

NO MORE DEAD NEW YORK

a Game by DANIELE MOLINARI



RULEBOOK

INTRODUCTION

If you're reading this letter, it means you're still alive. I don't know whether to call you lucky or just stubborn, but either way... welcome to hell. A year ago, we had a world. It was broken, sure, but it worked. The streets were full, cafés served their last burnt espresso, and in the labs of N.O.V.A. - the National Organization for Viral Advancement - someone claimed they'd found the key to rewriting our biological fate.

Then something went wrong. I don't know if it was negligence, arrogance, or one experiment too many, but the virus got out. Not with an explosion, not with an attack... but with silence. In less than twenty-four hours, the major cities were unrecognizable. In a week, the continent fell. In a month... the entire world. NOVA took control-or tried to. They had protocols, teams, weapons. But they were infected too. We all were. Only no one knew.

The virus doesn't need a bite. It's already inside us. Lying in wait. When the heart stops... something reactivates. Something faceless, mindless, merciless. The dead rose. At first, they looked like empty shells. Then we learned they evolve. If they stay hungry, they become savage, screaming like the damned. If they overfeed, they grow stronger, faster. They don't speak. They don't think. They tear. Crush. Consume. But they're not the real danger. We are. When the food ran out, when the batteries died, when the last radio signal fell silent... the survivors turned on each other. We hid. We endured. Some went mad. Others formed groups. NOVA no longer exists, but its remnants are everywhere-scientists, mercenaries, medics... a few with some conscience left. Today, the streets may seem quieter, but don't be fooled. Every corner could hide a raider. Every misstep could trigger a pack. And every corpse is a potential enemy-even after it stops breathing.

Some of us have chosen to return to the districts. To try and rebuild something. Reclaim. Reconstruct. Understand. Maybe even find a cure. But nothing comes for free. Every building is contested. Every resource costs a life. Every decision leaves a scar. If you really want to be part of this new world... be ready to fight for every breath. And remember one thing, friend:

Don't die.

Every death feeds the enemy.

No more dead.

- MD



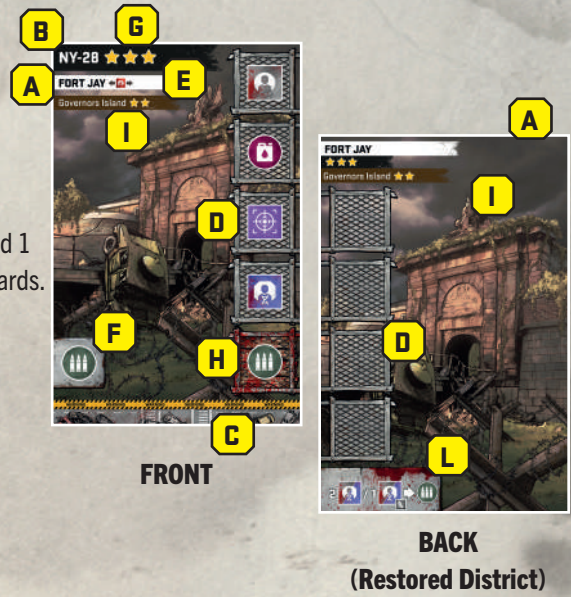
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COMPONENTS & DESCRIPTION

24 DISTRICT CARDS

- A District Name**
- B Mile Value:** Indicates the position on the Game Board.
- C Road:** Area where the Van tokens move.
- D Locations:** Area where Character and Zombie Tokens are placed. Locations are always in order from bottom to top.
- E Spawn Signal:** Every time a District Card with this symbol enters in play, you must add 1 Zombie Token from the Red Draw Box to the first available Location of adjacent District Cards.
- F District Card Type:** Indicates the Resource you can obtain or the power that you can activate once the District Card is restored.
- G Victory Points Bonus:** Indicates the Victory Points that the Player who wins the District immediately gains.
- H Red Zombie Location:** Every time a District Card enters in play, if a Location is Red, immediately draw a Zombie Token from the Red Draw Box and place it in that Location.
- I Link:** Indicates bonus earned if you also own the specified District Card (you get the bonus shown on both linked District cards).
- L Restored District Power:** Indicates the number and type of Characters that you can turn face down on the Locations of the Restored District during your turn to gain a Resource or a benefit.



101 CHARACTER TOKENS

(10 Green Base, 10 Blue Base, 10 Orange Base, 10 Yellow Base, 32 Gray Survivor, 24 Purple Nova, 5 Gold Hero)

- A Movement Value:** Indicates how many spaces the Character can move.
- B Influence Value:** Indicates the amount of Influence that the Character generates on a District Card.
- C Abilities:** Powers that activates when you place a Character in a District's Location.
- D Character Type**



30 ZOMBIE TOKENS

(8 Infected, 10 Screamer, 8 Stalker, 4 Devourer)

- A Influence Value:** Indicates the amount of Influence that the Zombie generates on a District card.

4 PLAYER AND REFERENCE SHEETS

(1 Green, 1 Blue, 1 Orange and 1 Yellow for each type of Sheet)

- A Army:** Where you place your Characters after completing a District Card. Each space can hold only one Character, and when placed, it grants 1 Victory Point.
- B Storage:** Where you store your Resources. Each zone can hold only one Resource of the shown type. Additionally, earned Resources cannot be used in the same turn in which they are gained, but only from the following turn onward.
- C Camp Laboratory:** Where you place the Zombies you eliminate.
- D Graveyard:** Where you place your Characters eliminated during the game.



60 BASIC RESOURCE TOKENS

(20 Ammo, 20 Food, 20 Fuel)



10 SPECIAL RESOURCE TOKENS

(5 Police Car, 5 Helicopter)



COMPONENTS & DESCRIPTION

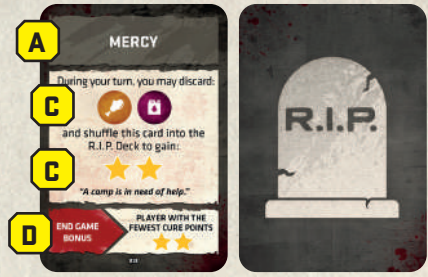
16 RESEARCH CARDS

- A** Name
- B** Ability
- C** Flavor text



16 R.I.P. BARDS

- A** Name
- B** Ability
- C** Flavor text
- D** End Game Bonus



4 VAN SCREENS

(1 Green, 1 Blue, 1 Orange, 1 Yellow)



4 VAN TOKENS

(1 Green, 1 Blue, 1 Orange, 1 Yellow)



4 CAMP BAGS

(1 Green, 1 Blue, 1 Orange, 1 Yellow)



8 PLAYER SCORE TOKENS

(2 Green, 2 Blue, 2 Orange, 2 Yellow)



2 ZOMBIE SCORE TOKEN

(1 Red, 1 Black)



1 DRAW TRAY

(Grey Draw Box, Red Draw Box, Purple Draw Box)



1 ENTRANCE MARKER

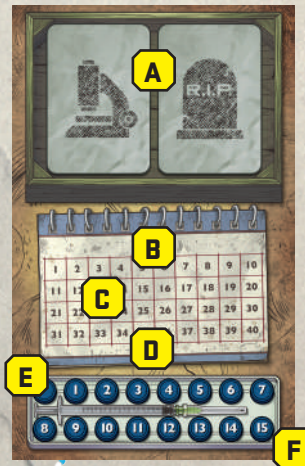


40 IDENTIFICATION BASES

(10 Green, 10 Blue, 10 Orange, 10 Yellow)



1 SCORE BOARD



- A** Research & R.I.P. Cards slots
- B** Victory Points track
- C** Red Zombie Score Token position
- D** Black Zombie Score Token position
- E** Cure Points track
- F** Cure Points victory condition

OVERVIEW & SETUP

A Draw Tray

Put the 32 Survivor Character Tokens in the Grey Draw Box of the Draw Tray.
Put the 30 Zombie Tokens in the Red Draw Box of the Draw Tray.
Put the 24 Nova Character Tokens in the Purple Draw Box of the Draw Tray.
Place the Draw Tray in a place within reach of all players.

B District Cards

Shuffle all District cards and place face up a number of District cards equal to the number of players +1 in ascending Mile Value from left to right. This forms the Game Board. Then organize the remaining District cards into a deck and place it face up near the Game Board.

C Initial Zombies on the Game Board

If there are Red Zombie Locations on the Game Board, draw random Zombies from the Red Draw Box and place them on those Locations, starting from the leftmost District card and proceeding to the right.

Then, for each Spawn Signal on District cards, draw random Zombies from the Red Draw Box and place them on the first available Location of adjacent District cards, again starting from the leftmost and moving right.

D Entrance Marker

Check the Mile Value of the District card on the top of the deck. Then take the Entrance Marker and place it between the District cards with the closest Mile Value compared to the checked one. This indicates where the new District card will be placed.

E Resources

Place Basic Resources, Special Resources, and Hero Characters near the Game Board, accessible to all players.

F Score Board

Place the Score Board next to the Game Board.

Place the Red Zombie Score Token on space 22 and the Black Zombie Score Token on space 34 of the Victory Points track.

G Research & R.I.P. Cards

Shuffle the 16 Research Cards and the 16 R.I.P. Cards into two separate decks and place them in their respective slots on the Score Board.

H Player Setup

Each player takes:

H1 1 Player Sheet and 1 Reference Sheet of their color and places them in front of them.

H2 1 Van Screen of their color and places it in front of them.

H3 10 Base Character Tokens of their color.

H4 10 Identification Bases of their color.

H5 1 Van Token of their color.

H6 1 Camp Bag of their color and fills it with the 10 Base Characters taken, then draws 3 Characters from their Camp Bag and places them in their Van Screen, ensuring the other players cannot see them.

H7 2 Score Tokens of their color, and places the square one on space 0 of the Victory Points track, then places the round one on space 0 of the Cure Points track.

H8 1 Survivor Character drawn from the Grey Box Draw and places it in their topmost Army slot of their Player Sheet (this initial Character Token placement does not provide 1 Victory Point to the player).

I Initial Zombies inside the Grey Draw Box

Draw a number of Zombies from the Draw Box equal to the number of players and add them to the Grey Draw Box.

J Choosing the First Player

The one who has been sick most recently becomes the First Player.

Starting from the player to the right of the First Player and moving counterclockwise, each player places their Van Token on an unoccupied Road space of a District card.

K Game Start

The First Player begins their turn, and the game continues in clockwise order.



TURN STRUCTURE

At the start of your turn, you may choose to perform a Reorder Action

REORDER ACTION

1. Refresh all Characters on your Restored District cards by turning them face up.
2. You may move them on free Locations of other Restored District cards you own or return them to your Camp Bag, as you wish.
3. Move the Characters in your Army slots to your Camp Bag or to free Locations of your Restored District cards.

If you perform this action, you must proceed directly to **PHASE 2: END-OF-TURN-CHECK**, otherwise you may skip the Reorder Action and continue with **PHASE 1: CHARACTER PLACEMENT**.

PHASE 1: CHARACTER PLACEMENT

A) Choose a Character and place them in a free Location of the Game Board

- Select one of your Characters placed behind your Van Screen, and put it inside an Identification Base of your color.
- From the Road space where your Van Token is, you can spend 1 Movement Point of the selected Character for each District card you cross, plus 1 Movement Point for each free Location you cross on the selected District card, including the one where you place your Character.



EXAMPLE:

The Green Player wants to place a character with a Movement Value of 4. Starting from Rikers Island, where their Van Token is located: They spend 2 Movement points to move toward NYC HOSPITAL. They spend 2 additional Movement points to place them in the second free Location of that District Card (starting from bottom to top), since the one occupied by a Zombie is unavailable.





B) Draw Characters if the Location contains one of these symbols:



	<p>NOVA: Draw the number of Characters indicated from the Purple Draw Box and add them to your Camp Bag. For each Character drawn this way, draw 1 Zombie from the Red Draw Box and add it to the Grey Draw Box. This will give you powerful Characters but will also make the game more dangerous for you and other players.</p>
	<p>SURVIVOR: Draw the number of Tokens indicated from the Gray Draw Box and add them to your Camp Bag. After each draw, if you have drawn a Zombie, the Character in the Location is eliminated and placed in your Graveyard, and the drawn Zombie replaces them. Then, if you draw other Zombies, put them back in the Red Draw Box. After drawing the indicated number of Tokens, if a Zombie replaces the Character in the Location after the draw, proceed immediately to PHASE 2: END-OF-TURN CHECK. Otherwise, continue to step C.</p>


C) Perform Available Actions

You may perform the action of the Character just played and/or the action of the Location in which they were placed, in the following order:

	<p>GATHER RESOURCES: Collect the indicated Resource and put it in your Storage.</p>
	<p>FIND A CURE: Gain the indicated number of Cure Points.</p>
	<p>SOLDIER: When collecting Ammo, you may gain 1 additional Ammo.</p>
	<p>COOK: When collecting Food, you may gain 1 additional Food.</p>
	<p>SCIENTIST: When gaining Cure Points from the Action of a Location, you may gain 1 additional Cure Point.</p>
	<p>KILLER: You may eliminate 1 Zombie or 1 Character in the same District Card.</p>

	SNIPER: You may eliminate 1 Zombie or 1 Character in an adjacent District Card.
	THIEF: If there is another player's Van Token in the District Card, you may steal 1 Basic Resource from that player's Storage.

	MOTORBIKE: You may place an additional Character in the first free Location of an adjacent District card, ignoring their Movement Value.
	MECHANIC: You may discard 1 Fuel from your Storage to place an additional Character using their Movement Value, starting from this Character's District Card. You cannot perform this action if your Character is on a "MOTORBIKE" Location.

	RUNNER: This Character cannot be eliminated in any way.
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IMPORTANT CONCEPTS! - ELIMINATE A CHARACTER
When a Character is eliminated, it is immediately replaced in their Location by a Zombie drawn from the Red Draw Box. You can never eliminate one of your Characters.

PHASE 2: END-OF-TURN CHECK

A) Draw Characters from your Camp Bag

Draw Character Tokens from your Camp Bag until you have 3 Characters behind your Van Screen.

B) Move your Van

Move your Van to the Road space of an adjacent District Card. Remember that during this phase you can discard 1 Fuel from your Storage to avoid moving your Van.

Vans can share Road spaces on District Cards.

C) Check completed Districts

Check if one or more District Cards have been completed (all Locations on the card contain one Character or Zombie).

If yes, proceed to **PHASE 3: DISTRICT CARD RESOLUTION.**

If no, the turn passes to the next player (to the left).

PHASE 3: DISTRICT CARD RESOLUTION

If one or more District Cards are completed, starting from the leftmost District Card, follow these steps:

1. All Van Tokens in the completed District, in player order, must move to an adjacent Road space.
2. Calculate Influence totals.

Each player adds up the Influence Value of their Characters on the completed District, also take note of the total Influence Value of the Zombies on the completed District.

3. Determine the Winner:

Who has the highest total Influence Value wins the District Card. In case of a tie, the Zombies win by default, even if there are no Zombies in the District.

IF A PLAYER WINS THE DISTRICT CARD

Other players:

1. Take back their Characters on the completed District Card and removes them from their Identification Bases, and then place them in their Army slots (gaining 1 Victory Point per Character) or in free Locations of their Restored District Cards as workers.

2. All Zombies on the completed District Card are returned to the Red Draw Box.

Winning player:

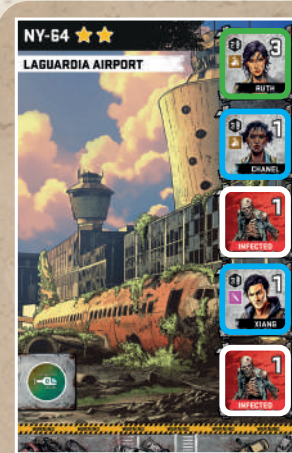
1. Removes all their Characters on the completed District Card from their Identification Bases, then takes back those Characters, except for at least 1, which must keep aside for later placement on the Restored District Card.

2. Places the retrieved Characters either in their Army slots (gaining 1 Victory Point per Character) or in free Locations of their Restored District Cards as workers.

3. Gains the Victory Point Bonus from the completed District Card.

4. Places the completed District Card face down next to their Player Sheet, and then places the Characters kept aside in free Locations of that District Card, which then becomes one of that player's Restored Districts.

5. If a player's Score Token reaches or surpasses the Zombie Red Score Token, proceed immediately to the chapter: **END OF THE GAME.**



EXAMPLE:

The Green Player has 3 Influence points, the Blue Player has 2 Influence points, and the Zombies have 2 Influence points.

The Green Player wins the completed District, and the Zombie Tokens are returned to the Red Draw Box.

The Blue Player places their returning Characters in their Army slots and gains a total of 2 Victory Points (1 for each Character).

The Green Player sets aside the only returning Character, then takes the newly conquered District Card and places it face down next to their Player Sheet. They then place the Character that was set aside onto one of the available Locations on that District Card. Finally, the Green Player gains 2 Victory Points for conquering that District Card.

IF THE ZOMBIES WIN THE DISTRICT CARD

All players:

1. Remove all their Characters on the completed District Card from their Identification Bases, then retrieve their Characters and place them in their Army slots (gaining 1 Victory Point per Character) or on free Locations of their Restored District Cards.
2. All Zombies on the completed District Card are returned to the Red Draw Box.
3. The completed District Card is returned to the game box.
4. The completed District's Victory Point Bonus is awarded to the Zombies, update the position of the Red Zombie Score Token on the Victory Points track.
5. If the Red Zombie Score Token reaches or surpasses the Black Zombie Score Token, proceed immediately to the chapter: **END OF THE GAME.**



EXAMPLE:

The Green Player has 3 Influence points, the Blue Player has 2 Influence points, and the Zombies have 3 Influence points.

Since it's a tie, the Zombies win the completed District.

All players retrieve their Characters and place them in their Army slots (gaining 1 Victory Point per Character) or in free Locations of their Restored District Cards. The completed District Card is returned to the game box, and the Zombies gain 2 Victory Points for conquering that District Card, moving the Red Zombie Score Token on the Victory Points track as well.

Remember, if a player cannot place a retrieved Character neither in their Army slots nor in their Restored District Locations, because all the places are already occupied, they must put it back inside their Camp Bag.

NEW DISTRICT CARD

1. At the end of each District Card Resolution, a new District Card is placed in the Entrance Marker spot.
2. Adjust all District Cards if necessary to restore the Game Board so that the Mile Values are in ascending order from left to right.
3. For each Red Zombie Location, draw one Zombie Token from the Red Draw Box and place it in that Location.
4. If the Spawn Signal is present, add one Zombie (if possible) to adjacent District Cards in the first available free Location.
5. Update the position of the Entrance Marker:

Take the Entrance Marker, check the Mile Value of the District Card on the top of the deck and place it between the District Cards with the closes Mile Value compared to the checked one, indicating where the new District Card will enter in play.






RULES DESCRIPTION



1) RESOURCE TOKENS

During the Phase 1 of your turn, you may discard one of your RESOURCE TOKENS to:

BASIC RESOURCES:

	AMMO: Eliminate 1 Zombie or 1 Character in the District Card where your Van Token is located (maximum once per turn).
	FOOD: Place 1 Character from your Army instead of from behind your Van Screen this turn.
	FUEL: Move your Van Token to a Road space of any District Card or you can use it during the Phase 2 of your turn (B) Move your Van) to avoid moving your Van.

SPECIAL RESOURCES:

	HELICOPTER: Place an additional Character in any free Location of the Game Board.
	POLICE CAR: Place an additional Character in the first free Location of any District Card, ignoring their movement value. Then, you may move 1 Zombie from an adjacent District Card to the first free Location of that District Card.

2) RESTORED DISTRICT CARDS

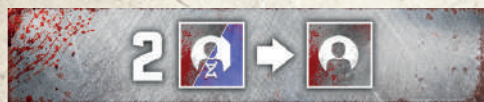
When you conquer a District Card, place it next to your Player Sheet. It becomes a Restored District Card, allowing you to turn face down the required number of Characters placed on its Locations during your turn to gain a Resource or a power described on the card.



HERO: Turn 2 Characters on this card face down to immediately gain one of the available Heroes. Place it behind your Van Screen and use it as a regular Character.

When a Hero is removed from a completed District Card, return it to the Hero pool, where it becomes available to all players.

If a Hero is eliminated, it is NEVER replaced by a Zombie Token and is instead returned to the Hero Pool, where it becomes available to all players.



SURVIVOR: Turn 2 Characters face down on this card to safely draw 1 Survivor from the Grey Draw Box.

In case you draw a Zombie in this way, draw again until you draw a

Survivor, then put back in the Grey Draw Box all Zombies drawn with this power.



ARMORY: Turn 2 Characters or 1 Soldier face down on this card to immediately gain 1 Ammo.



LABORATORY: Turn 2 Characters or 1 Scientist face down on this card to immediately gain 1 Cure Point.



MARKET: Turn 2 Characters or 1 Cook face down on this card to immediately gain 1 Food.



NOVA HQ: Turn 2 Nova Characters face down on this card to steal 1 Resource from another player's Storage.



FACTORY: Turn 2 Characters or 1 Runner face down on this card to immediately gain 1 Fuel.



POLICE STATION: Turn 2 Characters or 1 Mechanic face down on this card to immediately gain 1 Police Car.



AIRPORT: Turn 2 Characters or 1 Mechanic face down on this card to immediately gain 1 Helicopter.



You can activate each Restored District Card to gain a Resource or power only once per turn.



(Example: During their turn, a player can turn Gary and Kendal face down to gain 1 Helicopter and 1 Cure Point but cannot turn Adam and Bruce, as they will be available in future turns.)

3) PLAYER SHEET

STORAGE:

This is where you store your collected Resources.

Each slot can contain only 1 Resource of the shown type.

If you have to take a Resource but have no available slots in your Storage, you cannot collect it.



You cannot use a Resource in the same turn you collected it, you have to wait for your next turn to use that Resource.

CAMP LABORATORY:

This is where you place the Zombies you eliminate during the game. When you eliminate a Zombie, place it face up starting from the slot on the left and moving to the right.

Every time you have 2 face up Zombies in your Camp Laboratory, turn them face down immediately and choose to either:

Draw 1 Research Card

OR

Gain 1 Cure Point.

Then, restart placing eliminated Zombies face up from the left, covering the already placed ones.

GRAVEYARD:

This is where you place your Characters that have been eliminated during the game. When one of your Characters is eliminated, remove it from its Identification Base and place it face up starting from the slot on the left and moving to the right.

Every time you have 2 face up Characters in your Mortuary, turn them face down immediately and draw 1 R.I.P. Card.

Then, restart placing your eliminated Characters from the left, covering the already placed ones.

ARMY:

This is where you place Characters retrieved from a completed District Card.

Each Character placed here in this way (and only in this way) immediately grants 1 Victory Point.

4) RESEARCH & R.I.P. CARDS

RESEARCH CARDS:

When you receive a Research Card, you can play it at the time indicated by the card itself to activate its effect.

Some cards provide instant rewards, others offer upgrades for the rest of the game, and some have special research conditions that allow you to discard resources to gain benefits.

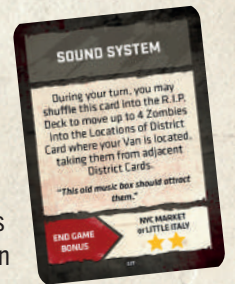


R.I.P. CARDS:

When you receive a R.I.P. Card, you can play it at the time indicated by the card itself to activate its effect.

Some cards provide instant rewards, others have special research conditions to discard resources for benefits.

At the end of the game, if you have not used these cards and you own specific District Cards or meet certain conditions, you gain Victory Points as indicated.



(Example: At the end of the game, if the player owns NYC Market or Little Italy, they gain 2 Victory Points.)

END OF THE GAME

The game can end in three different ways in this priority order:

1) A Player reaches the goal of 15 Cure Points

At the precise moment a player gets their 15th Cure Point, the game ends immediately.

New York is saved! A cure for the Zombie plague has been found. Who deserves the recognition?

That player immediately wins the game.

2) A Player's Score Token reaches or surpasses the Red Zombie Score Token

Humanity has minimized the threat and can hope for the future. Who will lead New York's rebirth?

After calculating each player's current Victory Points, add:

1. Half of their Cure Points (rounded up).

2. The Victory Points from unplayed R.I.P. Cards that meet the required conditions.

In case of a tie, players compare these conditions in this exact order to determine the winner:

- 1. Who has conquered the most District Cards***
- 2. Who has the most Zombie Tokens in their Camp Laboratory***
- 3. Who has the most Resources in their Storage***

The first tied player who meets one of the following requirements is the winner.

In the rare event that a tie still persists after these conditions, the victory is shared among the tied players.

The player with the highest total Victory Points wins the game.

3) The Red Zombie Score Token reaches or surpasses the Black Zombie Score Token, OR any Draw Box runs out of Tokens

Zombies have overrun New York. Among the survivors, no one managed to prevail and lead the city's rebirth. New York remains a hell ruled by chaos. Who was the best prepared to survive?

After calculating each player's current Victory Points, add:

1. All of their Cure Points.
2. 3 Victory Points for the player with the most Survivors in their Army and Restored District Cards.
3. 3 Victory Points for the player with the most Zombie Tokens in their Camp Laboratory.
4. 1 Victory Point for every 2 Resources in their Storage.
5. Victory Points from unplayer R.I.P. Cards that meet the required conditions.

The player with the highest total Victory Points wins the game.

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Author's Special Thanks: Special thanks to Paolo Mori for his support and inspiration during the early stages of development. I also want to thank my fellow members of Radium Games – Matteo Casali, Andrea Tinterri, and Clarissa Saccani – and the entire team at Pendragon Game Studio for believing in and investing in this project, and for giving me full creative freedom throughout the process.

NO MORE DEAD

is published by:

Pendragon Game Studio srl - Via Curtatone, 6 - 20122 Milano - Italy
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WARNING: not suitable for children under 36 months: contains small parts which, if swallowed, could cause suffocation.
Made in China



The background features a dark, textured surface with a large, irregular splatter of red paint or blood. The splatter is most concentrated around the central text. A silhouette of a hand with fingers spread is visible on the left side, partially overlapping the word 'DEAD'.

**NO MORE
DEAD
NEW YORK**