

ZOMBIE CHICKENS™

Competitive Version INSTRUCTIONS

(2-4 players)

Day 5: Seems like there's more of 'em every night. The shrieking sound of "boki boki" haunts me. (sigh) I'm out of ammo. Unless I find more I don't think I can survive another night...

ZOMBIE CHICKENS puts you in the boots of a farmer fighting nightly waves of zombie chickens!

watch our
"How to Play"
VIDEO



zombiechickensgame.com

CARD TYPES:



Day Cards



Night Cards



Life Cards

OBJECTIVE:

In the **COMPETITIVE** version, your objective is to survive more waves of zombies than any other player! The "last farmer standing" is the **WINNER** and sole survivor of the game!

SETUP

- Shuffle the **Day Cards** and deal **5** to each player. Place the remaining **Day Cards** face-down in the center of the table. (This is the "Day Deck".)
- Turn the **top 2** cards of the **Day Deck** over and place them separately face-up next to the **Day Deck**.
- Shuffle the **Night Cards** and place them face-down in the center of the table. (This is the "Night Deck".)
- Give **Life Cards** to each player. (In 2 player games, each player gets **5 Life Cards**. In 3 and 4 player games, each player gets **4 Life Cards**.) Set any extra **Life Cards** in the box (the extras will not be used in this game).



Example setup for a 2 player game

OVERVIEW

In **ZOMBIE CHICKENS**, players take turns building defenses during the **Day** and defending against zombies at **Night**. The basic game flow is:

- DAY**
 - Morning Turn:** Each player has the opportunity to **Discard 1 card**, **Place 2 cards** on their Farm, and **Draw 2 cards** to end their turn.
 - Afternoon Turn:** The process is the same as the **Morning**, giving each player one more turn to prepare their Farm before the nightly zombie attack.
- NIGHT**
 - Players are dealt cards from the **Night Deck**, forcing them to defend against attacking zombie chickens and react to various events.

The above **Day** and **Night** cycles are repeated until the game ends. The onslaught of zombie chickens gets more difficult as the game continues, because each night more **Night Cards** are dealt than the previous **Night**. The game ends when all players are out of **Life Cards** except one - the **LAST FARMER STANDING!**

HOW TO PLAY

Choose a player to go first. Player 1 will always be the first to start a new **DAY** or **NIGHT**. Other players will follow in a clockwise direction. When starting a new game, play begins with Player 1 in the **Morning**.

DAY

Every **DAY**, each player gets **two** turns (**Morning & Afternoon**) to prepare defenses by placing **Day Cards** on their "Farm" (the area in front of each player is their "Farm").

Morning

Each turn consists of the following 3 actions:

- DISCARD 1 Card** from your hand (**OPTIONAL**) - If a player chooses to discard 1 card, they immediately draw 1 replacement card from the **Day Deck** and place it in their hand. (Discarded cards should go in a separate discard area away from the center of the table.)
- PLACE 2 Cards** on your Farm - Players choose 2 cards from their hand and place them on their Farm (the area in front of each player). Cards are placed in separate "stacks" that represent the defenses available to use when battling zombies at night. (See the "**UNDERSTANDING CARD STACKS**" section on the back.)
- DRAW 2 Cards** - A **Day** turn ends when the player draws 2 cards and places them in their hand. The player may choose to either draw the top 2 face-down cards from the **Day Deck**, OR take the 2 face-up cards next to the **Day Deck**. (If the 2 face-up cards are chosen, the top 2 cards on the **Day Deck** should be flipped over as replacements.)

***NOTE** - Players should have 5 cards in their hand at the end of each turn.

Afternoon

Once all players complete their **Morning** turn, Player 1 begins the **Afternoon**. The steps for the **Afternoon** are the exact same as the **Morning**. This gives each player one more opportunity to Discard 1 card, Place 2 cards, and Draw 2 cards before night begins.

Take a moment to review the **Day Cards**. You'll see they represent various defenses a player can place on their Farm (see table below). But beware! The Zombies you encounter will have traits allowing them to bypass some of your defenses. You will need to hone your defensive strategy in order to survive difficult nights!

DAY CARD	# in DECK	DESCRIPTION
Hay Bale	20	Stack 3 Hay Bales to build a Hay Wall
Scarecrow	6	Scares away Timid zombies
Shotgun	14	Combine with Ammo to blast a zombie
Ammo	24	Combine with Shotgun to blast a zombie (1-Time-Use)
Booby Trap	10	Terminates 1 zombie (1-Time-Use)
Shield	6	Shields a stack from an Exploding zombie (1-Time-Use)
Flamethrower	6	Combine with Fuel to roast a zombie
Fuel	6	Combine with Flamethrower to roast a zombie
W.O.L.R.	4	Destroys any 1 zombie plus everything else on your farm (1-Time-Use)

Once each player has had 2 turns during the **Day (Morning & Afternoon)**, **Night** begins!

NIGHT

At the beginning of each **Night**, players are dealt a specific number of **Night Cards** face-down. On **Night 1**, each player receives **1 Night Card**. On **Night 2**, each player receives **2 Night Cards**. (This pattern continues... **3 Night Cards** on **Night 3**, **4** on **Night 4**, etc.)

Player 1 begins by flipping over **1 Night Card**. At this point, the player must either defeat the zombie shown on the card, or lose **1 Life Card**.

Defeating a Zombie

To defeat a zombie, you must have a **Day Card** on your Farm that's capable of stopping that particular zombie. (Once night begins, you cannot use any cards in your hand. Cards must be on your Farm to use them at **Night**.)

Each zombie has one or more traits that affect which **Day Card(s)** are able to defeat it (see table below).

ZOMBIE TRAIT	DESCRIPTION
Invisible	OVERCOMES: Shotgun, Flamethrower
Flying	OVERCOMES: Hay Wall, Booby Trap
Climbing	OVERCOMES: Hay Wall
Bulletproof	OVERCOMES: Shotgun
Fireproof	OVERCOMES: Flamethrower
Timid	Timid zombies are frightened by scarecrows
Exploding	Exploding zombies destroy the stack used to defeat it

The below examples will help you understand how to defeat zombies:

EXAMPLE #1: A player flips over a **Night Card** to reveal a zombie with the **Invisible** trait. (Therefore the player cannot stop the zombie with a **Shotgun** or **Flamethrower**.) However, she fortunately has a **Hay Wall** and can therefore stop the zombie! She therefore discards the zombie card and play continues to the next player. (Reminder: Discarded cards should go in a separate discard area away from the center of the table.)

EXAMPLE #2: A player flips over a **Night Card** to reveal a zombie with the **Flying** and **Fireproof** traits. (Therefore the player cannot stop the zombie with a **Hay Wall**, **Booby Trap**, or **Flamethrower**.) He fortunately has a stack containing a **Shotgun** and 2 **Ammo**. He uses 1 **Ammo** to defeat the zombie. Since **Ammo** is a **1-Time-Use** card, he discards the **Ammo** card in the discard area to the side. (The zombie card is also discarded.) Play continues to the next player.

EXAMPLE #3: A player flips over a **Night Card** to reveal a zombie with the **Flying**, **Timid**, and **Exploding** traits. (Therefore the player cannot stop the zombie with a **Hay Wall** or **Booby Trap**.) She does, however have a **Shotgun** stack with 3 **Ammo**. She could use an **Ammo** to stop the zombie, but since it's an **Exploding** zombie, that would destroy her entire 4-card **Shotgun** stack! Fortunately, she also has a **Scarecrow**. Since the zombie is **Timid**, she is able to use her **Scarecrow** to stop it. However, since the zombie is also **Exploding**, she has to discard the **Scarecrow** she used to stop it. Both the zombie and **Scarecrow** are discarded and play continues to the next player.

EXAMPLE #4: A player flips over a **Night Card** to reveal a zombie with the **Invisible** trait. He only has a loaded **Shotgun** and a **Flamethrower** on his Farm. Since neither of those defenses can defeat an **Invisible** zombie, the zombie gets through the player's defenses and the player must discard **1 Life Card**!

Event Cards

In addition to zombies, the **Night Deck** also contains Events that affect all players in the game. When an Event card is drawn, all players must follow the instructions on the card. Play then continues to the next player.

Ending a Night

Players take turns flipping over **1 Night Card** at a time and defending against it. (After each **Night Card**, play moves to the next player.) This continues until all **Night Cards** have been flipped over, or until only 1 player remains alive (see "ENDING THE GAME" below). Once all **Night Cards** have been played, remaining players breathe a sigh of relief and move on to the **Morning** of the next **Day**.

The below image shows an example of what the play area might look like during the **Night**:



UNDERSTANDING CARD STACKS

During the **Day**, cards are placed in separate "stacks" on your Farm. A "stack" can consist of only 1 card, or a group of cards that must be used together. Since **Exploding** zombies destroy whatever stack was used to stop it, you might want to avoid large stacks that would be especially costly if used against an **Exploding** zombie.



In the above example Farm, you'll notice that cards are only stacked together if they must be used together. Also, the player chose to have two separate **Shotgun** card stacks (instead of stacking all **Ammo** on **ONE Shotgun** card). The reason for this is that if one **Shotgun** stack must be used to stop an **Exploding** zombie, the player would still have a second loaded **Shotgun** to use against other zombies!

During the **Day**, you may rearrange the stacks on your Farm if it is your turn. However, you may not rearrange the stacks on your Farm during the **Night**!

GAME FLOW (Day & Night Cycles)

Gameplay follows the simple **Day** and **Night** cycle shown below. Remember that every **Day**, each player will have 2 turns (**Morning & Afternoon**) to build defenses on their Farm before having to start the next **Night**.

- Day (Morning & Afternoon)**
 - Day (Morning & Afternoon)**
 - Day (Morning & Afternoon)**
 - Night 1 (Each player receives 1 Night Card)**
 - Night 2 (Each player receives 2 Night Cards)**
 - Night 3 (Each player receives 3 Night Cards)**
- (this cycle continues until the game ends)

ENDING THE GAME

In the **COMPETITIVE** version of **ZOMBIE CHICKENS**, the game ends when all players have died (lost all their **Life Cards**) except one. The "last farmer standing" is the **WINNER** and sole survivor of the Bok-Bok-Alypse!

To ensure the game is fair, all players should have the same number of turns. For example, in a two-player game, if Player 1 dies (runs out of **Life Cards**) on their second card of **Night 5**, Player 2 should also play through their second card of **Night 5** to ensure they do not tie by dying at the same point in the game.

Breaking a Tie

In the case of a tie, the winner is the tying player who has the most cards left on their Farm at the end of the game. If this is also a tie, then no player is the winner and the zombies win!

*** IMPORTANT *** For more info on how to play, see the **FAQs** on the other sheet! And don't forget our "**How to Play**" video at zombiechickensgame.com

ZOMBIE CHICKENS™

Prepare for the bok-bok-alyapse!



FAQs

How does the Exploding Trait work? An Exploding zombie destroys the card stack that was used to defeat it. Eg, if a stack containing a Shotgun and 2 Ammo is used to defeat an Exploding zombie, the entire stack (*Shotgun and 2 Ammo*) is discarded. Remember that a "stack" might contain only 1 card, such as a Scarecrow or a Booby Trap.

FAQs continued...

How does a Shield work? A Shield cannot defeat a zombie by itself. However, it can be used to shield a stack from destruction when defending against Exploding zombies. For example, if you have a Shield on your Farm and you use a Flamethrower/Fuel stack to defeat an Exploding zombie, you may choose to use the Shield to save the Flamethrower/Fuel card stack from the explosion. (*Discard the Shield since it is a 1-time use card.*)

Do I have to stop a zombie if I don't want to? For example, if I'd rather give up a Life Card than have my Hay Wall destroyed by an exploding zombie, can I do that? You do not have to stop a zombie if you don't want to. On occasion you might decide to give up a Life Card instead of destroying a stack. It's your decision!

During my turn, if I choose to Discard 1 card can I choose one of the two face-up cards as the replacement card? No. If you Discard 1 card from your hand, you must take the top face-down card from the Day Deck as the replacement card.

What happens if we run out of Day Cards or Night Cards during the game? If you run out of Day Cards (or Night Cards) at any point during the game, simply replenish the deck by shuffling the discarded Day Cards (or Night Cards) and using them to continue play.

Can I have more than 1 of the same card stack on my Farm? (For example, 2 Hay Walls or 3 booby traps?) Yes. Your farm is your land and you can defend it however you'd like!

Do I have to stack Day Cards of the same type together on my Farm? (e.g., do all Scarecrows have to be stacked together or can I keep them separate?) No, you can keep cards separate unless they must be used together. (e.g., Hay Bales must be stacked together to make a Hay Wall.)

If I turn over an Event Card, do I have to draw another Night Card in its place? No. If you turn over an Event Card, all players should follow the instructions on the Event Card. Afterward, play continues to the next player.

What does W.O.L.R. stand for? Weapon Of Last Resort!

Do I need to start worrying about a real-life bok-bok-alyapse? Yes.

For more FAQs, visit zombiechickensgame.com

Cooperative Version

*****IMPORTANT!** Before learning the Co-op Version, make sure you've learned the Competitive Version!***

OBJECTIVE:

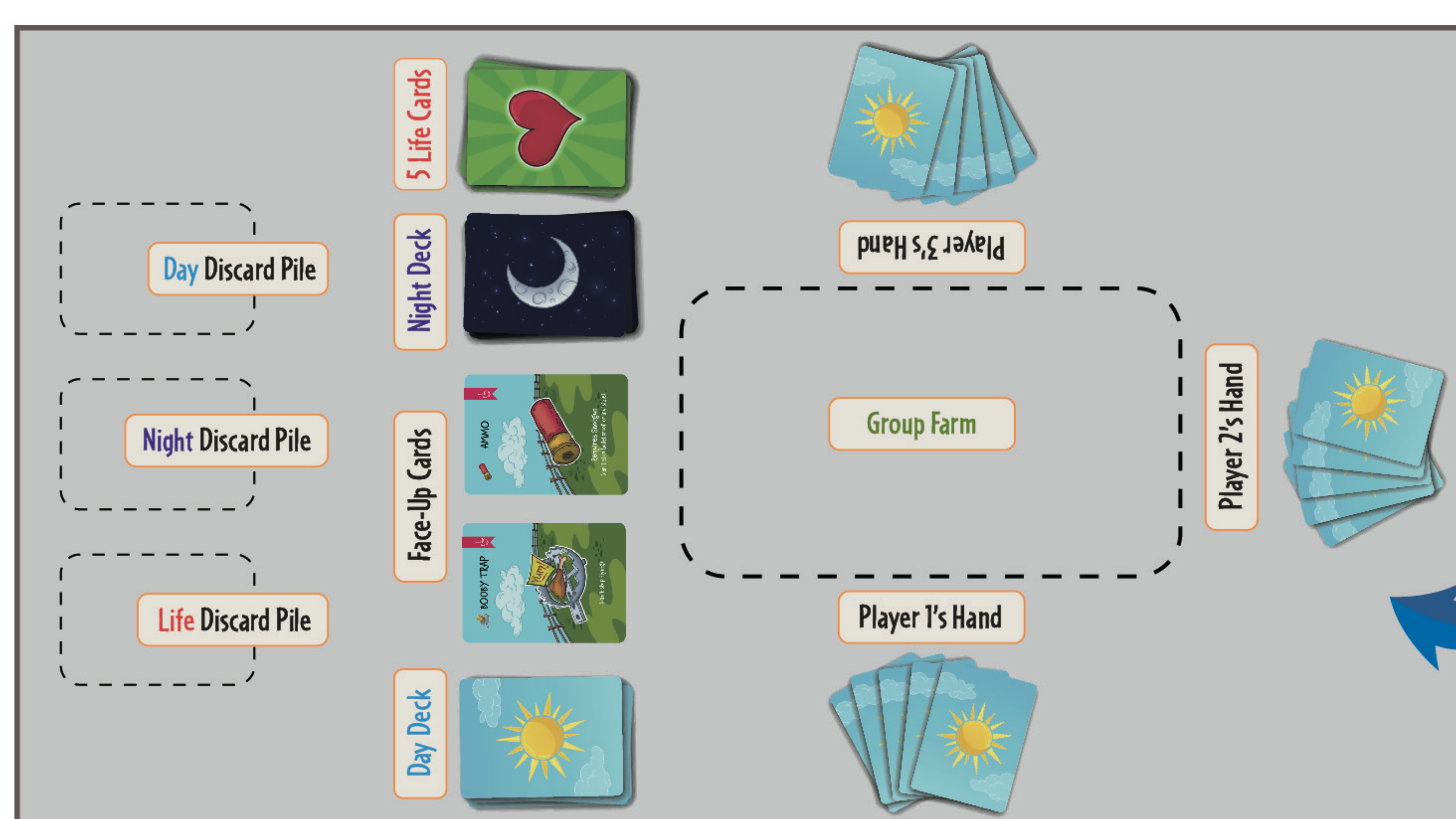
In the **COOPERATIVE** version of **ZOMBIE CHICKENS**, players work **together** to defend a **single** Farm. The group's objective is to try to survive **SEVEN NIGHTS** of zombie attacks! (*A rescue party arrives at dawn on the eighth day!*)

SETUP

Setup for the **COOPERATIVE** version is the same as the **COMPETITIVE** version, except for the below changes:

- Both the **Day Deck** and the **Night Deck** are positioned toward the side of the play area instead of the center (to leave space for the group's Farm in the middle of the table).
- Instead of dealing **Life Cards** to each player, the entire group shares a single stack of **5 Life Cards**.

***NOTE** - Each player is dealt their own hand of **5 Day Cards**, just as in the **COMPETITIVE** version.



Example setup for a 3 player **COOPERATIVE** game

GAMEPLAY

Gameplay for the **COOPERATIVE** version is the same as the **COMPETITIVE** version, except for these changes:

- 1 Farm** - All players work together to place cards on one Farm in the center of the play area (*instead of each player having their own Farm*).
- 1 Turn per Player each Day** - During the **Day**, each player has 1 turn to build defenses on the group's Farm (*instead of each player having a turn in the Morning and a second turn in the Afternoon*).
- Trade with other Players** - During the **Day**, players may trade any number of cards from their hand with other players. All players must end each trade with 5 cards in their hand.
- Defend Together** - During the **Night**, players must decide together how to handle each zombie.
- Events Impact the Group** - Events that reference "All players" should be handled as if the group is 1 player. (*E.g., if the event says "All players must discard 3 cards from their Farm", the group should collectively choose 3 cards total to discard.*)
- Shared Life Cards** - The group is dealt one stack of **Life Cards** to share together.

GAME FLOW (Day & Night Cycles)

The goal of each game is to work together to try and survive **7 Nights** of zombies. However, the game starts and ends on a **different Night** based on the **number of players** as shown in the table below:

# OF PLAYERS	STARTING NIGHT	ENDING NIGHT
2	1	7
3	3	9
4	5	11

Therefore, the game flow for a **2 player COOPERATIVE** game is:

Day (Player 1, Player 2) Night 1 (Receive 1 Night Card)

Day (Player 1, Player 2) Night 2 (Receive 2 Night Cards)

(this cycle continues until the group successfully survives **Night 7** or runs out of **Life Cards!**)

The game flow for a **3 player COOPERATIVE** game is:

Day (Player 1, Player 2, Player 3) Night 3 (Receive 3 Night Cards)

Day (Player 1, Player 2, Player 3) Night 4 (Receive 4 Night Cards)

(this cycle continues until the group successfully survives **Night 9** or runs out of **Life Cards!**)

The game flow for a **4 player COOPERATIVE** game is:

Day (Player 1, Player 2, Player 3, Player 4) Night 5 (Receive 5 Night Cards)

Day (Player 1, Player 2, Player 3, Player 4) Night 6 (Receive 6 Night Cards)

(this cycle continues until the group successfully survives **Night 11** or runs out of **Life Cards!**)

ENDING THE GAME

In the **COOPERATIVE** version of **ZOMBIE CHICKENS**, the game ends either when the group runs out of **Life Cards**, or when the group beats the game by successfully surviving a total of **SEVEN Nights of zombies!** (A rescue party comes at dawn on the eighth day! Congrats!) Use the below table to score the group's performance:

2 player Game

HOW LONG DID YOU LAST?	TITLE
Died during (or before) Night 4	Chicken Feed
Died during Night 5	Early Eggs-it
Died during Night 6	Hen-orable Mention
Died during Night 7	Special Forces
SURVIVED Night 7	Team Terminator

3 player Game

HOW LONG DID YOU LAST?	TITLE
Died during (or before) Night 6	Chicken Feed
Died during Night 7	Early Eggs-it
Died during Night 8	Hen-orable Mention
Died during Night 9	Special Forces
SURVIVED Night 9	Team Terminator

4 player Game

HOW LONG DID YOU LAST?	TITLE
Died during (or before) Night 8	Chicken Feed
Died during Night 9	Early Eggs-it
Died during Night 10	Hen-orable Mention
Died during Night 11	Special Forces
SURVIVED Night 11	Team Terminator

Solo Version

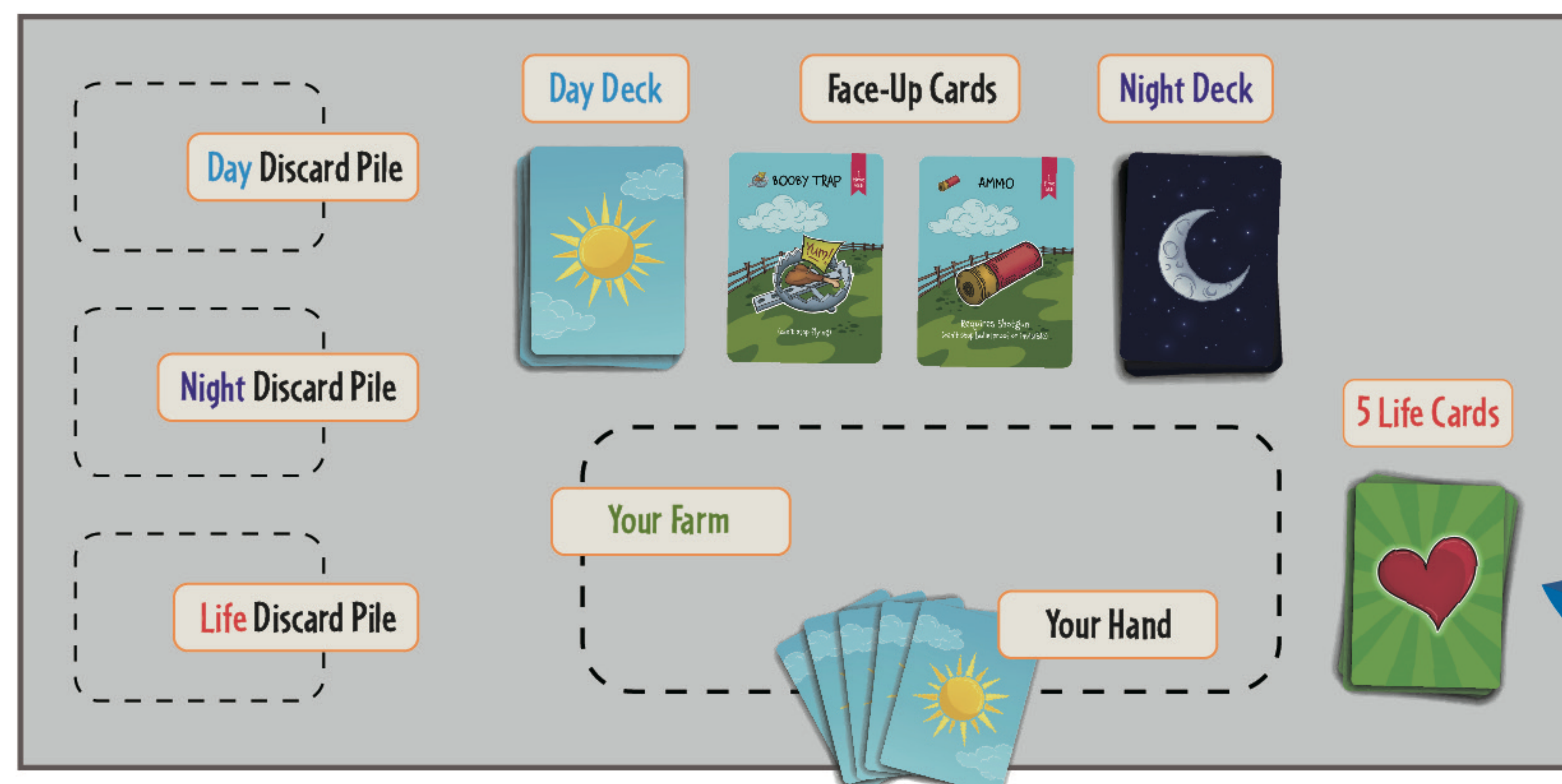
*****IMPORTANT!** Before learning the Solo Version, make sure you've learned the Competitive Version!***

OBJECTIVE:

In the **SOLO** version of **ZOMBIE CHICKENS**, a single player battles waves of zombie chickens on their own in hopes of surviving against all odds! The objective is to survive **SEVEN NIGHTS** of zombie attacks! (A rescue party arrives at dawn on the eighth day!)

SETUP

Setup for the 1 Player **SOLO** version is similar to the **COMPETITIVE** version. The below image shows what the play area should look like after Setup for a 1 player **SOLO** game:



GAMEPLAY

Gameplay for the **SOLO** version of **ZOMBIE CHICKENS** is the same as the **COMPETITIVE** version, except the player does not need to wait for other players before taking his or her next turn. Therefore, the game's flow is:

Day (Morning & Afternoon) Night 1 (Receive 1 Night Card)

Day (Morning & Afternoon) Night 2 (Receive 2 Night Cards)

Day (Morning & Afternoon) Night 3 (Receive 3 Night Cards)

(this cycle continues until the player successfully survives **Night 7** or runs out of **Life Cards!**)

ENDING THE GAME

In the **SOLO** version of **ZOMBIE CHICKENS**, the game ends either when the player runs out of **Life Cards**, or when the player beats the game by successfully surviving through the end of **Night 7!** (A rescue party comes at dawn on the eighth day! Congrats!) Use the below table to score your performance:

HOW LONG DID YOU LAST?	TITLE
Died during (or before) Night 3	Bird Brain
Died during Night 4	Easy Pickins
Died during Night 5	Better Cluck Next Time
Died during Night 6	Hard to Kill
Died during Night 7	Survivalist
SURVIVED Night 7	Zombie Slayer