

DriveThruCards
Edition

7-16
players

45 - 60
Minutes

Welcome to the Zomboree!



GNOME
Workshop

Created by
Richard Durham

MATERIALS IN THE GAME:

Deck of Item Cards

- 73 Item Cards
(38 Brown Back)
- 15 Blue Deflect Items
- 9 Red Kill Items
- 14 Orange Pull Items
(35 Grey Back)
- 19 Green Boost Items
- 16 Grey Miscellaneous Items

Deck of Zombie Cards

- 20 Red Zombie card
- 45 Normal Zombie card

16 Survivor Cards

12 Event Cards

Morning/Night token

Timer (optional)



Deck of Item Cards



Deck of Zombie Cards



Survivor Cards



Event Cards



Morning/Night token

A Zomboree?

"It wasn't long before the whole town was in chaos. The virus had taken most everyone; only a handful of us have managed to survive. We know escape on our own isn't possible, but one of the survivors heard on the radio that the army is sweeping through this area in a week. All we have to do is survive until then and hope no one else is infected."

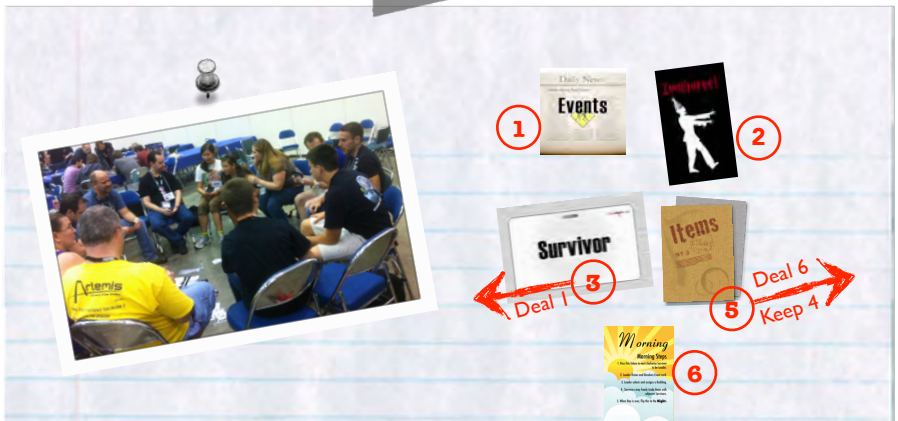
GAME DESCRIPTION

Zomboree is a large group card game (7-16 people) where players take on the roles of various survivors in a town under siege by Zombies. Survivors who die join the Zombie horde and attempt to eat the remaining players. The rest of the Survivors must struggle to defend themselves against the Zombies until they reach their goal.

GOAL

It varies each game, but generally the **Survivors** must complete a goal (such as survive one full week of game time) before the Zombie players turn too many remaining players into Zombies. .

To see a couple starter scenarios, check out the section at the back of these rules appropriately titled **"Two Zomboree Scenarios"**



Setup

Begin by sitting the players in a circle. They should have room to move around if they need to.

Next, separate the four main decks (**Item deck, Survivor deck, Zombie deck, Event deck**):

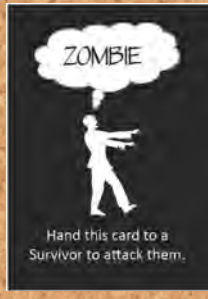
1. Shuffle the **Event Deck** and place it in a single pile.
2. Shuffle the **Zombie Deck** and place it near the Event Deck.
3. Randomly deal out a **Survivor Card** to each player. Make sure that "Patient Zero" is among them. Players keep these face-up and in front of them.
4. The Player with the Patient Zero Survivor card should read aloud and follow its instructions.
5. Shuffle the Item deck and deal six (6) cards to each Survivor. They may keep four (4) of them, discarding the other two. Survivors may show other players their Items, if they are so inclined.
6. Flip the **Morning/Night Token** to its Morning side.
7. Optionally, you may use a timer to keep the Morning and Night phases moving. Two or Three minutes suggested.



These are some **Item** cards. There are **Deflect, Pull, Kill, Junk, and Boost** Item cards.



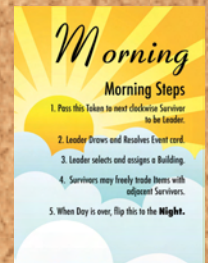
This is a **Survivor** card. These are dealt at the start of the game. They must be visible to other players!



This is a **Zombie** card. Players that die (like Patient Zero) draw from this deck after they die.



These are examples of an **Event** card. Each **Morning**, the **Leader** of the Survivors will draw an Event card.



This is the **Morning/Night Token**. Flip it to indicate that the game's phase is changing.

How do I Play?

OVERVIEW

The game plays in cycles of **Morning** and **Night** until one side wins. During the Morning, Survivors will find and trade Items to prepare their defense. During the Night, players that have been turned into Zombies will attack the Survivors.

FIRST DAY'S MORNING

During Setup, the player who had the "**Patient Zero**" Survivor card revealed himself and turned one of his adjacent Survivors into a Zombie.

These starting Zombie players each take a hand of **four (4)** Zombie cards to use during the Night.

EVERY MORNING

1. **Assign Leader** - The first Survivor to the left of Patient Zero is the "**Leader**" this Day
2. Leader resolves the next **Event** card
3. *If using a timer, the Leader starts it now*
4. Survivors may now **Trade** Items with *adjacent* Survivors, and optionally play their Survivor cards and Items that can be played in the *Morning*
5. During this time Zombies may also **trade** Zombie cards with adjacent Zombies

END OF MORNING

After the Survivors are done trading items (or the timer runs out, if you're using it), the Leader flips over the **Morning/Night token** to the **Night** side. Survivors may no longer play cards that activate in "Morning."

EXAMPLE OF PLAY - MORNING

While waiting for his friends to get snacks, Johnny follows the setup instructions.

When the eight players are settled, Johnny deals one Survivor card (making sure one is Patient Zero) to each player.

Fred, sitting next to Johnny, receives "**Patient Zero**," and chooses Johnny to die with him and start as the Zombies. Johnny discards his Survivor card. Both Johnny and Fred draw a hand of four Zombie cards, as it says on the *Patient Zero* card.

All other Survivors draw six Item cards and choose four of them to keep.

The first Morning, the Leader is Lucy, who is the first Survivor to the left of Patient Zero.

LEADER?

- The first **Survivor** to the left of **Patient Zero**.
- Breaks ties in votes.
 - Every Morning will resolve next Event card
 - Flips Morning/Night token

Lucy declares *Morning* (*Morning/Night token*). In this scenario there is no event Sunday Morning; otherwise the Leader would resolve the top Event card. In this case, trading starts.

The Survivors assess their Items, saying things like, "I don't have any *Kill* cards! Can you give me a *Deflect*? I have a two *Boosts*, you take them."

Meanwhile, Zombie Fred sees he has more Red Zombie cards than he can use, so he gives one to Zombie Johnny, who is next to him.

Since there is currently an unbroken line of Survivors, Items can be traded with any other Survivor simply by handing it around the circle.

After everyone is done trading, Lucy declares "End of Morning" and flips the *Morning/Night token* to the Night side.

Play then continues in the **Night** phase.

Play Summary

Every Morning

1. Determine Leader; first Survivor to the left of *Patient Zero*.
2. Leader reads and resolves the top Event card. Start Timer (if used).
3. Survivors trade Item cards with adjacent Survivors. Zombies trade Zombie cards with adjacent Zombies.
4. Timer runs out or Leader declares End of Morning. Survivors/Zombies may no longer trade cards.

Every Night

1. Start timer (if used) for Zombies.
2. Each Zombie player may play Red Zombie cards.
3. Each Zombie player attacks a Survivor or draws up to a hand of four cards.
4. Survivors play Item cards to resolve Zombie attacks. Those that can't, Die.
5. Killed Survivors draw a starting hand of four zombie cards.

VOCABULARY

Player - Any person currently playing Zomboree

Survivor - A player who has a Survivor card and has not been killed.

Zombie - A player who has been killed and now draws a Zombie card.

Leader - Survivor to left of Patient Zero who reads Event cards and breaks ties in votes.

Morning - The Survivor's turn. An Event is drawn each Morning. Item cards are traded in this phase.

Night - The Zombie's turn. Zombie attacks are made and then resolved by the Survivors.

Day - One complete cycle of Morning and Night.

Trade - Giving Items to an adjacent Survivor.



Gray Junk Item cards have a miscellaneous effect when played, Green Boost Items are only played with other items to improve them.



Deflect Item cards transfer a number of Zombies attacking you to a player near you.



Pull Item cards draw a number of Zombies to you from nearby players.



Kill Item cards are played to discard Zombie attack cards handed to you.

EVERY NIGHT

1. Leader already flipped *Morning/Night* token to **Night** side. If used, start the Timer for *Zombies* players.
2. Starting with Patient Zero and going left, each Zombie player may play any **Red Zombie** cards from their hand.
3. Next, each Zombie may, in any order, play one **Zombie Attack** against a Survivor OR
Draw up to a hand of four Zombie cards.

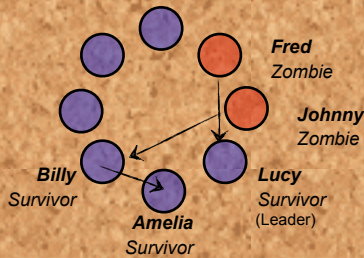


Zombie Attack: Zombies "attack" a Survivor by handing a **Zombie attack card** to the Survivor they are attacking (does not need to be adjacent to the Zombie). A Survivor may end up with attacks from multiple Zombies.



4. Stop after each Zombie that chose to attack has done so (or if the Timer runs out). It is still Night, and time for the Survivors to resolve the attacks.
5. Survivors now resolve Zombie attacks by playing **Item** and **Survivor** cards to rid themselves of Zombie attack cards. Generally Survivors discard an Item card to play it. Survivors can play their cards in any order, according to the following rules:
 1. Once an action from a card's text has started it may **not** be interrupted
 2. *Item* cards may be used *once per Day*
 3. Cards that **deflect/pull** to adjacent players do so to either the right or left, not both.
 4. Once a Zombie attack card has been handed to another player, or a card discarded, the action has been completed and cannot be undone.

HOW ARE THEY SITTING?



Night Cycle

1. **Red Zombie:** Johnny discards *SMASH Zombie* to make Billy lose an Item.
2. **Zombie Attacks:**
 - a. Johnny attacks Billy with a "Zombie!" card.
 - b. Fred attacks Lucy with a "Two Zombies!" card
3. **Resolve Attacks:**
 - a. Amelia Pulls and Kills the Zombie on Billy
 - b. Lucy plays a "Kill 2" card to stay alive

END OF NIGHT

Night ends after all Zombie attacks that can be resolved are. At this time:

1. Any Survivors who still hold a Zombie attack card are killed. They turn into Zombies immediately and lose their Survivor card.
Adjacent Survivors evenly and randomly split the dead Survivor's Item cards. Excess are discarded.
2. Freshly killed players draw a full hand of four zombie cards.
3. The Leader turns *Morning/Night* Token to Morning side.

EXAMPLE OF PLAY - NIGHT

There are two Zombie players (the poor Patient Zero, and Johnny). Both Zombies already have their Zombie cards, which they drew when they died.

Johnny has the Red Zombie card "*SMASH Zombie*," which he plays to make a Survivor discard a random item. Johnny uses it to make Billy, who was looking rather smug, lose an Item. He hopes Billy will lose a *Kill* Item before he and Fred, the other Zombie, attacks.

Billy randomly discards one of his *Item* cards, and it happens to be a *Kill*, so Billy is left with only a *Pull* Item and some Boosts. He's not looking so smug anymore.

Now Johnny and Fred both play one **Zombie Attack** card. Johnny hands the now defenseless Billy a "Zombie!" card (one Zombie). Fred hands Lucy a "Two Zombies!" card, hoping it will overwhelm her.

Luckily for Billy, Amelia next to him also has a *Pull* and *Kill*, so she plays the *Pull* Item and takes the *Zombie* card from Billy. Then she plays her "*Handgun*" *Kill* and discards the *Zombie* card. Billy is safe for now.

Lucy smiles and discards a "*Shotgun*," which Kills two Zombies - enough to cancel Fred's "Two Zombies!" *Zombie Attack*.

They are safe, but now low on cards. Lucy, the elected Leader, declares that *Night* is over.

Play continues with the next *Morning*.

It should be the goal of the Zombies every night to kill a Survivor, or if not possible, to use up more Item cards than there are Zombies.

RESOLVING A ZOMBIE ATTACK

If you are a Survivor holding *Zombie* cards after the *Zombie* players have distributed their attacks, you must defend yourself or die - joining the *Zombie* horde!

There are three (3) ways a *Zombie* attack is resolved:

1. **Play a *Kill* Item** strong enough to discard the *Zombie* attack.
2. **Deflect the *Zombie* attack** onto another player. If that player is a *Zombie* player, he adds the *Zombie* attack card to his hand.
3. You can't remove the *Zombie* attack, and are killed.

Let's look at each of these in detail:

1. **Killing a *Zombie*** - The simplest way to deal with a *Zombie*. Play a "*Kill 1*" card to kill one *Zombie* attacking you. Or play a "*Kill 2*" like a "*Shotgun*," to kill up to two *Zombie* attacks on you! Note that *Zombies* like the "*Two Zombies*!" require you to Kill two *Zombies* to remove it (a *Kill* one "*Handgun*" would not remove the attack, but the "*Shotgun*" would).

2. **Deflect a *Zombie* attack onto another player** - Deflect Items transfer *Zombie* attacks to nearby players. If you play a *Deflect* Item to transfer a *Zombie* attack to a *Zombie* player, then he adds the *Zombie* attack to his hand - but it's done for now. **Pull** Items work in reverse. They Pull *Zombies* from nearby Survivors onto you.
3. **Cannot remove the *Zombie* attack...You Die** - If you are left holding a *Zombie* attack card with no way to remove it, you die. You lose your Survivor card and split any remaining Items evenly and randomly amongst adjacent Survivors, discarding the remainder.

Boost Junk cards - These **green** cards, like "*Overpowering...*" or "*Attractive...*" allow you to increase the **range** or **number** of zombies an Item can affect. You may **only** play them along with an Item which has that feature (e.g. you can't boost the range on a *Fire axe* item).
Normally played Items are discarded. But if you play it with Boosts, you may discard the Boost cards instead of the main Item card.

Can I get Examples of Resolving attacks?

This is an important part of the game and needs a bit more explanation.

When you play *Item* cards, you may boost their effectiveness with other *Item* cards or with green *Boost* *Item* cards.

When you do this you discard EITHER your main *Item* cards, OR all the *Boost* cards used to help the main items.

Here is an example with multiple solutions:

EXAMPLE ZOMBIE ATTACK



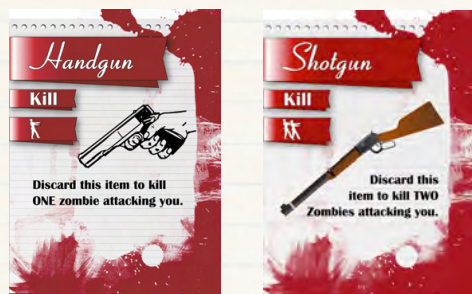
Someone must really want you dead, because *three* is a lot of Zombies breathing down your neck.

You have to get rid of each *Zombie* card completely, and if you can get rid of both at once go right ahead. (You can't deflect only one zombie on the *Two Zombies* card, for example)

There's no one card that will kill three zombies, but you can easily combine cards to boost a main *Item*.

SOLUTION #1: KILL ALL THREE WITH MULTIPLE KILL ITEMS

The *Handgun* can kill one, and the *Shotgun* can kill two. Play both and you kill all three zombies. Since both are normal *Item* cards and not *Boosts*, you have to discard them both.



SOLUTION #4: KILL ONE AND DEFLECT THE OTHERS

The *Handgun* can kill one, leaving you with the "Two Zombie" card. Note that you can't resolve half a card. All or nothing!



To deal with the two *Zombies* you use a *Boards* *Item* which Deflects two (2) zombies. But oh no, you need a *DIRECTION* to deflect them! Looks like you'll need more *Deflect* or *Boost* items to help you out.

SOLUTION #2: BOOST A KILL ITEM WITH BOOST ITEMS

The *Handgun* can kill one, but by adding the two on the or the two *Boosts* you can kill all three zombies.



In this case, you would discard EITHER the *Handgun* item, or the *Boosts*. If you discard the *Boosts*, you'll have to get rid of both of them.

SOLUTION #3: KILL ONE AND SOMEONE PULLS THE OTHERS

You kill one with the *Handgun*, and an adjacent survivor pulls the other two off you with a pair of *Pull* one items.



To get a *Deflect* direction you'll either need another *Deflect* card (you can do this because technically they're all still the same action - "Deflect") or a *Boost* that has a direction on it.

If you add the *Hiding Spot* *Deflect* card, you'll discard both *Deflect* *Item* cards, since neither is a *Boost* (like in *Solution #1* with the multiple *Kill* card). Use the *Boost* and you can discard that instead of the *Deflect* card. In the end, your best bet is the *Boost*, so you only discard a *Handgun* (kill) and a *Distracting* (*Boost*)

How do I win? And then some Questions

END OF GAME

The game ends in one of a few ways:

1. The Survivors reach their goal (*described in the scenario*).
2. The Zombies reach their goal (*usually to kill a lot of people*).

Congratulations go to the Survivors! If there aren't any...well...it's time to leave town now.

This is good time to vote on the silly **Zomboree Awards** listed later in the rules.

A Note to You...

Thank you for playing this edition of Zomboree! Please play often and let us know how it went!

Please let me know what you thought on boardgamegeek.com

FROM THE DESIGNER

Thank you for getting this far; I'm expecting that you haven't quite played your first game of Zomboree.

Zomboree is a labor of love to create a party game; the kind my group of friends would want to play. I hope your friends enjoy it too.

By the way, if you're reading this, I love you.

Just wanted to get that out there.

Rich Durham

USING THE TIMER

It's about 3 minutes, to keep things moving. *If you don't want to use it, don't.* Just be aware that the game's length will be about 5-7 minutes PER PLAYER.

OPTIONAL RULE - BEGINNERS

It can be really hard to win as a Survivor. Drop the difficulty by allowing the Leader to draw two (2) cards and keep one (1) each Morning. Make this Draw 3 keep 2 for an even more survivable game. *Chicken.*

YOU'VE GOT QUESTIONS? FAQ YOU.

Question: "I used my *Shotgun* and a *Boost* to kill some *Zombies*, and discarded the *Boost* instead of the *Shotgun*. Can I use my *Shotgun* on another *Zombie* card this night?

Answer: Nope. *Once you've used a card it's done for the Day*, so make sure you have all the *Zombies* in hand that you'll need to kill. The exception to this is the *Ammo Crate* Junk item, that lets you use a *Kill* item again..

Question: "I have two '*Handgun*' *Kill* Items and an '*Overpowered...*' *boost* junk (+2 *Zombies*). I need to kill two '*Two Zombies!*' cards. Help?

Answer: You're in luck. Each *Handgun* Item kills 1, and you can play the *Overpowered* (+2 *Zombie*) *boost* with one of them to make it a *Kill* 3. So you can *Kill* all 4 *zombies*.

Since you played one *Boost* card, you can discard that instead of discarding one of the *Handgun* cards (you can always discard a *Boost* you played instead of the card it boosted)

However, don't try to *Kill* the first "*Two Zombies!*" card with one *Handgun* and your "*Overpowered*" *boost* (discarding the *Boost*), then later try to kill the other *Zombies*. You'll be left with only one unused *Handgun* (Can only use an Item once per Day). That *Kill* 1 Item won't *Kill* the other "*Two Zombies!*" attack on its own. You done messed up.

Question: A *Zombie* ate my friend *Zoey*, and she discarded her *Survivor* card! I wasn't sitting next to her but really wanted to use my *Bandito Mask* to steal an Item before she died. Can I use it to steal an Item card before she dies and discards them?"

Answer: No, because she "died" once she discarded her *Survivor* card. *No take-backs.* *Survivors* adjacent to a killed *Survivor* do, however, randomly split her remaining hand, discarding extras.

Question: "I want to *Deflect* a single *Zombie* to an adjacent player on my left, who is a *Zombie* player - but my *Deflect* card has no direction on it. Can I *Deflect*?"

Answer: Only once you play an additional *Deflect* or *Boost* card with a direction arrow to your left.

Question: "So I was killed by *Zombies*, and the *Zombies* killed all the *Survivors* on *Friday Night*. Uh, does this mean I won? Or does it mean we all lost?"

Answer: You won - won some tasty brains, that is. Losing really depends on who you are rooting for. Some consider this game to be about the challenge of surviving as much as it is the result. Some think that's stupid and get angry....at a game. *Chill, dude.*

Question: "The *Leader* was killed during an *Event* card. Who is the *Leader* now?"

Answer: If the *Leader* is killed, it passes to the first *Survivor* on the left of *Patient Zero*.

Question: "I have a question that isn't on here...like why don't the gun items have a range to them? Where can I find an answer?"

Answer: Ask! Get on Boardgamegeek.com or email here.

OPTIONAL RULE - AWARDS

A winner can be determined in an alternate fashion. Awards can be given to players at the end of the game. Each award is given by a majority vote of all players. The player(s) with the most awards wins.

A list of possible awards may be found at the end of these rules. I'm sure someone will make more.

ZOMBOREE!

www.gnomeworkshop.com
www.boardgamegeek.com/boardgame/84770/

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Send some questions:
richdurham@gnomeworkshop.com

Two Zomboree Scenarios

Before you start a game of Zomboree, pick a scenario for the Survivors to run. Notice that the Survivors and Zombies each have a different win condition.

Also, Rules specific to that scenario are listed, such as exceptions to how Events or Survivor cards are played.

You win as a Survivor if...

If you are alive after the seventh day **and** are sitting next to another Survivor.

Zombies win if...

After the Seventh Day no Survivor is sitting next to another Survivor

"The virus that reanimated the infected has taken most everyone; only a handful of us have managed to survive. We know that escape on our own isn't possible, but one of the other survivors heard on the radio that the army is sweeping through this area in a week.

All we have to do is survive until then and hope no one else is infected..."

Scenario Rules

- There is no event Sunday Morning. Play it facedown on the space below.
- Survivors may discard their **Survivor card** to switch seats with another player, bringing along any Zombie attacks on them.
- Patient Zero may play **two** Zombie attack cards, if able. This is in addition to the single Red Zombie card he may normally play.



The army arrives in a week.

Sunday (Play face down)

Monday

Tuesday

Wednesday

Thursday

Friday

Saturday

Daily News

Monday, February 25, 2014

Local news, national news, international news, and more.

Local news, national news, international news, and more.

Local news, national news, international news, and more.

Local news, national news, international news, and more.

Local news, national news, international news, and more.

Local news, national news, international news, and more.

Local news, national news, international news, and more.

Local news, national news, international news, and more.

Local news, national news, international news, and more.

Obviously the Second Scenario

Before you start a game of Zomboree, pick a scenario for the Survivors to run. Notice that the Survivors and Zombies each have a different win condition.

Also, Rules specific to that scenario are listed, such as when the game ends, how many Items the Survivors draw at the beginning of the game and special exceptions to play. In this case, how Survivors draw a Zombie card at the outset to see which team they're REALLY on.

Game Ends when:

- In Morning, after Leader is assigned, he may declare the END OF GAME
- Winner is determined based on team Leader belongs to.

At END OF GAME...

If Leader is on Survivor team Survivors win if all Survivors hiding a Red Zombie card are killed. Otherwise Zombies win.



If Leader is on Zombie team Zombies win if all Survivors hiding a normal Zombie Attack card are killed. Otherwise the Survivors win.



Rules

Survivor Starting Hand: 5 Items
Zombie Starting Hand: 4 Zombies

After Patient Zero is revealed:

- Each Survivor draws one Zombie card and keeps it hidden. Your team depends on what you drew:
 - No Red border - you win with Survivor team
 - Red border - your Survivor wins with Zombie team
- Whenever a Survivor discards his Survivor card, he also reveals his hidden Zombie card. This includes when a Survivor is killed.
- Game End condition listed to left.

Find out who is responsible.

"Someone is behind these walking dead, and I think they're trying to use them as some sort of biological weapon!"

Our only hope is to find out who is responsible for this before IT'S TOO LATE!"

CERTIFICATE of ZOMBIFICATION

ALTERNATE RULES FOR WINNING

1. AT THE END OF THE GAME, ALL PLAYERS VOTE ON WHO DESERVES THE AWARDS
(SUPERLATIVES, REALLY)
2. AFTER ALL THE AWARDS ARE VOTED ON, THE PLAYERS WITH THE MOST AWARDS
WIN. YES, THERE CAN BE A TIE. SHEESH.

AWARD NAME

“First to Die”2 players.... For being *Patient Zero*, or being Killed by him on Sunday Night. What a Jerk.
“Good luck Repopulating”1 player.... For being mostly in isolation from the other survivors while alive.
“All I got was a bloody T-shirt”1 per Survivor meeting win condition..... For surviving the Zombie horde.
“Most Likely to be Eaten”1 player... For being attacked like you were slathered in brains.
“One Shot, One Kill”1 player... For being a lean, mean, Zombie killin’ machine, even if you died.
“Zombies have brains, too”1 player... For being so clever a zombie as to almost have your own brain!
“Grah, grrr!”1 or 2 players... For taking the role of “Zombie” to heart, like meaning “Brains...” the best.
“At Least I’ve Got the Toys”1 player... For hoarding items like they’d do good when dead.
“Every Man for Themselves”1 player.... For screwing your neighbor and throwing them to the Zombies.
“Good of the Many..”1 player... For keeping all the Survivors’ well-being in mind, even if *you* were doomed.

DATE _____

SECRETARY

Grahhh...errrr