

HOW TO PLAY



THINK. PLAY. LAUGH. FIGHT.

Zombie Puppies is an easy-to-learn battle card game with well-balanced strategy vs. luck components.

2-5 players | +10 ages | 20 min.

GO ONLINE

Watch this short HOW TO PLAY VIDEO
or find the RULES in MORE LANGUAGES:

www.zombiepuppies.com/howto



THE STORY



1982: A research laboratory in Luanda, Angola is experimenting with a virus to fight ebola. Due to an accident ["rumors say the professor forgot to change his shoes when he went home at night and the virus got transferred to a snail which was eaten by a mouse which got caught by a cat that fought the neighbors puppy"] the virus mutated and infected a poor puppy that then turned into a zombie puppy. The incubation time seems to be about 3-6 days. This virus, although very serious, seems to only infect puppies. But help is on the way!

The clumsy professor is able to develop a healing serum from the bones of the ancient chicken-dog. Can you collect enough healing bones to help the professor with the healing serum and save your puppy or will you fight your way through the zombie apocalypse?



LET THE BATTLE BEGIN

COMPONENTS

5X PUPPY CARDS



front:
Puppy



back:
Zombie Puppy



Name your
puppy!

1X SPECIAL CARD



front:
Professor



back:
Healing Serum

48X INFECTION CARDS (12X A/B/C/D)



front:
A/B/C/D Infection



back:
Pink

32X HEALING CARDS (8X A/B/C/D)



front:
A/B/C/D Healing



back:
Cyan

30X ACTION CARDS



front:
Actions



back:
Cyan

5X RULE CARD



front:
Quick Start



back:
Actions

5 PUPPIES 116 CARDS

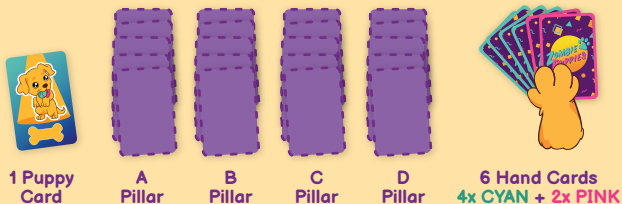
SETUP

1. Set up 2 DRAW PILES that are mixed well:
PINK: Infection Cards
CYAN: Healing and Action Cards
2. Place the **SPECIAL CARD** with the Professor face-up in the middle of those piles.
3. Leave some space left and right for the DISCARD PILES.



4. Every player gets to choose 1 PUPPY CARD.
5. Every player gets 6 HAND CARDS:
2x cards from the **PINK** pile
4x cards from the **CYAN** pile
6. Every player needs some space to build up 4 PILLARS. Each pillar will have max. 5 cards and they should be sorted by A, B, C, D.

EVERY PLAYER



INTRO



Oh no! Your poor puppy got infected by the zombie virus. Quick, you have to prevent your cute puppy from turning into a braindead zombie puppy. There are only 2 ways to do so. Gain the healing serum or defend your puppy until all the others turn into zombie puppies.



GAMEPLAY

1. HOW TO WIN



WIN BY ATTACK

Turn all the other puppies into zombie puppies by giving them **5x INFECTION CARDS** of the same kind (A/B/C/D).



5x INFECTION = ZOMBIE PUPPY



WIN BY RESEARCH

Collect **3x HEALING CARDS** of the same kind (A/B/C/D) and gain the **HEALING SERUM**. This ends the game for everyone.



3x HEALING = HEALING SERUM

2. YOUR TURN

1. You can **PLAY 2 CARDS**. 1 **PINK** card and 1 **CYAN** card. You decide which you play first. The **CYAN** card can be a **HEALING** card or an **ACTION** card. **YOU DO NOT HAVE TO** play a card if you don't want to or if you can't.
2. Fill up your hand cards so you have **4 PINK** and **2 CYAN** again.

PLAY 2 CARDS



1 **PINK** + 1 **CYAN**



1x **INFECTION**
+ 1x **HEALING**

OR



1x **INFECTION**
+ 1x **ACTION**

INFECTION CARDS

An **INFECTION** card attacks the other players. Place it face-up in front of a player of your choice to the corresponding pillar (A/B/C/D).

HEALING CARDS

A **HEALING** card helps you to defend your puppy. Place it face-up in front of yourself to the corresponding pillar (A/B/C/D).

NEUTRALIZATION OF CARDS

INFECTION and **HEALING** cards of the same kind (A-A, B-B, C-C, D-D) **NEUTRALIZE** each other. They have to be put immediately on the **DISCARD PILES**.

Neutralization only happens when a healing or infection card is placed on one of the pillars in front of you.

NEUTRALIZATION



ACTION CARDS

ACTION cards always help you and they come with a variety of attack or research/defend strategies. Some actions are performed immediately. Some persist over a whole round or can be used only on your next turn. They are placed as a visible card in front of a player until they are not valid anymore (e.g. after 1 round) or directly on the discard pile for immediate actions.

RESEARCH ACTIONS



STEAL a healing card from another players' pillar.



PROTECT yourself against any attack for 1 round. This includes any infection or action cards against you - after all: this is a non-violent protest!



PLAY a third card of your choice on your next turn. Don't pick up more cards in between.

ATTACK ACTIONS



SLIDE an infection card from one of your pillars in front of you to another player's corresponding pillar.



SWAP any infection pillar in front of you with any infection pillar from another player. It can be of the same or a different type.



CHOOSE who has to skip 1 round. Yes, if your friends hate you, you can also receive 2 and skip 2 rounds.

3. SPECIAL CARD

Collect **2x HEALING** cards the same kind (A+A/B+B/C+C/D+D) to gain the **PROFESSOR** card. You can now play an additional **INFECTION** card. You can do this on every turn as long as you are able to keep the **PROFESSOR** card. When another player also collects **2x HEALING** cards of one kind, he/she will gain the **PROFESSOR** card. If no one has **2x HEALING** cards, the **PROFESSOR** card goes to the middle of the table again.

SPECIAL CARD



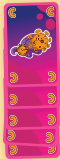
2x HEALING = PROFESSOR

PROFESSOR = 1 CYAN + 2 PINK

4. ZOMBIE MODE

Once you receive the **5th INFECTION CARD** of the same kind (A/B/C/D), you have to turn over your **PUPPY** card: revealing the first **ZOMBIE PUPPY**. That puppy is now in braindead **ZOMBIE MODE**. You can not play any **HEALING** or **ACTION** cards anymore. You can also not receive any **INFECTION** cards. **BUT** you can still play **1 INFECTION** card on your turn. So keep the **2 PINK** cards on your hand and fill them up as usual.

ZOMBIE MODE



turn around your puppy card



play **1 INFECTION** card

5. GAME DYNAMICS

Playing ZOMBIE PUPPIES is a balancing act between attacking and researching (or defending). Depending on the number of players, Zombie Puppies' dynamic changes. The fewer players, the more strategic the game gets. When more players playing, more luck and fun are present in this game.

While the neutralization of infection cards is rather easy at the beginning of the game, this balance changes as the infection pillars become a dangerous threat to the puppies.

Like every good dog, most of the players work in packs and pick on a single weak player. You do not stand a chance if your pack is against you. But there will be time for revenge.

BEHIND THE SCENES

Hi, we are Niko and Lana. A rock 'n roll tekkie and a creative cook from Germany. We love puppies, zombie movies and playing games. So we combined all of it in one barktastic strategic battle card game called Zombie Puppies! Save your puppy from the zombie virus before it dies. [Softie and kids version: before you need to give it to the care taker]

Our goal was to create a game that can be played by anyone. This is why we worked hard on balancing luck and strategy, made it language-independent and easy-to-learn.

And a big part of that work was done by our pawsome test players from our community. Improving and co-deciding on what to do next is something we want to keep on doing. So if you would like to join us and let us know your thoughts you can use one of the following channels:



@zombie_puppies



@zombiepuppies



@zombie_puppies



@zombie_puppies



hello@zombiepuppies.com



THANK YOU!



**A BARKTASTIC STRATEGIC
BATTLE CARD GAME**