

5+

# ZOMBIE GOTCHA!

## RULES

PLEASE KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE  
AS THEY CONTAIN IMPORTANT INFORMATION.

### CONTENTS:

- 1 SET OF ZOMBIE HANDS • 57 KEY CARDS
- 24 DOOR CARDS

### OBJECT OF THE GAME

YOU ARE ALL TRAPPED IN A HOUSE WITH A ZOMBIE!  
COLLECT MATCHING SETS OF KEYS TO UNLOCK  
YOUR DOORS. IF THE ZOMBIE GETS YOU, IT THROWS  
YOU BEHIND ANOTHER LOCKED DOOR. THE FIRST  
PLAYER TO UNLOCK ALL THEIR DOORS WINS!

### HERE ARE THE DIFFERENT TYPES OF CARDS

RED

BLUE

PURPLE

YELLOW

WILD

KEYS



SCARED KEYS



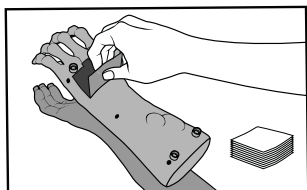
DOORS



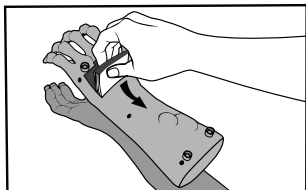
## SET UP

### LOADING ZOMBIE CARD STASH

SEPARATE ALL KEY CARDS (INCLUDING SCARED KEY CARDS) FROM THE DOOR CARDS. SHUFFLE THE KEY CARDS AND KEEP ABOUT HALF OF THEM TO LOAD INTO THE ZOMBIE HANDS.



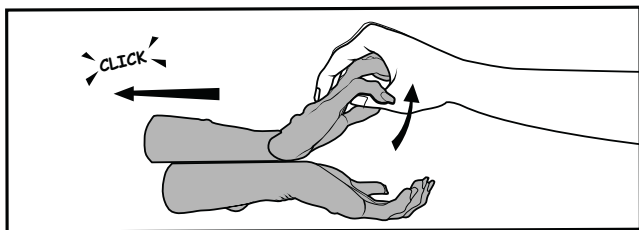
TURN THE HANDS OVER.  
REMOVE THE CARD COVER  
BY PRESSING THE TAB IN.



SLIDE DOWN THE INNER COVER  
AND PLACE THE CARDS INSIDE  
WITH THE FRONT OF THE CARDS  
(KEY SIDE) FACING YOU.

THIS WILL BE THE ZOMBIE STASH. REPLACE THE COVER AND TURN THE ZOMBIE HANDS BACK OVER.

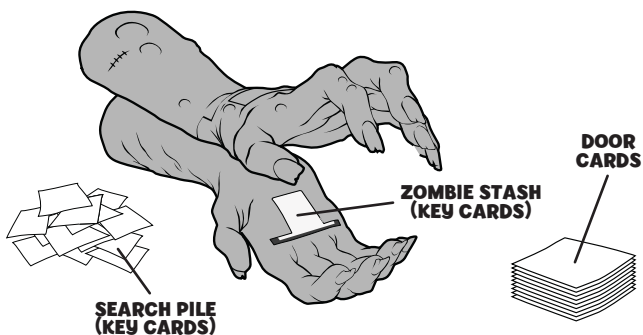
### SETTING UP ZOMBIE HANDS



LIFT UP TOP HAND AND SLIDE THE ARM BACK  
UNTIL IT "CLICKS".

PLACE THE OTHER HALF OF THE KEY CARDS FACE-DOWN  
IN A MESSY PILE CALLED THE SEARCH PILE.

SHUFFLE THE DOOR CARDS AND GIVE EACH PLAYER  
3 OF THEM TO PLACE FACE-UP IN A STACK IN FRONT  
OF THEM. THESE ARE THE LOCKED DOORS. PLAYERS  
WILL UNLOCK THE DOORS IN ORDER FROM THE TOP  
DOWN. PLACE THE REST OF THE DOOR CARDS IN A  
NEAT PILE FACE-DOWN ON THE TABLE TO CREATE  
THE DOOR DRAW PILE.



## **TURN ORDER\***

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### **DRAW**

TAKE 1 CARD FROM THE SEARCH PILE

**- OR -**

TAKE 2 CARDS FROM THE ZOMBIE STASH

IF YOU GET A SCARED KEY, PULL  
1 EXTRA CARD FROM THE ZOMBIE STASH.

### **UNLOCK**

UNLOCK AS MANY DOORS AS YOU CAN  
WITH MATCHING PAIRS OF KEYS.

### **DISCARD**

AT THE END OF YOUR TURN, DISCARD  
UNTIL YOU ONLY HAVE 3 KEY CARDS.

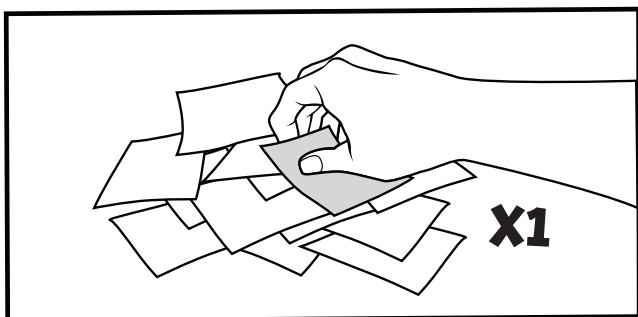
**\*MORE ON THESE LATER**

# LET'S PLAY

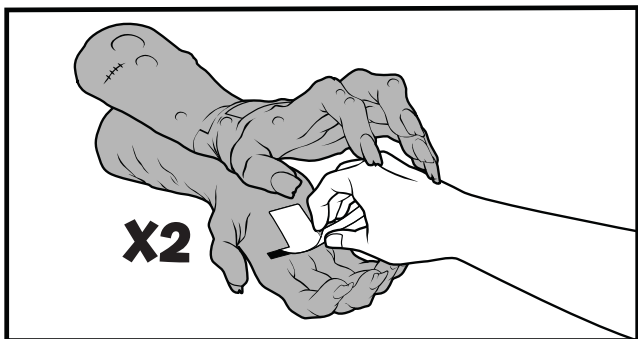
UNLOCK YOUR DOORS IN ORDER BY MATCHING 2 KEY CARDS IN THE SAME COLOR. YOUNGEST PLAYER GOES FIRST. EACH TURN HAS THREE PHASES: DRAW, UNLOCK & DISCARD:

## DRAW

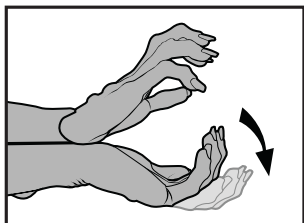
TO START YOUR TURN, YOU MUST TAKE ONE OF THESE ACTIONS:



DRAW 1 CARD FROM THE SEARCH PILE  
- OR -



SNEAK 2 CARDS FROM THE ZOMBIE STASH.



NOTE: YOU MUST PUSH THE  
BOTTOM HAND OPEN WHEN  
GETTING EACH CARD.





IF THE ZOMBIE EVER GRABS YOU, ANOTHER DOOR LOCKS. DRAW A DOOR CARD FROM THE DOOR DRAW PILE AND PLACE IT FACE-UP ON TOP OF YOUR LOCKED DOORS. YOU'LL NEED TO UNLOCK THIS NEW DOOR FIRST. SINCE THE ZOMBIE CAUGHT YOU STEALING, YOU **DO NOT GET TO KEEP** THE CARDS YOU WERE SNEAKING FROM THE ZOMBIE STASH. PUT ANY CARDS JUST DRAWN INTO THE SEARCH PILE AND MIX IT UP. RESET THE ZOMBIE'S HAND AFTER EACH TIME IT GRABS.

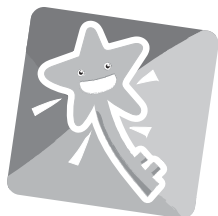


### **SCARED KEY CARDS**

IF YOU EVER DRAW A SCARED KEY CARD, YOU MUST SNEAK 1 EXTRA CARD FROM THE ZOMBIE STASH. IF YOU KEEP GETTING SCARED KEY CARDS YOU MUST KEEP DRAWING UNLESS THE ZOMBIE GRABS YOU. ANY SCARED KEY CARDS IN YOUR HAND **CAN** BE USED TOWARDS MATCHES TO UNLOCK DOORS.

### **WILD KEY CARDS**

THERE ARE WILD KEY CARDS IN THE DECK IN ALL DOOR COLORS. THEY CAN BE USED AS ONE HALF OF THE MATCHING SET TO UNLOCK ANY DOOR. YOU CAN ALSO USE 2 WILD KEY CARDS TO UNLOCK A DOOR.



# UNLOCK

AFTER DRAWING CARDS, IF YOU HAVE 2 KEYS THAT MATCH YOUR TOP DOOR, THE DOOR UNLOCKS.



DISCARD THE DOOR CARD BY PLACING IT AT THE BOTTOM OF THE DOOR DRAW PILE. DISCARD THE TWO KEY CARDS INTO THE SEARCH PILE AND MIX IT UP. KEEP UNLOCKING DOORS UNTIL YOU RUN OUT OF **MATCHING** KEYS. IF YOU DON'T HAVE A MATCH, YOUR TURN ENDS AND THE NEXT PLAYER DRAWS.

# DISCARD

AT THE END OF YOUR TURN, YOU MAY HAVE NO MORE THAN 3 KEY CARDS. DISCARD ANY LEFTOVER KEY CARDS IN THE SEARCH PILE AND MIX IT UP. PLACE YOUR REMAINING KEY CARDS FACE-UP IN FRONT OF YOU. IF YOU RUN OUT OF CARDS IN THE ZOMBIE STASH, REPLENISH THE DECK WITH ABOUT HALF OF THE CARDS IN THE SEARCH PILE.

# WINNING THE GAME

THE FIRST PLAYER TO UNLOCK ALL THEIR DOORS ESCAPES THE ZOMBIE'S CLUTCHES AND WINS!



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