ZOMBIE APOCALYPSE

You've heard it all before:

- The dead are coming back to life, and they're hungry!

- Cemeteries are empty and the world is a wasteland.

- The living - it's what's for dinner!

But now it's for real! Z-Day is finally here. Put down your cell phones and pick up your guns, it's time to put that lifetime of survival training from Zombie Movies to use - I hope you were paying attention. If not, you had better remember one thing. When being chased by Zombies you don't have to be the fastest, you just can't be the slowest. (You thought I was going to say "shoot'em in the head," or something like that, didn't you?)

Welcome to the Zombie Apocalypse!

RULES

Object of the game: To survive the Zombie Apocalypse.

How do you do that?: By keeping your Humans and Zombies in play, while getting rid of your opponent's. Whoever has the most Humans/Zombies left in play, as well as in their "Kill Pile" once the deck is exhausted (or all Humans in the deck are eliminated), wins.

CARD TYPES

Humans/Zombies: These are the characters you control. Humans are outnumbered, but can use Weapons and Refuges to even the odds. Your Humans can attack and defend against your opponent's Zombies and vice versa. Characters that have common traits can Team together. This means they can combine their statistics when attacking or defending. For example, a "Shambler" Zombie can Team with all other Shambling Zombies you have in play. If a character has two or more traits, they can only Team with one shared group per turn. For example, a Human that has both Hunter and Redneck traits can Team with either Hunters or Rednecks for that turn, but not both. For ease during gameplay, cards will have matching border colors based on their primary trait (for example, all Shambling Zombie cards will have a blue border).

Each character's attack/defense strengths are shown on the bottom right of their card. So, a 7/8 Zombie attacks at 7 and defends at 8. When a character's defense stat is beat by an attacker, it is sent to the Kill Pile.

Refuges: These cards allow your Humans shelter from the Zombies. When in play, your Humans cannot be attacked by your opponent's Zombies. Your Humans, however, can still attack your opponent's Zombies. Humans that cannot Team together *can* use the same Refuge. You can only have one Refuge in play at a time.

Weapons: These cards give your Humans attack and defense bonuses against your opponent's Zombies. You can only have one Weapons card in play at a time.

Reinforcements/Zombie Horde: These cards do the same thing. Reinforcements allows you to put all Human cards in your hand into play at once. Zombie Horde allows you to do the same thing with your Zombies. This is a great way to quickly turn the tide in your favor.

Zombie Apocalypse: The most powerful card in the game. All Humans in play are wiped out, even the ones you control. The only way to prevent this is to sacrifice a Refuge if you have one in play. Depending on your strategy, you may want to keep the Refuge and lose the Humans. It's up to you. Either way, any Weapon cards in play are also removed when Zombie Apocalypse is played.

Because of this card, just as in most Zombie Movies, you can never feel safe. After all, it's usually when the Humans are feeling all cozy and safe in their well armed and fortified stronghold that everything comes crashing down on them.

TURN SEQUENCE

1) Shuffle the Deck (If they're not being used for this particular game, set aside the 4 Crisis Event cards).
2) Deal 7 Cards to each player.
3) Each player puts any Humans and Zombies from their hand, as well as one Refuge and one Weapon if they have them, into play in front of them (see setup diagram on page 3). The player with the least amount of cards in play then goes first (if it's a tie, the dealer goes first). The player that goes second gets to draw back up to their normal hand size *before* their first turn, as well as at

the end of it.

4) A normal turn consists of first playing any one card from your hand. If it's Reinforcements or Zombie Horde, you can then play more Human or Zombie cards.

5) After this, you then get one attack for your Humans and one for your Zombies. You can do this in either order you choose, or not at all. If any of your Humans or Zombies can Team together, you can make larger attacks.

As a general rule, Humans can only attack Zombies and Zombies can only attack Humans. *But,* As with any Zombie Apocalypse, there are going to be times where a certain area is wiped completely clean of the living and the undead lose their primary food source. When this happens, Zombies enter a state of starvation known as "Survival Mode" (kind of like a Zombie version of the movie "Alive"- but in this case "Dead"). In this state, Zombies will begin to attack one another in a desperate attempt to satisfy their hunger. So, if no Humans are in play on a particular side, an attacking player may have one of their Zombies attack one of their opponent's Zombies. There is no Teaming on either side for these attacks as this is considered an unnatural act, even for the undead.

Likewise, if there are no Zombies in play on a particular side, an attacking player can have one of their Humans attack one of their opponent's Humans (Weapons and Refuges have the same effects during these attacks).

When attacking, the attacking player declares which character (or characters in cases of Teaming) is attacking and which one is being attacked. The defending player then has the option of Teaming other cards with the defending character. This usually won't stop the attacking card(s) from taking out the attacked character, but it does give the defender the chance to take out some of the attacking ones. As with the attacking player, the defending player also gets to declare which character(s) they are attacking on defense. The attacking and defending player continue to declare and assign damage to each other's cards until all damage is dealt.

When resolving attacks, any characters slain are put into the Kill Pile of the Player responsible. The Kill Pile is also used as a discard pile for non character cards such as Refuge, Weapons, and Event cards (Reinforcements, Zombie Horde, and Zombie Apocalypse). These cards, however, are not counted at the end of the game for victory purposes- only character cards (Humans and Zombies). Surviving characters have their stats reset for the next turn. Any damage does not carry over. Finally, the attacking player draws back up to his original hand size if needed. It is then the next player's turn.

6) Play continues until the deck is exhausted. Once the final card is drawn, each player gets to take one last turn before the game ends (using whatever cards/characters they have left). If all 12 Humans in the deck are killed before it's exhausted, the game immediately ends. Keep track of the 12 Humans by setting them in their own stack in the Kill Pile. Either way, each player then adds up the number of characters in their Kill Pile plus the characters they still have in play. Whoever has the most, Wins!

Crisis event cards

Crisis Event Cards represent special scenarios that break up the monotony of your everyday Zombie Apocalypse routine. They add new challenges as well as ways of achieving victory. Their use is optional, and they can be set aside if players choose not to use them.

Gameplay Use

After each player is dealt their initial hand, the 4 Crisis Event cards are then shuffled into the main deck. When a Crisis Event card is drawn, it is immediately put into play. If there is already a Crisis Event card in play, then the new card is discarded to the drawer's Kill Pile and will not "occur" during that particular game. The player that draws the Crisis Event card is in charge of managing it while in play (after drawing a replacement card). The Crisis Event cards act as an independent force, attacking all players indiscriminately. As it does so, it builds up characters in it's own "Crisis Event" Kill Pile. If a player is able to "defeat" the Crisis Event, then they are rewarded with it's Kill Pile.

To defeat the Crisis Event, a given player needs to use one of his two attacks per turn (one human/one zombie) to instead attack the Crisis Event. The Crisis Event is

defeated like any other character in the game except that it's much harder to accomplish.

If a player manages this, the Crisis Event is placed with it's Kill Pile and added to the Kill Pile of the successful player. Crisis Event cards are not counted at the end of the game for victory purposes, only the character cards gained from the Kill Pile itself.

"Government Assistance" is an exception to this formula. It's formula is complete and instant annihilation.

Card Layout

Player 1

Kill Pile **Humans**

Zombies **Refuge/Weapon**

Refuge/Weapon **Zombies**

Humans **Kill Pile**

Player 2

SHOOTMENOW GAMES

Game Mechanics and Design By Joe Frost

Get ready for the Zombie Apocalypse at www.zombiecardgame.tumblr.com