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Zombie! The Adventure is Yours! Hardcover

BY [FABIENNE PAYET](#) · PUBLISHED DECEMBER 6, 2016 · UPDATED DECEMBER 5, 2016



Written by Walch

Illustrated by Jon Lancry

Translated by Ivanka Hahnenberger

Lettered by Frank Cvetkovic

Published by IDW Publishing

The story starts off on a crowded train where someone taunts a man. It turns out this man is a zombie. From then on the narrative is split and the choice is fully yours. Either you pick Judy or you pick Ben. You follow the set instructions and read the book and play along to see if you can survive the zombie apocalypse.

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This is a very unique comic, the split narrative gives you many options to change the story time and again every time you read it. You are offered with Rules of Play for Judy and a set of rules for Ben. You are provided with an Adventure Log Sheet where you will need to keep score of the points you earn or lose along the story line. The comic also provides you with a green and red adventure journal. You can also download and print this from a provided link in the rules section should you prefer to leave your comic intact. Keep in mind you will have to leaf back and forth in the comic constantly so be sure to keep good track of what you are doing when and where.

I love the idea that this is so much more than a pick your own story, you are essentially playing a game within the comic and that to me is a great concept. I hope they will continue in this vain with many more other storylines. So I would say if you are a gamer in need of some time away from the screen or mad about the zombie genre, this is the comic for you!

The art suits the story but is not my cup of tea as I find it to be grotesque and crude. It will appeal nonetheless. But I imagine that writing such a complex comic takes away some of the time for pretty little details when the gore and brusque do the job equally fine.



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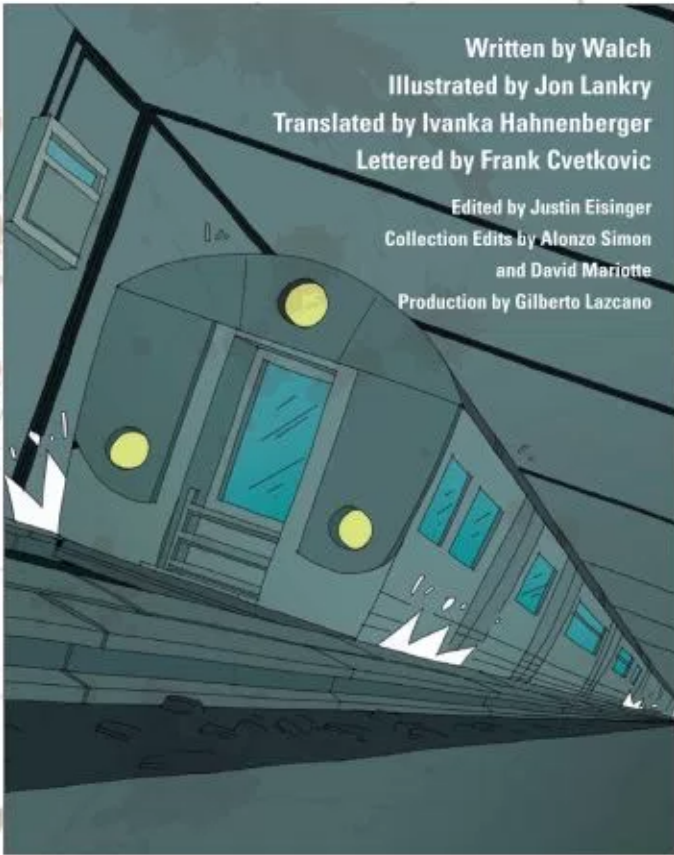
CosPlay Profile – Matches Malone



Salt Lake Comic Con Photo Gallery



Salt Lake Comic Con 2017 Press Conference, Interviews, and Photo Gallery



Written by Walch
 Illustrated by Jon Lankry
 Translated by Ivanka Hahnenberger
 Lettered by Frank Cvetkovic
 Edited by Justin Eisinger
 Collection Edits by Alonzo Simon
 and David Mariotte
 Production by Gilberto Lazcano

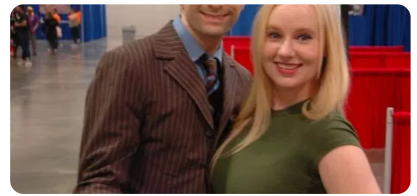
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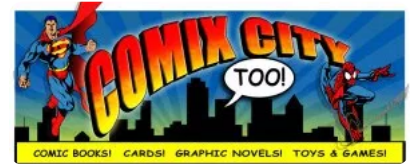


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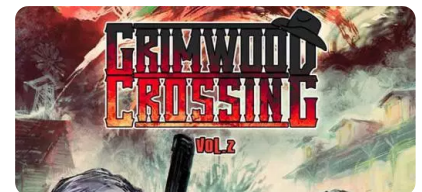




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TO CONTINUE THE ADVENTURE YOU NEED TO PICK ONE OF TWO CHARACTERS:
TO PLAY AS BEN, GO TO PANEL 2
TO PLAY AS JUDY, GO TO PANEL 1

RULES OF PLAY FOR JUDY

THE ADVENTURE LOG SHEET IS CRITICAL TO YOUR SURVIVAL. HERE'S HOW TO USE IT:

LIFE POINTS (LP):

YOU START OUT WITH 70 LP. MAKE NOTE OF THAT ON YOUR LOG SHEET. EVERY TIME YOUR ADVERSARY DOES SOMETHING TO YOU, YOU LOSE LPs.

TO GET THEM BACK YOU NEED TO FIND SURVIVAL OBJECTS SUCH AS:

- DRINKS: 1 LP
- FOOD: 3 LP
- MEDICATION: 6 LP

THESE OBJECTS ARE HIDDEN IN THE PANELS, SO KEEP AN EYE OUT FOR THEM!



THINGS TO KNOW: YOU CANNOT ACCUMULATE MORE THAN 70 LP AT ANY GIVEN TIME.

IF YOU GET TO 0 LP YOU'RE DEAD AND YOU HAVE TO START ALL OVER AGAIN.

STEALTH POINTS (SP):

THESE POINTS DETERMINE YOUR ABILITY TO BE DISCREET, WHICH IS VERY HELPFUL FOR KEEPING AWAY FROM ZOMBIES! THEY ARE COUNTERED BY VIOLANCE LEVELS. YOU HAVE NO SP TO START WITH BUT DON'T WORRY, YOU'LL QUICKLY FIND OBJECTS THAT CAN PROVIDE YOU WITH THEM... IF YOU'RE VIGILANT!

WEAPONS:

IN ORDER TO SURVIVE YOU'LL NEED TO DEFEND YOURSELF, WHICH MEANS YOU'LL NEED SOME WEAPONS. YOU CAN ONLY CARRY TWO AT A TIME. YOU CAN AT ANY TIME, GET RID OF ONE TO REPLACE IT WITH ANOTHER.

EACH WEAPON HAS TWO IMPORTANT CHARACTERISTICS:

- DAMAGE QUOTA (DQ): THIS IS THE NUMBER OF LIFE POINTS (LP) YOU TAKE AWAY FROM YOUR ADVERSARY EVERY TIME THE WEAPON IS USED AGAINST THEM.
- THE AMMUNITION CAP: SOME WEAPONS HAVE A LIMITED AMOUNT OF AMMUNITION, WHICH IS INDICATED IN THE DESCRIPTION OF THE WEAPON (SEE THE EXAMPLES BELOW). YOU MUST SUBTRACT ONE PIECE OF AMMUNITION EVERY TIME YOU USE THE WEAPON WHEN YOU RUN OUT OF AMMUNITION YOUR WEAPON IS RENDERED USELESS.

THINGS TO KNOW: YOU START OUT WITHOUT ANY WEAPONS, SO IN THE BEGINNING YOU HAVE TO USE YOUR FISTS. THEY HAVE A DQ OF 1. YOU CAN TAKE THE WEAPONS FROM YOUR ADVERSARIES ONCE YOU'VE DEFEATED THEM... IF THEY HAVE ANY DON'T SUBTRACT AMMUNITION (AM) FROM AN ADVERSARY'S WEAPON WHEN YOU'RE IN A FIGHT AGAINST IT. THE AMOUNT OF AMMUNITION LISTED UNDER THE WEAPON DETAILS IS HOW MUCH AMMUNITION THERE IS WITH A WEAPON WHEN YOU TAKE POSSESSION OF IT.



EQUIPMENT:

IN THIS SECTION OF THE LOG SHEET WE WRITE DOWN THE OBJECTS THAT YOU FIND ALONG THE WAY AND THE EFFECT THEY HAVE ON YOUR CHARACTERISTICS.

BE CAREFUL! YOUR BAG CAN ONLY HOLD A MAXIMUM OF TEN OBJECTS AT A TIME!

YOU CAN REPLACE ONE OBJECT WITH ANOTHER AT ANY TIME.

THE FIGHTS:

YOU HAVE TO FIGHT YOUR ENEMIES. HERE'S HOW:

EACH ENEMY HAS CERTAIN CHARACTERISTICS INDICATED ON ITS FACT CHART. AS JUDY YOU CAN ONLY FIGHT ENEMIES WITH A GREEN FACT CHART.

FOR EXAMPLE, THIS ZOMBIE HAS 4 LP, A VIOLANCE LEVEL OF 2 AND A WEAPON WITH A DQ OF 2. IF HE STRIKES YOU HE WILL TAKE AWAY 2 OF YOUR LP BECAUSE HIS WEAPON HAS A DQ OF 2. THE VIOLANCE POINTS INDICATE HIS LEVELS OF PERCEPTION. THEY RELATE TO YOUR STEALTH POINTS (SP). IN ORDER TO AVOID FIGHTING YOUR ENEMY YOU NEED TO HAVE A SP HIGHER THAN HIS VIOLANCE. IN THE EXAMPLE, YOU NEED TO HAVE AT LEAST 3 SP TO AVOID FIGHTING THIS ZOMBIE. OBVIOUSLY YOU CAN TAKE ON ANY ADVERSARY REGARDLESS OF YOUR SP LEVEL IF YOU'RE FEELING DARING!

FIGHTING:

THE WEAPONS, THE AMOUNT OF AMMUNITION AND THE DQ NUMBER YOU HAVE WILL DETERMINE HOW MANY TIMES YOU'LL NEED TO USE YOUR WEAPON TO KILL YOUR ENEMY.



THINGS TO KNOW: YOU CAN'T ACCUMULATE DQs ACROSS WEAPONS. YOU CAN ONLY USE ONE WEAPON IN A FIGHT AT A TIME.

ONLY WHEN YOU RUN OUT OF AMMUNITION IN ONE WEAPON CAN YOU SWITCH WEAPONS TO FINISH THE FIGHT. ONLY AFTER YOUR LAST WEAPON HAS RUN OUT OF POINTS (DQ, AM) CAN YOU USE YOUR FISTS. (1 DQ)

EXAMPLE:

TO KILL AN ENEMY THAT HAS 5 LP YOU CAN PUNCH HIM (1 DQ) 5 TIMES (1 DQ X 5). IF YOU HAVE A BASEBALL BAT (3 DQ), YOU WOULD ONLY NEED TO STRIKE THREE (3 DQ).

THE NUMBER OF TIMES YOU NEED TO USE YOUR WEAPON(S) TO WEAKEN YOUR ENEMY IS IMPORTANT AS IT WILL DETERMINE YOUR INJURIES IN THE FIGHT SINCE EVERY TIME YOU USE A WEAPON, YOUR ENEMY USES THEIRS ON YOU IN RETURN AT THE LEVEL OF THEIR WEAPON'S DQ.

Writing: 4/5

Artwork: 3/5

Overall: 4/5

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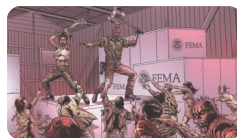
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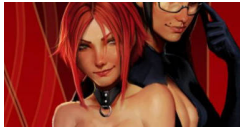
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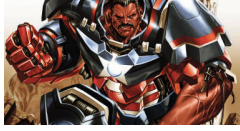
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