

ZOMBIE TSUNAMI

THE BOARD GAME

RULEBOOK



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1 ROAD BOARD





INTRODUCTION

Zombie Tsunami is a party game for 3 to 6 players that plays in under 30 minutes. In the game, each player leads a horde of zombies storming a city. The winner is the player with the most zombies at the end of a 3-round game. But beware — humans are everywhere and they won't let you win without a fight!

Players will have to collaborate and sometimes betray one another in order to win the game!

SETUP



- 1 Give each player 3 Voting Beads ().
- 2 Give each player 1 random  card, face down. (See **SECRET BONUS CARDS**)
- 3 Pull out the 2 permanent Shop cards and place them on the top right of the Road Board.
- 4 Shuffle the Shop cards to create the Shop Deck and place it above the Road Board. From this deck, reveal a number of Shop cards equal to the number of players plus 3.
- 5 Create the Street Deck (see next column):
 - Shuffle the **ROUND 1** deck.
 - Set aside the Bus card and Plane card out of the **ROUND 2&3** deck.
 - Shuffle the **ROUND 2&3** deck and create 2 face-down piles of 5 cards each.
 - Add the Bus card to the first pile and the Plane card to the second pile. Then shuffle both piles.
 - Place the 3 piles on top of one another so that the pile with the Plane card is at the bottom, the pile with the Bus card is in the middle, and the **ROUND 1** pile is on top.

The newly created Street Deck should have 18 cards. Place it on the left of the Road Board.




GAME FLOW

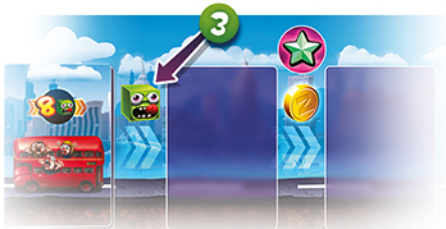
The game is played over 3 rounds. Each round plays as follows:

- 1** At the beginning of each round:
- Each player adds  to their horde.
 - The  cards are shuffled and 1 is dealt to each player.

- 2** A player is put in charge of the Street Deck and will reveal 1 card at a time. All players play at the same time and must resolve that card before the next card can be revealed.







- 3** There are Zombie icons between some card slots, indicating that each player gains  before the next card is revealed.








- 4** When players arrive at the , they each receive  and then must participate in a shopping activity before the next card is revealed (see **SHOPPING**).



- 5** At the end of a round, all  are transformed into  and all  cards are returned. All remaining  cards are discarded and the Shop is refilled.

IMPORTANT RULES!

- If at any point a player has no , they may take 1 from the supply.
- If at any point there is a tie to determine the player with the most or least  for an activity, all tied players flip a  from the supply. The tied player with the highest result wins the tie and starts the activity.
- There is no limit to the number of  or  a player can have.

STREET CARDS

During each round, 6 Street cards will be resolved.









JUMP CARDS







Types of Street cards:




PUSH CARDS






When a Jump card is revealed, each player must roll all of their . If a  lands face up, it dies and is returned to the supply. However, each card has a limit to the number of  that can die. The limit is indicated like this:    . The  symbol indicates that there is no limit to the number of Zombies that can die when resolving this Jump card.

Example:

The  card is drawn. Vincent rolls all of his  and 3 of them land face up. Because the limit is set to 2, only   die and are discarded from Vincent's horde.

When a Push card is revealed, players divide into teams in order to push the obstacle shown. To do so, each player secretly selects 1 of their Voting Beads (  ) and places it in their closed right hand, keeping their remaining 2 Voting Beads in their closed left hand. When everyone is ready, all players extend their right hands and reveal their Voting Beads at the same time. Players with the same color Voting Beads form a team.

Each team counts their total number of . If a team has at least the required number of Zombies (shown on the Push card), their team members suffer no losses when pushing the obstacle.



However, each team member on a team with less than the required number loses  .

NOTE:

It is encouraged for players to negotiate alliances prior to voting. There are no rules against players showing their Voting Beads secretly to each other, making suggestions, or being deceptive. You should bluff about how you intend to vote if your secret Bonus card is Tsunami or Ninja.





ZOMBIE / COIN CARD

When a Zombie / Coin card is revealed, each player gains either  or .





GOLD JUMP CARD



When the Gold Jump card is revealed, each player rolls all of their . If at least one lands face up, that player gains .



CIVILIAN / BOMB CARD



When a Civilian / Bomb card is revealed, each player either gains  and places it in front of them or chooses to bomb another player.

The player with the most  chooses first and then players proceed in clockwise order.

In case of a tie for most , each tied player flips a Tiebreaker Token  from the supply. The tied player with the highest result wins the tie and chooses first.




PARACHUTE JUMP CARD

When the Parachute Jump card is revealed, each player rolls all of their . If at least 1 lands face up, that player gains .






CIVILIAN TOKENS

Players have the potential to gain  during a round.

Each  will transform into  at the end of a round.

BOMBS



When a player is bombed, they lose all of their . If they do not have any , they lose  instead.



SHOPPING



When players arrive at the Shop, they each gain . The player with the fewest goes first and may buy cards by paying their cost (i.e., the number of shown on the top left of the card). All other players then do the same, in clockwise order.

In case of a tie for fewest , each tied player flips a from the supply. The tied player with the highest result wins the tie and goes first.

When a card is bought, it is not immediately replaced. Instead, the Shop will be fully refilled only at the end of the shopping phase. The Shop is refilled to show a number of cards equal to the number of players plus 3.

IMPORTANT RULES!


- A player may only have up to at any given time.
- Players may buy up to 2 cards each (if they have enough).
- All cards from the Shop must be used immediately unless they have the symbol on them. In that case, the card is kept face up in front of the player until used.
- After using a card, discard it unless it is one of the 2 permanent Shop cards, labeled with .
- A player may simply pass and save their coins.

SECRET BONUS CARDS

cards give players rewards if they meet a specified goal during the round. At any point during the round, a player may reveal their card. If they reveal their card immediately after meeting the goal, they gain their reward. Revealed cards may not be used again (unless flipped over by the "Flip a Secret Bonus" Shop card).

NOTE:

Players may reveal their Secret Bonus card without meeting their goal, but the card remains face up unless flipped over as described above.

Use the appropriate set of  cards, based on the number of players:

3 PLAYERS



4 PLAYERS




5 PLAYERS



6 PLAYERS



There should always be 1 extra  card left after each player has received a card. Set it aside until the next round. Each player can look at their own card at any time.

END OF THE GAME

At the end of the 3rd round all  cards are returned and all  are transformed into .

Each player counts their  and the player with the most wins!

In the case of a tie, all non-tied players must shout “roll, roll, roll, ...” while the tied players each roll all of their Zombies and discard each that lands face up. The tied player with the most remaining Zombies wins.

CREDITS

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ZOMBIRD

EXPANSION

RULES

The Zombird expansion introduces a new kind of card — the Zombird. Each player keeps Zombird cards in their hand. These cards can be played at any time during the game.

NOTE:

We encourage you to add this expansion to your games of Zombie Tsunami immediately. It will bring a lot more depth and interesting interactions among players.

SETUP

- 1 Shuffle the Zombird Deck and the Event Deck and place each next to the Road Board.
- 2 Add the 3 Zombird Shop cards to the Shop Deck before setting it up.
- 3 Deal 1 Zombird card to each player.



HOW TO PLAY

At the beginning of each round, reveal 1 Event card.



These cards represent challenges that players can attempt in order to obtain more Zombird cards.



These Events must be attempted immediately after the card is revealed.



These Events can be attempted at any time during the round. However, each player can only claim 1 Zombird card through this kind of Event.



REFERENCE SHEET

ZOMBIRD



Banker

Earn a .



Bomb

Throw a bomb at another player.




Jump

Jump with a cap of 2 deaths. (now)




Look

Show your  card to the player on your left. (now)




Brain

Gain  at the end of the game.



Fairy

Save  from a jump or a bomb.




Gift

Each player immediately receives 1 extra Zombird card. (now)



Give a Zombie

Give  to another player. (this round)




Ptero

Steal  from another player.



Punk

Act as though you had 3 extra  when pushing an obstacle.




Bomb

Successfully bomb another player. (this round)



Bonus

Successfully score your  card. (this round)




Robo

Cancel the effects of a bomb thrown at you.



Super Bird

Act as though you had 10 extra  when pushing an obstacle.



Red Pill

Use your  during a vote. (this round)



Coin

Discard . (this round)



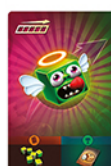
Super Fairy

Save up to  from a jump or a bomb.




Magnet

Steal  from another player.




Zombie



No  died during a jump. (this round)

SECRET
BONUS
CARDS




UFO

Reveal if you have at least one  at the end of the round.

Gain . Your  still get transformed normally.



Giant




Reveal if you successfully bomb .

Gain .



Tsunami


Reveal if you are on the largest team (no ties) when resolving a Push card.

Steal  from your team (either  from 1 player or  each from 2 different players).





Quarterback

Reveal if you are bombed.

The bomb has no effect on you and you steal  from the player who bombed you.





Dragon Head

Reveal this card, point at someone, and claim that they have the Dragon Tail. If you're correct, gain . If not, the player who does have the Dragon Tail can reveal it now and gain .





Dragon Tail

Reveal this card, point at someone, and claim that they have the Dragon Head. If you're correct, gain . If not, the player who does have the Dragon Tail can reveal it now and gain .



Ninja

Reveal if you are on the smallest team (no ties) or alone when resolving a Push card.

Gain . If your team does not have the required number of Zombies for the push, you do not lose  like the rest of your team.

SHOP CARDS



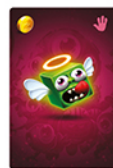
1 Civilian
PERMANENT

Gain .



Bomb
PERMANENT

Bomb another player.



Save 1 Zombie

Save that you would lose to a roll or bomb.



Steal 1 Zombie

Steal from another player.



Steal 2 Zombies

Steal from another player.



Save 2 Zombies

Save that you would lose to a roll or bomb.



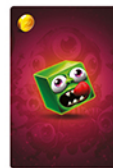
2 Civilians

Gain .



3 Civilians

Gain .



+1 Zombie

Gain .



Bomb

Immediately bomb another player.



Mega Bomb

Bomb any number of players.



Exchange

Exchange 2 unrevealed cards. You do not have to select your own card.



+2 Zombies

Gain .



Flip a Secret Bonus

Flip any card, which will either reveal and deactivate it (from face down to face up) or reactivate it (from face up to face down). cards deactivated this way cannot be scored unless reactivated again.