

GRAVEYARD SHIFT

A GAME OF DEEP PLOTS

SETUP

1. SHUFFLE THE DECK AND LAY OUT A GRID OF 9 CARDS FACE DOWN, THREE ROWS AND 3 COLUMNS.
2. DEAL 5 CARDS TO EACH PLAYER.
3. OLDEST PLAYER (THE ONE CLOSEST TO THE GRAVE) GOES FIRST.
4. PLAYERS MAY START BY FLIPPING OVER A SINGLE CARD ON THE BOARD.



STARTING BOARD

PLAYING THE GAME

THE CARDS IN YOUR HAND ARE GRAVES, MARKED WITH EITHER A **DIRECTION**, A **SHOVEL**, OR A **ZOMBIE**. SOME CARDS MAY HAVE MORE THAN ONE TYPE.

ON YOUR TURN PLAY A CARD FACE UP FROM YOUR HAND INTO ANY ROW OR COLUMN. CARDS ADDED TO PLAY MUST COME INTO THE GRAVEYARD AS DIRECTED BY THE ARROW ON THE GRAVESTONE. THIS WILL PUSH A CARD OUT OF THE GRAVEYARD, WHICH YOU THEN ADD TO YOUR HAND.



PLACE YOUR CARD

AND SHIFT IT IN!

THE GOAL, IS TO MAKE A ROW OR COLUMN OF THREE TOMBSTONES WITH MATCHING COLORS. ONCE YOU MAKE A MATCH, PICK UP THOSE CARDS AND DISCARD THEM. **YOU GET ONE POINT.**

THEN DRAW THREE CARDS FROM THE DRAW DECK AND PLACE THEM ON THE BOARD, FACE DOWN, IN THE EMPTY SPACES.

TYPES OF CARDS

DIRECTIONS

MOST OF THE TOMBSTONES HAVE HELPFUL HANDS POINTING THE WAY THE TILE MAY MOVE.



SHOVELS

A SHOVEL CARD CAN REPLACE ANY TOMBSTONE WITHOUT SLIDING. LAY DOWN THE SHOVEL CARD AND ADD THE ONE IT'S REPLACING TO YOUR HAND.



ZOMBIES

ZOMBIES ARE TRICKY THINGS. YOU CAN'T PLAY A ZOMBIE FROM YOUR HAND, IT JUST SITS THERE. GETTING A ZOMBIE CARD MAKES IT HARDER FOR YOU TO MAKE WINNING PLAYS AND MEANS YOU NEED TO BE THAT MUCH MORE CLEVER TO MAKE YOUR MATCHES.



WINNING THE GAME

A PLAYER WINS THE GAME IF THEY HAVE EITHER:

5 POINTS (5 SETS OF 3 MATCHING TOMBSTONES)

OR

5 ZOMBIE CARDS IN THEIR HAND (DEAD MAN'S HAND)

WINNERS MAY EXACT ANY SORT OF TRIBUTE FROM THE REST OF THE PLAYERS THAT SEEMS REASONABLE. UP TO AND INCLUDING FRESH DRINKS, SNACKS, OR BRAINS.

TIPS

NOT EVERY CARD IS A GOOD MOVE, AND NOT EVERY MOVE HAS TO GET YOU THREE IN A ROW. SOMETIMES YOUR BEST MOVE IS TO NOT MAKE IT EASY FOR THE OTHER PLAYERS.

