

ZEVEN CARD
ZOMBIETM
DECK OF THE DEAD

RULES AND STRATEGY

Z-EVEN CARD ZOMBIE

Are you ready? We were warned, we saw the signs. Now, the living dead roam free, feasting upon the hapless brains of souls unfortunate enough to fall into their icy grasp. With their lifeless stares and inhuman moans, these foul creatures will never cease their relentless pursuit to consume the living. No place is safe, no where secure. This is music to your ears, for you are a zombie master! Whether by dark magic or infectious virus, you've unleashed the most feared predator the world has known....

Goal — The game is played in a series of five rounds or hands. The player to accumulate the most points in five rounds is the winner.

Setup — Shuffle the deck. Deal five cards face down to each player. Place the deck in the center of the table, turn over the top card and place it next to the deck. The deck is the draw pile and the face up card is the discard pile (also known as “the graveyard”). Each player gets ten of the Brain markers (see enclosed bag). Play begins to the left of the dealer.

The Cards — Look at your hand. The deck consists of the following types of cards: four kinds of Zombie (Clown, Nurse, Graveyard and Viral), four Commandos with different values, Undead Horde, Hunter and Gravedigger. There are also 4 game reminder cards that indicates points and card properties (not shown here).

Playing — Read over the next few pages to become familiar with the rules and some strategy for how to play. As with any new game, you'll need to play a few times to get a good feel for how the game is played. Also, be sure to keep the reminder cards handy as you learn how to play, which will help you keep tabs on scoring and what the cards do.



There are four different kinds of Zombie cards



There are four Commando cards with different values



Undead Horde, Hunter and Gravedigger cards

Basic Goal

The basic idea of the game is twofold; first – protect and acquire the most Brains. Brains are acquired using the Commando and Hunter cards and is protected by laying down Zombie and Undead Horde cards, face up in front of you, next to your Brain markers.

Second – the first player to lay down a set of seven Zombie cards in one of several combinations wins that round of play and scoring is tallied. The player with the most points at the end of five rounds is the winner (you can, of course, choose to play less than five rounds).

At the end of each round, every player receives one point for each Brain marker in their possession and the player who won that round by laying down a set of seven Zombie cards receives points for the set (see points on page 6-7).

The deck is then reshuffled, each player gets a new batch of ten Brain markers, the next player deals and the second round begins.

Taking a Turn — On each turn, a player draws two cards and plays two cards.

These two cards may be drawn from the draw pile, the discard pile (but ONLY if the exposed card is a Zombie card), or by taking a card that you have previously laid down in front of you, back into your hand.

After you've drawn two cards, you have to play any two cards from your hand. Lay down Undead Horde and Zombie to safeguard your Brains and build your winning set of Zombie. Play Commandos, Hunter and Gravedigger offensively on other players. Any combination of play is allowed. Cards played on other players are discarded. You can also play one or both your cards to the discard pile.

Seven is the maximum amount of any cards that a player may have on the table at any given time. You can, and may need to draw cards back in your hand, in order to create a winning set of seven Zombie cards.

Winning — A combination of seven Zombie cards wins. You may call your winning hand at any time during your turn and the seven cards can be from your hand and/or combined with those already laid down. Just make sure there aren't any other cards down that would prevent the seven Zombie cards from being at the table, since seven is the maximum number of cards that can be on the table at any time.

Card Abilities

Zombie — The Zombie cards come in four kinds; Clown, Nurse, Graveyard and Viral Zombie. These are the cards that you are trying to lay down in front of you, in order to win a round. Each Zombie card that gets laid down also defends one Brain marker when Commandos are played on you. Your goal is to win the round by laying down seven Zombie cards. However, a winning set of seven Zombie cards can consist of no more than two kinds, with seven of one kind being the most valuable. (see points, next page).

Undead Horde — The Undead Horde is a wild card. As such, it may be used as any kind of Zombie when making a winning Zombie set. There is no limit to the number of Undead Horde that may be used in this way. However, even if one Undead Horde is used as part of the set, then the set is only worth seven points. Each Undead Horde card laid down defends three Brain markers compared to the Zombie's one.

Commando — Commandos allow you to take Brains from your opponents. The Commando cards have four different values, numbered three, four, five or six. If you play a Commando card with a value of six on an opponent, then you'll take six of their Brain markers or if they have less than six, whatever they do have.

If they have Zombie or Undead Horde laid down, then deduct the number of Brain markers those cards defend from the amount of Brain you can collect. Zombie defends 1 Brain marker, Undead Horde defends 3.

If your Commando is a six and the opponent has three Zombie laid down, then you would only take three Brain markers. Commandos may be used in pairs, just add the value of the two Commando cards and take that many Brain markers. After the play, the Commando card is then placed in the discard pile (the graveyard).

Hunter — The Hunter card allows you to do a few things. On your turn, play to remove a card at random from another players hand or any face up card. Both the Hunter and the chosen card are placed in the discard pile, Hunter first.

It may also be paired with a Commando to make that Commando be able to take its card value of Brain regardless of any Zombie or Undead Horde cards that player may have laid down to protect the brains, you get to take them anyway. Both cards are discarded after they're played.

Gravedigger — The Gravedigger may do one of three things; You may play it on an opponent, look at their hand and take one card from their hand and place it into your hand.

You may also use it to go through the graveyard (the discard pile) and take any card from there into your hand.

It may also be paired with the Hunter as a whole turn. Doing this allows a player to look at an opponents hand, take a card of choice into your own hand, and take another card of choice and place it in the discard pile after placing the Gravedigger and Hunter in the discard pile.

Note; only the player that played the Gravedigger can see the other persons cards, not the other players. In all plays, the Gravedigger is discarded.

Scoring

When you finally get seven Zombie cards on the table, you score according to how many of the same kind of Zombie cards you lay down. Seven of one kind is the best winning hand. You can never have more than two kinds of Zombie's in a winning hand, but you can add any number of wildcards, the Undead Horde.

Each player also get points for the amount of Brain markers that they have on hand at the end of each round.

Each player score 1 point for each Brain marker



20 Points — Seven Zombie of any same kind



15 Points — Six Zombie of one kind and one of any other kind



12 Points — Five Zombie of one kind and two of any other kind



10 Points — Four Zombie of one kind and three of any other kind



You can also have Undead Horde cards as part of your set, as they are a wild card. If one or more Undead Horde cards are used to make the winning Zombie set of cards, then the set is only worth 7 points.

Strategy

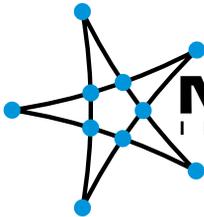
There are many ways to win Seven Card Zombie. The type of strategy you play each hand depends largely on the cards dealt and drawn. Below is a list of just a few of strategies to play the game.

The Aggressive Strategy — Use lots of Commandos to take as many Brains as possible early on in the hand. Hunters can help make them unblockable as opponents lay down Zombie and Undead Horde. If you have many of these cards you may have a difficult time getting a good matching Zombie hand but the multitude of Brains that you collect may offset that. One disadvantage to this strategy is that it can also make you a target of other players who will see your pile of Brains and inability to defend much of it.

The Defensive Strategy — Early on in the hand, lay down Undead Horde and Zombie. If possible, be deceptive and first lay down kinds of Zombie that you don't think that you'll win with, so your opponent(s) might discard the Zombie kind you want.

Your Commandos may not be as effective as you wait to use them till later on in the hand. It is possible to get high scoring Zombie combos this way but it can be a lengthy process, giving someone else a chance to go out first and leaving you with few Brain markers for points.

Gravedigger — These are very useful in either types of strategies as you can pull anything from the graveyard (the discard pile). Wait till you see something that you need or at least something you know your opponent needs before using. Because each card can be played independently from the other card, the Gravedigger is also great to play after playing a Commando or Hunter card, since you can play one of those cards and immediately take the card back into your hand, after it's discarded using the Gravedigger.



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