

Rock-paper-scissors and ... ZOMBIES !!!

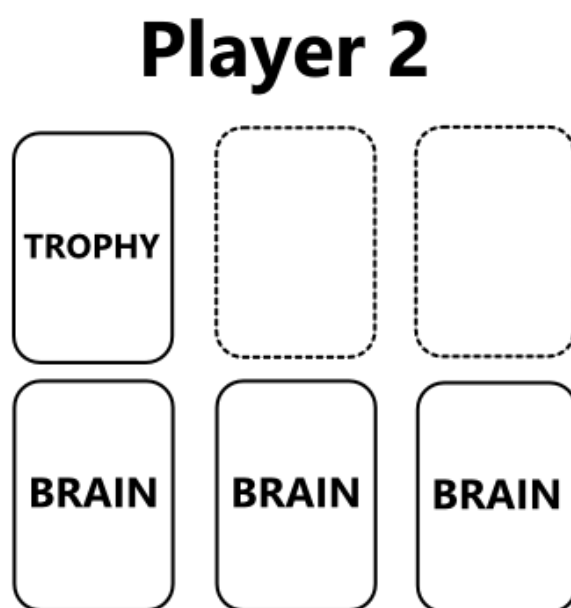
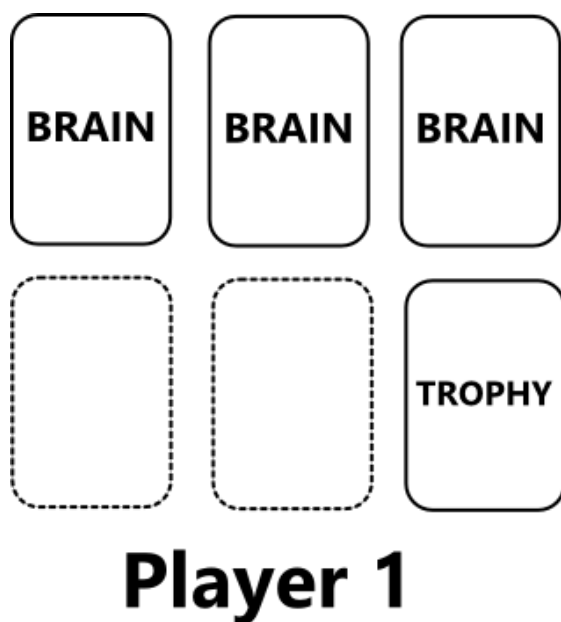
Rules of the game (v. 2.0)

The game is designed for 2-3 players.

In the game uses 57 cards. 9 Brains cards, 11 cards of Rock, 11 cards of Scissors, 11 cards of Paper and 15 Zombie cards.

At the beginning of the game players get Survivors (Brain) cards (3 cards for 2 players and 2 cards with 3 players). The remaining Brain cards (2 cards for 2 players and 3 cards with 3 players) are added to the overall deck of cards.

Next, players determine who goes first (by rock-paper-scissors) and that player chooses a Trophy will be the beginning of the game all players (It could be Rock, Scissors or Paper). This Trophy is dealt to each player, the cards are shuffled and placed face down.



Players take one card in a specified order one after the other (you may use rock-scissors-paper), lay down beside him and revealing look at the result:

1. If the player get "Rock", "Scissors" or "Paper", the player with the card wins, takes it yourself (it will be "Trophy") and lays it below the free space of Brain card. That is, if a player has two Brains cards and below them are already two Trophies, the player can not pick it up. A player can not refuse Trophy, but he can throw it (see. P. 7)
2. If the card falls equal Trophies (when 2 players), the players take another card again and determine the winner, who takes this card (the "Trophy"). Rock blunt Scissors, Scissors cut Paper, Paper wraps Rock.
3. When you playing 3 players, would be the following situations:
 - 3.1. Rock-Paper-Scissors (no one wins because Trophies eliminated);
 - 3.2. Rock-Rock-Paper - Card takes the player from the Paper;
 - 3.3 Rock-Scissors-Scissors - Card takes the player with the Rock;

3.4 Scissors-Paper-Scissors. - Players with Scissors take on new cards and play against each other;

3.5 Rock-Scissors-Rock - Rock of players take on the new cards and play against each other;

3.6. Paper-Paper-Scissors - Win the player with the Scissors.

4. If you got a Zombie card from an opponent, the player can:

4.1. Zombie kills his fallen card Trophy - Scissors or Rock

4.2. Use the Trophy card from your stock (Scissors or Rock) and kills zombies. Paper can't kill Zombie!

4.3. If there is nothing to kill Zombies, the player is loses one Brains Card and Zombies goes to discard. If after that the player will have more cards Trophies than the Brains, he must discard one card Trophy.

With the game three players, the player may have to kill or one or two Zombies.

5. If the cards fall Zombies players simultaneously, they must either kill them or lose Brain card!

6. Players can use the Trophie card and a get of ordinary cards (not Zombie), preventing other players receive their trophies. In this case, all the cards are in the discard! For example, the Player 1 Rock card fell, and the Player 2 - Paper card. Player 1 uses the Scissors card from their Trophies stock and all the cards are in discard.

7. The player can throw the Trophy card out of the Brain only with the victory, which does not coincide card and only due to his loss or a draw !. For example, player 1 drops a Rock, and the player 2 Paper or Scissors, then player 1 can discard the paper. If player 1 falls Scissors, and the player 2 Paper, player 1 can also throw the paper. But if player 1 falls Paper, and the player 2 Stone, player 1 can not reset the paper. In any case, in all of the cards are reset.

8. If you got a Brain card:

8.1 If the Brain card falls simultaneously with the Trophy, the player can take the card itself and another player or the players takes the Trophy. The player can stop taking the Trophy.

8.2. If the cards falls to the Brain together with Zombies, the player can kill Zombies by donating corresponding Trophy from his stock and pick the Brain card. Otherwise Zombie eats Brain card.

The winner is the player who will left more survivors (Brain card). If two players have the same number of Brain cards, the winner is determined by the cards trophies.