

ZOMBIE!

RUN FOR YOUR LIVES!



Boo! You and your friends are suddenly surrounded by hordes of very aggressive zombies. But do not fret, we have some good news – one of you will definitely get out alive. How can you become that lucky person? It's very simple!

How to play?

At the beginning of the game, after shuffling the deck thoroughly, hand out 4 cards to each player from the top of the deck. Remember: it's a good idea not to show your cards to other players – that won't be helpful in surviving. The goal of each player is to place 5 different useful items in front of him on the table – this way he won't be the main course for the zombie horde. Items are cards with white background. But if 5 zombies get interested in a player, meaning he has 5 different zombie cards (with black background) in front of him on the table, he won't be able to escape – he was caught, bitten and possibly nibbled on.

So how do you collect this savior set and escape those pesky zombies? During the game players take turns. The one to go first can be decided any way you want: for example, it can be the person who has recently seen a zombie movie. Then the turn is passed on clockwise to the next player and so on. Each turn a player must do the following: take the top card from the deck to his hand and play a card from his hand. If it's an item card it's placed in front of the player, if it's a zombie card – it goes to another player.

If a player has a zombie card and an item card with a similar symbol, both cards are discarded. Also you cannot have two identical cards in front of you be it zombies or items.

If a player is unable to play a card from his hand, he shows his hand to everyone else and places the cards into the discard pile. Then he draws a new hand from the deck (5 cards) and continues his turn.





As soon as a player collects 5 different item cards he is saved and wins the game. But if the player gets 5 zombie cards he loses and obviously becomes a zombie. A zombie player discards all his cards to the discard pile. Compared to his warm blooded and lively friends, a

zombie player has very limited abilities. A zombie player during his turn takes the top card from the deck and gives it to any living player (card type doesn't matter). If the card is unable to play it is placed into the discard pile and the zombie-player can play another card.

It may happen that only one player remains, this lucky guy escaped all those rotten zombie teeth while his comrades got chewed on. This player automatically wins even without collecting 5 items (someone's got to survive).

But that's not all! Each turn, but only once a turn, a player (not a zombie-player) may use the Special Rule. The Special Rule reads: once a card has been drawn, the player may choose to play a zombie card to himself or play an item card to another player (he has to be alive). After this the player draws another card and continues his turn as normal.

There is one exception to the Special Rule. The player may not sacrifice himself to the national hungry zombie charity, meaning he can't place a fifth zombie card in front of himself and a fifth item card in front of another player.

Don't go prancing about just because the deck has no more cards in it, that won't stop the zombies. Reshuffle the discard pile and now you have a new deck (keep doing it until someone escapes. Yeah-yeah – in the end there can be only one!).

P.S. Remember! If you and your friends are running away from zombies you don't have to outrun the zombies, you just need to outrun your friends.

P.P.S. The more curious players may ask, how do you get rid of those "unbearable zombies"? Well tough luck, you can't! The zombie-roaches will stalk you till the very end!



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