

amc THE
WALKING DEAD
CARD GAME



RULEBOOK

HERO MODE

Number of players: 2 – 6

Length of game: 10 – 30 minutes

Cards Used

- 104 Walker Cards (numbered 1–104)

These cards are worth 1–7 points each



- 6 Hero Cards



Object

Kill as many points worth of Walker cards as possible by collecting cards from rows on the table.

Setup

Shuffle the deck of Walker cards and deal a hand of 15 cards to each player face down. Turn 4 Walker cards from the remaining Walker deck face up and place them into 4 rows (see below). The rest of the Walker deck will not be used this game. Each player chooses one Hero card and adds it to his or her hand for a total of 16 cards per player.



Card Placement

Rule #1: Cards must be placed such that the card placed is a higher numerical value than the rightmost (last) card currently in that row. In other words, place your card to the right of the card that it's closest in numerical value to, but your card must also be higher than the card on its left. If your card is not higher than any of the rightmost cards in each row, consult Rule #2.



Game Play

The game is played in rounds. In a round, each player selects 1 or 2 cards from his or her hand and places those card(s) **face down** on the table to signify he or she is ready. If 2 cards are selected, they may be either 2 Walker cards or a Walker card paired with a Hero card. After all players are ready, the cards are simultaneously revealed. Cards are then placed in order, from lowest numerical value to highest, into the rows on the table (see **Card Placement**). After all the revealed cards have been placed, another round begins.

Rule #2: If a card is played that is **lower** than the rightmost card of all existing rows, it is placed in the row with the card of the highest numerical value (to the right of that card). In the example **below**, the 16 you are playing is not higher than the 33, 37, 43, or 90. Therefore, it is placed to the right of the card with the highest numerical value... the 90.



Scoring

Each row may not have more than 5 cards at any time. When a card must be placed in a row already containing 5 cards, it is time to kill Walkers. The player placing takes the row of 5 Walker cards into his or her score pile, and the card he or she was placing becomes the new starting card for that row.



SCORE!



After scoring, the player takes the row of 5 Walker cards, places them in his or her score pile, and moves the newly placed card all the way to the left to restart the row. (In this case, 29 moves where 90 was.)

Hero Cards

Hero cards may only be played in conjunction with a Walker card. A Hero card allows the paired Walker card to be placed first, regardless of its number. If multiple Hero/Walker pairs are selected, the paired Walkers will be placed in numerical value order before non-paired Walkers. Hero cards are discarded after use.



SURVIVAL MODE

Number of players: 3 – 10

Length of game: 10 – 30 minutes

Cards Used

- 104 Walker Cards (numbered 1–104)
These cards are worth 1–7 points each

Object

Survive the Walker onslaught by **not** collecting Walker cards from the rows on the table.

Setup

Shuffle the deck of Walker cards and deal 10 cards to each player **face down**. Turn 4 Walker cards from the remaining Walker deck face up and place them into 4 rows. The Hero cards and the rest of the Walker deck are not used.



Game End

Single-Hand Game: When a player runs out of cards in hand, he or she sits out for the remaining rounds of the game (if any). Play continues until all players are out of cards. When all players are out of cards, each player counts the number of Bullets on the Walkers in his or her score pile. The player with the most Bullet points is the winner!

Match Play: For a longer game session, play three hands. At the end of each hand, write down each player's score on a piece of paper. After three hands, the player with the highest total score wins the match.

Game Play

The game is played in rounds. In a round, each player selects 1 card from his or her hand and places the card **face down** on the table to signify he or she is ready. After all players are ready, the cards are simultaneously revealed. Cards are then placed in order, from lowest numerical value to highest, into the rows on the table (see **Card Placement**). After all the revealed cards have been placed, another round begins.

Card Placement

Rule #1: Cards must be placed such that the card placed is a higher numerical value than the rightmost (last) card currently in that row. In other words, place your card to the right of the card that it's closest in numerical value to, but your card must also be higher than the card on its left. If your card is not higher than any of the rightmost cards in each row, consult Rule #2.

Rule #2: If a player plays a card that is **lower** than all cards at the rightmost (last) card of existing rows, then that player must take a row of Walker cards of his or her choice. The row with the fewest Walker points is usually the best choice, but not always. The card played becomes the new starting card for that row.

Play



Each row may not have more than 5 cards at any time. When a card must be placed in a row already containing 5 cards, you are swarmed by the Walkers in that row. The player placing the card takes the row of 5 Walker cards into his or her score pile, and the card he or she was placing becomes the new starting card for that row.



SCORE



Play

SCORE ONE ROW



Play



If you choose to score the 101, the 20 slides into its place.

Game End

Single Hand Game: The hand ends when all 10 cards have been played. Players count the number of Bullets on the Walkers in their score piles (if any). The player with the fewest points is the sole survivor and wins the game!

Match Play: For a longer game session, play three hands. At the end of each hand, write down each player's score on a piece of paper. After three hands, the player with the lowest total score wins the match.

Credits

Game Design: Wolfgang Kramer

Rules and Game Development: Steve Ellis

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Special Thanks: Wolfgang Kramer from Steve Ellis and Silicon Forest Games

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