

Flummo*x your Zombies

Ages: 10 and up. This game is designed so younger players can play with help from players around them.

Players: 2-10

Play time: 15 – 30 minutes

Contents: 50 zombie cards includes 12 Puny Zombies, 10 Weak Zombies, 10 Normal Zombies, 8 Strong Zombies, 6 Powerful Zombies, 4 Super Zombies. 50 weapon cards includes 6 each Booger, Life Preserver, Squirrel and Baby Back Ribs cards. 5 each Shoe, Frying Pan, Skateboard, Music Box cards. 4 Bowling Ball cards. 2 Cure cards. 1 pack of tracking sheets.

Overview: Your house is being overrun with zombies. They will come after you one after the other. Use whatever is in arm's reach to flummo*x the zombies. It could be a bowling ball or dinner or your own booger. Help each other or play every person for themselves. Defend yourself or be overrun.

Setup: Give each player a tracking sheet to keep track of the zombies' advance. Shuffle the zombie deck and place face down. Shuffle the weapon deck and place face down next to the zombie deck.

Game Play: You can either try to help the other players by trading your weapon cards with each other (you may not trade zombie cards) or you can keep your weapon cards for yourself and try to remain the last one standing.

The youngest goes first then play in a clockwise direction. Or everyone can pick a zombie card and the person with the highest number zombie goes first. Reshuffle the zombies into the zombie deck.

In the first round, everyone draws one card from the zombie deck. Place it face up in front of you. The number on the top corners of the zombie card indicates how many rounds it will take until the zombie gets to you. So if you draw a Puny Zombie, you have 6 rounds until it reaches you.



Mark on the tracking sheet next to Round 1 what type of zombie it is. For example, use Py or Pu for Puny. Next to Zombie mark how many rounds until the zombie gets to you. For example, a Puny Zombie has 6 rounds so mark 6.

Everyone then continues the round by drawing a weapon card. Place it face up in front of you. Depending what you want to do with the weapon card, indicate it on the sheet next to Weapon. If you can't do anything yet with the card or choose to save it for a

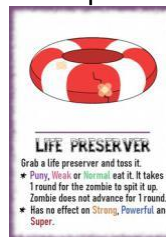
stronger zombie, mark -1 on the sheet.

Tracking Sheet						
Round 1						
Py						
6						
-1						

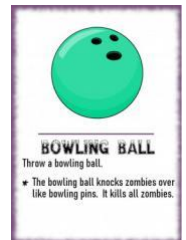
If you use the weapon to delay the zombie, mark -0 for the amount of rounds it is delayed and place the used weapon card in the weapon discard pile. If you use the weapon card to kill the zombie, mark an X (or however you want to indicate it) and put the zombie in the zombie discard pile and the weapon in the weapon discard pile.

Some weapon cards work on multiple zombies. Some weapon cards work on only one zombie and you choose which zombie according to the card.

For example, the Bowling Ball card will kill all zombies in front of you including the Super Zombie.



The Life Preserver card will stun either a Puny, Weak or Normal Zombie for one round. Choose only one.



The weapon cards that only affect one zombie at a time are the Booger, Life Preserver, Squirrel, Baby Back Ribs, Shoe and Frying Pan. The weapon cards that can affect multiple zombies are the Skateboard, Music Box and Bowling Ball.

For the next round, bring down the information for your zombie in the previous round if you didn't kill it. Then everyone draws a zombie card and places it face up in front of them. Mark how many rounds it will take until the zombie gets to you on the tracking sheet. For example, if you get a Strong Zombie, mark on the tracking sheet that it has 3 rounds until it

reaches you. Then everyone draws a weapon card and places it face up in front of them.

You may use multiple weapons at once. If you saved a weapon card during the first round because it works on a stronger zombie and during the second round you drew a stronger zombie, you may use the weapon on it. For example, if you drew a weapon that kills the Strong Zombie. Mark an X on the tracking sheet to indicate the Strong Zombie died. If you also draw a weapon during the second round that you want to use on the Puny Zombie, you may also use that now.

For example, if you drew a weapon that delayed the Puny Zombie

Round 1	Py						
Zombie	6						
Weapon	-1						
Round 2	Py	St					
Zombie	5	3					
Weapon	-0	X					

one round, mark a -0 on the tracking sheet to indicate it does not advance this round. Discard the used or dead cards in the appropriate discard pile Wait for the next round to draw a new zombie card and weapon card with everyone else.

If a player is out because the zombie reached 0 and the cure card comes up for another player, that other player may choose to give it to the out player letting them back into the game. They will then join in drawing new cards in the next round. Or they may choose to save the cure card for themselves.

The tracking sheet is included for your convenience. As an alternative you can use the included sheet labeled 6 – 1. Place the card on the relevant number and then move it as the zombie gets closer. As an example, you would put the 6 Puny Zombie card on number 6 to start with and then 5 to 5 on the next turn unless you use a weapon card to delay or kill it. If you would rather keep track some other way, you are free to do so.

2 End Game: There can be multiple winners if more than one person has survived and there are no more zombie cards. Or if you want to play until there is only one person left, shuffle the discarded zombie card pile and weapon card pile and put them back into play.