

Zombies!!! Second Edition

Adrenaline Rush (2 in set)

This card is played before making a die roll. Target player may double movement for one turn or add +2 to a combat roll.

If you double your movement with an "Adrenaline Rush," do you add the bonus of a "Skateboard" before or after double the total?

Before, since the "Adrenaline Rush" is a one time thing.

Source: June 16, 2005

All The Marbles (2 in set)

Play this card in front of you when you are in the Toy Store. Discard this card to prevent all Zombies from moving until after your next turn.

Alternate Food Source (2 in set)

No Zombies attack until the end of your next turn.

When 'Alternate Food Source' is played, can I kill the zombies anyway?

Uh, no! You are trying to escape the zombie horde.

Source: June 16, 2005

If "Alternate Food Source" is in play, can I win the game if there is a zombie on the center square of the Helipad?

Yes.

Source: June 16, 2005

Does "Alternate Food Source" stop all zombies from attacking or just the zombies attacking the player who played the card?

All zombies, everywhere, have found other yummy brains to eat and are not attacking the players.

Source: June 16, 2005

When "Alternate Food Source" is in effect, can I still kill zombies with the "Grenade?"

Yes. You interrupt their dinner.

Source: June 16, 2005

Bad Sense of Direction (1 in set)

Move target player back to town square.

What if someone plays "Bad Sense of Direction" on me during the middle of my movement?

Well, you may continue to use the rest of your movement after your piece has been returned to the Town Square.

Source: June 16, 2005

Brain Cramp (2 in set)

Play when another player begins to move. You may decide where that player moves.

When you play "Brain Cramp" on a player, can you decide that the targeted player doesn't move at all?

Since you are taking their movement for them, yes you can.

Source: June 16, 2005

Butter Fingers (2 in set)

Choose a target player to discard a weapon or up to 2 bullets.

When "Butterfingers" is played, who decides what is discarded?

"The player who played the card.

Source: June 16, 2005

When "Butterfingers" is played, can I have that player discard a weapon card in their hand?

No, only the ones in play can be targeted.

Source: June 16, 2005

Can I use "Butterfingers" on a "Dynamite" card that has just been played?

Yes, and the Dynamite doesn't go off.

Source: June 16, 2005

Chainsaw (2 in set)

Play this card in front of you when you are in the Lawn and Garden Center. Discard this card to get +2 against all Zombies for the rest of your turn.

Claustrophobia (2 in set)

Target player may not enter any building during their next turn. If in a building, target player must use all movement to exit.

When "Claustrophobia" is played, do I have to exit the building by shortest path?

Oh yeah, and you may continue your movement once you left the building, but you cannot re-enter the building until your next turn.

Source: June 16, 2005

Fear (2 in set)

Target player may not move during their next turn.

If I play "Fear" on a target opponent during the middle of his turn, does he lose the movement for the rest of that turn?

Nope, he will lose his movement on his next turn.

Source: June 16, 2005

Can you move a player who is affected by fear back to the "Town Square" by using "Bad Sense of Direction"?

Not during their turn but after their turn.

Source: June 16, 2005

Fire Axe (2 in set)

Play this card in front of you when you are in the Fire Station. Add +1 to all subsequent combat rolls.

Does the "Fire Axe" still give a bonus when using "Hey Look... A Shotgun?"

Yes.

Source: June 16, 2005

First Aid Kit (2 in set)

Play this card when you are in the Hospital or Drug Store. You may discard this card instead of losing a health token as a result of combat.

Grenade (2 in set)

Play this card in front of you when you are in the Army Surplus Store. Discard this card to eliminate all Zombies in a building. You must also lose 1 health.

Is there a range to the "Grenade"?

It can only be thrown in a building you are in or on the space in front of the door. Same goes with "Molotov Cocktail."

Source: June 16, 2005

Hey Look... a Shotgun! (2 in set)

Target player gets a +1 to their next 3 combat rolls.

How is "Look...A Shotgun" played?

You place the card in front of you, and it is discarded after your next three combats, if you needed the extra bullets or not. We place three bullets on the card and discard one for each round of combat, discarding the card after the third bullet is used.

Source: June 16, 2005

Hysterical Paralysis (1 in set)

Target player skips their next turn.

If someone plays "Hysterical Paralysis" on me, do I still fight a zombie already on my space?

Nope, you lose your turn. No turn, no fight.

Source: June 16, 2005

I Don't Think They're Dead (2 in set)

Play this card to make target opponent roll two dice. If either die result is 3 or lower, opponent must return two zombies to the zombie pool. Heart and bullet tokens may be used to modify these rolls.

(Note: This text was changed in the Zombies!!! 2: Zombie Corps(e) rules)

What's up with "I Don't Think They're Dead??"

It's confusing! Seriously, when played, your opponent must roll the die twice. If they are successful, nothing happens. But, if either of the rolls is a one, two or three, two zombies must be returned to the zombie pool. Of course, bullet and heart tokens may be used to raise the total or re-roll just as in normal combat.

Source: June 16, 2005

If I have only 1 zombie, can "I Don't Think They're Dead" be played against me?

Yes, and you would have to roll as you don't have two zombies to discard. So, you have to have two successful combat rolls but still may use bullets and life.

Source: June 16, 2005

Just When You Thought It Couldn't Get Any Worse (2 in set)

Place a Zombie on every space in a building not already occupied by a Zombie.

Lots of Ammo (2 in set)

Play this card in front of you when you are in the Sporting Goods Store. Discard this card to get three additional bullets.

Molotov Cocktail (2 in set)

Play this card in front of you when you are in the Gas Station. Discard this card to add +2 to all combat rolls against all Zombies in one building.

How long does the "Molotov Cocktail" last?

It only lasts one turn, and you also have to be in the same building or on the space in front of the door.

Source: June 16, 2005

Much Needed Rest (2 in set)

Play this card instead of making a movement roll. Gain 2 health.

Can "Much Needed Rest" be played during "Fear" or "Hysterical Paralysis?"

"Yes during "Fear" but no during "Hysterical Paralysis."

Source: June 16, 2005

Skateboard (2 in set)

Play this card in front of you when you are in the Skate Shop. You may add +2 to all of your movement rolls. The skateboard is considered a weapon.

Does the "Skateboard" add +2 when moving with "The Keys Are Still In it?"

No, a movement roll was not made.

Source: June 16, 2005

Slight Miscalculation (2 in set)

Play on a building. The number of Zombies present is doubled, up to all the legal spaces.

The Keys Are Still In It (1 in set)

Move up to 10 spaces in place of making a movement roll.

Can I drive into/through the zombies killing them when I've played "The Keys Are Still In It?"

You still have to fight the zombies as normal when on the same square as one.

Source: June 16, 2005

Can you play "The Keys Are Still In It" on yourself when affected by "Fear?"

You could, but you still aren't going to move as it is still considered movement with "The Keys Are Still In It."

Source: June 16, 2005

This Isn't So Bad (2 in set)

Move any 2 Zombies in play to any legal space.

We're Screwed (1 in set)

Place Zombies on any ten spaces where there are no Zombies.

Where Did Everybody Go (2 in set)

Play this card to move target opponent 5 spaces.

When "Where Did Everybody Go" is played, does that player have to fight the zombies they are moving through?

Yes. The only time you do not fight zombies that you encounter is when "Alternate Food Source" is in

effect.

Source: June 16, 2005

Your Shoe's Untied (2 in set)

Divide target player's movement roll in half, rounded down.

Can "Your Shoe's Untied" be played to reduce movement for "The Keys Are Still In It?"

No as you are not making a movement roll.

Source: June 16, 2005

Zombie Master (2 in set)

Place 5 Zombies anywhere in town not occupied by a player.

Zombies!!! 2: Zombie Corps(e)

Adjusting Nicely (2 in set)

Play this card when you have collected 13 or more Zombies. When you lose all of your life tokens, discard this card to negate losing any Zombies as a result of dying.

Breakthrough (2 in set)

Play this card to attempt to permanently create a path from a legal space you occupy to a legal space on an adjacent tile. Roll 1 die. On a 5 or 6 you may mark the path and continue movement. If you roll a 4 or less, movement ends and lose 1 life token. This card may not be used to move to or from any helipad.

When a path is made with the "Breakthrough" card, can zombies use the path?

Yes, they aren't that dumb.

Source: June 16, 2005

Dynamite (2 in set)

Play this card and roll 1 die. On a 4, 5, or 6 kill all Zombies on 3 spaces adjacent to you. If you roll a 1, 2, or 3, lose 2 life. Dynamite counts as a weapon.

Are diagonal spaces considered adjacent when using the "Dynamite" card?

No. Just to avoid confusion, since we can't move diagonally.

Source: June 16, 2005

Can I use "Butterfingers" on a "Dynamite" card that has just been played?

Yes, and the Dynamite doesn't go off.

Source: June 16, 2005

Govt. Enhanced Zombies! (2 in set)

Play this card to require all players to roll a '5' or better to win any combat rolls until the end of your next turn.

I Feel Alive!!! (2 in set)

Play this card and roll 2 dice. If you roll 4 or better on each gain 2 life. Playing this card does not allow you to exceed 5 life.

I See the Helicopter (2 in set)

Play this card in front of you after a Helipad has been placed. You may add 1 to all your movement rolls. This card counts as a weapon/item.

I Think It's Over Here (2 in set)

Play this card when an opponent has drawn a map tile to allow you to place that tile. This card may not be played on any Helipad.

In The Zone (2 in set)

Play at the start of your turn. For every natural 6 you roll this turn, draw a card. If you have more than 3 cards in your hand at the end of the turn you must discard down to 3 cards.

Mine Field (2 in set)

Roll a die. You may remove that many Zombies from the road spaces on any one tile and add them to your collection.

No Brains Here (2 in set)

When target player is on the same square as a Zombie, play this card and move that Zombie to an adjacent square.

Rocket Launcher (2 in set)

Play this card in front of you when you are in the Armory. Discard this card to remove from play a tile on the current edge of the board. Add all Zombies from that tile to your collection and move any players to town square. This card may not be played on any Helipad.

Could the "Rocket Launcher" be played a tile that would cause other players to be stuck not connected to the city?

Yes. They would have to reconnect the road or find a way to die to get back to town square.

Source: June 16, 2005

Can you destroy the town square with the "Rocket Launcher"?

I guess there is a slim possibility that this could happen, so I'm going to say no.

Source: June 16, 2005

Weekend Pass: Denied (2 in set)

Play this card on an opponent to make them discard all cards in their hand.

When "Weekend Pass Denied" is played on me, can I play a card before discarding my hand?

The only cards that could be played are ones that would affect "Weekend Pass Denied"

Source: June 16, 2005

What Is That Smell?!? (2 in set)

Play this card on an opponent before their movement roll. That opponent must use their movement to move to a different tile and may not move back this turn. If they cannot, they skip their next turn.

Can I choose not to leave the tile when "What Is That Smell" is played on me?

I'm going to reverse a past ruling and say no. The card is intended to make the target have to leave the tile immediately.

Source: June 16, 2005

You Don't Need That! (2 in set)

Play this card when you are on the same square as another player. You may take one weapon/item in play from that player.

You Lookin' at Me? (2 in set)

Play this card when an opponent has just played a card. Opponent must pick a new, legal target. If there is no target, that card is discarded without effect.

If there is no other legal target when "You Lookin' At Me" is played, what happens?

The card that is targeted by "You Lookin' At Me" is just discarded. An example of such cards is "We're Screwed."

Source: June 16, 2005

Zombies!!! 3: Mall Walkers

Abandon All Hope (2 in set)

Target player suffers a -1 penalty to all die rolls during their next turn.

Aww, isn't he cute! (2 in set)

Play this card in front of you when you are in the Pet Store. Discard this card from your play area to ignore all Zombie combat on your current tile for the remainder of the turn.

Barricade the Door (2 in set)

Play when you are in a building or store. All Zombies with the building or store are removed and placed on all available spaces directly outside the building or store according to the normal Zombie placement rules.

Cleanup in aisle 5 (2 in set)

Play this card when you are in a building or store. Remove all Zombies from that building or store. Starting with yourself and proceeding clockwise, distribute the Zombies one at a time to all players. These Zombies are added to each player's collection.

Clearance Sale (2 in set)

Play this card to remove all Zombies from the hallway spaces on your current tile and add them to your collection.

Crossbow (2 in set)

Play this card in front of you when you are in the Outfitter. While this card remains in play you may add +1 to one combat roll, once per turn.

Hello, May I help you? (2 in set)

Play this card and place one Zombie on every player's current space including your own.

I will survive! (You, on the other hand, may not) (2 in set)

Play this card when you are in the same square as another player. Both players enter combat with each other and roll one die. The player who played this card may add +1 to the roll. Lowest roll loses one life. No bullets may be spent and the player initiating the combat wins all ties.

Jammed (2 in set)

After playing this card, players may not use weapons or bullet tokens until the end of your next turn.

Lots of luck with that! (2 in set)

Play this card when you are on the same square as another player. Your movement ends and you may take one bullet and one random card from that player.

Lucky Shot (2 in set)

Play this card while in combat. Discard one bullet token to automatically kill the Zombie you are currently fighting.

Now that's just gross! (2 in set)

Play this card in front of you when you are in the Lingerie Shop. Discard this card from your play area and move to any space in an adjoining building or store.

One Man's Garbage (2 in set)

Play this card in front of you when you are in the Consignment Shop. Discard this card to retrieve one card from the top of the discard pile.

Sprinkler System (2 in set)

After playing this card, no Zombies may move until the end of your next turn. All combat occurs as normal.

Does the "Sprinkler" card affect the zombies that are outside of the mall?

No, only the zombies inside the mall are affected.

Source: June 16, 2005

We're All Gonna Die (2 in set)

Play this card to add one Zombie to every legal space on one tile.

You Want Fries With That? (2 in set)

Play this card in front of you when you are in the Food Court. Discard this card from your play area and mark your current tile. No Zombies may move on to this tile for the remainder of the game.

Zombies!!! 3.5: Not Dead Yet!!!

Did you hear that? (2 in set)

Move all Zombies on your current tile to any legal space on an adjacent tile. Any Zombies that can't be placed legally are returned to the Zombie pool

Don't go to sleep (2 in set)

This card must be played at the beginning of an opponent's turn. That player must immediately roll a 1 or 6 to continue the turn as normal. If any other number is rolled, that player loses the rest of his turn and a Zombie is placed on his current space.

Hey, I got one of those (2 in set)

Play this card when another player plays a weapon/item card. This card is an exact copy of that card and counts as a weapon.

This card is played when an opponent plays a card. Does it have to be played simultaneously or can it be played on a weapon that's already in play?

It can be played anytime after the card is in play, so yes, you can play it on a card that is on the table already.

Source: January 26, 2007

I could use a drink (2 in set)

Discard this card and the rest of the cards in your hand and immediately draw back up to three cards.

I know what you did (2 in set)

Play this card if every other player has more Zombies than you to move yourself from your current tile to any legal space on an adjacent tile.

It's hard being you (2 in set)

Play this card after an opponent has just lost his last life token. Take one weapon/item of your choice that is in play in front of the opponent before they are discarded. Immediately place it in play in front of you.

Lots of running and screaming (2 in set)

Play this card when an opponent rolls their movement. Instead of opponent, immediately use their movement to move your own pawn. After movement, play continues as normal. This does not count as your movement on your next turn.

Machete (2 in set)

Play this card in front of you when you are in the Outfitter, Barracks, or Lawn and Garden Center. As long as you have this card in play add +1 to all combat rolls. Machete counts as a weapon.

Meat Cleaver (2 in set)

Play this card in front of you when you are in any building or store. You gain +1 to all your combat rolls until you lose a life token in combat. Meat Cleaver counts as a weapon

My, you look familiar (2 in set)

Play this card to look at the top three cards of any event deck. After looking, discard one, place one on the bottom of the deck, and replace one on top of the deck from which it came.

No Guts, No Glory (2 in set)

Until the end of your next turn, no player may spend any bullets in Zombie combat.

Ooooooh, what luck! (2 in set)

Play this card when you are in any building or store. You may immediately play any weapon from your hand and place it in front of you as if you just found it. The weapon may then be used as normal.

Power outage (2 in set)

Play this card anytime. No one may pick up tokens until the end of your next turn.

Sheer determination (2 in set)

Discard 1 bullet and 1 life token to take any card from your discard pile into your hand. You may not violate normal hand size by using this card.

That's not so scary (2 in set)

Play only during your turn. If you have exactly 1 life and 1 bullet tokens, take another turn,.

There You Are! (2 in set)

Place your pawn on the same square as the nearest opponent's pawn. Your choice if more than one is the same distance away.

They're coming for you, _____ (2 in set)

Place a Zombie on every legal square on an opponent's tile.

Too...tired...to...run (2 in set)

After this card is played no movement rolls are made until the end of your next turn. Players may still move due to card effects.

Troubled Childhood (2 in set)

Look at the cards in one opponent's hand.

What could possibly be behind that door? (2 in set)

Play this card when you enter a building a store. Roll a die. On a 4, 5, or 6, remove all Zomibes from that building or store and place them back into the Zombie pool. On a 1, 2, or 3, add Zombies to all the legal spaces in that building or store.

Where did he go? (2 in set)

Play this card in front of you when an opponent has just killed a Zombie in combat. Place that Zombie on this card. You may discard this card at any time to place that Zombie anywhere on the board. This counts as a weapon/item.

Where is that music coming from? (2 in set)

Play this card to cancel any event card that is directly played on you. You may not violate normal card playing rules with this card.

Why don't we go some place more private? (2 in set)

Play when your pawn occupies the same space as another pawn. Both pawns continue to move as one until that movement phase is done. Combat and all other turn aspects are as normal.

Why won't you die?!?!? (2 in set)

Play when an opponent has just killed a Zombie. Opponent must re-fight that Zombie.

With friends like you... (2 in set)

Play this card at any time if you have a weapon/item in play. All players (including the one who played this card) must discard all weapons/items in play.

Zombies!!! 4: The End...

Amulet (2 in set)

Play this card in front of you when on the Abandoned Cars tile. Discard this card to teleport (move) to any adjacent tile, any square.

Bad Zombie, No Biscuit (3 in set)

Move all the zombies on your tile to an adjacent tile. This card may not be used on any Cabin or Helipad tile.

Clair Warlock (3 in set)

Move an opponent to an adjacent woods tile.

When I use Clair Warlock, is the opponent moved to a tile adjacent to me or to their current location?

Adjacent to their current location.

Source: June 16, 2005

Dog Repellent (3 in set)

After playing this card, no dogs may move any closer to you until the end of your next turn. Any dogs encountered during movement are fought as normal.

Full Moon Fever (2 in set)

During the next turn, target player turns into a werewolf and can attack the other players. Noth roll 1 die and may add bullets to increase their roll. aThe loser moves immediately to the Bridge tile (any square).

Fully Loaded (3 in set)

Play this card to take enough bullets and life tokens to equal the bullet and life tokens of any other player.

Here Doggie! (3 in set)

When this card is played in front of you, fill the Pet Cemetery up with zombie dogs (9).

Lost in the Woods (2 in set)

Target opponent may not move off of their current tile until the end of their next turn.

Magic Key (2 in set)

Play this card in front of you when you are in one of the caves. Discard this card to look at an opponent's hand and take one of their cards. You must discard down to three cards if you have more than three cards.

Monkeys are Funny! (2 in set)

After playing this card you may move through wodded squares as if swinging from the trees. You may not fight any zombies on those squares. This card remains in play until you enter a non-wooded square then it is discarded.

Portal (2 in set)

Play this card when on the Altar tile. Immediately switch places with another player.

Return to Sender (2 in set)

Remove this card from play to teleport opponent out of the cabin to a different square on the cabin tile.

Rolled-Up Newspaper (2 in set)

Move on your square to an opponent's square immediately.

Sickle (2 in set)

Play this card in front of you when you are in any named Zombies!!! 4 building. For each combat add 1 to first attack roll and move another zombie dog in the same square to an adjacent square.

Something Doesn't Feel Quite Right... (3 in set)

Remove this card from the game to remove 3 non-Book of the Dead pages from any deck permanently

When I remove Something Doesn't Feel Quite Right from play, which cards are eligible to be destroyed?

The only cards that can be removed are the NonBook of the Dead Pages in the draw deck or the discard pile only.

Source: June 16, 2005

When using "Something Doesn't Feel Quite Right..." in constructed play, whose deck is affected?

You may remove 3 cards from one deck of your choice (yours or your opponent(s)).

Source: July 2, 2005

Spear (2 in set)

Play this card in front of you when you are in any named Zombies!!! 4 building. Add +1 to all attacks.

Talk to the Hand (2 in set)

When you play this card, target opponent on your tile is moved to the adjacent tile of your choice.

That Didn't Just Happen!?! (2 in set)

Cancel any card that was just played.

The Trees Are Alive! (2 in set)

Remove this card from play to make all other opponents who are on a wooded square perform one combat against the tree/shrub in that square. Players need a 4 or better to defeat it.

Tranquilizer Gun (2 in set)

Play this card in front of you when you are in any named Zombies!!! 4 building. Discard this card to defeat all the dogs in one square.

Twist of Fate (2 in set)

Remove this card from play to take 1 bullet from all other players.

We're all Friends Here (2 in set)

Take one Book of the Dead page that is in play and place it in front of you as if you had just played it.

Zombies!!! 5: School's Out Forever!

Bat (2 in set)

Put this card into play while you are on any Zombies!!! 5 tile. While in play the bat adds + 2 to all your combat die rolls. Discard the bat if you are forced to spend any Life or Bullet tokens during combat.

Cram Session (3 in set)

When you play this card, look at the top three tiles from any tile stack. Replace them in any order.

Electro Shock Therapy (2 in set)

Target player gains 3 guts tokens.

Go Team Go!!! (2 in set)

You may play this card on any player. Target player bypasses all combat on one tile for one turn.

I've got a bike! (2 in set)

Put this card into play when you are on any Zombies!!! 5 tile. While in play the Bike adds +2 to all movement die rolls. Discard the Bike if you enter any building.

Pillow Fight (2 in set)

When you play this card all bullet tokens are worth half their normal value. Discard this card at the end of your next turn.

Pool Cue (2 in set)

Put this card into play when you are in the Rec Hall. While in play the Pool Cue adds +1 to all combat die rolls. Discard the Pool Cue if you must spend any Life or Bullet tokens during combat.

Raise your hand... (2 in set)

Play this card to immediately cancel any card played on you.

Scalpel (2 in set)

Play this card when you are in any hospital, science center, or Lab and give it to an opponent. Whoever possesses this card suffers a -1 penalty to all combat rolls. At the end of their turn, owner may discard one bullet, life, or guts token to give this card to another player. The scalpel must be used and is an item.

Sedatives (2 in set)

Target player may take one guts token from any other player.

Shots (2 in set)

When this card is played all players gain 1 guts token.

Straight Jacket (2 in set)

Target player loses all guts tokens they currently possess.

Student Loan (2 in set)

Play this card to "borrow" (and use, if possible) one item, currently in play, from any player. Return the item at the end of the current turn.

Valedictorian (3 in set)

Play this card when drawing a map tile. Look at the top three map tiles of that stack, choose one and play it as normal. Return the other two tiles to the draw stack in any order.

Where's the Admin Bldg.? (2 in set)

Target player must use all movement to move toward the Administration Building. If the Administration Building is not in play, the player must use all movement to move toward the town square.

Zombies!!! 6: Six Feet Under

Are you scared yet? (2 in set)

All weapon/item cards have no effect until the end of your next turn.

Back at Ya! (2 in set)

Play this card when a card is played that targets a player. That card now affects target as well as the player who originally played the card.

Easy Come... Easy Go! (2 in set)

All players remove all cards in their hands from the game.

Finders Keepers (2 in set)

Pay two bullets to a player to take one weapon already in play in front of them.

Flashlight (3 in set)

Play flashlight when you are in a building. Movement is doubled in the sewers with a flashlight.

Flood (2 in set)

All players currently using the sewers must place their pawn in the standing position. They are no longer in the sewer and are considered to be back on the surface streets.

I Could Use That! (2 in set)

Steal one bullet or guts token from another player.

Inflated Self Esteem! (2 in set)

When in the liquor store, skip your next turn to max out at 5 health

It seemed like a good idea at the time. (2 in set)

Add a zombie to all sewer and subway entrance spaces.

It WAS Here!?! (2 in set)

Move helipad to another legal spot on the board.

Missed Stop (3 in set)

A player exiting the subway must exit using another subway building.

Next Stop...Hell!!! (2 in set)

Send target player to any space in the building with the most Zombies. If there are two buildings with an equal number, the player who played this card decides which building to choose.

Oh... That's New! (2 in set)

Block one sewer (flip the sewer token) until the end of your next turn. No player may move in or out of that sewer. If playing this card will cause a player to die, it may not be played on that sewer.

We gotta get out of this place! (2 in set)

All players movement is doubled until the end of your next turn.

Zombies!!! Come Out and Play! (2 in set)

Add 1 Zombie to every legal space adjacent to every player.

Zombies!!! 7: Send in the Clowns

Can't Sleep, Clowns Will Eat Me!

Play this card to immediately draw 3 cards from the draw pile. Immediately play as many as you like (and can legally play). Discard the rest.

Clown Nose

Play this card in front of you. Discard this card to take the top card from the discard pile and place it in your hand.

Cotton Candy

Play this card to add +1 to any roll. You may play this card after the roll.

I Hate Clowns!

Play this card to add +1 to all combat rolls against all Zombie Clowns for 1 turn.

Important Clown Business

Take 1 clown zombie from each player's collection and add them to any legal circus (Zombies!!! 7) tile.

Seltzer Bottle

Play this card to avoid combat with all zombies for 1 turn. This effect only applies to you.

Send in the Clowns!

Play this card at the beginning of your turn. Any Zombie Clowns you kill during this turn may be placed on any other player's space.

Stuffed Animal

Play this card in front of you. Discard this card at anytime instead of discarding a life token.

That's Not a Mask!

Play this card to switch target pawn with any zombie clown on the Big Top tiles.

That's Not an Exit!

Play this card when target player is leaving the Funhouse. Send that player to any square on a different Funhouse tile.

What Do You Mean, Funny?!?

Play this card to immediately send target player to any square in the Funhouse.

What the _____!?!

Play this card on a target player. That player may not play any cards from their hand until they kill one zombie.

Whoaaa!

When you play this card target player halves movement (rounded down) on next turn and immediately discards one item from play.

You are Going to DIE!

Play this card to send target player to the Fortune Teller Tent. That player rolls 1d6. If the roll is a: 6-Lose no life. 2 to 5-Lose 1 life. 1-Lose 2 life.

Zombies!!! 8: Jailbreak!**Capital Punishment**

Fill every empty and legal space on the execution chamber with a zombie.

Cell Mate

Choose another player's pawn. Place it in the same space as your pawn.

Don't Drop the Soap

This card may only be played during another player's movement phase. The player immediately stops movement.

Governor's Pardon

Play this card in front of you when you are in the Execution Chamber. Discard when you lose your last health token to gain 3 more health tokens.

Last Meal

Play this card in front of you when you are in the Mess Hall. Discard to gain 2 health tokens. You may not have more than five.

Last Rites

Play this card when you lose your last health token. Give all your remaining bullet tokens, guts tokens, and weapon/items in play to any or all opponents. Restart with 4 of each health, guts, and bullets.

Lockdown

Until the end of your next turn, no zombies or players may move off their current tile.

Mystery Meat

Take one zombie from all other players.

New Fish

Play when someone has regenerated to take any two tokens from them.

Service Revolver

Play this card in front of you when you are on the same space as a zombie, you may reroll one attack per zombie. Discard this card if you use a bullet.

Shiv

Combat Card. +1 to combat rolls.

A Shocking Development

Play this card while in the execution chamber to automatically kill 3 zombies in the chamber and add them to your collection.

Stir Crazy

Movement is doubled until you encounter a zombie.

Taser

Take three bullets and place them on this card. The next three zombies you fight use one bullet to expend a charge of the taser. Run past the zombie without fighting it.

We Can Escape Here!

Play this card when in the Prison Cells to instantly transport your pawn to the Exercise Yard, if it is in play.

Zombies!!! 9: Ashes to Ashes

245 Trioxin

Automatic. Each player places a zombie they have previously killed on the space containing their pawn.

Aqua Regia

Automatic. Immediately kill one zombie on your square.

Crutch

Play this card in front of you. Once per round force another player to reroll.

Do You Wanna Party!

Automatic. Move all pawns in the cemetery to your current space.

Dust to Dust

Automatic. Each player resets their bullets and hearts to three each.

Halt! I Said HALT!

Play on an opponent who is moving. They cannot continue to move unless they discard a card from their hand.

Hold it Right There!

Automatic. Move all zombies on one tile one space closer to one pawn.

How Do You Kill a Thing That's Already Dead?

Target any weapon in play. You play that weapon in front of you for your use.

No Fair!

Automatic. Lose the remainder of your turn.

Pick Axe

Play this card in front of you. While this card is in play you may add +1 to all your combat while on a "Cemetery" tile. If you are not on a "Cemetery" tile, the bonus does not apply.

Send... More... Paramedics

Automatic. Zombies in the cemetery do not move until the end of your next turn.

We Could Go Fool Around in There for a While

Automatic. Move all pawns to the Cemetery entrance.

We Have a Little Problem

Automatic. Add one zombie to any legal space on each tile in the cemetery.

What Did You Do to Freddy?

Automatic. Random target player discards one heart, one bullet, and one card.

You Made Me Hurt Myself Again

Automatic. The player who draws this card must discard one heart token. This applies even if it kills that player.

You're Gonna Turn Into One of Those... Things!

Play this card in front of you. Place a zombie on the space of a pawn that just died.

Zombies!!! X: Feeding the Addiction

12 Step Program

Play this card from your hand to force target player to discard their addiction card.

And They're Off!

Discard this card to move target player to any Betting Parlor or Casino tile.

Caffeine Crash

Automatic. All movement rolls are decreased by one until the beginning of your next turn.

Don't Go for the One

When this card is played from your hand, target player may not move until they play an event card from their hand. (Discards do not count.)

Double Espresso

Play this card from your hand to add +3 to your movement roll.

The DT's

Automatic. Until the beginning of your next turn, all die rolls are at -1.

Energy Drink

Automatic. All movement rolls are increased by two until the beginning of your next turn.

Everybody's Doin' It!

Play this card from your hand to roll 1d6. You get that many bullet tokens. All other players get one.

Frogs Don't Fly!?!?

Play this card from your hand to take five zombies from target opponent's pool and add them to any legal space on the board.

Get off the Phone!

Play this card from your hand to force target player to reroll their movement roll.

Hmm... What Do I Do With This?

Play this card to force an opponent to discard one random card from their hand.

Make Mine a Large!

Play this card on the table in front of you. While this card is in play you may have up to six life tokens. Discard any extra life tokens if forced to discard this card.

Noob Tube

Play this card from your hand and discard two bullets to automatically kill one zombie on any outside space, anywhere on the board.

Six Pack

Play this card from your hand to force target player to discard one bullet and one life token.

Step Nine

Play this card from your hand to give all other players one heart token. You may take two heart tokens. No player may exceed their maximum heart token limit.

Addiction Cards

Coffee

On one turn roll 2d6 for movement. Next turn, roll 1d6 and divide by two, rounding down, for movement.

Exercise

This card gives you +1 to all movement rolls but -1 to all combat rolls.

Gambler

Whenever you land on a bullet, roll 1d6. On a roll of 4 or more, take another bullet. On any other result, you get no bullets at all.

Gaming

Once per turn you may discard a card from your hand to move a zombie from your space to an adjacent space.

Shopping

You may discard your hand to look through the draw deck and take one card. You may not draw back up to your maximum hand size until you use that card.

Video Games

This card gives you +1 to all combat rolls but -1 to all movement rolls.

Zombies!!! 11: Death, Inc.

All-Day Meeting

When this card is played, no player may move in any way, until the end of your next turn.

Bonus!

When this card is played, all players may take 1 bullet token.

The Boss Wants to See You

Play this card to move any other player onto any space in the ZCEO's office.

Broken Copier

Player trades a life or bullet token for the opposite token type from the supply.

Company Pens

Weapon. Discard to automatically kill any regular zombie on the same space as you.

Director's Nameplate

Weapon. Play in front of you when in any Director's office. Discard this card to kill any regular zombie that is 1-3 spaces away from you.

Employee Handbook

Weapon. Play this card when you are in the "File Room." Add 1 to all combat rolls.

Employee of the Month

When this card is played, all players roll 1d6. The player who rolls highest takes 1 regular zombie from everyone's pool.

Fire Extinguisher

Weapon. Put 3 bullet tokens on this card. Spend a bullet to prevent a zombie on your square from attacking. Can be used more than once per turn. Discard when empty (bullet tokens are gone).

I Did Not Sign Off On This!

Play this card to move any Director still in the building to any Director's office not occupied by a player or another Director. Place as normal.

I Have Your Coffee, Sir

Play this card to move your player token onto the same space as any Director still in the building.

I Want His Stapler!

Play this card take a stapler weapon from any player.

Last of the Coffee

When you play this card, you may add 1d6 to your total movement for this turn.

Lunch Time!

Take 2 hearts from the heart supply.

Office Party

When you play this card, move all players to any space on your current tile.

Outsourced

When you play this card, roll 1d6 and discard that number of regular zombies from any tile.

Overtime!

Play this card to take another turn after this one.

The Phones are Down

When you play this card, players may not use weapons until the end of your next turn.

Printer Error

Play this card to force a player to lose 1 life or bullet token (target player's choice).

Pull the Fire Alarm

When this card is played, players may not move away from the building entrance until the start of your next turn.

Red Stapler

Weapon. Play in front of you when on any hallway space. Discard this card to move a zombie on your space, one space away from you.

Shiny New Stapler

Weapon. Play in front of you when on any office space. Discard this card to move a zombie on your space, two spaces away.

Training Day!

Roll 1d6 and add that number of regular zombies to any tile.

Snack Machine!

When you play this card, roll 1d6 and add that number of bullet or life tokens to any legal spaces on any office tile.

Synergy and Teamwork

When you play this card, choose another player. Combine your life and bullet tokens and split them evenly between you. Discard any extras.

Team Building Exercise

When this card is played, all players may add +2 to their movement until the end of your next turn.

Trip to the Stock Room

Take 2 bullets from the bullet supply.

Uncompensated Overtime

Play this card to force another player to discard a weapon.

Who Took my Lunch!?!

All Players must give you one card from their hand. You may add one of those cards to your hand and discard the rest. You may not violate the hand limit by playing this card.

Word Around the Watercooler

All players must pass their hand to the player to the right.

Pull Some Strings!!! Cards

Brown-Nose

Play if the ZCEO hits you: Only take 1 damage instead of 3.

Letter of Recommendation

Reveal this card to force target player to discard 2d6 zombies from their collection.

Majority Stockholder

Reveal this card to take 2 zombies each from all other players.

Motivational Seminar

Play this card to roll an extra 2d6 and add that to your movement roll.

Sorry, It's Just Business

Reveal this card to force a player to move a Director they have claimed to the nearest office not occupied by another Director.

Take the Credit

Play when another player rescues a Director. You get a Pull Some Strings card instead of them.

VP's Proxy

Reveal this card to immediately, completely cancel any card that affects you.

Whistle Blower

Reveal this card to take 3 life and 3 bullet tokens. You may not violate the rules by using this card.

Zombies!!! 12: Zombie Zoo

All Aboard

Move any player to any square on a tile adjacent to their current tile, not occupied by a zombie.

Banana

Weapon - Play this card in front of you. Discard to ignore all zombies monkeys until the end of your next turn.

Cattle Prod

Weapon - Play this card in front of you. Discard to automatically kill up to 3 zombies on your current tile.

The Clock is Ticking

Automatic. Target the closest unflipped timer to your location. Flip that timer.

Death Awaits

Move target player to any space occupied by a zombie.

Elephant in the Room

Automatic. Add a number of zombies to your current tile equal to the number of players.

Feeding Time

Automatic. All players lose 1 life.

Kangaroo Kourt

Until the end of your next turn, all players must roll a 1, 2, or 3 to kill a zombie. Bullets may be used to subtract from your roll.

The Lion's Den

Roll a die. On a 5 or 6, move your pawn to the Lion's Den tile. Timer cannot be removed until next turn .

Lions, Tigers, and Bears, Oh My!

Add one lion, one tiger, and one bear to any tile. Normal placement rules apply.

Monkey Wrench

Play this card in front of you. Add 1 to any combat roll. Can only be used once per turn.

Monkeying Around

Automatic. You cannot roll for combat this turn and must take damage as if the combat roll failed.

Petting Zoo

Automatic. Unflip one timer in play, your choice.

This Place is a Zoo

Target any tile in play. Place a zombie on every legal square on that tile.

What Are You Laughing At?

Add two hyenas to any two spaces on the board. Normal placement rules apply.

Reveal this card to immediately, completely cancel any card that affects you.

Whistle Blower

Reveal this card to take 3 life and 3 bullet tokens. You may not violate the rules by using this card.

Zombies!!! 13: DEFCON Z

B.C. Bush Skills (2 in set)

Play this card in front of you. It adds +1 to all your combat and movement rolls. Counts as a weapon card.

Bite Me (3 in set)

Automatic. Each player gains 3 bullets per infection token they currently have.

Charlie Bit My Finger

Play this card in front of you. You may reroll for infection once per turn. If you roll a 6 for infection discard this card.

The Doctor is In

Companion. Play this card in front of you. You may discard 2 zombies from your defeated pool to remove an infection counter from any card.

Flamethrower

Play this weapon in front of you. Discard it to roll 1 die and kill that many zombies +1 on your tile.

Follow the Rabbit

Play this card in front of you. You may move freely past zombies or attack them as normal. At the end of each turn, roll a die. On a 5 or 6, place this card back in your hand; otherwise, you must discard it.

Freeman's Crowbar

Permanent Weapon. Play this weapon in front of you. It cannot be stolen or traded, and remains with you even after you die. Gain +2 with combat rolls until you die, after which gain +1 combat rolls.

Full Leather Armor

Item. Ignore your first wound during each combat. When you are down to 1 heart, discard this item.

Gunsword

Weapon. Play this weapon in front of you with 3 bullets on it. Before each combat roll, you may choose to gain +1 or spend 1 bullet on this card to gain +3. When all 3 bullets are spent, gain +1 with combat rolls.

Immunization

Play this card in front of you. It cannot be stolen or traded. If you roll a 6 for infection, remove 1 infection token. With a 2-5, nothing happens. With a 1 you gain 2 infection tokens and must discard this card.

It's in the Suace

Automatic. You gain 2 hearts and 1 infection token.

The Joy of Giving

Give 1 of your bullets to a player who has fewer than you. Gain 1 heart.

Keep on Rollin'

Your movement is doubled until you spend a bullet.

Look! A Segway!

Item. Play this card in front of you. Gain +1 with movement rolls.

Low Food Supply

Zombies are weak for a short time. Until the end of your next turn., they are killed with a combat roll of 3+.

Nightmares are Real

Automatic. Place 1 zombie in every empty space adjacent to every player. Ignore spaces that ma not normally be occupied by a zombie.

Out of Twinkies

Remove all heart tokens from one tile.

Running Out of Options

Play this on another Player, who must discard cards equal to the number of infection tokens they have.

Saving Grace

infected Companion. Play in front of you with 2 infection Counters. Roll for her infection at the start of your turn., until she is either discarded or healed. While in ply, gain +1 to all your combat rolls. Discard with a total of 6 infection counters.

Thanks!

Take a card that another player is currently playing. Either use it immediately or put it in your hand.

They run? Really?!?

Automatic. Until the end of your next turn, each zombie tha tis moved must move 2 spaces (if possible).

Those Overbearing Dirty Devils

Each player gains 1 bullet and 1 heart.

You Caught My Cold

Play when in the same space as another player to give them one of your infection counters.

Zombie Kill of the Week

Each player Gains +2 with their combat rolls until the end of your next turn.

Zombies!!! Promos**Master Zombie**

When this card is played, all players must discard all event cards from their hands. Cards in play are not affected.

Zombies!!! Yo!

When you play this card, all player must discard all of the bullet tokens they have in play.