THE WINKING DEAD™

A VIEWPOINT™ Card Game

Objective

To be the first player to collect 100 or more Viewpoints and survive the **Zombeye** plague. Viewpoint cards have a number in the top-left-hand corner, which indicates the number of Viewpoints the card is worth. Each player collects Viewpoints by placing cards from their **Hand** into their **Field of View** (the area on the table in front of each player).

The Winking Dead introduces **Zombeye** cards (indicated by a 🕱 symbol in the bottom right of the card) and **Zombeye** tokens, which are used to show when you have turned a non-**Zombeye** card into a **Zombeye** card. Players immediately lose the game if they are overwhelmed by the **Zombeye** plague (i.e. they have 7 or more **Zombeyes** in their **Field of View**). Count up the number of **Zombeye** symbols and **Zombeye** tokens on the cards in a player's **Field of View** to determine the number of **Zombeyes** that player has. Also, whenever the last card is drawn from the **Draw Pile**, if there are any **Zombeye** cards in the **Discard Pile**, those cards are reshuffled to make a new **Draw Pile**. The non-**Zombeye** cards remain in the **Discard Pile**.

Setting Up

Choose a player to shuffle the cards and deal 5 cards to each player (these cards become each players' **Hand**). The remaining cards are placed face down in the middle of the table and become the **Draw Pile**. Put all **Zombeye** tokens in a convenient location so they can be used by all players during the game.

Playing the Game

Starting with the player to the left of the dealer and continuing clock-wise around the table, players take turns performing the following steps:

1. Draw one card: Take one card from the **Draw Pile** and put it into your **Hand**. If there are no cards left in the **Draw Pile**, go straight to step 2.

2. Play one card: Place one card from your **Hand** into your **Field of View**. If you have no cards in your **Hand** to play, your turn ends (go to step 4).

3. Perform actions: Perform the actions on the card you played. Many of these actions involve moving cards between players' **Hands**, **Fields of View**, the **Viewniverse**, the **Draw Pile** and the **Discard Pile** (see opposite for a description of each of these).

4. End the turn: You end your turn by adding up the number of Viewpoints on the cards in your **Field of View**. If you have at least 100 Viewpoints, you win the game. Otherwise, the next player starts their turn.

Viewpoint Symbols

🖐 **Hand**

The cards in each player's Hand.

👁 **Field of View**

The cards on the table in front of each player. When a player is required to play a card, the player takes a card from their Hand and puts it into their Field of View.

🌐 **Viewniverse**

All players' Fields of View.

Ⅴ **Draw Pile**

The pile of cards in the middle of the table from where players draw cards. When a player is required to draw a card, the player takes the top card from the Draw Pile and puts it into their Hand.

🗑 **Discard Pile**

The pile of cards next to the Draw Pile where discarded and cancelled cards are placed. When a player is required to put a card into the Discard Pile, it is placed face up into the Discard Pile.
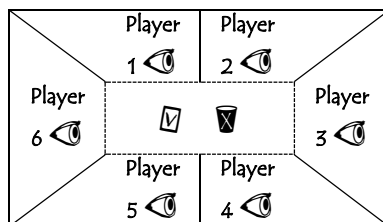
Finishing the Game

The game ends when a player has collected 100 or more Viewpoints in their **Field of View**. This is determined at the end of each player's turn but only applies to the player whose turn it is. That is, if a player collects 100 or more Viewpoints in another player's turn then they can't win until their next turn. However, if no player has reached 100 Viewpoints and the **Draw Pile** and all players' **Hands** are empty, the winner is the player with the most Viewpoints in their **Field of View**. The game also ends as soon as all players, except one, have been overwhelmed by the **Zombeye** plague. The last surviving player wins the game.

Special Rules and Actions

Viewpoint cards have rules text (sometimes including keywords and symbols) that describes what actions happen when you play the card or, in the case of cards like *Grim Reaper* and *Lighthouse Keeper*, each of your turns while the card is in your **Field of View** or whenever specific conditions are met while the card is in your **Field of View**, respectively. Many actions require a player to move one or more cards from one area to another. For example, the *Iris* card says "DESTROY 1 **Zombeye** card in the ⊕." A player who plays the *Iris* card must take a **Zombeye** card from the **Viewniverse** and put it into the **Discard Pile**.

Unless otherwise specified on the card, actions are mandatory (that is, they must be performed). The exception to this is if the action cannot be performed (or can only be partly performed) because there is no valid option, such as if there are not enough cards to draw, no cards to play or no cards to destroy. Also, if an action can affect more than one player, the order that the players must do those actions in is clockwise starting from the player who played the action (or is first affected by the action).

Figure 1:
Example table
set up

Extra Information and Credits

Viewpoint Keywords

Viewpoint keywords are used to simplify how actions on Viewpoint cards are explained.

DRAW

A player takes the top card of the Draw Pile and puts it into their Hand.

DESTROY

A player moves a card from a Field of View or the Viewniverse to the Discard Pile.

AMBUSH

A player moves a card from their Field of View to another player's Field of View.

CONTROL

A makes all the decisions and performs all the actions for another player. This includes looking at the controlled player's Hand and choosing which cards to play.

ZOMBIFY

A player places a Zombeye token on a non-Zombeye card. That card becomes a Zombeye card and is treated as though it has the ᚼ symbol whilst the Zombeye token is on the card. The Zombeye token is removed if the card is moved out of the Viewniverse.

RESURRECT

A player <u>plays</u> a card from the Discard Pile into their Field of View. If it is a non-Zombeye card, the card is ZOMBIFIED when it is <u>played</u> into the player's Field of View (i.e. it does not become a Zombeye until after it is <u>played</u>). The actions on the newly <u>played</u> card are performed as normal.

REVEAL

Cards with the REVEAL keyword may be used in one of two ways. The first way is to play it normally during your turn and perform the actions (if any) stated on the card (except for the actions stated after the REVEAL keyword). The second way is to show the card from your Hand to all players, during any player's turn, and perform only the actions stated after the REVEAL keyword.

CANCEL

Cards with the CANCEL keyword are used to cancel other actions. The actions that can be cancelled are stated on the cancelling card. When a player cancels a card, both the cancelled and cancelling cards are moved to the Discard Pile, unless otherwise stated, and the actions that were cancelled do not happen (even if the actions would have affected more than one player).