

BIO F.A.Q.

(Last updated 6/6/2022)

Q: How do I know which stack to play cards on?

A: You only ever play cards on the most recently started stack. Once all Chase stacks have been killed the Main Discard Pile once again becomes the place to play your cards.

Q: What is the maximum hand size?

A: There isn't one. If you are supposed to draw cards, you do so regardless of how many cards you currently control.

Q: How many Zombies can be in play at one time?

A: There is no limit to the number of Zombies (Chase stacks) that can be in play at one time.

Q: When do I choose the color?

A: The only time a player chooses a color is when THEY kill the LAST Zombie/Chase stack. As long as any Zombies/ Chase stacks remain in play, the active color will always be that of the top card of the newest remaining Zombie/Chase stack. If after killing a Zombie/Chase stack there are no more remaining in play and the main discard pile once again

becomes the Active stack, only then does that player get to choose the color of the next card to be played.

Q: When I get BIT, can I put a Wild Zombie from my hand into play?

A: No. The Wild Zombies that come into play as a result of being BIT always come from under a player's Brain cards.

Q: When I use multiple weapon cards at the same time to KILL a Chase stack, is the color of those cards important?

A: No. If you have enough of a weapon card to play as a KILL card, regardless of how many cards you play (2 rifles, 3 pistols, 4 knives) they are considered to be a single KILL card and share its abilities. This means they are also considered to be all colors at once. (Example: This means you could play a red pistol, blue pistol, and yellow pistol, to KILL a green zombie.)

Q: What if the last card in my hand is a Zombie, and the process of becoming a Zombie player causes me to put my last card into play as a Chase stack? Do I win?

A: You ran out of cards didn't you? Congratulations, you're the winner!

Q: How do I tell if I got HIT, or if I got BIT?

A: Did the Chase stack have a Zombie?

Yes- You were BIT.

No- You were HIT.

However, when you are BIT you are also considered to have been HIT. So any effects that activate as a result of being BIT also trigger any effects that activate as a result of being HIT.

INDIVIDUAL CARDS

BRAIN

- Each player will have a Left Brain card and a Right Brain card
- These cards represent your life.
- When a player is BIT for the first time, they will flip their Left Brain card (Reads: "Human") so that it now reads "Living"
- When a player is BIT for a second time, they will flip their Right Brain card so that it reads, "Dead". (This turns them into a Zombie player.

PISTOL

- During the Sneak phase you may only ever play 1 of this card.
- Playing 3 pistol cards (of any color) at the same time counts as playing a KILL card.
- A single Pistol can never be played in the Chase phase. You can only play Pistol cards in the Chase phase if you are playing enough to trigger their KILL card ability.

RIFLE

- During the Sneak phase you may only ever play 1 of this card.
- Playing 2 Rifle cards (of any color) at the same time counts as playing a KILL card.
- A single Rifle can never be played in the Chase phase. You can only play Rifle cards in the Chase phase if you are playing enough to trigger their KILL card ability.

KNIFE

- During the Sneak phase you may only ever play 1 of this card.
- Playing 4 Knife cards (of any color) at the same time counts as playing a KILL card.
- A single Knife can never be played in the Chase phase. You can only play Knife cards in the Chase phase if you are playing enough to trigger their KILL card ability.

RUN

- Playing this card skips the next player.

- This card can be played in the Sneak phase without triggering a Chase.

PUSH

- Playing this card reverses the turn order.
- This card can be played in the Sneak phase without triggering a Chase.

HIDE

- Playing this card means your turn is over and turn order moves to the next player.
- This card can be played in the Sneak phase without triggering a Chase.

KILL

- This card is all colors at once. (Can be played on any Color)
- This card can only ever be played in the Chase phase.
- This card Kills a Chase stack. (Negates the effects of all Draw cards and Zombies in that stack and places the stack on top of the Main Discard Pile before placing itself on top.)
- If this card is used to Kill the last Chase stack in play, then the player that used it may choose the next color to be played.

STOCK UP

- If there is not currently a Chase stack in play, playing any of these cards will start a new Chase stack.
- These cards have no immediate effects. But, if this card is in a stack that Hits/ Bites a player, they must add the Draw totals of ALL Stock Up cards in that stack and Draw that many cards.

- All Stock up Draw 2 and Stock Up Draw 4 cards are considered to be the same card for matching purposes. (You may play Stock up Draw 2's on top of Stock up Draw 4's and Stock up Draw 4's on top of Stock up Draw 2's.)

ZOMBIE

- If there is not currently a Chase stack in play, playing any of these cards will start a new Chase stack.
- If there is a Chase stack in play, and it does not have any Zombie cards in it, this card goes on top of that stack.
- -If there is a Chase stack in play, and it does have a Zombie in it, this card starts a NEW Chase stack.
- These cards have no immediate effects. But, if this card is in a stack that a player cannot play a card on, they are BIT.
- If a ZOMBIE player is BIT by this card, then this card makes them draw an additional 2 cards. (For a Zombie player, this card is considered to read DRAW 2. Human players are unaffected by this.)
- Zombie, Zombie Draw 4, and Wild Zombies are all considered the same card for matching purposes.

ZOMBIE DRAW 4

- If there is not currently a Chase stack in play, playing any of these cards will start a new Chase stack.
- If there is a Chase stack in play, and it does not have any Zombie cards in it, this card goes on top of that stack.
- -If there is a Chase stack in play, and it does have a Zombie in it, this card starts a NEW Chase stack.
- These cards have no immediate effects. But, if this card is in a stack that a player cannot play a card on, they are BIT.

- If a ZOMBIE player is BIT by this card, then this card makes them draw an additional 2 cards. (For a Zombie player, this card is considered to read DRAW 6. Human players are unaffected by this.)
- Zombie, Zombie Draw 4, and Wild Zombies are all considered the same card for matching purposes.

WILD ZOMBIE

- If there is not currently a Chase stack in play, playing any of these cards will start a new Chase stack.
- If there is a Chase stack in play, and it does not have any Zombie cards in it, this card goes on top of that stack.
- -If there is a Chase stack in play, and it does have a Zombie in it, this card starts a NEW Chase stack.
- This card is all colors at once. (Can be played on any color)
- These cards have no immediate effects. But, if this card is in a stack that a player cannot play a card on, they are BIT.
- If a ZOMBIE player is BIT by this card, then this card makes them draw an additional 2 cards. (For a Zombie player, this card is considered to read DRAW 2. Human players are unaffected by this.)
- Zombie, Zombie Draw 4, and Wild Zombies are all considered the same card for matching purposes.
- When a human player is BIT the first time, they will place this card on top of the stack that BIT them, and then place that stack on top of the Main Discard Pile.
- When a human player is BIT a second time, they will place this card as the last (newest) Chase stack. This is done after they put any other stacks into play as a result of being BIT a second time and becoming a Zombie. If no new Chase stacks are created as a result of them becoming a Zombie, then this card is placed as a NEW Chase stack.

