

# Eaten by **Zombies!**

## OH THE HUMANITY:

The city is overrun with zombies, hungry, mindless zombies, who are all after the few survivors left in town. Welcome to the 1950s zombie-infested world where what few resources you can seize are extremely scarce. Players will need to scavenge some serious swag to survive even for a few nights. In the end, the odds are extremely good that you're all going to die; no that you will all become zombies. Don't worry though, even being a zombie means going after those who left you behind to die.

## THE GOAL:

It's not tough to figure out, just don't get eaten by zombies! The last player left alive is the winner. But be careful who you upset during the game because once a Survivor dies he/she continues playing the game as a Zombie starting on their next turn. All players left alive can win collectively if at any time there are no zombies left in the Zombie Deck or Zombie Discard. When all players survive, the one with the most cards is the ultimate victor. Yes a cooperative win is possible, but very unlikely. With more zombies possible each turn face it, you're all going to die!



## THE SETUP:

The Swag piles represent items and actions players can acquire during the game to add to their deck. Place the three starting Swag piles (Binoculars, Rifle, and A Good Book) face up in the center of the table. In addition to the starting Swag piles, select two Swag piles at random for each player and set them face up next to the starting piles, or use some suggested starting setups at the back of the instruction book. The Swag not selected are not available this game.

## CREATE THE ZOMBIES DECK:

For a two-player game, create the Zombie Deck by combining 5 Level One zombies, 4 Level Two zombies, 3 Level Four zombies, 2 Level six zombies and 1 Level Eight zombie. For three or more players, add five more zombies to the Zombie Deck (one of each Level) for each additional player. Hint: This means you use all 25 zombies in the game for a 4-player game! Shuffle the Zombie Deck and place it in the center of the table. As the zombies are revealed and enter play, they join the growing horde of zombies which players must face each turn.



## STARTING DECK:

Each player starts the game playing the role of one Survivor: June, Bob, Mary or Barney. Start by grabbing up your Survivor's starting deck containing 12 items scavenged from around the Safe House: some 'Heavy Sticks' (5), a couple of 'Sandwiches' (2), and some raw nerve (or terror?) in the form of 'Hide' cards (5). Each player shuffles their 12 cards and draws six cards from the top of their deck to form their hand, while the remaining cards stay face down as their Draw Deck. All the cards in Draw Deck; Discard Pile and Hand represent your 'Safe House'. Each turn you will venture forth from the safety of your house to brave the Horde in an attempt to get the Swag you need to survive.





### Why are there are different colors around the Find Signs?

- Red Find signs are on normal Swag cards
- Yellow Find signs are for the Swag cards that every game will start with, these are the Starting Swag cards
- Green Find signs mean that when this card is selected in a game there is a setup rule that you need to follow before you can begin the game (*the 'Bomb Shelter' promo is currently the only card with this Sign*)

### Zombie Level

The zombie's Level is located on the cards top left corner in the blood splat. The Horde's Level is the total Level of all the zombies in the Horde. The Horde's Level is what you need to meet or beat when **FIGHTING** to get past the Horde, although you may kill the top (Newest) zombie if you can't kill them all. **Example:** *In the Horde you have a Level 6 & a Level 1 zombie making the Horde Level 7.*

### Zombie Attrition

The zombie's Attrition Value is located on the bottom left corner in the black sign. The Horde's Attrition is the total Attrition value of all the zombies in the Horde. The Horde's Attrition is what you need to meet or beat when **FLEEING**. You must be able to flee from **ALL** the zombies in the Horde to get away.

This Attrition is the number of cards you must lose if you could not get away, whether you Fight or Flee; it also tells you if you can add this zombie to the Horde from your hand.



Zombie Discard



'Oldest' zombie

Zombie Deck



'Newest' zombie

### THE HORDE



### THE SWAG PILES

Each Swag Pile has just 5 copies of each Swag cards so grab some swag while the gettin's good!

Anytime a card is lost from a Survivors Safe House that card is returned to its Swag Pile so someone else can find it, if there isn't already a Swag for that card simply start a new one.

**Example:** In the Horde you have two zombies with Attrition 2 & 4 making the Hordes total Attrition 6.



Player's Ad



Draw Deck



Discard Pile

The Survivors Hand



## THE SURVIVOR'S SAFE HOUSE

Each Survivor's Safe House is made up of their Draw Deck, Discard Pile and hand of cards.



When you need to draw a card take the top card of your draw deck into your hand. If your Draw deck is out of cards, shuffle your Discard Pile and this becomes your new Draw Deck.

If at any time you need to draw or lose a card from your Safe House and you can't because both your Draw Deck and your Discard Pile are empty, then you immediately die and end your turn.

## TURN SEQUENCE:

- Reveal the Horde.
- Before playing any cards, you must announce to the other players if you are going to **Fight** or **Flee**.

### **Fight**

-Play any Swag from your hand that you wish to with **Draw**  or **Fight**  signs



-Kill Zombies

-If you succeed in killing ALL the zombies in the Horde, Scavenge for some Swag and place it into your hand

-Clean up and place killed zombies into your discard pile

-If you do not kill ALL THE ZOMBIES in the Horde; lose cards to Attrition and disperse the entire Horde[explained below]

### **Flee**

-Play any Swag from your hand that you wish to with **Draw**  or **Flee**  signs

-If you flee successfully, Scavenge for some Swag and place it in your hand

-Clean up

-Lose cards to Attrition (whether you flee successfully or not!)

-Dissipate the bottom (oldest) zombie if successful or disperse the entire Horde if not

- Draw back up to six cards

## TURN SEQUENCE EXPLAINED

### **Reveal the Horde:**

Start your turn by revealing a zombie from the Zombie Deck and add it to the Horde. Each subsequent turn players will start their turn by adding one zombie to the Horde whether there are existing zombies in the Horde or not. Any zombies added to the Horde are placed to the right of the first Zombie card and the new card represents the “closest” zombie to the player for fight purposes.

*After the Horde is revealed, each opponent, in reverse turn order, may add one zombie from their hand to the Horde. In a two player game you may add any number of zombies to the Horde.*

*Zombies being added to the Horde by players must always have an Attrition value higher than the number of zombie cards currently in the horde.*

*For example, if there are two zombies in the horde on Bob's turn then June cannot add a zombie with an Attrition value less than “3”. Hint: This means you must be careful how you approach any “1” Attrition value zombie as killing it will mean it will likely stay in your hand forever since you can never add it to the Horde on another Survivor's turn.*

Keep in mind that any Zombies killed end up in your discard pile and will eventually end up in your hand as you go through your deck. The only way to rid yourself of zombies in your hand is to add them to the Horde on other Survivor's turns. Be careful how you manage the zombies you kill or you may become all but powerless, or worse INSANE!

If the Zombie Deck is ever depleted, simply shuffle the Zombie Discard and start the Zombie Deck anew. Each time the Zombie Deck is shuffled, add one to the number of zombies revealed at the start of the following Survivor's turn. You will face more and more zombie until there is only a single Survivor left alive.

## Choose FIGHT OR FLEE:

You must choose Fight or Flee before you play any Swag cards from your hand. If you have enough Fight cards in your hand to defeat the zombies, you should probably Fight, but remember tougher zombies are much easier to Flee from. Fleeing has its own draw backs too as you will lose some of your swag each time you “bravely run away”, even if successful. Draw cards in your hand may make the difference between success and failure, but you must announce your intent before you can play any cards.

***\*Exception to Fight/Flee Action: If you cannot play any cards from your hand you must immediately reveal your hand, if you show nothing but zombie cards. The game ends IMMEDIATELY and all Zombie Players win.***

## Fight:

### ***Play Fight or Draw Cards:***

-If you choose to Fight you may only play Fight or Draw cards from your hand. Any cards drawn may also be played. If your draw pile runs out of cards simply shuffle your discard pile and place it face down to form your new draw pile. After you have played all the cards you want or can play, add up the Fight value on all the cards you played. If you choose to play a card you must resolve ALL effects on that card even if it would draw your deck out and make you a zombie player, except if the card gives you a choice in the text.

### ***Kill Zombies:***

-If your Fight value is at least equal to the closest zombie's Level, then you kill that zombie. Place the zombie card in your discard pile. The Zombie is now a part of your deck. Reduce your calculated Fight value by the value of the killed zombie. If your Fight value is still greater than zero, you can keep killing zombies as long as your current Fight value is at least equal to the zombie's Level. All zombies killed this way are placed in your discard pile.

### **Scavenge for some Swag:**

-You may scavenge Swag from the Swag piles ONLY if you killed ALL the zombies in the Horde. You may scavenge any combination/number of cards for a value up to your total Fight value plus or minus any Scavenge bonus. You may be restricted by cards with stated limits such as the Trash Bin (which prohibits you from finding another Trash Bin on any turn in which you play a Trash Bin). The swag you scavenge goes **directly into your hand**, so you CANNOT scavenge Swag if it would give you more than six cards in your hand.

### **Clean up:**

-Slaughtering zombies is messy business. Place all the cards you've played and all the zombies you've killed this turn into your discard pile.

### **Lose Cards to Attrition and Disperse the Horde:**

-If you could not kill all the zombies in the Horde, lose cards either from the top of your draw deck (Zombies discarded go to the Zombie Discard) or Swag cards from your hand (no discarding Zombies from your hand) equal to the Attrition value of all the zombies left in the Horde. Any cards lost go back into the Swag piles from whence they came, or create new swag piles for any Swag that may not have a pile already.

-If you are unable to kill all the zombies, they weaken you (you lose cards) but are placated and disperse. Discard the entire Horde to the Zombie Discard.



## Flee:

### *Play Flee or Draw Cards:*

-If you choose to Flee you may only play Flee or Draw cards from your hand, any cards drawn may also be played. After you have played all the cards you want, add up the Flee value on all the cards you have in play. If your Flee total is greater than or equal to the combined Attrition value of the entire Horde, then you have successfully fled the Horde. If your Flee total is less than the total Attrition value of the entire Horde, you are unsuccessful and do not get to scavenge for Swag. If you choose to play a card you must resolve ALL effects on that card even if it would draw your deck out and make you lose the game, except if the card gives you a choice in the text.

### *Scavenge for some Swag:*

-You may scavenge for Swag **ONLY** if you fled successfully. You may scavenge any combination/number of cards for a value up to your Flee value plus or minus your Scavenge value. You may be restricted by cards with stated limits such as the Trash Bin (which prohibits you from finding another Trash Bin on any turn in which you play a Trash Bin). The swag you scavenge goes directly into your hand, so you **CANNOT** scavenge Swag if it would give you more than six cards in your hand.

### *Clean up:*

-Surviving in the zombie apocalypse is a messy business. Place all the cards you've played this turn into your discard pile.

### *Lose Cards to Attrition:*

-Let's face it, when you're fleeing from a Horde holding onto your swag is not on the top of your list of concerns. If you fled successfully, discard cards equal to half the Attrition value of the entire Horde, rounded up. Lose cards from your hand (no Zombies) or your draw pile (Zombies discarded go to the Zombie Discard) or Swag cards (no Zombies) from your discard. Any cards lost go back into the Swag piles from whence they came, or create new Swag Piles for any Swag that may not have a pile already.

-If you failed to flee from the Horde, you must lose cards from the top of your draw deck (any zombie cards lost go to the Zombie Discard), Swag cards (no Zombies) from your hand equal to the **full Attrition value of the Horde**. Any cards lost go back into the Swag piles from whence they came, or create new Swag Piles for any Swag that may not have a pile already.

### **Dissipate a Zombie or Disperse the Horde:**

-If you succeed in fleeing, zombies remain in the Horde to be faced by the next player. One of them does lose interest though; place the oldest zombie into the Zombie Discard.


-If you failed to flee, the Horde weakens you (you lose cards) but the zombies are placated and disperse. Discard the entire horde to the Zombie Discard.


### **Draw back up to six cards:**


-Draw cards from your draw deck until you have a hand of exactly six cards. If you have more than six cards in your hand you must discard down until you have exactly six cards.

### **How do I know when I can play a card?**

Look at the Signs on the left side of the card.

-If the card has  then you may play it on any turn whether you choose to **FIGHT** or **FLEE**;

-If it has  you may play that card on a turn you choose to **FIGHT**;

-If it has  you may play that card on a turn you choose to **Flee**;

-If the card has both Signs you may play it whether you chose to **FIGHT** or **FLEE**;

-If the card doesn't have a Sign at all this means that you may play that card on any players turn and at any time. (*'DeadEye'* & *'A Good Friend'* both have this ability) unless it has a play restriction in the cards text area. (*'but that's my...'* & *'I remember you...'* both have this play restriction)



## Hunger for Brains:

If you ever need to draw a card and cannot because there are no remaining cards in your draw deck ***and*** discard pile, then the Horde overtakes you and eats you. You not only die and lose the game, but you become a zombie and partially influence the Horde beginning on your next turn, craving the flesh of the other Survivors. When becoming a zombie, reveal the cards in your hand, return all Swag cards to their Swag piles, and return any zombies to the Zombie Deck's discard pile. During your next turn, you have the following Zombie actions:

- Draw at least one and up to four cards from the top of the Zombie Deck. ***Remember if all Zombies are gone from the Zombie Deck /Zombie Discard area the Survivors immediately win so be careful how many you draw!***
- Add a zombie from your hand to your Zombie Threat area in front of you. If there are already three zombie cards in your Threat area then discard the oldest zombie card to the Zombie Discard. (See 'The Zombie Threat!' section below)
- You may return any cards from your hand to the top of the Zombie Deck.
- Dissipate a zombie from the Horde just as you would on a Survivors turn.

As a Zombie you may still add zombies to the Horde during a survivor's turns but only to the Survivors to your left and right. If a Player dies and becomes a zombie you may look past them to the next Survivor and add zombies on their turn as well.



1 SURVIVORS must discard two Swag cards from their hand before drawing at the end of their turn.

4 You may add zombies to the HORDE on any SURVIVORS turn.

2 ZOMBIE PLAYERS may add any one zombie from their hand to the HORDE regardless of its ATTRITION.

6 ZOMBIE PLAYERS MAY NOW DRAW UP TO SIX ZOMBIES ON THEIR TURN

8 SURVIVORS may not add zombies to the HORDE.

## THE ZOMBIE THREAT:

When a Survivor becomes a zombie, for some reason the rest of the Horde seems to find out fairly quickly and they seem to know something is afoot. This zombie "ESP" is called the Zombie Threat. The Zombie Threat is a small pile of up to three cards laid out much like the Horde in front of each Zombie Player. On each Zombie player's turn he/she must add one Zombie Card from their hand to their Zombie Threat, removing the oldest if needed since there can't be more than three cards in the Zombie Threat area at one time. Every Zombie's unique level has a different effect on the game when added to the Zombie Threat. These effects help all Zombie Players to drive the remaining Survivors into madness. As a Zombie your goal is to push the other players to madness by forcing them to reveal a hand of nothing but six zombies for a zombie victory.



**Example:** On your next turn you will be forced to add another Zombie to your Threat area and the Level 1 zombie will be removed.



## GAME OVER:

The winner is the last Survivor left alive.

The game can also end if the Zombie Deck is ever depleted (ie. as soon as the last card is revealed or otherwise removed the game immediately ends). To determine the winner, each player counts the cards in their Safe House ( their draw deck, discard pile and hand), and the player or players with the most cards wins.

If a player cannot or chooses not to play any cards on their turn then he/she must immediately reveal his/her hand. If they have nothing but six zombie cards in their hand, the game ends IMMEDIATELY and the zombies win (including any Zombie players) seeing as they has gone insane and unlocked all the doors letting the zombies in for a treat!

## GLOSSARY OF TERMS

**Horde:** are the zombies you must get past by Fighting or Fleeing in order to Scavenge for Swag

**Dissipate:** at the end of each players turn the Oldest Zombie is removed from the Horde and placed into the Zombie Discard

**Grab:** when you Grab a card place it in your discard Pile

**Find:** when you Find a card through scavenging, place it in your hand

**Scavenge:** the total value of either your FIGHT or FLEE +any Scavenge bonuses on the cards you played this turn, if you have gotten past the Horde you use this to acquire cards from the Swag Piles

**Survivor:** every player begins the game as a Survivor, if that player dies then they become a Zombie Player (see below)

**Zombie Player:** when a player dies and there are at least two players left alive, on that players next turn they become a Zombie Player (page 12 'Hunger for brains')

**Zombie Threat:** in front of each Zombie Player they have a area of up to 3 zombie cards in front of them. Each card provides an effect that alters the game (page 13 'The Zombie Threat')

## Recommended Game Types:

*\*Please note the (2p) means 2 player set up, add the (3p) and (4p) for 3 and 4 player setup.*

### ***“First Night”:***

Initial Decks: (Binoculars, Rifle, and A Good Book) plus Shotgun (2p), Crowbar (2p), TV Dinner (2p), Box of Ammo (2p), Satchel (3p), Hunting Rifle (3p), Fist Full of Lead (4p), A Good Friend (4p)

***“Perhaps it will confuse them if we run away some more?” or “No, I was only foolin’. We are going to die after all!”***

Initial Decks: (Binoculars, Rifle, and A Good Book) plus Up A Tree (2p), Satchel (2p), Trash Bin (2p), TV Dinner (2p), I Remember You (3p), Grandma’s Pantry (3p), Coffin Nails (4p), Gruddy Ground Grippers (4p)

### ***“That this group must somehow form a family”***

Initial Decks: (Binoculars, Rifle, and A Good Book) plus Grandma’s Pantry (2p), Grandpa’s Shed (2p), A Good Friend... (2p), I remember you... (2p), I Saw It First... (3p), Saturday Night Special (3p), Hunting Rifle (4p), Fist full of Lead (4p)

### ***“Father Knows Best “***

Initial Decks: (Binoculars, Rifle, and A Good Book) plus Hunting Rifle (2p), Saturday Night Special (2p), Thompson Typewriter (2p), Shotgun (2p), Fist Full Of Lead (3p), Box of Ammo (3p), Old Slabsides (4p), Crowbar (4p)

### ***“Draaawww”***

Initial Decks: (Binoculars, Rifle, and A Good Book) plus Coffin Nails (2p) Grandpa’s Shed (2p), TV Dinner (2p), I Saw It First (2p), Shotgun (3p), Box of Ammo (3p), A Good Friend (4p), Grandma’s Pantry (4p).

***Remember that you can randomize the cards, just pick two per player at random and play almost unlimited variations!***

# Credits

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Our Ultimate Zombie Supporter- **skullshovel**  
aim for the head

My Friends and Family I hope you all get eaten by zombies!

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[www.eatenbyzombiesgame.com](http://www.eatenbyzombiesgame.com)



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