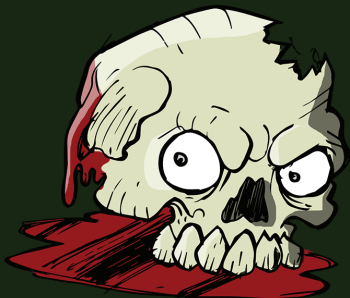


# ZOMBS

A HALF-BRAINED CARD GAME



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## OFFICIAL RULEBOOK



## RULES:

**Objective:** Build a single-color horde of any seven consecutive **Zomb** cards (fast game) or cards 1-10 (normal game).



Fast Game



Normal Game

**“Free for All” mode:** For use with 2-3 players. Each player creates and grows their own horde independently without assistance from other players.

**“Team Player” mode:** Use with four-player games. Two teams, two players each. Teammates build individual hordes of a single color and keep separate hands, but they also help each other grow their hordes by playing

cards on their partner's horde as well as their own. The first team to complete a ten-card horde in a single color wins.

**Shuffle and Deal:** Deal seven cards facedown per player and one card faceup on the gaming surface. This becomes the **Grave**. Place the remainder of the cards facedown in a stack to the side. This becomes the **Pool**. Use the **Vault** card to mark the location of the **Vault**, which will hold special cards discarded throughout the game, such as **Cure**, **Brain**, **Quarantine**, and **Frank the Pig**. Instructions for discard are on each individual card.

You may use the "**Grave/Pool**," "**Vault**," and "**Turn**" marker cards to keep track of what goes where and whose turn it is if needed.



One card face up



Marker card  
(optional)



Pool



Marker card  
(optional)

**Game Play:** The player to the dealer's left starts by drawing one card, either from the **Grave** or the **Pool**, bringing the number of cards they hold up to eight. Then they will take their turn. The turn ends when the player either runs out of cards or discards into the **Grave**.

After each player has completed the first round, on their next turn and all subsequent turns, they will draw up so that they hold eight cards in their hand before starting to play their turn. They can draw either from the **Pool** or the top of the **Grave**, but they must always draw from the **Grave** first. Once a card has been drawn from the **Pool**, the only way that player can draw again from the **Grave** during that turn is to use a "**Rob the Grave**" (**RtG**) card.

**Actions:** The player may do any or all of these actions during a single turn. There is no limit on actions per turn.

**Start a horde** using the five and/or six card of any color not already in play. One horde per player, and once a horde has been established, the color cannot be changed. Each player must start their own horde, but in team play, teammates can help build each other's hordes.

**Expand your horde** (or your partner's in team play.) This is done by laying down cards in numerical order feeding off your five and six. Example: You cannot add a #1 card to a #4 card. You must play the #3 and #2 cards first.





**Block an opponent.** This can be done with “0” cards, **Quarantine** cards, or **Zomb** cards in colors other than that of the horde you are blocking. “0” cards take on the number of the card next to them and can only be removed by a higher-numbered card. You cannot block your own horde. This example shows a horde blocked from growing on one side. A 6 cannot be played until the block is removed.



**Quarantine a horde.** **Quarantine** cards can be used on any unblocked horde, even if the 1 or 10 is played. Two **Quarantine** cards must be used to create a quarantine. Quarantines may only be removed by special cards—a single #10 card of any color, **Frank the Pig**, or the **Unicorn**. They may be removed by any player.

**Unblock a horde.** Use the **Brain** or **Cure** cards, the **Pig**, the **Unicorn**, or any numbered **Zomb** cards higher than that of the blocking card. You may unblock your horde or that of your opponent/s.

**Cure a Zomb.** Use the **Cure** card to move an unblocked **Zomb** of your opponent's horde to the **Grave**. The cured **Zomb** card must be on the end of the horde, and it may not be the five or six card.

**Trade hands.** Use the **Trade Hands** card to exchange hands with any other player. Their hand becomes your hand going forward and vice versa.

**Zomb-Fish.** Use this card to ask a single opponent whether or not they have a card that can be added to your unblocked horde. If so, take the card and play it. If not, the **Zomb-Fish** card moves to the bottom of the **Grave**.

**Rob the Grave. (RtG)** Player lays this card faceup on the gaming surface and then sets their hand down. They then can go through the **Grave** to find a card they want (one card per **RtG** card). If they find one, they take it and replace it with the **RtG** card. If not, they return the **Grave** to its position on the table, and the **RtG** card returns to their hand.

**End Turn.** The player's turn ends when they either discard into the **Grave** or run out of cards. There is no penalty for running out of cards.

## ADJUSTING TO TASTE

Some players may prefer to take out the **trade hands** cards and use all **cure** cards as **brain** cards to reduce the "take that" element of the game.

## RULES F.A.Q:

- Can you use a card of your own horde color to block an opponent? **Yes**

- Can you block your own horde? **No**
- Can you block an opponent with their own color? **No**
- If you only have one card and need to discard then what? **Discard it and on your next turn draw back up to a full hand.**
- Card reads "cure an opponent's zomb" does that mean that zomb is moved to grave? **Yes**
- Can you quarantine on two sides, if one side is a 1 or a 10? **Yes**
- Can a special card such as switch hands or Frank the pig be discarded and not utilized? **Yes**
- Can you peek at the grave without a rob the grave card? **Yes, but don't rearrange them and you must do in in view of everyone.**
- When unblocking with a zomb card, does the unblocking card stay on top when moving both cards to the grave? **Yes**
- Are both quarantine cards removed with a single 10? **Yes**
- Can you unblock an opponent's horde with regular zomb card or a special card like you would your own? **Yes**
- What can remove a 10 blocking my horde? **Another 10 card, a cure card, a brain card, Frank the Pig or the unicorn.**
- Does anyone ever really read FAQ's? **You did.**

## HOW TO PLAY VIDEO:

If you learn games better by watching other people play or from videos, then head on over to our website. We have an entertaining and informative **How to Play** video just for you! ***ZombsGame.com***

## CONNECT WITH THE ZOMBS TEAM:

Want to be notified of future releases? Sign up for our new release alert on our website: ***ZombsGame.com***

## SPECIAL THANKS

The Zombs team would like to thank all the early playtesters: Lynn McNamee and crew, Sara Shannon; Krista Carr; Gregory and Ina Johnson; Brian and Ben Sabo.

## LEGAL MUMBO JUMBO

*Zombs Half Brained Card Game - Version 1.1*

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