



Zombie in my Pocket is a free, print-and-play solitaire game. Playing time is 5 to 20 minutes. Contents include: a rulebook, development cards, and tiles. The rulebook can be assembled as per the diagram below.

Designer:

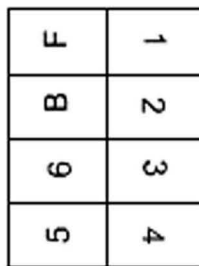
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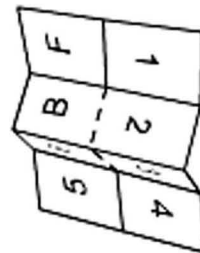
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Folding Instructions

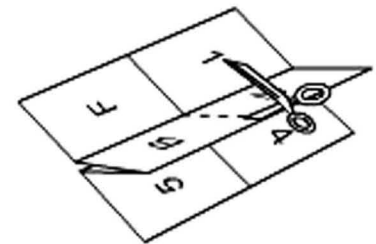
Note: All folds should be to the lines printed on the paper, and not to the actual edges of the page.



1. Start with front page at top left

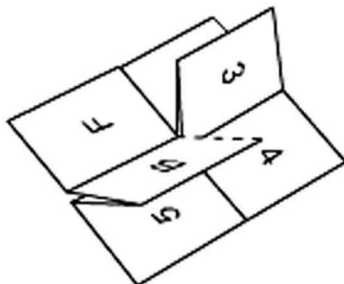


2. Fold in halves

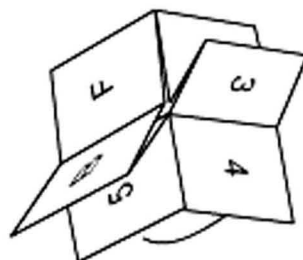


3. Cut at dotted line in center

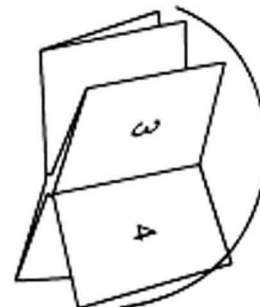
4. Fold to opposite ends.



5. Fold in half vertically



6. Fold in half horizontally



done. enjoy!



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The dead walk the earth. You must search the house for the **Evil Totem**, and find the zombie totem. Then take the totem outside, and bury it in the **Graveyard**, all before the clock strikes midnight.

Components



8 Indoor Tiles



8 Outdoor Tiles



9 Development Cards

Setup

1. Place the **Foyer** tile on table, set aside the **Patio** tile.
2. Shuffle Outdoor and Indoor tiles into separate facedown stacks.
3. Shuffle the Dev cards, and **discard the top 2 cards facedown**.
4. Record your starting Attack (1) and Health (6) scores. These numbers will

change over the course of the game. No upper limit on either.

5. Note the starting time of 9PM.

Indoor Turn Sequence

1. Choose an exit door into a new room or a room already visited.
2. If a new room, draw and place an Indoor tile. One door on the new tile must match your exit door.
3. Draw a Dev card, even if revisiting a room. If there are no cards left, see **Time Passes**. Look at the text corresponding to your current time. "Item" - You **may** draw the next Dev card, finding the item shown on that card. If you choose not to draw, you don't get an item. "Zombies" - See **Combat** below. "Event" - Add or subtract Health as noted (if any).
4. Follow instructions (if any) on the tile, after the Dev card has been resolved.

Special Rooms

The zombie totem is hidden in the **Evil Temple**, and must be buried in the **Graveyard**. In either room, draw and resolve a Dev card as normal, and then draw and resolve a second Dev card. The second card represents what happens as you are searching for or burying the totem. If you are still alive and in the room after resolving the card, you have found or buried the totem. In the **Storage** room, resolve a Dev card as normal, then you may draw another card and get the item shown on that card. If you choose not to draw a card, you don't get an item. In the **Kitchen** or **Garden**, if you end your turn in the tile (i.e. you don't run away from zombies), you add 1 your Health.

Moving Outdoors

The only way to exit the house is through the **Dining Room's** exterior door, which is marked by an arrow. When you exit, place the **Patio** tile next to the **Dining Room** tile, lining up the arrows. Then draw and resolve a Dev card as normal.

ZOMBIE IN MY POCKET

By Jeremiah Lee
Graphic Design by Kwanchai Moriya



A QUICK SOLITAIRE

GAME THAT FITS IN YOUR POCKET!

Zombie Doors

Sometimes after placing a new tile, there won't be any exits (ex: the **Bathroom** directly above the **Foyer**). It is also possible that all exits have been explored without finding a necessary room. If this occurs, 3 zombies bash through a wall, making a doorway in a wall of your choice in your current room. You must fight them as normal. You may not Cover before a Zombie Door attack.

Losing the Game

You can lose the game by:

- being eaten alive by zombies.
- losing your last Health to an "Event."
- time running out (in the 11PM hour, you need to draw a Dev card and there are none left).

Winning the Game

You win the game by:

- being alive after burying the zombie totem in the Graveyard.

All zombies collapse and you've won!

passes. You may only hold two items at once. If you have two items, you must drop one to pick up another. Dropped items disappear when you leave that tile. You can only use one weapon in combat, though you may carry two.

Oil - Throw as you run away to avoid taking damage. Combine with Candle to kill all zombies on one tile without taking damage. One time use.

Gasoline - Combine with Candle to kill all zombies without taking damage. Combine with Chainsaw to give two more Chainsaw uses. One time use.

Board w/ Nails - Add 1 to Attack score.

Can of Soda - Add 2 to Health points.

Grisly Femur - Add 1 to Attack score.

Golf Club - Add 1 to Attack score.

Candle - Combine with Oil or Gas to kill all zombies on one tile without taking damage.

Chainsaw - Add 3 to Attack score. Only has enough fuel for 2 battles.

Machete - Add 2 to Attack score.

Outdoor Turn Sequence

Turns progress outside as they did inside. However, instead of choosing an exit door, choose an **open grassy edge** to exit from. You may not pass through hedges. One grassy edge on the new Outside tile must match your exit edge.

Time Passes

The game starts at 9PM. An hour has passed each time you need to draw a Dev card and there are none left. Note the new time, and use this time when resolving new Dev cards. Reshuffle the deck (including the two discarded cards in Setup) and discard the top two cards. If an "Item" card is the last card drawn, reshuffle the deck and discard as described above, and draw the first card from the new deck to determine the item found.

Combat

To resolve combat with zombies, subtract your current Attack score from the number of zombies you face to find the amount of Health you lose in defeating the zombies.

Items

When a Dev card shows "Item" for your time, you **may** draw the next Dev card, finding the item shown on the new Dev card. Record the items you carry, as cards are shuffled back into the deck when time is up.

Cowering

After completion of a turn sequence in a tile, you may curl up into a corner and hide. You regain 3 Health points, but lose time: discard the top Dev card without resolving.

Running Away

When you draw a Dev card with zombies, you can choose to avoid combat by running through a door or grassy edge into any **previously explored** tile. The zombies swipe at you as you leave, taking away 1 Health point. Do not draw a Dev card for the room you are running into.

Damage Received
 $(\# \text{ of Zombies}) - (\text{Attack score}) =$
 You can never lose more than 4 Health points in one battle. You can never gain Health points in combat.

ZOMBIE IN MY POCKET

9:00PM
You try hard not to wet yourself.

10:00PM
ITEM

11:00PM
6 zombies

Oil




ZOMBIE IN MY POCKET

9:00PM
4 zombies.

10:00PM
You sense your impending doom.
-1 HEALTH

11:00PM
ITEM

Gasoline



ZOMBIE IN MY POCKET

9:00PM
ITEM

10:00PM
4 zombies

11:00PM
Something icky in your mouth.
-1 HEALTH

Board with Nails




ZOMBIE IN MY POCKET

9:00PM
4 zombies.

10:00PM
A bat poops in your eye.
-1 HEALTH

11:00PM
6 zombies.

Machete




ZOMBIE IN MY POCKET

9:00PM
ITEM

10:00PM
5 zombies

11:00PM
Your soul isn't wanted here.
-1 HEALTH

Grisly Femur




ZOMBIE IN MY POCKET

9:00PM
slip on nasty goo.
-1 HEALTH

10:00PM
4 zombies

11:00PM
The smell of blood is in the air.

Golf Club




ZOMBIE IN MY POCKET

9:00PM
3 zombies.

10:00PM
You hear terrible screams

11:00PM
5 zombies.

Chainsaw



ZOMBIE IN MY POCKET

9:00PM
Candybar in your pocket.
+1 HEALTH

10:00PM
ITEM

11:00PM
4 zombies.

Can of Soda



ZOMBIE IN MY POCKET

9:00PM
Your body shivers involuntarily.

10:00PM
You feel a spark of hope.
+1 HEALTH

11:00PM
4 zombies.

Candle



