



Unbeknownst to most living humans, zombies enjoy the competitive atmosphere of racing.

Frequently shown in movies as masses of undead seeking nourishment, these zombies actually depict a group participating in a no-holds-barred zombie marathon. At other times, it's just another example of humans intruding in the private sporting event at a local graveyard - just a couple of zombies trying to improve themselves by reaching the ghouline. After all, what self-respecting zombie doesn't dream of becoming a ghoul?

Zombie Rally depicts zombies at their competitive best.

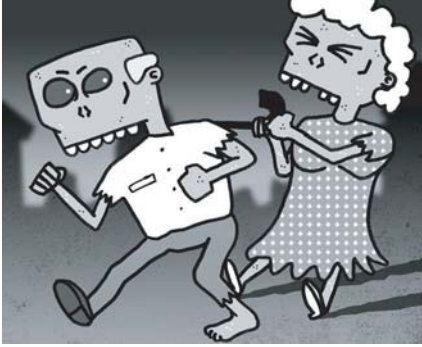
Zombie Rally is a non-collectible card game of zombie foot racing for two to six players ages 10 and up. It includes 54 cards and instructions. You will probably need a pen or pencil and some sort of scrap paper to keep score. Games can last from 15 minutes to an hour, depending on players.



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HOLD

R 1

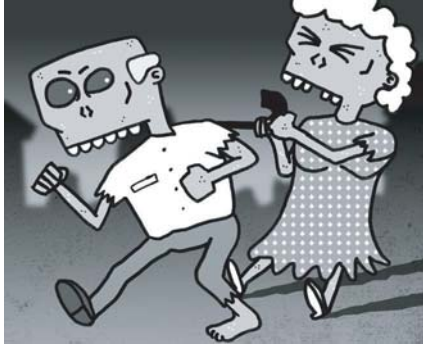


Player's zombie grabs target zombie (see instructions for resolving). Target may avoid by playing Dodge card.

W Y H Y C Y D Y MUST HAVE ARM

HOLD

R 1



Player's zombie grabs target zombie (see instructions for resolving). Target may avoid by playing Dodge card.

W Y H Y C Y D Y MUST HAVE ARM

CARTWHEEL OF CARNAGE



Zombie moves forward 3 steps and removes limb of choice off of all other zombies it passes. Card has no effect on zombies next to player's zombie when this card was played.

W Y H N C N D N MUST HAVE ALL LIMBS

DIVE

R 2



Allows zombie to dive at another zombie within 2 steps and remove a limb of player's choice. Zombie lands 1 step further in direction of dive. Zombie loses its next turn.

W Y H Y C Y D Y

DIVE

R 2



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W Y H Y C Y D Y

DRAIN-A-BRAIN



Player's zombie comes upon a hapless human. As a result of draining the person's brain, the zombie is allowed double the movement mode of a Step card played along with this card.

W Y H Y C Y D Y MUST HAVE ARM

TRIP-N-MOVE

R 0



Trip another zombie, causing it to fall down and lose one turn. Then the player's zombie may move one step. The target may avoid this by playing the Dodge card.

W Y H Y C Y D Y

TRIP-N-MOVE

R 0

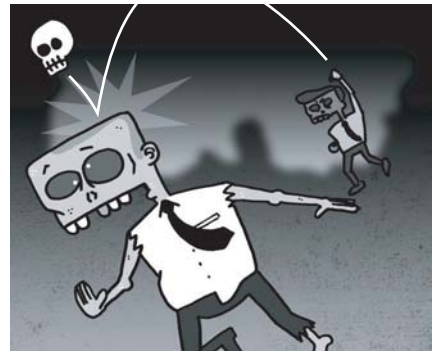


Trip another zombie, causing it to fall down and lose one turn. Then the player's zombie may move one step. The target may avoid this by playing the Dodge card.

W Y H Y C Y D Y

LOB-A-SKULL

R 4



Zombie has found a skull and lobs it at another zombie. Target is knocked down and loses next turn. If played with a Hit or Kick card, then target also loses the appropriate limb.

W Y H Y C Y D Y MUST HAVE ARM