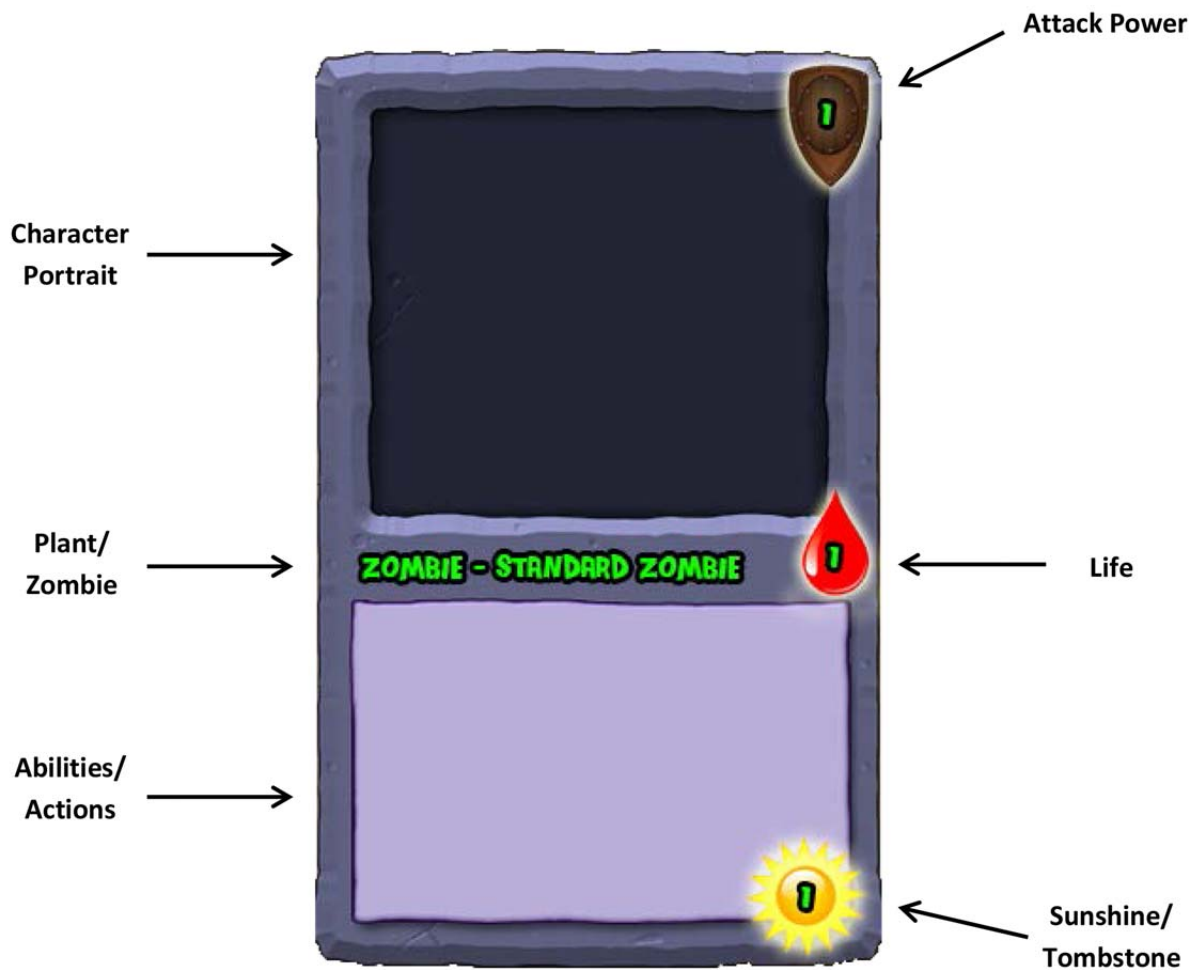




Card Legend



About

Age Range	8+ years
Number of Players	2
Playing Time	

Rules

1. Each player starts their turn by rolling the 4 sided die to determine how many tokens they will receive (Zombies receive **tombstones** while Plants receive **sunlights**).
2. Each Card is assigned a token value marked by the corresponding image. If a player has enough tokens after rolling to afford a card, they may then surrender the given value and take the card. Purchasing cards may only occur at the beginning of a players turn.
3. Players are **NOT** required to spend all their tokens or their cards by the end of their turn.
4. Once a player has purchased their cards, their draw phase ends and action phase begins. The player may use them according to the ability or action written on the card.
5. If the active player destroys one or more cards of their opponents, the cards are then returned to the game board to their designated slot and may be purchased again during a draw phase. To destroy another player's card, the active player must have the at least the number of health combined available and at the required damage to deal any damage. *(Ex. Cone Zombie has 2 damage and 2 health. Another player may combine two Pea Shooters with 1 damage and 1 health each (to equal 2 damage and 2 health) to defeat the Cone Zombie.)*
6. If either a **BUNGEE ZOMBIE** or **SQUASH** card is played, each player must roll 4 sided die. The winner may then decide if they'd like to summon their boss (Greybeard or Growbosh). If they do, the boss comes into battle and may roll for life but may not attack until the their next action phase, however their opponent may attack on their next action phase.
7. The game ends when a player defeats the other player's boss.

Card Guide

<i>Zombies</i>	<i>Cards</i>	<i>TS</i>	<i>HP</i>	<i>DP</i>	<i>Special Abilities</i>
Zombie	3	1	1	1	
Cone Zombie	3	4	2	2	
Buckethead Zombie	3	3	4	2	
Dancing Zombie	3	7	2	1	Roll d4 – summons that # zombies
Screendoor Zombie	3	3	4	2	HP -2 if Fume-Shroom present
Jock Zombie	3	3	3	1+roll	Roll d4, # added to damage
Bungee Zombie	2	3	n/a	n/a	Used to steal a plant with hp of (roll d4 for number) or lower. If unable, card is discarded) (max 1 per turn)
Greybeard	1	n/a	6	n/a	Roll 1 – brings up health Roll 2 – determines damage

<i>Plants</i>	<i>cards</i>	<i>SL</i>	<i>HP</i>	<i>DP</i>	<i>Special Abilities</i>
Pea Shooter	3	1	1	1	
Repeater	3	4	2	2	
Fume-Shroom	3	3	2	2	+2 Against Screendoor Zombies
Threepeater	3	7	4	3	Can attack 3 separate zombies or all 3 to one
Sunflower	3	2	2	n/a	Roll d4 to add # to sunlight each turn (max 2 active)
Squash	2	3	n/a	Up to 4	Used to squash an enemy with hp of (roll d4 for number) or lower. If unable, card is discarded)
Wall-nut	3	3	2	n/a	+2 HP to any plant
Growbosh	1	n/a	6	n/a	Roll 1 – brings up health Roll 2 – determines damage