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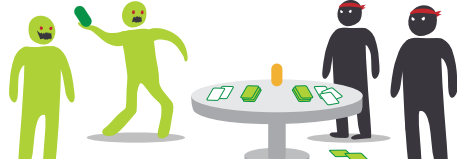
This isn't a regular card game—it involves throwing squishy burritos at your friends and family. So make some space, remove the glasses, and clear the food and breakables... Things are about to get wild.

WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

WHAT IS THIS?

In Zombie Burrito, each team has a simple goal: win the battle by pelting their opponents with squishy Burritos.



Each round, you'll pass cards around the table trying to collect Sets as quickly as you can. Some of these Sets trigger battles, while others give you advantages to help your team win the next battle.

The first team to win three battles wins the game!

SETUP

DIVIDING INTO TEAMS: ZOMBIES VS. SURVIVORS



Grab as many Team Markers as there are players, and make sure you have the same number of Zombie and Survivor Team Markers. If there's an odd number of players, grab 1 extra Zombie Team Marker. Put any unused Team Markers on the table for now.

Shuffle the Team Markers face down and deal 1 to each player. Then, all players reveal their Team Markers to show which team they are on.

Now that every player knows what team they are on, collect all the Team Markers (even the unused ones) so that you have a stack of 6. You'll use these later in the game.

SETTING UP THE TABLE

- 1 Sit next to the other players on your team around the table.
- 2 Put the stack of **6 Team Markers** **face down** on the table. You'll use these later to keep score.
- 3 Shuffle all the cards and deal two piles of 15 **face down** in the middle of the table. These are the **Community Piles**. (Leave some room for a **Community Discard Pile** as well.)

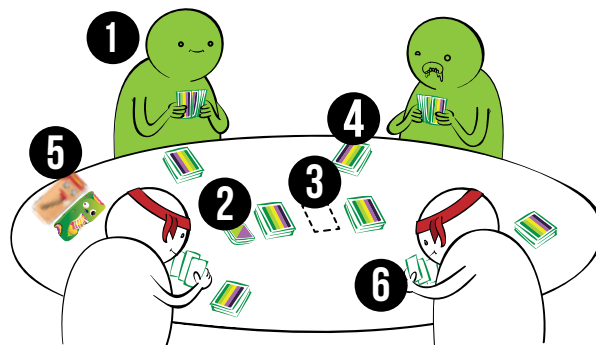


- 4 Split all the remaining cards evenly between the players, and put them to the right of each player — this is your **Personal Draw Pile**. (Don't bother counting cards exactly — anything close to even is fine.)

- 5 Place the **2 Burritos** anywhere on the table.



- 6 Each player draws the top 5 cards from their Personal Draw Pile into their hand. You can look at your cards, but keep them secret. Leave the rest of your Personal Draw Pile face down on your right.

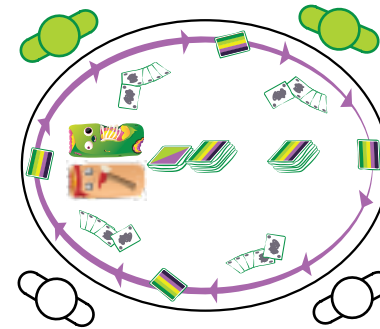


GAMEPLAY

To begin the game, pick someone to count down "**3.. 2.. 1.. Zombie Burrito!**"

Then, try to get **3 matching cards** in your hand as quickly as you can by discarding cards from your hand (one at a time) and drawing new ones from your Personal Draw Pile. When you get a Set of 3 matching cards (or if you started with a Set), put them face up in front of you, and draw 3 more cards from your Personal Draw Pile. You can **NEVER** have more than **5 cards** in your hand, so always discard before you draw.

THERE ARE NO TURNS!



All players will draw and discard at the same time. Draw cards from your Personal Draw Pile on your right and discard cards face down onto the Personal Draw Pile of the player to your left so that the cards are constantly moving around the table.

WHAT A MESS!

Your Personal Draw Pile is going to get very messy as the player next to you discards their cards onto it. Don't worry — just grab whatever you can and keep going!

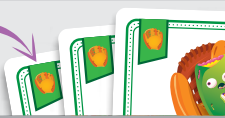


If you run out of cards in your Personal Draw Pile, you can draw from either of the Community Piles, but you must resume drawing from your Personal Draw Pile once it has cards again.

SETS OF CARDS

If you get a Set of **3 MATCHING CARDS**, place them face up in front of you.

Matching cards all have the same icon.



They will help your team in the next battle, or they might start a battle immediately.

THERE ARE 3 TYPES OF CARDS

The rules for each card is printed on the card.

SURVIVOR ADVANTAGES



When played by the Survivors, they get an advantage in the next battle. When played by the Zombies, they remove advantages from the Survivors. Play these immediately, but don't stop passing cards!

ZOMBIE ADVANTAGES



When played by the Zombies, they get an advantage in the next battle. When played by the Survivors, they remove advantages from the Zombies. Play these immediately, but don't stop passing cards!

BATTLE CARDS



Immediately starts a battle. All players must stop passing cards.

You don't need to play a Set of 3 battle cards the moment you collect them. You can keep them in your hand until your team is ready to fight, but they'll be taking up 3 valuable slots in your hand while you wait!

You're allowed to talk to your team about what cards you have or what you're trying to collect.

BATTLES



When you place **3 MATCHING BATTLE CARDS** in front of you, yell “Battle!” All players must immediately stop passing cards and put their hand of cards face down on the table.

If you accidentally yell “Battle!” without having 3 MATCHING BATTLE CARDS, your team automatically loses the battle.

SETTING UP THE BATTLE

Starting with the **Zombie Team**, look at each team member’s completed Sets of cards face up in front of them. (Remember: 3 cards in each Set — incomplete Sets do not count!)



ZOMBIE ADVANTAGE SETS
The **Zombie Team** gets to use these during the battle. Make sure your team understands how to use them. If you have any duplicate Sets, the Advantage only applies once.

SURVIVOR ADVANTAGE SETS
Put aside any Survivor Advantage Sets that you collected. We’ll use them in a moment.

Now the **Survivor Team** does the same. (Make sure you all know how to use your completed Survivor Advantage Sets and put the Zombie Advantages Sets aside.)

Now let’s go back to the **Zombie Team**. You can’t use your completed Survivor Advantage Sets. So, for each complete Survivor Advantage Set you collected, you get to remove 1 of the Survivor Team’s completed Survivor Advantage Sets (now they don’t get to use it in the battle).

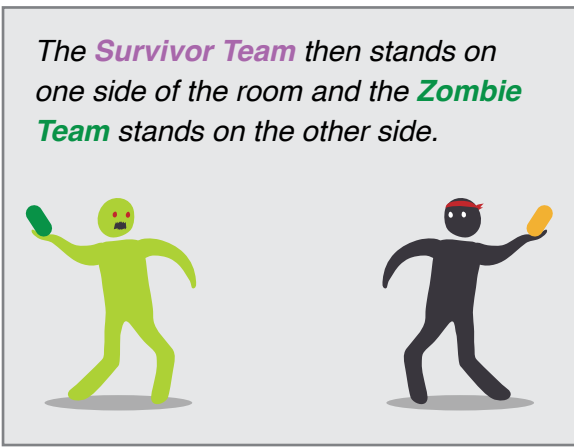


Next, put both Survivor Advantage Sets (your Set and their Set) in the Discard Pile. You get to do this once for every completed Survivor Advantage Set your team collected.

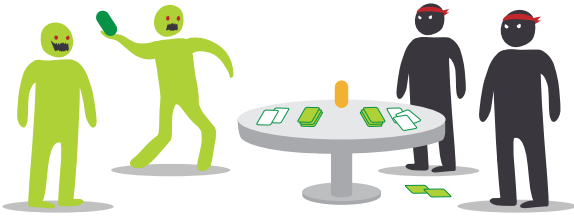
Then, the **Survivor Team gets to do the same** with the Zombie Advantage Sets they collected.



If a team has multiple Sets of the same advantage, and one of them is discarded, they can still use the advantage because only 1 Set was discarded.



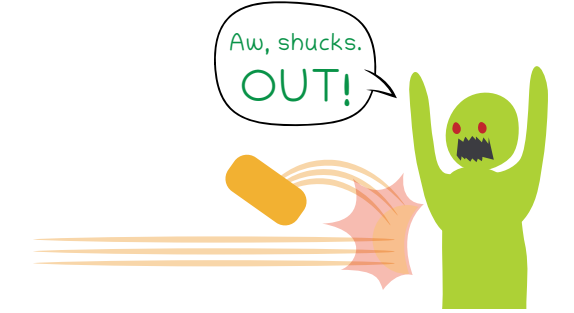
Whichever player declared the battle gets to start the battle with their team’s Burrito in their hand. The other Burrito will start on the table.



THE BATTLE

The player who declared the battle will shout “3.. 2.. 1.. **Battle!**” to start the battle. The goal is to hit players on the other team with your team’s Burrito.

If you get hit with the other team’s Burrito, you’re out of the battle. Raise both hands into the air, say “Out!” and move to the side of the room.



If a Burrito hits you first and then bounces onto the floor or an object, you’re still out!

YOU CAN

- ✓ Pick up and throw your team’s Burrito as many times as you’d like.
- ✓ Dodge and duck.



- ✓ Use a Burrito as a shield to deflect a Burrito thrown at you.
- ✓ Get hit with your own team’s Burrito without being eliminated.



- ✓ Catch a Burrito thrown at you before it hits anything else — this automatically eliminates the player who threw the Burrito!

YOU CAN’T

- ✗ Intentionally touch the other team’s Burrito (except when trying to catch one thrown at you).



- ✗ Block another player from picking up their team’s Burrito.
- ✗ Cheat. If it feels like cheating, it’s cheating!

ENDING A BATTLE

A battle ends when all the players on one team are out. The team with any players remaining wins the battle.

Flip over one of the winning team’s Team Markers to mark the victory.

Collect all **face up** Sets of cards in front of each player and put them in the Discard Pile.

Finally, return the Burritos to the table and grab your hand of cards. The player who triggered the battle counts “3.. 2.. 1.. **Zombie Burrito!**” to resume playing.

TIES IN BATTLE

If the final 2 players in a battle hit each other at the same time with Burritos, those 2 players alone must restart the battle, each armed with their team’s Burrito and start on opposite sides of the room. All advantages used in the battle still apply.

WINNING

When either team flips over their third Team Marker, their team wins the game!



THAT’S IT! GO PLAY!