

ZomadicShift

COMPONENTS

52 cards as follows:

- 12 Player Cards
- 12 Player Match Cards
- 24 Action Cards
- 4 Wild cards
- Instruction Cards

OBJECTIVE OF GAME

Be the last player holding one or more cards.

SETUP

Before playing the game, divide the deck into two separate piles as follows:

1. PLAYER CARDS

Place the labeled cards-*red, blue, yellow, lilac, pink, purple, light blue, orange, lime, teal, gold and green* in a pile. Total of 12 player cards and place in center. These cards are dealt to players at start of game.

2. ACTION CARD DECK

Place the remaining cards *player match cards, wild cards, give cards, take cards, right or left cards and right or left x2 cards* in a pile. Total of 40 cards and place in center. Players draw from this deck.

GAME PLAY

- Play ages 11 to adults and 2 to 6 players. Can play up to 12 players.
- Players decide who will be the dealer. The game begins playing clockwise. Only players with a hand can draw.
- All players remain in the game until the end.
- Shuffle the 12 player cards and the 40-action card deck separately.
- Each player is dealt an equal number of player cards. The dealer will place remaining unused player card(s) and match player card(s) in a separate pile face down.
- The first player turns over the top card from the action card deck to begin a pile for discarded action cards.
- Each player will draw a card from the action card deck and place it on top of the discarded action card pile.
- Player cards matched are placed in a separate discarded player card pile.
- Keep the two piles separate during the game to make it easier for replay.

WILD CARD drawn; place the card faced down in front of the player.

- A wild card is used to remove one card from any player during play.
- Play wild card to continue playing if last card is removed from hand or to eliminate a player from game.
- Wild card stays with player until used.

- Player cannot use two or more wild cards at the same time.
- Place wild card in discarded action card pile after use.

PLAYER MATCH CARD

drawn; the player removes matching color card from their hand and place in discarded player card pile.

- If the player's last card is matched and does not have a wild card, the player's hand is over.
- If a player has a wild card, place wild card in the discarded action card pile and draw one card from any player to continue playing.

GIVE CARD drawn; the player is required to give one card to another player on their right or left as directed on card.

- If the player does not have any cards, the player can resume playing due to receiving a card.

- If a player gives their last card and does not have a wild card, the player's hand is over.
- If a player has a wild card, place wild card in discarded action card pile and draw one card from any player to continue playing.

TAKE CARD drawn; the player takes one card from another player on their right or left as directed on card.

- If the player does not have a card, then the drawing player will skip to another player until one card can be taken from a player as card directed.
- If a player last card is taken and does not have a wild card, the player's hand is over.
- If a player has a wild card, place wild card in discarded action card pile and draw one card from any player to continue playing.

RIGHT or LEFT CARD

drawn; all players pass the card(s) one-time to the right or left as card directed.

RIGHT or LEFT CARD x2

drawn; all players pass the card(s) two-times to the right or left as card directed.

Game Play continues until only one player has one or more cards left.

END OF GAME

The winner is the last player holding one or more cards.