

NINJA PIRATE ZOMBIE ROBOT

How to Play

1. Shuffle the deck and deal each player 5 cards.
2. Determine the first player by knife fight duel or another method you feel appropriate.
3. On each players turn
 - Draw a card
 - Play a card from your hand anywhere on the table e.g.. In your stacks, in your opponents stacks even on top of another card with the same body part.
 - If you play a wild card you get to play another card from your hand again.
 - If at any point in your turn you complete a Ninja, Pirate, Zombie or Robot take any one card on the table and move it anywhere else on the table.



How to Win

You have won the game when you have completed one of each Ninja, Pirate, Zombie and Robot in your stacks

Other Important Rules

- When you complete a stack it goes out of play and cannot be played on further
- Completing an opponents stack counts towards their ninja pirate zombie and robot but... you still get to move a card.
- If you run out of cards take the complete stacks, shuffle them and keep going.
- Cards can be placed on top of other cards of the same body part e.g. ninja legs on top of zombie legs
- If moving a card completes another stack you get to move another card
- If for some reason you cannot take a part of your turn your turn is complete
- When playing a wildcard you must declare what it represents, it remains as this until it is moved where it can be declared again.

