

# ZOMBIES vs WEREWOLVES

It's one of the greatest questions of our time. Which is scarier: zombies or werewolves? For generations this has puzzled commoners and philosophers alike. But tonight, the question will be answered. Which supernatural entity has the power to cause the most terror in the unsuspecting citizens of some nameless town? Only you can decide.

## Objective

*Zombies vs Werewolves* is a fast-paced card game for 2 players that takes roughly 15 minutes (or less) to play. It's simple, competitive, and all about determining who can score the most Terror Points before the game ends. The player with the most Terror Points at the end will be declared the victor, proving once and for all (or until you play again) that their side is the scarier of the two.

## Components

72 cards (12 Citizens, 30 Werewolf, 30 Zombies)

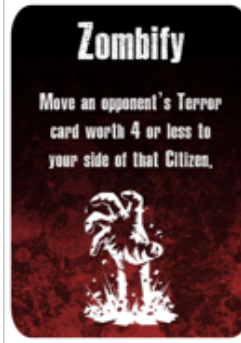
Werewolf  
Terror Card



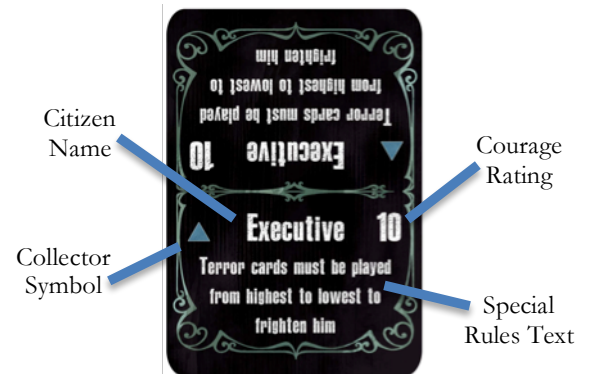
Zombie  
Terror Card



Special  
Event Card



Citizen Card



## Set-up

In *Zombies vs Werewolves*, each player selects one side: the Zombies or the Werewolves. Once players have chosen a side, they each take the corresponding 30-card deck and shuffle it. Then, each player draws 5 cards from their deck to form their starting hand.

The 12 larger cards marked Citizen, represent the townsfolk that you will be attempting to scare throughout the course of play. To start a game, one of the players shuffles the Citizen cards and deals 6 on to the center of the table, face up in a row.

Once the 6 Citizen cards are laid out, and players have their starting hands, you are ready to play.

## How to Play

Each player reveals the bottom card on his deck. The player with the highest value card goes first (cards with no number on them are treated as 10). In the case of a tie, the Werewolf player goes first.

On a player's turn, they must:

**Play 1 card from their hand.  
Then, draw cards from their deck until they have 5 cards in hand.**

When a player plays a Terror Card, they place it below one of the eligible Citizen Cards on their side of the table. This represents the fear they are bringing that turn to that Citizen. Terror A Citizen is eligible as long as they have not already been frightened. Cards may be played in any order (unless directed otherwise by a Citizen's special card text).

For example, Tania can start off by playing a 4 on the Bartender, and then next turn play a 6, and the turn after that play a 3.

Each Citizen card will have a number on it; this represents their courage against the terror the zombies or werewolves will try to bring. In order to frighten a Citizen, a player needs to play enough Terror cards so that the total of all cards played on that Citizen **equals or exceeds the courage value** listed on that card. Citizen cards also have special text that players should familiarize themselves with before playing.

There are also 3 Special Event Cards unique to each deck. The instructions for these Special Event Cards are printed on the card itself.

Players may also attack their opponent's Terror Cards by playing a higher value card on the same Citizen than their opponent just did. If this occurs, the opponent's last played Terror Card on that Citizen is destroyed and removed to their discard pile.

For example, Tania is playing the Werewolves and plays a 3 down on the Student. On Zane's immediate next turn, he plays a 5 from his Zombie deck on the Student as well. Since his 5 is higher value than Tania's 3, her 3 is destroyed by Zane's zombie horde and removed to her discard pile. Zane's 5 still stays in play however. Such a cycle can continue (i.e Tania could then play a 6 on the Student, destroying Zane's 5) until someone chooses to play on a different Citizen or an 8 is played (since there is no card higher).

An attack can only happen by playing a higher value card on the same Citizen **immediately following your opponent's turn**. In the above example, if Zane had played his 5 on the Priest, and then in a future round played another 5 on the Student, it would not destroy Tania's 3 since he did not immediately play his 5 on the Student.

Lastly, there are two colored Terror Cards in each deck: red 2s and yellow 6s. The significance of these cards are as follows:

**Red 2s cannot be attacked by an opponent's higher value Terror Cards.**

**Yellow 6s may be used to cancel one of your opponent's cards as it is played by discarding it.**

Note that a player may also choose to play a yellow 6 on their turn for its Terror value as per normal. Doing so just means that they have revoked the right to use its special ability against their opponent in favor of the terror it brings to a Citizen.

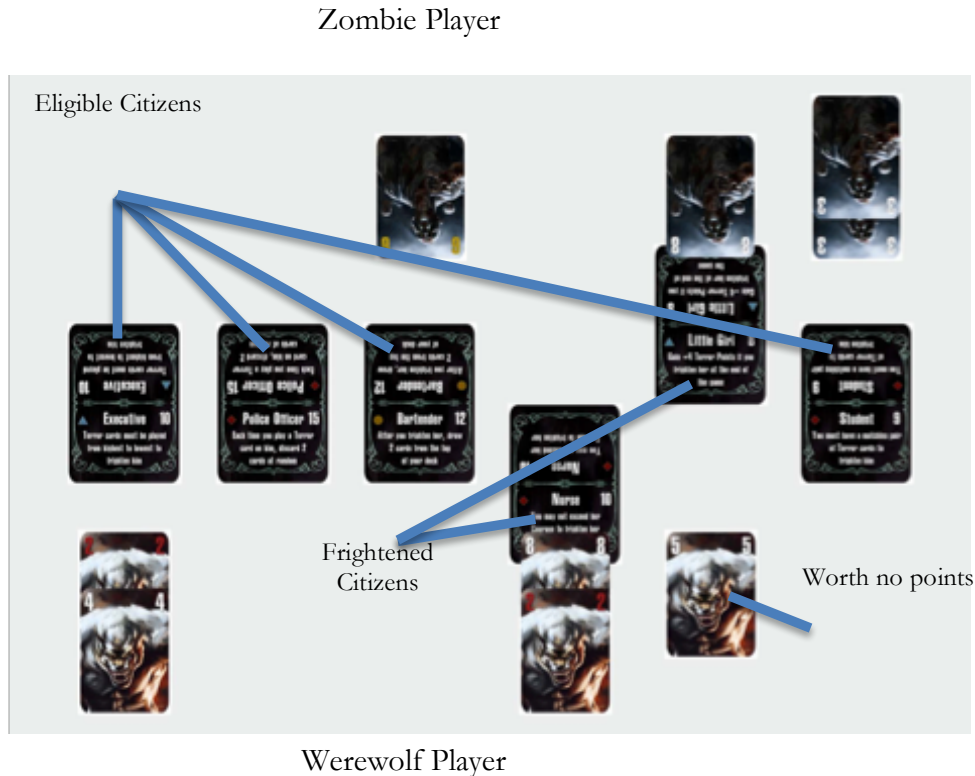
When a Citizen has been frightened (it's courage is equal or exceeded), slide the Citizen Card slightly under the stack of Terror Cards that frightened it (see example image under Sample Game In Progress).

Once a player has played a card from their hand, they draw a number of cards from their deck to get their hand size back up to 5 (usually 1). Then play proceeds to the other player, back and forth, until all of the Citizens have been frightened.

If a situation arises where a player cannot play a card, they must discard one of their cards and then draw another one, thereby ending their turn. In the case where a player runs out of cards, the game ends and any Citizens that have not been frightened simply do not count towards victory points.

## Sample Game in Progress

Notice the Zombie player has frightened the Little Girl, while the Werewolf player has frightened the Nurse. All other Terror cards in play are still building to exceed a particular Citizen's courage rating, except the Werewolf player's 5, which is worthless now that the Citizen has been frightened by the Zombies.



## Ending the Game

**Zombies vs Werewolves** ends when either all Citizens have been frightened **OR** a player runs out of cards to draw in their deck. When either of these happens, players discard their hands and add the value of all Terror cards they have played on Citizens **that they have successfully frightened** (cards played on Citizens they did not frighten are ignored). The player with the highest score wins. In the case of the tie, both players are considered equally terrifying for that match.

## Credits

**Design:** Chuck D. Yager

**Cover Art:** Jon Bosco

**Card Art:** Jon Bosco, James Daly III

**Logo Design:** James Daly III

## Variant Game Options

**Odd Man Out:** For a slightly easier way to determine the winner, play with 7 Citizen Cards. The player who frightens the most Citizens wins the game.

**The Collector:** Each Citizen Card has a single symbol printed to the left of their name (triangle, diamond, or circle). In this variant, the point is to try and match symbols when frightening Citizens. Players receive +10 Terror Points at the end for matching three symbols.

**Town Watch:** The Citizens on the far ends (the left- and right-most cards in the row) are considered part of the Town Watch and have their courage ratings increased by +4 as a result. In addition, whenever you play a Terror Card on a Town Guard you must immediately discard a random card from your hand **AND** the top card in your deck. Town Guards must be frightened first before any other Citizen.

## FAQ

Q: *Can Savage Fury be used on a Terror Card associated with an already frightened Citizen?*

A: Yes. If this means that the total sum of the Terror Cards on that Citizen is less than its courage, the Citizen immediately goes back to the center of the table to be played against.

Q: *Can I play Shamble on a Terror Card already associated with a frightened Citizen?*

A: Yes although if the total Terror points become less than the Citizen's courage, it will go back to the center of the table to be played against.

Q: *Does the card I steal with Zombify from my opponent count towards my Terror points at the end of the game?*

A: Yes.

Q: *Must I always reveal the top card of my deck when playing on the Old Hermit?*

A: Yes. If the card is higher than what you just played on him, you discard it as well. Otherwise just put it back on top of your deck.