

# CARD OF THE DEAD™

A game for 2-5 players, ages 10 and up  
by Motohiro Nakamura

## INTRODUCTION

Zombies have come to your city, as they are apt to do in these sorts of games, and you must survive! Some players will flee, some will fight, and others will be just plain-old jerks and push other players between them and the zombies. What will be your strategy? However you act, don't let the dead get near you, as a single bite can be the difference between life and (un)death!

In this game you have a hand of cards, and on every turn you draw one card and get the opportunity to play one card. However, if the card you drew is a zombie or a special event, things may complicate your survival plan (see **YOUR TURN** for more info).

## COMPONENTS

- 56 Cards
- This Rulesheet

## THE CARDS

### ZOMBIE CARDS

The zombies want to eat you. You probably knew that but this is a rulebook so we strive for clarity. Zombie cards have **green** titles. If a card ever makes you pass or give a Zombie card to another player, you must give *Zombie* before *Zombies*, and *Zombies* before *Zombies!!!*



## ACTION CARDS



Action cards represent things you can do or use to avoid being eaten. You probably want to do these things, as being eaten is quite the downer. The numbers in the upper right corner of the cards represent movement points, for when you decide discretion is the better part of valor. We'll talk about movement in a bit. Action cards have **yellow** titles.

## EVENT CARDS

The thing about life is, it happens. The event cards represent those annoying things that pop up when you're trying to avoid zombies. I mean, we've all accidentally turned down a dead-end alley when 20 zombies were after us, am I right? Event cards have **blue** titles.



## GAME SET UP

Once you've finished barricading your house and stocking up on food and water, you're almost ready.

- Shuffle all the cards into a single deck and place it face down in the middle of the table.
- Each player draws 10 cards from the deck.
- Each player then chooses up to 3 Action cards, each of which can only have 1 movement point, and returns the rest to the deck.
- Shuffle the deck again and place it back on the table.

The player who last went to a shopping mall goes first.

## YOUR TURN

First, you draw a card from the top of the deck, and one of these things happens:

- If you drew an **ACTION** card, add it to your hand.



- If you drew a **ZOMBIE** card, he's chasing you! Place it on the table faceup in front of you.
- If you drew an **EVENT** card, immediately follow the instructions on the card.

Next, you may play one card from your hand. You may only play one card from your hand on your turn. There are two ways you can use an action card, either as the action printed, or as Movement Points.

- If you use the card as an action, follow the instructions on the card, then place it in the discard pile.
- If you use the card for Movement Points, place it in front of you so that everyone can see how many Movement Points you have so far.



## THAT’S A LOT OF ZOMBIES

If you end up with the following number of Zombies in your play area, you are **Surrounded**, and you cannot play action cards for Movement Points anymore.

Players	Zombies to be Surrounded
2	5
3 – 4	4
5	3

## CHOW TIME

If the number of Zombies in your play area reaches an even higher number, you are out of the round because you’ve been **Eaten**.

Players	Zombies to be Eaten
2	7
3 – 4	6
5	5

## DEAD END

The following three situations end the round:

- There is only one player left alive. That player gains 5 Survival points.
- One player gets to a set number of Movement points to escape the city. In this case each player not **Eaten** gains a number of Survival points equal to the number of Movement Points they have in play.

Players	Movement Points
2	7
3 – 4	6
5	5

- No cards remain in the deck at the end of a player’s turn. In this case each player not **Eaten** gains a number of Survival points equal to the number of Movement Points they have in play.

When the round is complete, reshuffle all cards back into the deck, and start again at **GAME SET UP**.

## WINNER

The player who has the most Survival points after 3 rounds is the winner, and crowned Champion Survivor of the Zombie Apocalypse. Celebrate in your well-stocked cellar or government-run rescue station\*. If two players tie, they share the victory and can repopulate the world.

## CREDITS

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[www.alderac.com/forum](http://www.alderac.com/forum)

For more of AEG’s Big in Japan game line:  
[www.alderac.com/biginjapan](http://www.alderac.com/biginjapan)

**Questions?**  
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\*Never go to the government-run rescue station.

