

CONTENTS:

Two 47-Card Battle Decks
(Survivors and Walkers),
One Battle Marker, Rules

THE WALKING DEAD™

2 PLAYERS
AGES 8+



TACDEX™




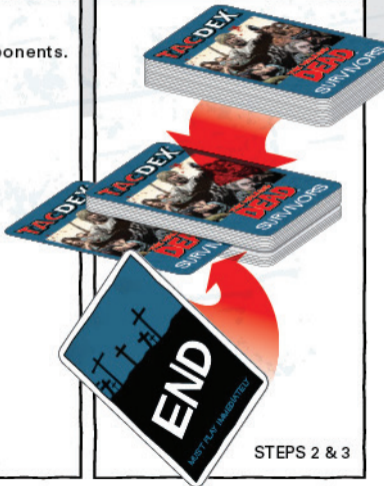
TACDEX™

OBJECT OF THE GAME:

Win the most cards in a series of battles with opponents.

Set Up:

1. Each player chooses a deck for the game.
Each deck contains four each of 1 through 11, two , and one END card.
2. Remove the END card. Shuffle the deck.
Divide the deck in half. Shuffle the END card into half of the deck face-down.
3. Shuffle the other half of the deck and place it on top of the half containing the END card.
4. Place the BATTLE MARKER between players with the HIGH side showing.
5. Draw 5 cards for a starting hand.



STEPS 2 & 3

HOW TO BATTLE:

Players select one card from their hand, and place it face-down in front of them. Cards are revealed at the same time. The battle is resolved as follows, and the winner collects the cards to form a scoring pile:



BATTLE MARKER



If the Battle Marker shows HIGH, the player revealing the HIGHEST card wins, collecting all the cards from that battle to his scoring pile.



winner of this battle



If the Battle Marker shows **LOW**, the player revealing the **LOWEST** card wins, collecting all the cards from that battle to his scoring pile.

After each battle is resolved, players draw a card from their deck. Then, another battle begins. Continue play this way until each player's **END** card is drawn, at which point the game ends immediately and scores are tallied.

VICTORY:

The first player to draw his END card reveals it, placing it face-up in front of him. He draws another card to replace it, and continues to battle, but this means the end of the game is near!

When the other player draws his END card, he reveals it, and the game ends immediately! Each player counts the number of cards in his scoring pile, and the player with the most cards wins!

Note: Cards remaining in a player's hand and deck, as well as END cards, do not count towards victory.



See the next section for Extended Battle scenarios and the use of Action Cards.

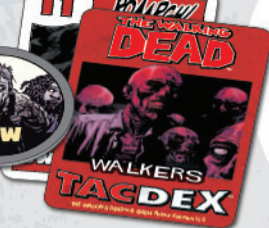
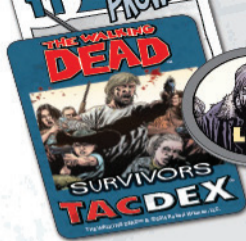
EXTENDED BATTLE:

When players reveal a card with the same value (resulting in a tie) the current battle round continues as follows:

1. Cards remain in play as neither player has yet to win the battle.
2. Flip the BATTLE MARKER to its other side, and each player draws a card.
3. Players again select a card from their hand, place it face-down, and reveal the cards. The battle is resolved based on the new side of the flipped BATTLE MARKER.
4. The winner of the battle collects ALL the cards played in all rounds of the Extended Battle, placing them in his scoring pile.

Example:
BATTLE MARKER
is facing HIGH.
Both players
reveal an 11.





BATTLE MARKER
flips to **LOW**.
Players draw a card and
play a new card
to continue the battle.





winner of this
extended battle






***Note that it is possible for a battle to extend over a number of rounds each time there is a tie, and that the BATTLE MARKER will flip after each tie until there is an eventual winner.**


ACTION CARDS:


Some cards activate a special action when played, and are indicated by the symbol on them:

 = Player may flip the **BATTLE MARKER** to its other side before resolving the battle. If both players reveal a , instead follow the rules for an Extended Battle.



 = Player may select another card for the battle after seeing what his opponent revealed. A player using a  card only draws one card after the battle, even though two cards were played. Players can now have fewer than 5 cards in hand. If both players reveal a , instead follow the rules for an Extended Battle.



 = Player chooses a card at random from an opponent (with at least 3 cards in his hand) to discard to the bottom of that player's deck. This means that a player can have fewer than 5 cards in his hand.



 = Player draws an extra card before the next battle. This is in addition to the card always drawn after resolving a battle, and this means that a player can have more than 5 cards in his hand.



If more than one player reveals a card with a special action, first resolve all battle actions ( and ), then resolve actions from low to high value (5s before 7s). Resolve all actions before drawing new cards and continuing to battle.

RULES FOR THREE OR MORE PLAYERS:

Additional players can join in TACDEX play with only a few slight variations to the rules, AND PROVIDED YOU HAVE A DECK FOR EACH PLAYER. Follow all the standard rules for set-up and game play. The only exceptions to the rules are as follows:

- Playing a  action card still allows a player to flip the BATTLE MARKER, but does not guarantee a win, as the other players could have revealed cards with both lower and higher than the  card value.
- If two or more players reveal cards with the same value, follow the rule for an Extended Battle ONLY if those players revealed a winning value for the battle. Otherwise, the highest or lowest card revealed wins. For example, if the BATTLE MARKER is showing HIGH, and players reveal 7, 8, 8 and 10, the player that revealed the 10 wins the cards. When two or more players tie for the winning value, only those players continue with an Extended Battle. All other players sit out until the Extended Battle is resolved. For example, if the BATTLE MARKER is facing HIGH, and players reveal 7, 8, 10, and 10... only the players that revealed a 10 continue with an Extended Battle round and the winner collects all the cards for his scoring pile.
- If multiple players reveal cards with special actions, they should be resolved in clockwise order starting with the player that won the last battle.



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