

INSTRUCTIONS 1



2 to 4 Players
Ages 10 & Up

WORLD WAR Z CARD GAME

CONTENTS:

- 6 Continent Cards
- 30 Zombie Cards
- 36 Weapon Cards
- 22 Soldier Cards
- 6 Elite Soldier Cards
- 6 Raging Zombie Cards

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INSTRUCTIONS 3

TYPES OF CARDS

When playing a card, place the title of that card facing toward the Continent card so it overlaps the initial red Zombie threat (see image on back of box).

SOLDIER:

A Soldier card can be played on any initial Zombie threat, Zombie card or Raging Zombie card to eliminate the threat.

ZOMBIE:

A Zombie card can be played on an opponent's Soldier card to infect that Soldier. Zombie cards function the same as the four initial Zombie threats bordering each player's continent. A Zombie card cannot be played on an Elite Soldier card.

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INSTRUCTIONS 5

GAME PLAY

The youngest player goes first. On a player's turn, he/she does the following:

1. Draws a card or takes the face-up card from the top of the discard pile.
2. Plays a card. He/she must do one of the following:
 - a. Play a Soldier card on top of any initial Zombie threat, Zombie card or Raging Zombie card that borders the player's continent.
 - b. Play an Elite Soldier card on top of any initial Zombie threat, Zombie card or Raging Zombie card that borders the player's continent.
 - c. Play three matching Weapon cards on top of any initial Zombie threat, Zombie card or Raging Zombie card that borders the player's continent.

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INSTRUCTIONS 7

WINNING THE GAME

The first player to secure his/her continent by eliminating all surrounding Zombie threats and replacing them with any combination of Weapon cards, Soldier cards, and Elite Soldier cards is the winner.

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INSTRUCTIONS 2

OBJECTIVE

Players race to eliminate the Zombie threat on all four borders of their Continent card by playing Weapon, Soldier, and Elite Soldier cards.

SETUP

Separate the four instruction cards and six Continent cards from the deck.

Each player chooses one Continent card and places it face-up in front of him/her. Set aside the rest of the Continent cards.

Each Continent card contains four Zombie threats, represented by the red "Zombie" bar on each side, which need to be defeated.

Shuffle the deck and deal five cards face-down to each player. Place the remainder of the cards in a face-down pile in the middle of the table and turn the top card over to start the discard pile.

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INSTRUCTIONS 4

WEAPON:

There are three types of Weapon cards: Lobo, Axe, and Crowbar. Players must match three Weapon cards of the same name in their hand before playing them as a set on top of any Zombie threat. Once a set of Weapon cards is in play, that border is immune to additional Zombie cards.

ELITE SOLDIER:

An Elite Soldier card can be played on any Zombie threat to eliminate that threat. An Elite Soldier card cannot be infected by a basic Zombie card played on top of it; only a Raging Zombie card (see below) can be played on top of an Elite Soldier card.

RAGING ZOMBIES:

This super-powered Zombie card can be played on top of a Soldier card or an Elite Soldier card to infect that Soldier.

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INSTRUCTIONS 6

- d. Play a Zombie card on top of a Soldier card that borders another player's continent.
- e. Play a Raging Zombie card on top of a Soldier card or an Elite Soldier card that borders another player's continent.
- f. Discard a card face-up in the discard pile.

If a player ends up with fewer cards in his/her hand as a result of playing a set of Weapon cards, he/she does not replenish his/her hand. Players continue to draw only one card per turn regardless of the number of cards in the player's hand.

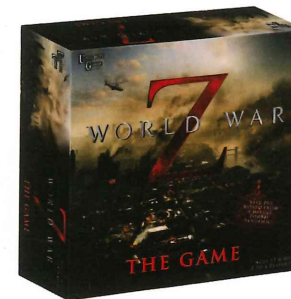
If the deck runs out of cards, take all cards bordering continents, except for the very top card of each pile, and shuffle them together to form a new deck.

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INSTRUCTIONS 8

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