Zombies & Zilches

How to play

You live in a city full of zombies!

The zombies that are chasing you are dealt to you in the form of cards.

You are dealt cards with zombies chasing you, and whoever has the strongest zombie will be caught up and damaged.

The only way to survive is to bring out zombies that are weaker than the others.

However, zombies that you thought you defeated once may come back.

And those zombies may be more powerful than before...!

■Game Overview

In this game, you play a series of "zombie-escape games" (small games) with a limited number of cards in your hand, and the final score determines the winner. The game can be played by 3 to 6 players.

■End of the game

The game ends at the end of four "days" or when someone's damage reaches 10 or more at the end of a "day". (The game never ends in the middle of a "day".)

■Victory Conditions

The player with the least damage at the end of the game wins.
However, if there is a player with more than 18 points of damage **on the last day,** the player with the most damage wins due to the intervention of the mysterious research institute.

■Explanation of Cards

Zombie Card

There are three elements.

①Location

This is the property that determines how the cards are played in the game and whether the player wins or loses. Every card has a location.

Some cards have three locations on them.

locations there is "Shopping Mall," "Hospital," "Mountain", and "Zombie" that only 999 has.

②The danger level of zombies

The strength of the zombie is the criterion for winning or losing the survival game.

③Seams

This indicates that the cards can be "combined". Some cards do not have stitches on them.

The cards that can be combined are 2, 3, 4, 5, 6, 7, 8, 9, and, 1 and 999. 17 cards do not combine.

4 locations

Shopping moll

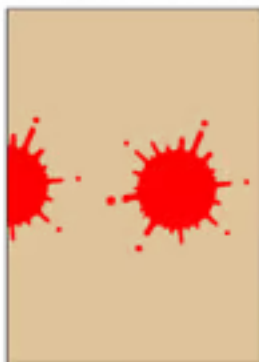Hospital

Mountain

Zombie

Location Card

This is to make it easier to understand where the "current location" is, which is the basis of the game.

Since cards may disappear from the hand in this game, when the leader plays a card, look at the mark on the card before combining it, and use the same one as a marker.
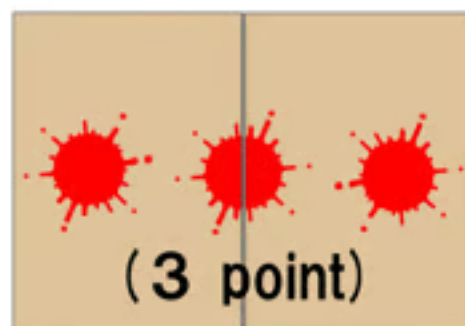
Damage Card

This card is to be taken in a survival game.

They create disadvantages, but rarely they bring benefits.

Unless otherwise indicated, you gain 1 point of damage (loss of points) for each completed bloodstain. Some damage cards have half bloodstains, but these are potentially lost points.

If you attach multiple damage cards together and complete a bloodstain, you will take one more damage.

(1 point onry)

(3 point)

Record card

This is to record the damage you have done so far.
The player rotates the card to face the same number as the current damage to himself.
The 0 and 9 points are represented by diagonal cards.

■Prepare for the game.

①Make the number of damage cards according to the number of players.

②Shuffle the damage cards well to make a "damage pile".

③Shuffle the zombie cards face down and deal the same number of cards to all players. This is your hand.
If there are any extra cards, put them aside face down.

④The person who wakes up the latest today will be the first leader.

You are now ready to play.

When playing with 5 players
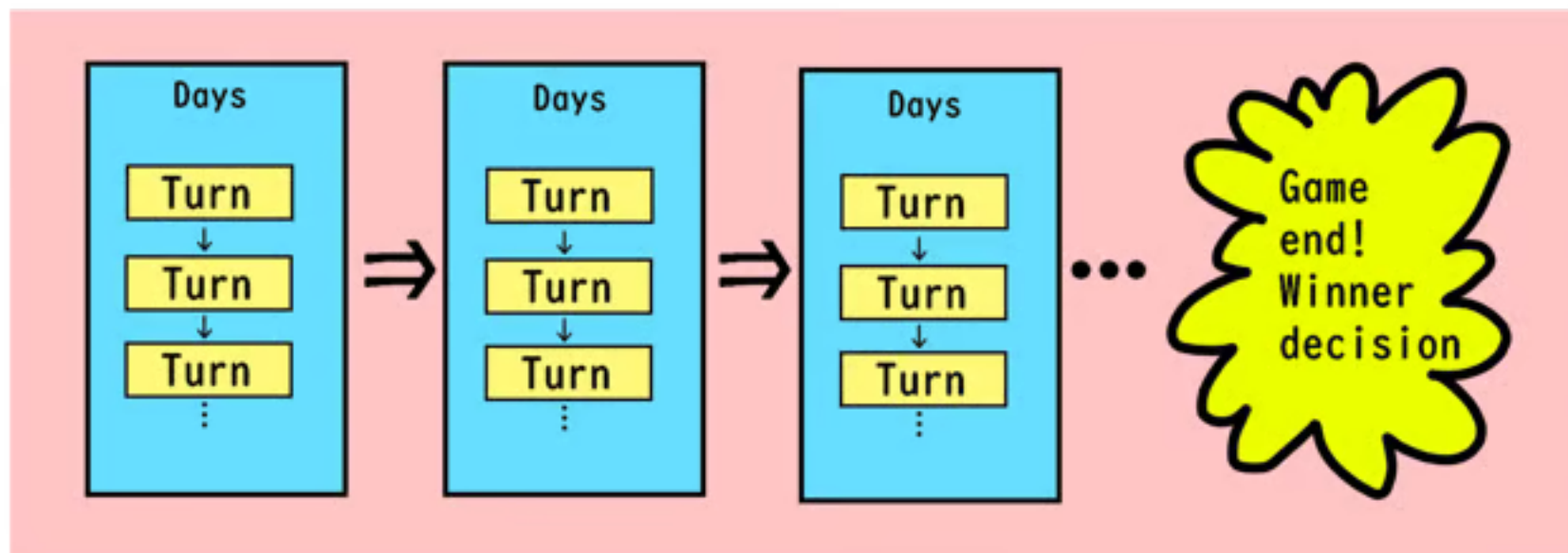
Damage pile | Excess card

Graveyard

Hand

■The flow of the game

The game is divided into "Days". Each "Day" is divided into several "Turns".
In each turn, you play a survival game to escape from zombies.

Each player plays one card per turn, and the objective is to avoid playing the highest number.

When all the cards are played out after each turn, the "day" is over, and the total damage done for the day is calculated and recorded.
Then, each card is put into a pile or rebounded, and a new "day" begins.

Days		Days		Days		Game end! Winner decision
Turn		Turn		Turn	•••	
Turn	⇒	Turn	⇒	Turn		
Turn		Turn		Turn		
⋮		⋮		⋮		

■Outline of a turn

① Reveal a card from the damage pile.
This is what someone will get this time.

② The leader plays a card of his choice from his hand.
The leader plays a location card which is the same as the mark on the card. This is the "current location". (This is done before the "Combination" takes place.)

③ Other players plays a card from hand.
If there is card with the same mark as the current location, the player must play a zombie card with the same mark as the current location.
If there is no card with the same mark, you can play any card you like. At this time, keep the card in your front so that you know who played it.

④ When everyone has played their cards, compare the danger level of the zombie cards.
The player who played the zombie with the highest number takes the damage card. That player becomes the next leader.

⑤ Discard all the zombie cards in the center of the board. This is called "Graveyard".

⑥ Remove the location card.

⑦ Start a new turn.

Game Flow

Day

At the beginning of the day, do the following.

● Collect the damage cards and make a new pile.

● Collect the all Zombie cards and shuffle and distribute to the players.

Tune

① Reveal a card from the damage pile.

② The leader plays a card in hand and a location card. Combine may happen after this.

③ Other players play one card at a time. (Follow the location card.)
Combine may occur at this time.

④ Play a survival game.

⑤ Put all used Zombie cards into the Graveyard.

⑥ Remove the location card.

⑦ If there are any cards left in your hand, start a new turn.

Repeat the above, and when you run out of cards, the day is over.
At the end of the day, you do the following

(1) Total the number of damage cards you have taken and record them as damage.
(Cards that are face down are not counted.)

(2) If the end condition of the game is not met, start a new day.
(Either there is a player with 10 or more damage, or it is the 4th day of the game.)

Damage is carried over to the next day.

■Victory Conditions

· Damage is the lowest.
(If no one has more than 18 damage.)

· The damage is 18 or more, and the damage is the highest **on the end of 4th day.**

Repeat each turn until you have no more cards in your hand, and the day is over.
The first leader of the new day is the player who got the last damage card of the previous day.

■Combining cards system

The cards in the graveyard are zombies, so of course they will come back to life! Also, they may hear a noise and join together, changing the opponent they are chasing. These are called "Combining".

When a player plays a card from his or her hand, if there is a "seam" on the edge of the card, it is checked.

• Come back from dead

If there are cards in the graveyard with the same number as the card the player played, all of them are attached to the card the player played.

> **Example:** Catherine plays a card with 2. But there were three 2's in the graveyard, so they came back to life. So Katherine now has a total of 4 2's in her front!

• Move

When a player plays a card with the same number as the card in front of someone else, those cards are gathered and attached in front of the player who played the card. The player whose card has been moved has nothing that player front. (You have escaped from the zombie! Congratulations!)

> **Example:** Dave plays a 2 card. Then all four 2 cards that were in Catherine's front move to Dave's front. Catherine was saved!
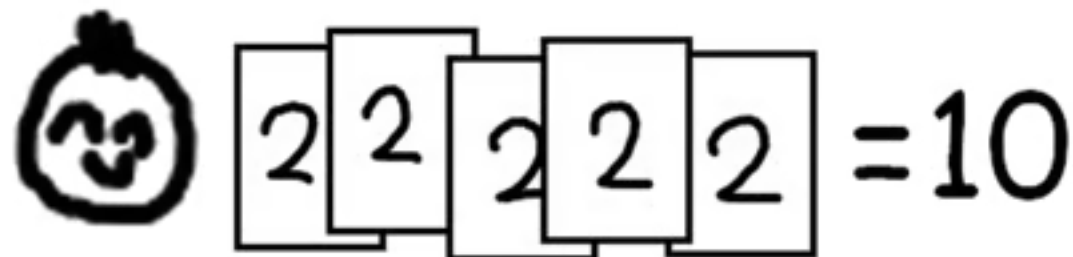
■The effect of conbining

When cards are combined, all their numbers are summed up.
This is the strength of the zombie.
Even the weakest zombie becomes stronger when it regains its missing parts
or is herded!

*Example :* Dave has 5 cards with 2's, so his zombie strength is 10 in total.

$$2 \quad 2 \quad 2 \quad 2 \quad 2 = 10$$

Also, the combined card will also combine the "locations".

Example : current location was "Hospital". Dave didn't have a hospital card,
so he played a "mountain" card.
But the cards were combined, and the "hospital" card was mixed in with them!

The zombie has the "Hospital" and the "Mountain" locations,
so Dave was now in danger of taking damage.

HELP

$$2 \quad 2 \quad 2 \quad 2 \quad 2 = \quad 10$$
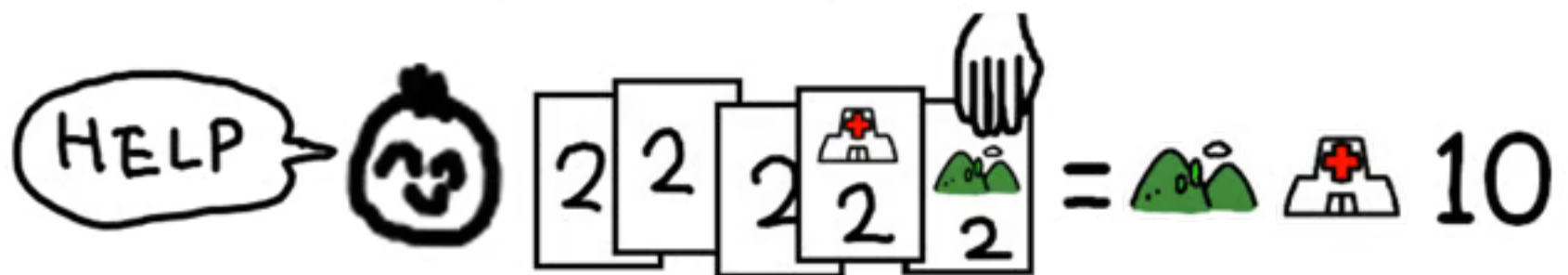
The combined card goes to the graveyard too, and if it has a chance,
it will come back to life again.

• To summarize …

Zombies are gathered from the graveyard and the field when a card
with the same number is played. They are counted as one zombie. (Combine)

The outer frame of the card to be combined has a "seam" on it.

Those numbers and locations are counted together.

■Judgment of survival game

①First, look at the location of the card in front of you.
  Zombies that do not have a current location are not present and do not
  participate in the game (they could have avoided the encounter and escaped).

  Compare the numbers(danger level) between the zombies that have
  the current location.
  If they are combined, they are compared by their total value.

②The player with the highest danger level of zombies in front of him loses.
  Then take a damage card.

  If there are two or more highest numbers danger levels, the player with the
  many number of cards loses.
  Because the more zombies there are, the scarier they are!

  The "999" with the "Zombie" location also follows the rule of current location
  in the survival game.

 ***Example:*** *The current location is "Hospital".*
  Alice (the leader) has a 10 of Hospital and Shopping moll, Bob has a 17 of Shopping Mall,
  Catherine has 0 because she has no zombies, and Dave has a 10 of Hospital and Mountain.
  Alice and Dave have the highest number with 10 of Hospital,
  but Alice has 2 cards and Dave has 5 cards, so Dave is the stronger zombie.
  Dave gets the damage card this turn.
  (Bob's card does not have a hospital, so Bob does not participate in the game.)

Current location

No strength

Attacked by the strongest zombie!
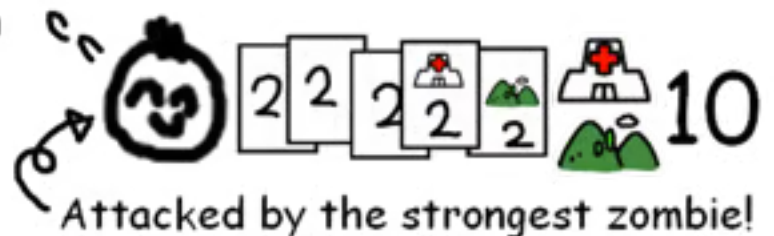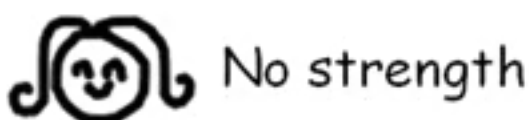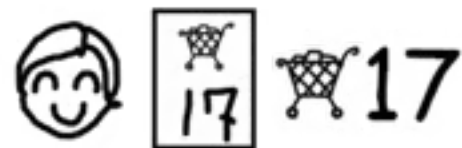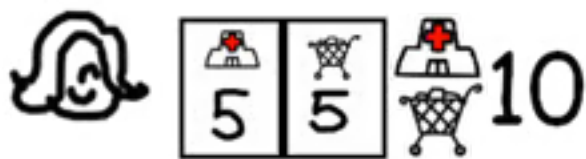
■"1" and "999"

Both 1 and 999 are the easiest cards to escape.
But see the picture.... In it is a special case,
1 and 999 be able to combine!
If one of them is played first, even if you play the
other, they will combine to become
"1000 of all locations" and you will definitely
take a damage card.

■Damage card

This card brings disadvantage to the player. But, when you take a card,
you will not take any immediate damage.

At the end of the "day", the player takes as much damage as the number of
completed bloodstain drawn on the face-up damage cards he or she gained
(Half the bloodstains should be merged and completed if at all possible.).

At the end of the day, if a player's damage total reaches 10 or more, that players
dies and the game ends at that point. More than one player may die at the
same time.
In the middle of the days, the damage is not fixed, so you won't die.

• Withdraw damage cards

There is a way to avoid taking damage at the end of the day. That is the recovery
cards.
These cards are contained in the damage cards. When a player gains this card,
that player flips down over one of the other damage cards (any card) he or she
has already gained at that moment along with this card.
The flipped card is not counted for the damage check at the end of the day.

If you don't have any other face-up damage cards when you get the healing card,
you flip down only the healing card. They will never work again. Also, you cannot
remove the damage you took the previous day.

• Recovery Cards

Food : When you take it, you turn over a damage card of your choice.
This card is also turned over and cannot be used again.

Helicopter : In the last turn (when you have on hand only 1 card left),
it has the same effect as Food.
But in other turns, it is just a damage 1 (not flipped over).
When this is treated as damage, it can be flipped with Food.