

# WORLD WAR Z: THE GAME – SOLO VARIANT

This document contains rule modifications to turn the game “World War Z: The Game” into a challenging solitaire game. It is assumed the reader already knows how to play the game.

## GAMEPLAY

This solo variant plays almost exactly as the multiplayer version; the traitor component of the game has been replaced for obvious reasons.

The solo player must play multi-handed; this means the player controls multiple characters. There is little to no overhead in controlling multiple characters; gameplay is still quick and intuitive.

## ADJUSTING DIFFICULTY

This solo variant gets more difficult with more characters; adjusting the challenge can easily be done by adding or removing characters.

- 2 characters: a casual game
- 3 characters: a challenging game
- 4 characters: a nightmare!

## RULES

### ORIGINAL RULES' TEXT

Whenever the cards, board or original rules refer to ‘you(r)’ or ‘a player’, refer to a character instead. For example:

Weapon: Adaptive Weaponry: ‘if at least three other zones on your continent’ should be read as ‘if at least three other zones on the active character’s continent’.

Threat Escalation: Threatened Supply: ‘All players with five or more’ should be read as ‘All characters with five or more’.

### THE ZOMBIE CHARACTER(S)

Whenever a character turns into a zombie, because it could not discard any combat cards, turn over the character card and put the character’s colored pawn on the card. That turn, the newly created zombie character does not need to draw a ‘Threat Escalation’ card.

When it is this character’s turn again, instead of following the normal ‘Playing as a Zombie’ rules, follow these instructions instead:

1. Find the horde closest to a character.
2. If that horde has 3 strength or less; combine an adjacent horde with this horde if possible, to a maximum strength of 4; pick the horde with the lowest strength that would bring the original horde’s strength to 4.
3. Move this horde 1 zone to the nearest character, unless it already is in a zone containing a character.
4. Perform step 2 again.
5. Initiate a single battle if the horde is in a zone occupied by a character; that character may equip first as per normal rules.
  - If the character wins, the horde loses 1 strength; the character does not receive a combat card.
  - If the horde wins, the character loses weapons or combat cards as per normal rules.
6. Draw a ‘Threat Escalation Card’; if this card refers to a specific player, refer to the character the zombie horde moved to or attacked.

The solo player always breaks ties when choosing which horde to move or merge, or which character to target.

When all characters have turned into zombies the game is immediately over.

## EXTRA

All other rules apply as normal.

## AFTERWORD

These rules have been thoroughly reviewed and tested. Nonetheless errors or ambiguities may still be found. Please use [this thread](#) on BGG to post comments, suggestions or questions.

<https://boardgamegeek.com/article/30862286>

