

15 Madam Calypso

Show the top 5 cards of the ♠ and put all that are **Zombeye** cards into your ♠. Put the remaining cards face down on the ♠ in any order.



"I see grave danger in your future."

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"I see grave danger in your future."

10 Hairy Harriette

ZOMBIFY 2 non-Zombeye cards in the ♠.



"She is very hard on the eyes."

10 Patches

AMBUSH another player with 1 **Zombeye** card in your ♠.



"His bark is great for distracting the horde."

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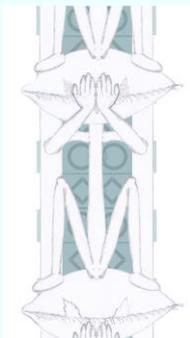
ZOMBIFY 2 non-Zombeye cards in the ♠.



"She is very hard on the eyes."

10 Iris

DESTROY 1 **Zombeye** card in the ♠.



"I like to call a spade a way of seeing no evil."

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10 Shifty Eyes

CONTROL another player's actions during their next turn.



"You say they gouged his eye and then did what!!"

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15 Agent π

Until your next turn, your cards can't be ZOMBIFIED and you can't be AMBUSHED.



"This smoke won't screen us forever."

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10 Brutus

DESTROY 1 non-Zombie card in the .



"He'll leave you with more than a broken eye socket."

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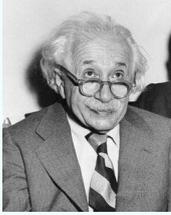
DESTROY 1 non-Zombie card in the .



"He'll leave you with more than a broken eye socket."

10 Professor Eyenstein

DRAW 2 cards.

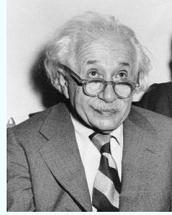


REVEAL: CANCEL a card that would make another player CONTROL your actions. This card and the cancelled card are then put into the .

"Sometimes you need eyes in the back of your head."

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DRAW 2 cards.

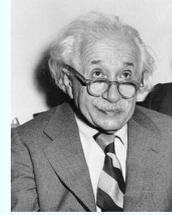


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"His bark is great for distracting the horde."

10 Major Focus

Remove all Zombeye tokens from Zombeye cards in your  or DESTROY 1 Zombeye card in your .



"I've healed thousands of eye infections. It's a pity that I haven't healed many patients."

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10 Amazing Parallax

RESURRECT 1 card from the  to your .



"He can make you reappear in the blink of an eye."

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10 Winker

DRAW 1 card.

(If *Winker* is in the , any player may RESURRECT it to their  during their turn.



"He's a sight for sore eyes."

15 Fabulous Flying Fidels

AMBUSH another player with this card.



"... our eyes in the sky."

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5 Grim Reaper

During each of your turns, you may ZOMBIFY 1 non-Zombeye card in the .

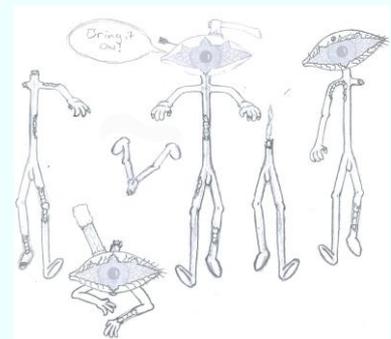
(*Grim Reaper* cannot be ZOMBIFIED.)



"Your eye is a window to your soul."

5 Dirk and Pedro

DESTROY 2 Zombeye cards in the .



"Hasta la vista"

5 Juggling Jade

ZOMBIFY 3 non-Zombeye cards in the .



"You'll be blinded by her skill."

15 Agent π

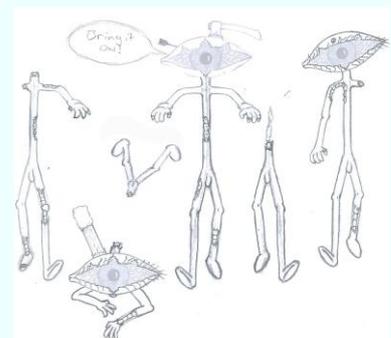
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"Hasta la vista"

20 Pookabee!



REVEAL: Put this card into another player's ♣. (This isn't a card play and can be done at any time.)

"Awwwww, so cute... arrrghhh!"

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10 Silas

DESTROY 1 non-Zombeye card in the ♠.



"Better than me."

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"Better than me."

-10 Gravedigger

During each of your turns, if *Gravedigger* is not a **Zombeye**, you must RESURRECT 1 non-Zombeye card from the ♠ to your ♣. Otherwise, if *Gravedigger* is a **Zombeye**, RESURRECT 1 **Zombeye** card instead.



"He digs unearthing old friends."

0 Lighthouse Keeper

If *Lighthouse Keeper* is in your , you can't lose the game by being overwhelmed by the **Zombeye** plague.



"If it's lights out, it's lights out."

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"He digs unearthing old friends."

5 Seyeamese Twins

DESTROY 2 non-**Zombeye** cards in the .



"This looks like double trouble."

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"This looks like double trouble."

15 Hawk

Every player DRAWS 1 card.



REVEAL: CANCEL a **Zombeye** card that is being played or revealed. This card and the cancelled card are then put into the .

"Ready, Aim... Kablammo!"

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15 Eyelets

Every player may move 1 *Zombeye* card from their  to their .

(*Eyelets* can be ZOMBIFIED more than once, even if it is already a *Zombeye*.)



"Annoying in numbers but great as lookouts and *Zombeye* fodder."

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"Annoying in numbers but great as lookouts and *Zombeye* fodder."

20 Insane Oculist

ZOMBIFY another non-*Zombeye* card in the .



"I've got the perfect thing for your bloodshot eye."

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