

# ZOMBIE IN MY POCKET

**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:*

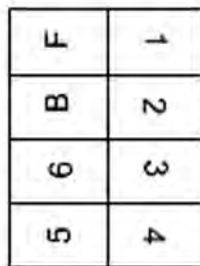
Jeremiah Lee  
dadidea@gmail.com

*Graphic Design and Layout:*

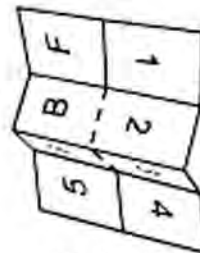
Kwanchai Moriya  
kwanchaimoriya@gmail.com

## Folding Instructions

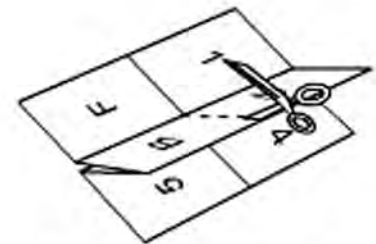
Note: All folds should be to the lines printed on the paper, and not to the actual edges of the page.



1. Start with front page at top left

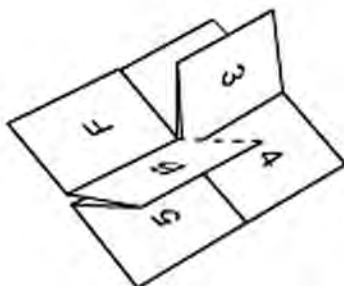


2. Fold in halves

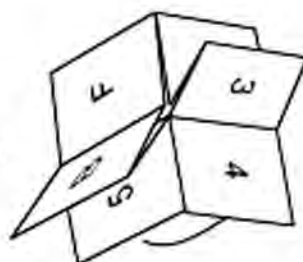


3. Cut at dotted line in center

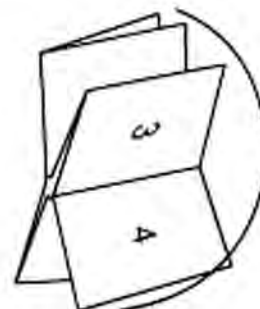
4. Fold to opposite ends.



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 Temple**, 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.

### 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.

All zombies collapse and you've won!

### Winning the Game

- You win the game by:
- being alive after burying the zombie totem in the Graveyard.
  - 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).

### 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).

### 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.

### 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

### 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.

You can never lose more than 4 Health points in one battle. You can never gain Health points in combat.

**(# of Zombies) - (Attack score) = Damage Received**

# IN MY POCKET

By Jeremiah Lee  
Graphic Design by Kwanchai Moriya



A QUICK SOLITAIRE

GAME THAT FITS

IN YOUR POCKET!

**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

