

Zombie - Shambling and Hungry

A game by Benjamin Gerber for 2-4 players, ages 12+ taking 30-45 minutes

With mad props to Moe Tousignant - Edited by Jim White aka T.W. Wombat

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Introduction



Zombies. Mindless, shambling, and existing only to feed. Much like you and your friends. Use these zombie cards to simulate a zombie outbreak at your next party or family gathering! Sit yourself down for a fast and furious game of zombie dominance!

In this game each player takes the role of a shambling and hungry zombie, trying their best to get to the front of the zombie horde where they'll have the best chance at a juicy bite from one of those still living. Each zombie player will do their best to rid themselves of other nearby zombies by pushing them back or foisting them onto other zombie players.

The first player to break away from the horde by discarding all of their cards wins!

Gameplay

The object of Zombie - Shambling and Hungry is to discard all of your cards first. This includes the cards in your hand, the cards in your draw pile and any cards you may be forced to pick up. You do this by playing cards into a central play pile based on card suits.

There are four suits in this game, Hearts, Splatters, Biohazards and Palms.

Some cards also have additional effects on the game. These are printed on the cards themselves and happen as soon as they are played. There are also Infected cards. Infected cards are very hard to discard, and can even lead to losing the game if you have too many in your hand.

How to play Zombies - Shambling and Hungry

The person who most recently watched a movie or television show with zombies in it is the first dealer. Play proceeds clockwise around the table, and the dealer should begin dealing with the player to their left. Take the play deck (36 cards numbered 1-9). Add to it 2 Infected cards for each player. If you are playing a 2-player game, add a total of 5 Infected cards. Shuffle the deck and deal out all of the cards. Some players may have more cards than others at this point.



Each player draws 5 cards from their draw pile. You must keep 5 cards in your hand if at all possible. If you play a card, you must immediately draw a card from your draw pile. The only time you can have a hand of fewer than 5 cards is if your draw pile is empty and you cannot draw more.

Play begins with the player to the left of the dealer. That player must play one card into a central pile. This card will be one of four suits: Hearts, Splatters, Biohazards or Palms. This card

determines which suit will be the *active suit*. The first player ends their turn by drawing cards from their draw pile until they have 5 cards in their hand.

If a player cannot play a card of the same suit as the active suit, they must pick up all of the cards in the central pile and place them on the bottom of their draw pile, ending their turn.

Each card also has a number on it. If a player has 2, 3 or 4 of a kind, which includes a card with the active suite, they may play all of these cards. The card with the active suit must be played last so that the active suit is still the top card on the central pile.

If a player ever has all 5 cards in their hand with the same suit (i.e. all biohazard), on their turn they may place all five cards on the central pile and then draw five cards (if possible) into their hand.

The first player to discard all of their cards in their draw pile and hand has successfully outdistanced the horde and wins!

Special Cards

16 of the 36 cards in the deck have special abilities printed on them. These abilities take effect as soon as the card is played. These effects are:



The 6 card says “May be played on any suit - changes the active suit to this card's suit”. This card can be played on any other card in the central pile. This card's suit is now the active suit.



The 7 card says “The next player must pick up all of the cards in the central pile”. The next player takes the central pile, and places it on the bottom of their draw pile. They may then play one card which will become the active suit.



The 8 card says “The next player may play any suit on this card”. The next player can play any suit they wish on top of this card. This changes the active suite.



The 9 card says “Reverse the order of play”. When this card is played, turn order becomes counter-clockwise. If play has already been reversed, then turn order becomes clockwise.

Infected Cards: Infected cards are hard cards to get rid of! You cannot play any infected cards until you have 4 or less cards in your hand and your draw pile is empty. Then you may play one and only one infected card on your turn. Players may play any suit on top of Infected cards. If you ever have 5 infected cards in your hand, you have lost the game and play will continue without you. In the case of a 2-player game, the other player wins.



Zombie - Infection!

A game by Benjamin Gerber
2+ players aged 12+ - 2+ weeks depending

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How to play Zombies - Infection!

The Zombie: Shambling and Hungry decks also come with a simple game of infecting friends and peers. It's designed to run in the background while everyone is engaged in other activities. It's ideal for a game night or for attendees at a convention.

Each deck of Zombies: Shambling and Hungry comes with 20 Infected cards. They are used to infect your friends, who in turn can and should infect other friends! Use as many Infected cards as there are players. One person becomes Patient Zero, and starts off with as many Infected cards as there are players. They then try to infect others! All players should agree on a time limit for the game – it can be an hour or until the end of an event.

Before the start of the game, all players should gather around a table with One infected card per player. To determine who Patient Zero will be, turn one of the Infected cards over (face up) and then shuffle the cards together, keeping the deck below the table. Pass the deck around with each player taking one card at a time without looking. Secretly look at your card – if your card is the face up card, you are patient zero! Return all the cards to the center of the table and then everyone closes their eyes for one full minute. Patient Zero takes the deck and hides it on their person before this minute is over. Patient Zero may not infect any players in the first 15 minutes of the game.

All you need to do to infect another person is to touch them with the Infected card. Slip it into their pocket, hand it to them, using a bit of tape slap it on their backs while saying a friendly hello. This person is now infected. You must let them know of this and be able to give them at least 1 Infected card. You may give them as many Infected cards as you like, as long as you retain one of them to show that you too are infected.

Each player who is infected (starting with Patient Zero) must have at least 2 cards to infect another player. If they do infect another player and are able to, they must give the newly infected player at least 2 Infected cards. If a player only has 1 Infected card, they may not infect other players. After you have infected one other player, you must display your infected card somewhere visibly on your person. Tape it to your shirt, use a badge holder, put it in your hat. You do not have to do this if you are infected, but have not infected another player yet. Also, if you have only one Infected card, regardless of if you've infected another player or not, you must display this card.

If a player has not been infected, and see a player approaching them *with an Infected card displayed*, they may say "Bang!" If they have identified the infected player (by pointing at them, saying their name or other suitable means) the infected player must wait 15 minutes before they can attempt to infect another player again.

If you are able to use all or all but one of the cards available before the allotted time is up, the zombies have won!

If at least two players have not been infected by the end of the game, then the zombies have lost.