

Zombie Ninja Pirates!

A quick 20-30 minute card game for 2-6 players ages 13 and up

Created by Matthew Duhan

About the Game

Zombies are cool! Ninjas are cool! Pirates are cool! Mad Scientists are also cool! But the coolest thing is a card game where you get to play all four types while scoring points and getting nifty objects in your chest that make you cooler and help you win.

About the Cards

There are three different kinds of cards, **Type** cards, **Action** cards, and **Object** cards.

Type Cards

Type Cards let you become a type of person, a Zombie, Ninja, Pirate, or Mad Scientist. You can be multiple Types at once (for example, a Zombie Ninja Pirate). You can not have more than one card of the same Type in front of you at once (you cannot be a Ninja Ninja, for example). **Type cards cannot be played onto the table by themselves;** They must only be played with an appropriate Action or Object card (see below). Type cards are worth 5 points each.

Action Cards

Action cards are played from your hand. You can *use* them on yourself or another player, as appropriate. Follow the instructions on the card. When you **use** an Action card, that card is discarded. You can only use an Action card during your turn, and you can only use at most one Action card per turn (see below).

Object Cards

Object cards are objects that you can get. You play Object cards onto the table in front of you *or* another player. You can play an Object onto the table even if you are not the correct Type to get points for having that Object (see below). You *can* have more than one of the same Object in front of you at once.

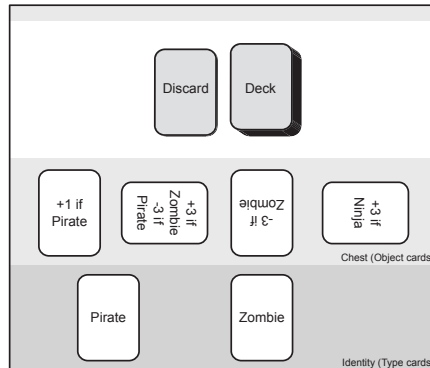


Figure 1

Object cards are worth points depending on what Type you are. When you play an Object card on the table, turn it to indicate its point value. An upright Object card indicates positive points. An Object card sideways indicates 0 net points, either because you are not yet the appropriate Type, or because you are two conflicting Types. An Object card upside down indicates negative points. (see fig. 1)

Some Object cards can also be used like an Action card. When you **use** an Object card, discard the card just like an Action card. You can use these Object cards either from your hand or from the table, and only during your turn. You can only play at most two Object cards per turn, one from your hand and one from the table (see below).

Starting the Game

Remove the END GAME card and shuffle the deck of cards. Deal 5 to every player. Take the lower third of the deck and shuffle the END GAME card into it. Then replace this portion under the rest of the deck. You may also want to get a 20 sided die or other type of counter for each player to keep score, but this is optional. Determine who goes first by who can do the best Mad Zombie Ninja Pirate Scientist imitation. Play proceeds clockwise.

How to Play

Each turn, you do the following, in order.

- 1) You must play 1 Action or Object card from your hand (with the appropriate Type, if applicable).
- 2) You may use 1 Object card from the table in front of you (optional).
- 3) You may discard up to 2 cards.
- 4) Draw back up so that you have 5 cards in your hand.

If you cannot or choose not to play any card from your hand (step 1), you must skip steps 1-3 and instead discard your entire hand of 5 cards. Then draw a new hand of 5 cards.

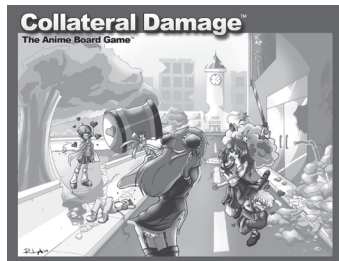
When someone draws the END GAME card, they must immediately reveal it. The game is then in lightning round. The player who drew the END GAME card draws back up to 5 cards (if possible). Every player then has one turn to play as many cards as possible. When the player who drew the END GAME card has gone, the game then ends. Total your points. The person with the most points wins!

If there is a tie, the person who is the most Types wins. If there is still a tie, the person with the most Objects wins.

Frequently Asked Questions

- Q:** I have a “Ninja” card in my hand. Can I play it and get 5 points?
- A:** No, you cannot play a Type card by itself. You would have to use (and discard) a “Sensei”, “Boat”, or “Dojo” card in order to play the “Ninja” card.
- Q:** Someone played “Bite” on me and now I have more than 5 cards. Do I have to discard?
- A:** No, but you may not draw until you have fewer than 5 cards in your hand.
- Q:** I played a “Butterfingers” card on another player. Do I get to choose which Object he discards?
- A:** Yes. The player who uses this card gets to choose which Object is affected.
- Q:** I have a “Brains” card and I am both a Zombie and a Mad Scientist. Does that mean the “Brains” card is worth double?
- A:** No. You only get the points once per card. If you have more than one “Brains” card then each one is worth 2 points.
- Q:** I have a “Zombie” card and a “Virus” card in my hand but am already a Zombie. Can I play these cards and get another 5 points?
- A:** No, you cannot double up on a Type and get points again. You may discard those cards if you so choose during step 3 of your turn.
- Q:** Do I have to play a card from my hand? Can I just use a card on the table?
- A:** Each turn, you must play a card from your hand first, or else discard your whole hand and draw 5 new cards, ending that turn.

Also check out **Collateral Damage: The Anime Board Game**.



About Gozer Games, LLC

Gozer Games, LLC was founded in 2007 with the belief that games should be funny as well as fun. Gozer, the mascot of Gozer Games, is a chinchilla who in her spare time slays monkeys and leaves no piece of furniture uneaten.



Playtesters: Angela Baxter, Leon J Bedwell Jr, Laura Bienz, Tara Duhan, Zach Exner, Thomas Fliss, Brian Graupner, Gary Harris, Michelle Harris, Keith Keel, Andrew Kersten, Clarisse Leech, Clint Menezes, Dan Nance, Moonbeam Nance, Ben Niedergeses, Megan Niedergeses, Clare Sammells, Nathan Stuert, John Thomure

About the Author

A Project Manager by day, Matthew enjoys science fiction, board games, anime, MST3K, Dementia, and cooking. He's pretty much an overall geek. He attends several science fiction and anime conventions throughout the year.

You can get more information at <http://www.gozergames.com>

About the Artists

Neko Pilarcik always knew what she wanted to be when she grew up, an intergalactic Space Pirate living a life of excitement and adventure in the Sea of Stars. However an unforeseen lack of advancement in the space shipping industry lead her to consider a more feasible career writing and drawing stories about people who do live lives of excitement and adventure. After getting her junior degree in illustration she moved to Chicago and studied traditional animation at Columbia College Chicago. While there she directed the animated short, “The Three Artists”, which screened at the Cannes Film Festival. Neko currently works as a freelance animator and illustrator in addition to drawing the graphic novel, “Kawaii Kawaii”, which will be in stores in early 2010.

Harvey Ehrlich is a fine artist of note, an idea generator and visual illuminator of world recognition, a futurist, a humorist, and poet of some reputation, and an all around swell fellow. He has created everything from World's Fair pavilions to Broadway posters, and once got an award in elementary school for not going out of the lines. His one man show continues in his living room, now through whenever.

Bobby Henderson founded the Church of the Flying Spaghetti Monster some years ago. Now lives in the Philippines avoiding having a real job for as long as possible.



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