

TRABLÍCI

GAME OBJECTIVE

You're trying to build the strongest zombie army possible. To win, you'll need to take some risks. Don't be afraid to deliberately sabotage other players either.

SETUP

Thoroughly shuffle all 83 cards into a single shared draw deck. Place it face-down within reach of all players. Leave space next to it for a discard pile. The first player is whoever was most recently bitten.

— GAMEPLAY —

Players take turns in clockwise order.

Each turn consists of flipping cards from the deck and placing them into rows in the center of the table. **On your turn, you must flip and play at least 1 card.** Play it onto the table into the play area. Place the card into one of the existing rows or start a new one (see *Placing Cards*). A maximum of 3 rows may be active at any time.

After flipping and placing a card, you may choose to end your turn and claim a reward (see *Claiming a Reward*). Or you can press your luck and flip (and place) another card. You can repeat this as long as you choose to keep going, or until a card cannot be legally placed.

If you cannot legally place a card (see *Placing Cards*) into any row, you discard it and receive no reward.

Whether you claim a reward or not, all other players take one card from any row of their choice at the end of your turn. If cards are available, players *must* take one. If no cards remain in any row, a player gets nothing.

Play passes to the next player.

PLACING CARDS

Together with the other players, you build 3 rows of cards in the center of the table. Every flipped card must be placed into one of these rows. You may add a new card to either the right or left end of a row — **you may never insert a card between two already-placed cards in a row.** Each row has rules that must not be broken:

- 1 Cards are arranged **from lowest to highest value**. You cannot place equal values next to each other.
- 2 You cannot place two cards of the **same color** next to each other.
- 3 Each row may contain **at most one copy** of each action card.

CLAIMING A REWARD

Choose one of the rows in the play area and take all the cards it contains. First resolve any action cards, then sort the zombies by number into your collection.

Example: *If the active player decided to stop now, they would most likely take the middle row. In a 4-player game, each other player would receive 1 card. The last player would be forced to take the axe, meaning they must discard a card from their collection.*

BARRICADE

When a Barricade card is drawn, place it on top of an already-placed card in a row. The covered card loses its number and color. This allows you to bend the placement rules mentioned above.

If you take the covered card as your reward, discard the Barricade card to the discard pile. The Barricade is not considered an action card and may appear in a row more than once.

ACTION CARDS

Action cards are placed into rows using the normal rules. They have no number, so sequence order doesn't apply to them. They do have a color, however, and the rule that two cards of the same color cannot be adjacent still applies. Each row may contain at most one copy of a given action card.

Action cards are resolved *before* placing the gained zombie cards into your collection — at the moment you acquire them.



AXE

Discard any card from your collection. Then discard the Axe card.



NET

Steal any card from a chosen opponent's collection. Then discard the Net card.



SHOTGUN

Name a number (1–5). All other players must discard one card of that number. If a player doesn't have one, they discard nothing. Then discard the Shotgun card.

CARD COLLECTION

Each player builds a private collection of all their acquired cards in front of them. Sort cards by number into columns (regardless of color). Leave space for a stack of formed hordes.

FORMING A HORDE

At any time after gaining a card, you may form a horde and earn **10 victory points**. A horde consists of:

- 1 zombie card of each value (1–5), totaling 5 cards, **or**
- 4 cards of the same value (e.g., 4 cards of value "2")

From the formed horde, take 1 random card and place it near your collection face-down. This card is worth 10 points and cannot be lost in any way. Discard the remaining horde cards to the discard pile.

— END OF GAME —

- **2–3 players:** The game ends when the draw deck runs out.
- **4–5 players:** After the first time the deck runs out, reshuffle the discard pile to form a new deck. When that runs out too, the game ends.
- **6 players:** Refresh the draw deck twice. When it runs out a third time, the game ends.

After drawing the last card, you must end your turn. Claim your reward (if any) and other players each take 1 card as normal.

SCORING

Each player counts their formed hordes (cards placed face-down). Each horde is worth **10 points**. Each remaining card in your collection is worth **1 point**. The player with the highest total wins.

Example final score:

20 + 3 = 23 points

(2 hordes × 10 pts) + (3 remaining collection cards × 1 pt)