

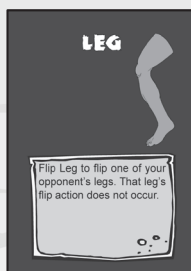
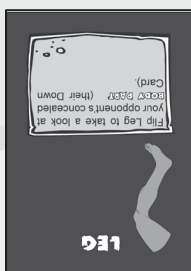
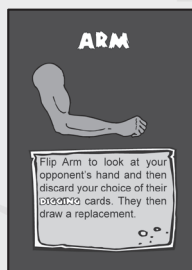
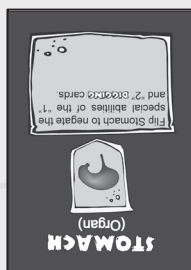
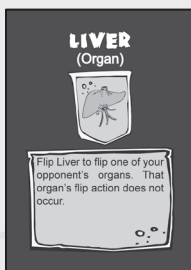
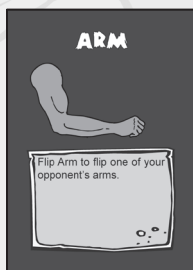
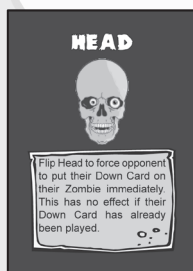
# BUILDING DEAD GUYS

## Object of the game

To be the first player to dig up enough parts to complete a Zombie with one head, two arms, two legs and two organs.

*This sample Zombie is complete. It has a head, two arms (both left arms but that's okay, two internal organs and two legs.*

*The Stomach and the right Leg card have both been used so they are flipped (turned 180 degrees).*



## Setup

Separate the **DIGGING** and **BODY PART** decks and shuffle them. If either deck runs out during the game, reshuffle the decks.

Deal five **DIGGING** cards to each player. Place the Skull in front of the dealer.

Each player then draws one **BODY PART** card and puts it face down in front of them. This Down Card is not revealed until the player decides to use it as part of his Zombie. A player may look at their Down Card any time.

## Play

**1** Turn over the top card of the **BODY PART** deck. This is the **BODY PART** that players will attempt to dig up during this round.

**2** Each player selects a **DIGGING** card from their hand to play face down as their digging bid for the **BODY PART**. Digging is not optional; you **must** play a card.

**3** Reveal both players' **DIGGING** cards.

**4** The player with the Skull in front of him may then either choose to *flip* (see the section on Flipping) one of his *unflipped* **BODY PARTS** or may pass. If he does not flip a card then the flipping round is over. If he does flip a card then that card takes effect and the Skull is passed to his opponent. His opponent may then either do nothing and keep the Skull or

flip one of her **BODY PARTS** and pass the Skull back. This continues until one of the players passes.

The flipping round ends as soon as the player with the Skull *does not* flip a card.

**5** The player with the highest **DIGGING** total takes the **BODY PART** and all **DIGGING** cards played are discarded. If there is a tie, the player with the Skull in front of her takes the **BODY PART**.

**6** The Skull is then placed in front of the player who *did not* take the **BODY PART**. That player then draws two cards from the **DIGGING** deck into their hand. That player then chooses one card from their hand and passes it to their opponent.

**7** A player wins as soon as they have a head, two arms, two legs and two organs.

## Flipping

**BODY PARTS** all have some ability that is activated by *flipping*.

When you flip a card as part of your turn, rotate the card 180° and do what the card says. If one of your cards is flipped by an opponent's action, the card is rotated but the action on the card does not take effect.

A flipped card remains part of your Zombie but its ability cannot be used again. If replaced by another card, that new card comes in unflipped and ready to use.

## A Completed Zombie

A Zombie cannot have more than one head, two arms, two legs and two organs.

If a player takes an extra **BODY PART**, he must decide which to discard. For example if a player has a Heart and Lungs and wins the Spleen, he must discard either the Heart, Lungs or the new Spleen.

## The Down Card

At the start of the game, each player takes a single **BODY PART** to keep face down. This card is not revealed until the player decides to reveal it.

You can reveal the Down Card either when you gain a new **BODY PART** or when you have the Skull and you are flipping a card. When you reveal your Down Card, you immediately play it as part of your Zombie. You need to ensure that you have no more than one head, two arms, two legs and two organs. If you are revealing the card while you have the Skull during the flipping part of the turn, you may flip and use this card if you wish.

This card does NOT affect the play in any way until it is revealed. For example, if the Down Card is a Head, the player may take and use a different Head card until this card is revealed.

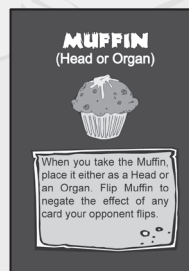
## Winning

The first player to have a complete Zombie with a head, two arms, two legs and two organs wins. Zombies are not self conscious, so having two left or right arms or legs is okay.

## The Muffin

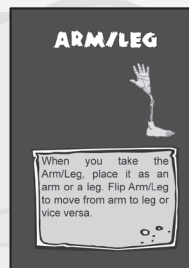
The Muffin card is a very special **BODY PART**. When it is being dug up it is an Organ. When it is taken and placed on a body, choose whether to play it as either a Head or Organ. Cards that affect a Head affect it when played as a Head; cards that affect Organs affect it when it's played as an Organ.

The Muffin is also unusual in that it can be used as a reaction to your opponent flipping a card; that is, you don't need the Skull in order to use it. When your opponent flips a card, flip the Muffin to prevent that result from happening. Both your Muffin and the opponent's **BODY PART** stay flipped. He keeps the Skull and may then flip a different **BODY PART**.



## The Leg / Arm and Arm / Leg

Another handy (so to speak) **BODY PART** is the combined leg and arm. When placed onto your Zombie, choose if it's to be a leg or an arm. It can be flipped during the flipping round to move it to another from leg to arm or vice-versa.



## Organs versus non-Organs

Cards which affect Organs can affect any card with the word "Organ" below the title. Legs, Arms and Heads are not Organs.

## Special **DIGGING** cards

The zero, one and two value **DIGGING** cards are special.

When the zero is played as your **DIGGING** card, move the Skull in front of you as soon as the card is revealed.

When the one and two are played as your **DIGGING** card they are worth six if used to dig up the appropriate kind of **BODY PART**.

Any other time these cards are used they're worth their face value.

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