

# The Zombies Will Eat You First

You ordered pizza just before the zombies arrived.

Zombies cannot stop the need for pizza.

Go save your pizza.

Shuffle a deck of cards and set them in front of you.

Draw a card. The card is a zombie. Lookout!

As you pull cards, you will leave a trail of zombies in your wake. Place cards next to each other in a pattern of your choosing to show your path throughout town in your attempt to recover your pizzas.

Number cards in the Heart, Diamond, and Club suits are nothing to worry about.

Face cards in those same suits are going to be trouble.

When you meet a Heart, Diamond, or Club face card (Jack, Queen, King) roll 2d6. If the result is 7+ you have defeated that zombie! Congratulations! On a 6- the zombie bites you. Take that zombie card and the previous 5 cards and shuffle them back into the deck. Remove one health token from your pool too. They bit you. Ouchies.

There are ways to fight back!

When you pull a Spade card (they look like shovels) you can add a card to your dice roll to increase the roll result by 1. So if you roll a 6, discard one spade card from your pool and you now have a 7! If you roll a 2, discard five spades and you have a 7! And, like, no remaining spades. Sorry.

When you collect all 4 aces (they are pizza shaped) you win the game!

If you lose all of your health tokens, you lose the game.

Try again.

## Items needed:

A standard deck of cards

Three health tokens (coins, chips)

2 six sided dice

A table

A desire to outrun zombies.

