



You are so tired. You just can't run anymore. Your breath sounds like a jet engine and sweat has soaked every inch of your body. A shower would be nice. Hell, just being able to catch your breath would be great... Who are we kidding? Ten whole minutes not completely enveloped in sheer terror would be heaven. Too bad the zombie horde looking to make you lunch doesn't see it the same way...

ZOMBIES!!!: The Card Game simulates the coming zombie apocalypse in card game form. Each player uses their own deck to form the narrative of their attempted escape. The first player to make their way to the "helipad" at the bottom of their deck escapes certain death and wins the game.

The ground-breaking card design allows for each card to be used for the card effect printed on the front or as a location as indicated by the card's back.

**The zombies are right behind you.
Do you have what it takes to survive?**

CONTENTS:

- 104 cards
- 1 six-sided die
- These rules

OBJECTIVE:

Be the first one to find your way to the "helipad," first. (This is accomplished by exhausting all of the cards in your draw deck.)



Card Effect Side



Map Card Side



SETUP:

1. Shuffle all of the cards. For a 2 to 4 player game, deal 18 cards to each player. For a 5 to 6 player game, deal 17 cards to each player. Put any remaining cards back in the box.
2. Each player places their cards in one pile face down in front of them. This is considered your **draw deck**.
3. Each player takes the top three cards from their pile and places them face up horizontally to the side of their draw deck. These are considered your **“bullets”** or **“bullet pile.”**
4. Each player draws three cards for their player hand.

PLAYER TURN:

1. Play a map card. Take the top card from your draw deck and place it in the middle of the table face down. (That is, with the map side up). This card tells you where you are (your current location) and how many zombies are present. This new card pile is also called the map stack.
2. Fight zombies. See “Fighting Zombies” below.

CARD PLAY:

- You may play one card per round (from the beginning of your turn to the beginning of your next turn). When a card is played, discard it into your “bullet pile.”
- There is no limit to the number of cards in your hand.

FIGHTING ZOMBIES:

Roll the die one time for each zombie at your location (on your map card).

- If you roll a 4 or more, you kill that zombie. As a bonus you may draw a card from your draw deck and add it to your hand.
- If you roll less than a 4, you must use your “bullets.” Each card taken from your bullet stack will raise the number rolled by one. You must draw enough cards from your bullet stack to equal a die roll of four. The cards drawn from your bullet stack in this way are placed at the bottom of your draw deck. If you have played enough cards from the bullet stack to kill the zombie, you may draw a card from your draw deck.

If you do not have enough cards in your bullet stack to raise your roll to a 4, take **additional** cards from the bottom of the “map” stack in the middle of the table to equal a die roll of 4. These cards are also placed on the bottom of your draw deck. (Take the cards at the bottom of the “map” stack being sure to leave the current map card on top of the stack. The top map card is not considered to be part of the map stack for card drawing purposes.)

If there are not enough cards in the “map” stack when you need to draw from it, not including the current map card, you are dead and out of the game. Better luck next time!

- If you must take any cards from the “map” stack because you did not have enough bullets, you **do not** get to draw a card and you lose any and all weapons/cards played in front of you. At that point, you do not have further combat



that turn (no matter how many zombies are left at your location).

- You may only use one weapon at a time for combat. Choose which weapon before you roll.

DRAWING CARDS:

The only time you draw cards is due to a card effect or during combat. During combat, you draw a card when you successfully fight a zombie without drawing cards from the map stack. If you are forced to draw cards from the map stack, you **do not** get to draw a card from your draw deck.

WINNING THE GAME:

When you have drawn the last card from your draw deck, you are considered to have found the “helipad.” You are on your way to safety and your friends are on the way to a slow painful death. Congratulations, you have won the game.

CARD CLARIFICATIONS:

- When a card states that you lose a bullet, take a card from your bullet stack and place it at the bottom of your draw deck.
- When a card states that you discard a bullet, take a card from your bullet stack and place it at the bottom of your draw deck (Example: Butter Fingers).
- When playing a weapon with a specific location, that location just needs to be the top card of the map stack, no matter who’s turn it is. **It doesn’t necessarily have to be your current location.**
- When playing a card that has an effect which lasts longer than your turn, play in front of you until the effect is complete. At this time, the card will be placed in your bullet pile (discard pile).
- When cards state a movement, this indicates playing a map card to the map stack.
- When a card effect contradicts a rule, the card replaces/supersedes the rule while the card is in effect.
- **A building does not equal a location.** All locations are not buildings, but all buildings are locations. Both are considered “map cards.”

Power Outage — Players will draw bullets and cards from the map stack due to failed combat rolls as usual.

Ooooooh, What Luck! — This card supersedes the “one card per turn” rule.

No Guts, No Glory — If you are out of bullets and cannot draw from the map stack with a failed combat roll, your turn ends. You are not eliminated from the game as normal.

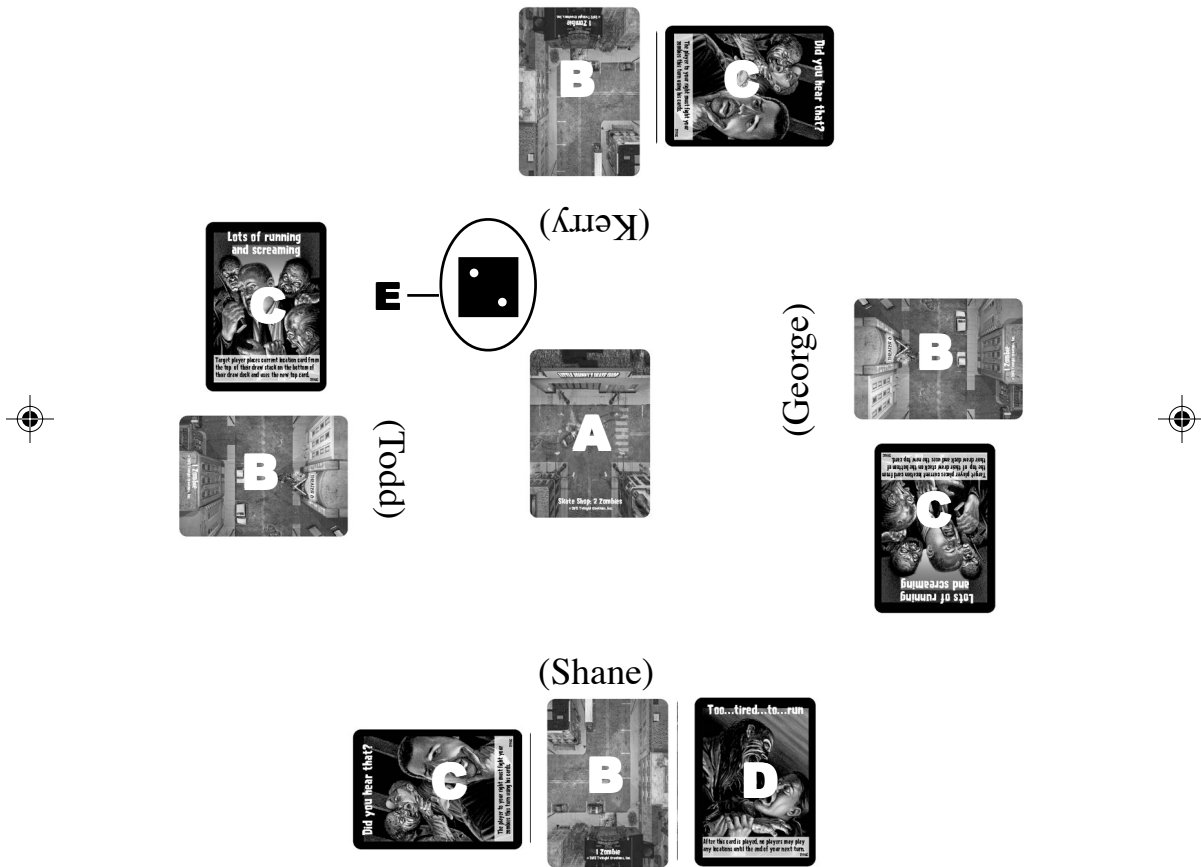
Brain Cramp — The current player still pays bullets, etc. from their cards as usual.



Sample in-game table layout

Todd, Kerry, George and Shane are playing. This is how the table looks during their game (Of course, this isn't to scale):

- A — The Map Stack/Current Location**
- B — Draw Deck**
- C — Bullet Pile**
- D — Card(s) in play**
- E — The “Combat Die”**



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