

ZOMBIE RUN!

Who can play: 2 or more players, ages 7 and up.

What you'll need: A pen or pencil and paper to keep score and about 20-30 minutes.

What's the goal of the game?

There's a zombie apocalypse and you are trying to escape the town! Try to have the fewest number of zombies chasing you each round and, ultimately, at the end of the game (five rounds).

What do the cards mean?

There are 75 cards in this game:

- 15 Empty Streets (these are good!)
- 15 Zombie Hordes (these are bad!)
- 45 cards with varying numbers of zombies on them (the smaller the number, the better!)

Ok, enough already. How do we PLAY?

It's easy. First, shuffle the deck. The oldest player is the first dealer and deals four cards to each person, face down. Dealer responsibilities will rotate clockwise to the next player each round. Put those four cards you were dealt in front of you in a square (2 rows of 2). This is your "hand".

The dealer places the remaining cards face down in the center of the table. This is the "Draw Pile". The dealer also places one card face up next to the Draw Pile. This is the "Discard Pile". Now that the set-up is done, let's play! Each player can look at two, and only two, of the cards in their hand. Lift them carefully so no one else can see. Now REMEMBER what those cards are. You want to have the fewest number of zombies in your hand and you'll be swapping out high cards for low ones (hopefully) throughout the game.

But wait a minute – I only looked at two cards! What about the other two?

You'll have to risk it! Each player takes turns either

drawing a card from the Draw Pile or the Discard Pile, looks at it, and chooses whether or not to exchange it for one of the cards in their hand. Since you haven't seen two of the cards in your hand you'll need to decide whether you want to risk swapping out one of them for a drawn card or not (Ahhh! Choices!). Try and remember which card is where and try not to swap out a low card for a high one by accident (Ahhh! Mistakes!).

Play continues clockwise with each player drawing cards from the Draw/Discard Piles and discarding one card from their hand. You MUST draw and discard a card on each turn. There is no passing – you don't flee from zombies by standing still!

How does a round end?

When you think you have the lowest total number of zombies in your hand, shout "I'VE GOT BRAAAAAAINS!" and the round stops immediately (or shout something else silly like "DO YOU WANT A PIECE OF ME?" Haha, get it? Zombie joke). You can only shout to end the round when 1) it's your turn, and 2) as you are discarding a card.

Each player then turns over all four of their cards and counts the number of zombies in their hand. Now write the scores for each player down and shuffle all the cards together and deal again to start a new round.

How do I win?

The player with the lowest score after five rounds successfully escapes the town

and wins (after all, the fewer number of zombies on your tail the better your chances of survival are). The rest of you are zombie bait.

Other miscellaneous stuff:

- If the person who shouted out and ended the round does NOT have the lowest number of zombies in their hand, their score for the round **DOUBLES** (zombies hate liars).
- If the person who shouted out and ended the round **TIES** for the lowest score with another player(s), nothing happens – but that was a close call!
- If you run out of cards during a game, have the dealer reshuffle the Discard Pile and use it to start a new Draw Pile.

More fun things to keep in mind:

- The number of zombies in your hand = the number of zombies chasing you.
- The number of rounds you play = the number of blocks to escape town. Want to play a longer game? Play five rounds for short games, 10 rounds for longer games.
- Was playing with four cards too easy? Try playing with five or six instead!
- Dogs can't look up. (Note: This has nothing to do with the game but kudos if you know the reference!)
- Zombies hate bullet points.
- Haywire makes loads of other cool games, too. You should check them out at www.haywiregroup.com

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