

ZOMBIE DEATH FORCE, GO!

The world is dead. A zombie apocalypse has happened. No one thought it could and no one was ready. Governments collapsed. Civilization has crumbled. Now in the moldering ruins of cities, pockets of the living eek out an existence. A struggle to stay hidden... and stay alive.

Objective

Zombie Death Force, Go – Players attempt to collect five unique Team members of the same color and five unique Weapons of the same color.

Players draw cards based on the value of their active cards, assign cards to Stacks, discard unassigned cards, and then play Actions before passing the turn.

Setup

2 players: Remove the two Action cards marked (bottom left) for “3-4 Player Game.”

3 or 4 players: Play with all 62 cards.

Shuffle the deck and choose a player to go first.

Turn Order

1. Draw Phase
2. Assign Phase
3. Discard Phase
4. Play Actions Phase
5. Pass Turn Phase

Draw Phase:

The current player begins by drawing cards equal to the value of all active cards on their Stacks.

The value is highlighted in red in the top right corner of each card.

An active card is the card on top of each Stack.

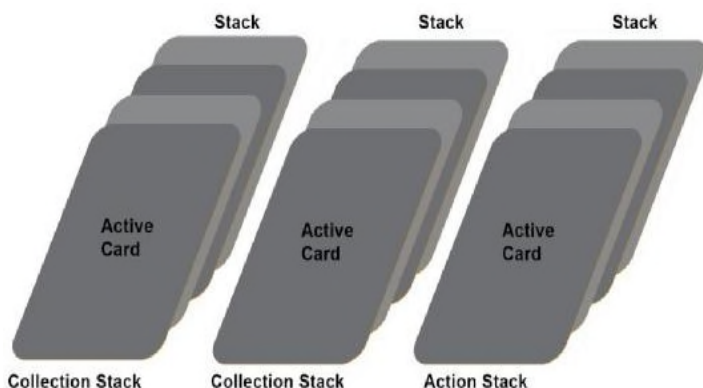
An empty Stack has a value of 1.

A player has 3 empty Stacks on the first turn, and draws 3 cards.

All cards have a value, but only active cards count toward the number of cards drawn.

Shuffle the deck when a player would draw a card, but the deck is empty.

The Stacks



A player loses the game if all of his or her Stacks have a value of 0 at the start of his or her turn.

If a player loses the game, all of his or her cards are put immediately in the discard pile.

Assign Phase:

The current player may assign Collection Cards and Action Cards from his or her hand.

Action Cards all have the heading “Action.”

Collection Cards have the headings “Team,” “Weapon,” and “Wild.”

The title of each card is found below the heading (e.g.: Cards with the “Wild” heading are titled “Time to go!”).

Arranged left to right, each player has 2 Collection Stacks, and 1 Action Stack (see picture).

When assigning a card to a Stack, it is placed on top of previously assigned cards.

Players may assign cards from their hand in any order they wish.

For sake of rules clarity, cards are assigned one at a time, but if no confusion is caused players may do this casually.

Action Cards are only assigned to the Action Stack in this phase.

The Actions may be played during the Play Action Phase with the active card being played first.

Empty Collection Stack Rule – When assigning a Collection Card to a Collection Stack any time it is, or has become, empty, the assigned card may be either a Weapon or Team Card of either color, and may also be a Wild Card.

If a Wild Card is the only card on a Collection Stack, the “Empty Collection Stack Rule” still applies.

Once there is a Team or Weapon Card on a Collection Stack, all further cards must be of the same color, and may not be a duplicate card, except that multiple Wild Cards may be assigned.

A player may work on a Team Collection on one Collection Stack and a Weapon Collection on the other Collection Stack; but also, a player may work on two Team Collections at the same time, or two Weapon Collections at the same time if he or she wishes, or if he or she has completed a Collection already – but note that a player may only complete one Collection of either type per game.

Team and Weapon Cards have a letter (A, B, C, D, or E) in the top left corner, so players may stack cards to cover the value of non-active cards, while still referencing which cards are in their Collection.

Team and Weapon Cards are assigned to the current player’s Collections Stacks, but a Wild Card may be assigned to any Collection, including an opponent’s Collection.

Cards on a Collection Stack may only be removed by completing a Collection, or by using Action Cards that trash cards.

Completing a Collection – A Collection is considered complete when a player has A, B, C, D, and E of the same color on a Collection Stack.

FLIP OVER TO CONTINUE

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Some Card Examples/ Explanations:

- “Time to go!” is a Wild Card that may be substituted for a missing Collection Card on the Stack it was assigned to.
- “You a zombie? No? Come on.” is an Action Card that may be substituted for a missing Team Card on either Collection Stack if it is anywhere on that player’s Action Stack.
- “Out of Ammo? Beat ‘em with it.” is an Action Card that may be substituted for a missing Weapon Card on either Collection Stack if it is anywhere on that player’s Action Stack.

If you have completed a Team Collection previously in the game you may not complete another Team Collection. If you have completed a Weapon Collection previously in the game you may not complete another Weapon Collection.

You may still assign Team or Weapon Cards to your Collection Stacks to keep your opponents from drawing them, even if you have already completed that Collection.

Timing of Collection Completion – The player must announce that they have completed a Collection during their Assign Phase.

Once announced, he or she immediately removes all cards used to complete the Collection from the game (including cards used as substitutes) and places them in a pile to his or her right to show that he or she has completed that Collection.

If the player has completed both a Team and a Weapon Collection, he or she wins immediately; otherwise, play continues.

Any cards on the Collection Stack not used to complete the Collection are moved to the discard pile.

Because Collection completion happens immediately, and during the Assign Phase, the player may continue to assign cards from his or her hand, including to the newly empty Stack.

Ending the Assign Phase: The player is not required to assign all cards from his or her hand, and will often have cards left over. When the player is done he or she simply moves on to the Discard Phase. You may require that players announce the end of the Assign Phase if there ever becomes an issue with tracking.

Discard Phase:

The player takes any cards in his or her hand that were not assigned and places them on top of the discard pile in any order. If there is an issue with tracking, once a player has placed any card in the discard pile and is no longer touching the card, he or she is considered to be in the discard phase and must discard all cards from his or her hand.

Play Actions Phase:

The player may now play cards from his or her Action Stack. He or she may only play the active card from the Action Stack, and must be able to follow all instructions on the card to play the Action. To play an Action, remove the active card from the Action Stack, place it on top of the discard pile, and then complete the Action. If you are unable to complete the Action at this time, return the card to your Action Stack as the active card. (See Rule Clarifications for Playing Actions, for further information.)

Pass Turn Phase:

The player announces that his or her turn is complete and passes the turn to the player to his or her left.

Winning the Game

When a player has completed a Team Collection and a Weapon Collection, he or she wins the game immediately. For further information, read the section “Assign Phase.”

Rule Clarifications for Playing Actions

- If a card requires you to trash one of your Collection Cards, you must have a Collection Card to trash.
- If a card requires you to trash an opponent’s card, an opponent must have a card to trash.
- If a card requires you to trash your Collection, you must have at least one card (may be a Wild Card) assigned to a Collection Stack.

Some Card Examples/ Explanations:

- “An unfortunate distraction.” You may not trash your Action Stack as it only allows you to trash one of your Collection Stacks.
- “Better you than me.” is placed from the discard pile to the top of an opponent’s Collection Stack for sake of rules clarity, should it ever come up; but for sake of ease, you may move it straight from your Action Stack to the top of an opponent’s Collection Stack.
- “Ewwwwwwwwww!” is placed on top of the discard pile; and so, it is shuffled into the deck along with the rest of the discard pile.
- “Fall back. I got this.” allows you to rearrange one of your Stacks; and so, once you have placed it on top of the discard pile, you may rearrange the cards remaining on your Action Stack. There must be at least two cards on one of your Stacks (Action or either Collection) and they must be rearranged into a different order.
- “Losing the dead weight...” trashes one active card from one of your Stacks; and so, once you have placed it on top of the discard pile, the next card on top of your Action Stack is now considered the active card and may be trashed. Action Cards placed on a Collection Stack may be trashed with this card.
- “Oh my gawd! Oh my gawd!” may rearrange either of an opponent’s Collection Stacks or an opponent’s Action Stack.
- “We’ll hold them off as long as we can.” When trashing a card on an opponent’s Collection Stack, you may trash a card from either Collection, as the only restrictions are that the card must have an equal or lesser value and be a Collection Card. Action Cards placed on a Collection Stack cannot be trashed with this card.

The following are Action Cards with no action description:

1. “Out of ammo? Beat ‘em with it.”
2. “That was easy.”
3. “You a Zombie? No? Come on.”

And so, they may not be played during the Play Actions Phase.

See the Assign Phase Description for how to use: “Out of ammo? Beat ‘em with it.” and “You a Zombie? No? Come on.”

Contact and Extras:

Check accordingtowhim.com for updated rules, video play-throughs, etc.



