemesis (T-Type)	1
5	WE-004 & WE-005	Combat Knife & Survival Knife	11 & 1	25	MA-008	Hunter	2
6	WE-006	Six Shooter	5	25	MA-009	Mimicry Marcus	2
7	WE-007 & WE-008	Gatling Gun & Rocket Launcher	1 & 1	25	MA-010	Uroboros Aheri	1
8	WE-009 & WE-010	Handgun & Burst-Fire Handgun	9 & 1	25	MA-011	Dr. Salvador	3
9	WE-011 & WE-012	Assault Machine Gun & Full-Bore Machine Gun	4 & 1	25	MA-014	Gatling Gun Majini	3
10	WE-013 & WE-014	Pump-Action Shotgun & Automatic Shotgun	4 & 1	25	MA-015	Cerberus	3
11	WE-015 & WE-016	Bolt-Action Rifle & Semi-Automatic Rifle	4 & 1	25	MA-016	El Gigante	1
				25	MA-017	Executioner	1
12	AC-001	Mansion Foyer	10	26	AM-001	Ammo x10	28
13	AC-002	Deadly Aim	5	27	AM-002	Ammo x20	15
13	AC-003	Shattered Memories	5	28	AM-003	Ammo x30	15
14	AC-004	Escape from the Dead City	10				
15	AC-005	Reload	5	29	IT-001	Green Herb	6
16	AC-006	The Merchant	6	30	IT-002	Yellow Herb	3
17	AC-007	Umbrella Corporation	5	31	IT-003	First Aid Spray	5
18	AC-008	Back to Back	5				
19	AC-009	Item Management	5				
20	AC-010	Ominous Battle	5				
22	AC-011	Master of Unlocking	3				
23	AC-012	Struggle for Survival	5				
24	MA-018	Time Bonus +1	1				

Credit

Game Design: Tylar Allinder

Graphic Design: Jack L. Huang
(Cloud 88 Design)

Game Development: Brian Toomay,
Ahn Duc Do,
Alex Bykov,
Chris Spearman,
Justin Kho,
Ian Parker