



THIS TOWN AIN'T BIG ENOUGH FOR BOTH OF US

Finally, we eliminated all of them! The small village of Clay Town is free of those undead freaks and we can go on to spend the money on however we want. How does taking a looong vacation in the east sound? Take a gamble, you say? The thought of that does gets my blood pumping. How's about going all or nothing?



If the Survivors agree to share the money with each other, the Mission ends here and both complete their successful town heist.

But greed is good and, perhaps, either Survivor (or even both) might want to take all the money for themselves. In that case, it's time for a Western shakedown!

NEW SPECIAL RULES

The Final Duel. Remove all Zombies from the board and place both Survivors in the center zone. The duel is resolved as a western poker dice game, played in rounds. Each round, both players take 3 dice. Players roll their dice once, at the same time, to obtain a higher combination than their rival player. The player with the higher combination on their dice wins the round and gains 1 point. In the case of tie, both players gain 1 point. Players may use their own objective tokens to modify the results (see special rule below). Then, a new round starts. The first player who scores 3 points is the winner of the final duel and will take all the money for themselves. In case of a tie, players continue taking rounds until 1 player wins.

POKER DICE RANKINGS (FROM HIGHEST TO LOWEST)

1. **Straight:** 3 numbers in sequence. If both players rolled a straight, the sequence with the higher number wins
2. **Three of a kind:** 3 dice with the same number. If both players rolled a Three of a kind, the combination with the higher number wins.
3. **Pair:** A pair of any number. If both players rolled a pair, the player who rolled the higher pair wins. In case of tie, the player with the higher remaining die wins.
4. **High die:** Just 1 die with the highest value.

It's time to cheat! Once per round, at any time, each player may discard 1 of their Objective tokens collected during the Mission to manipulate their own rolls. Each objective token has 1 special ability:

- Red objective token: Re-roll 1 die.
- Blue and Green objective tokens: Choose 1 die and use the number on its opposite side (flip it).

