

SCAVENGERS!

A Ravenously Good Time for 2-4 Players Ages 10 and Up

Overview: Each year the Hamburger family escapes into the great outdoors for some rest & relaxation. During their stay, eager animals that you control scavenge for food that the careless family has left unattended.

To Win: Be the first player to use the animals on your Scavenger Cards to collect enough Food Scraps to fill all the matching spaces on your own Food Cards!

Contents: 1 Copy of the Rules and,

44 Scavenger Cards

24 Camper Cards



1 Bear Figurine



Tan Scavenger

Gray Scavenger

1 Map



16 Food Cards



69 Food Scraps



3 Crow Tokens



(4 Chili Dog, 4 Omelet,
4 Kabobs, 4 S'mores)

Set Up:

- 1) Place the Map on the table with the Bear Figurine on the Bear's Den.
- 2) Shuffle the Camper Cards and place face-down near the board.
- 3) Each player takes 1 Food Card of each type (4 total) and sets them face-up in their own play area where all players can easily see them.
- 4) Without looking, each player collects Food Scraps left over from last winter. For a 2-player game each player takes 3 random Food Scraps and places them on any of the empty matching spaces on their Food Cards. If a player draws a Food Scrap that doesn't have an empty matching space on any of their Food Cards they draw another random Food Scrap until they find one that fits. For a 2-player game, do so until 3 empty spaces have been filled on each player's Food Cards. For a 3-player game fill 4 empty spaces. For a 4-player game fill 5 empty spaces. If you fill all spaces on a Food Card see **Collect Food Scraps**.
- 5) Place the remaining Food Scraps in a pile near the board.
- 6) Shuffle the Scavenger Cards and deal 9 cards each for 4 players, 10 cards each for 3 players, or 12 cards each for 2 players. Players may look at their cards.

The Map:

There are 3 Camps on the board (circled in yellow below). Each Camp has 3 circles for Food Scraps and a space for cards. These 3 Camps match the 3 Camp Signs in each player's playing area on the edge of the board. Cards played below a Camp Sign in a player's play area are considered to have been played at the corresponding Camp on the board.



Directions:

In your real lives, the player who most recently slept in a tent starts as the Camp Leader.

1. Place Food Scraps: The Camp Leader draws the top card from the Campers deck and places it in the discard pile. Take the Food Scrap pictured on the discarded Camper Card and place it on a circle at the Camp of your choice. (Keep an eye on what Food Scraps you and other players need!). The Camp Leader draws another card and the next player clockwise places that Food Scrap on any empty circle on the board. Continue clockwise, each player taking turns placing Food Scraps pictured on the Camper Cards drawn by the Camp Leader until each Camp is full (has 3 Food Scraps). When a Camp is full no further Food Scraps can be placed at that Camp. Once ALL Camps are full the Camp Leader stops drawing cards.



2. Play Scavengers: When all Camps are full, the Camp Leader plays any card from their own hand. Tan Scavenger Cards are played at one of the three Camp Signs in your own play area. Gray Scavenger Cards are played in the card space at one of the Camps **on the board**. Play Scavengers so other players can see each Scavengers Strength at all times. Use card effects immediately when the card is played, unless stated otherwise in the card description.

Play a Tan Scavenger Card at a Camp Sign in your own play area or a Gray Scavenger Card at one of the Camps on the game board.



Play proceeds clockwise with each player playing one card at a time until each player either passes or has no cards left in their hand. Once a player passes they cannot play any more cards until a new round is begun. A round is over when all players have passed or run out of cards. Players may not talk about cards in their hand, but may talk about Food Scraps that players need to win.

Note: The 3 Camp Signs in each player's playing area represent the 3 different Camps on the board. When a player places Tan Scavenger Cards below a Camp Sign in their play area they are competing with other players for Food Scraps at that Camp by achieving the greatest total value. Gray Scavenger Cards played at any of the the 3 Camps work differently and affect ALL Tan Scavengers in play at that Camp.

3. Collect Food Scraps: Players with Mouse Cards in play collect Food Scraps first. Next, the player with the highest **total** value of Scavengers (above 0) at each Camp wins that Camp, and takes the remaining Food Scraps from that Camp. Determine your total Scavenger value at each Camp by adding up the Strength of the Scavengers that you played at each Camp Sign and compare with other players. In the case of a tie at a Camp no further Food Scraps are taken from that Camp. Each player places the Food Scraps they won on any empty space on their Food Cards that match those Food Scraps. If a player doesn't need a Food Scrap then that Food Scrap goes back to the Food Scrap pile. Once all empty spaces on a Food Card are full the Food Card is turned over and the Food Scraps on it are returned to the Food Scrap pile.



Once completed the Food Card is turned over and the Food Scraps are returned to the Food Scrap Pile.

Winning: A player wins once they completely fill and turn over all of their Food Cards. (It is a tie if multiple players accomplish this in the same round). If there is no winner then move on to **Upkeep**.

4. Upkeep:

- 1) If a player has any unplayed cards they may save one for the next round. Shuffle all other Scavenger Cards and deal a new hand to each player. Deal the same number of cards as in Set Up. (If any players saved a card they will have one additional card in their hand).
- 2) Put unclaimed Food Scraps back in the Food Scrap Pile.
- 3) Shuffle all Campers and place them back near the game board.
- 4) Return the Bear Figurine to the Bear's Den.
- 5) Remove any Crow Tokens and place beside the game board.
- 6) The Camp Leader is one player to the left and a new round begins!

Card Description (Quantity in 44 Card Deck in Parenthesis)



(3) Bear: Move the Bear Figurine to any Camp or to the Bear's Den and then discard this card. (The Bear may be left at its current location).



The Bear Figurine: When a player plays a Bear Scavenger Card they place the Bear Figurine at any Camp or at the Bear's Den. No further Tan Scavenger Cards (except for the Porcupine) may be played at the Camp while the scary Bear is there! (Gray Scavenger Cards **may still be played** at a Camp where the Bear Figurine is present).



(1) Cloudbreak: The Scavenger at this Camp with the greatest Strength now adds +3 to its Strength (if there is a tie, all Scavengers that tie get +3). If new Scavengers are played here with a greater Strength, they will gain the +3 instead. If the strongest Scavenger is somehow moved or removed, the next strongest Scavenger at this Camp gets the +3 and the moved Scavenger is no longer affected by this card and loses its +3.



(3) Dog: Discard the Tan Scavenger with the greatest Strength at the Camp where you played the Dog (if there is a tie, discard all Scavengers that tie) and then discard this card.





(1) Late Night Campers: Any Scavengers in play, moved to, or played at this Camp with a Strength of 3 or more now have a Strength of 0. (The Cloudbreak card does not count in determining if a Scavenger has a Strength of 3 or more). If Scavengers are moved to another Camp they are no longer affected by this card. See **Scoring a Round** for an example of this card & Cloudbreak.



Scavengers with a Strength of 3 or above at Elk Camp are reduced to 0.



(1) Rain Shower: You may remove one Cloudbreak, Late Night Campers, or Tan Scavenger Card with a Strength of 2 or less of your choice at the Camp where you played Rain Shower. Discard once used.



(5) Chipmunk: The Strength of each Chipmunk (which can change throughout the round) is equal to the number of ALL Chipmunks played by any player at this Camp or adjacent Camp. (Quartz is adjacent only to Grizzly, Grizzly is adjacent to both Quartz and Elk, and Elk is adjacent only to Grizzly).



(3) Coyote: The Coyote Card has no special effect.



(3) Crow: Place a Crow Token at the Camp the Crow Scavenger Card was played. The Squirrel may not take Food Scraps from a Camp with a Crow Token. If the Crow is moved to another Camp by the Skunk or removed by the Dog, the associated Crow Token is also moved to the new Camp or removed.



The Squirrel played at Camp Grizzly can't move a Food Scrap from Elk Camp as there is a Crow Token present.



(3) Mouse: When the round is over the player with the most Mouse Cards at a Camp takes one Food Scrap of their choice from that Camp before the overall winner takes the Food Scraps they won. If players tie for the number of Mouse Cards at a Camp then neither player takes a Food Scrap.



(3) Owl: Discard one Mouse, Chipmunk or Squirrel card of your choice at the Camp where the Owl was played. (May be yours or another players).
Note: The effect of the Squirrel card is not reversed if it is discarded.



(3) Porcupine: May be played at a Camp where the Bear Figurine is present.



(3) Rabbit: Instead of playing a card from your hand, you may move one of your Rabbits in play to a different Camp. This effect may be used once per turn (if a player has multiple Rabbits in play) and each Rabbit may only use this effect once. Rotate the Rabbit Card 180 degrees to show it has hopped to another Camp. You may not use this effect if you do not have any cards left in your hand. You may not move the Rabbit to a Camp where the Bear Figurine is present.

The Rabbit may be moved once to one of the other Camp Signs in your play area.



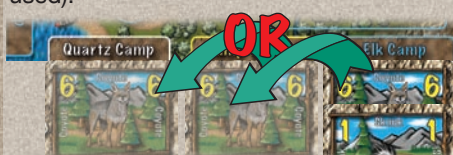
Turn 180 degrees when used.



(3) Raccoon: The Raccoon Card has no special effect.



(3) Skunk: Stinky! You may move one of your Tan Scavengers from the Camp where the Skunk was played to any of your other Camp Signs. You may not move that Tan Scavenger to a Camp with the Bear Figurine unless the moved Scavenger is the Porcupine. **You may not re-use the effect** of a moved Squirrel, Weasel, Owl, or Rabbit (if the Rabbit's effect has already been used).



The Coyote Card may be moved from Elk Camp where the Skunk was played to any other Camp Sign in your play area.



(3) Squirrel: Unless a Crow is present, you may take one Food Scrap from any other Camp and place the Food Scrap at the Camp that the Squirrel was played. This may result in greater than 3 Food Scraps at that Camp.

One Food Scrap may be moved from another Camp to the Squirrel's Camp.



(3) Weasel: You may switch one Food Scrap from the Camp where the Weasel was played with any Food Scrap in the Food Scrap pile.



Swap one Food Scrap with the Food Scrap Pile at the Weasel's Camp.

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Credits

Game Design by John Werner

Illustrations by John Werner

Revised by Robert Bromley, Josh Holland,
and Jill Werner

Inspiration by my wonderful family

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Scoring a Round:

Takes 1

Wins

Player 1

$$\begin{array}{r} 0 \\ +2 \\ +3 \\ \hline =5 \end{array}$$

Place a Crow Token at the Camp that the Crow was played. No Food Scraps may be removed from this Camp. Food Scraps may still be moved to, or exchanged at this Camp. If the Crow is moved to a new Camp then move the token to the new Camp or if the Crow is removed then remove the Crow Token.

$$\begin{array}{r} 4 \\ +4 \\ +4 \\ +0 \\ \hline =12 \end{array}$$

At the end of the round the player with the most Mouse Cards at a Camp takes one Food Scrap from that Camp before the winner collects their Food Scraps. It players tie for the number of Mouse Cards then neither player takes a Food Scrap from that Camp before the winner.

$$\begin{array}{r} 5 \\ +5 \\ +0 \\ +5 \\ \hline =15 \end{array}$$

Once in play, the Rabbit token may be moved to any Camp. When moved, it must be placed in a Camp that has a Food Scrap. The Rabbit token may be moved to a new Camp at any time. When moved, it must be placed in a Camp that has a Food Scrap. The Rabbit token may be moved to a new Camp at any time. When moved, it must be placed in a Camp that has a Food Scrap.

Elk Camp: Note the Cloudbreak and Late Night Campers cards. Player 1 wins all the Food Scraps at this Camp as they have the greatest total value of Scavenger cards at this camp.

Camp Grizzly: Player 2 wins but collects no Food Scraps since there are none left after player 1 takes their Food Scrap for the Mouse Card. (The remaining Food Scraps were removed from this Camp during game play with Squirrel Cards).



$$\begin{array}{r} 3 \\ +0 \\ +2 \\ +2 \\ \hline =7 \end{array}$$

The Porcupine may be played at a Camp that has the Bear Figure present.

$$\begin{array}{r} 3 \\ +4 \\ +3 \\ +6 \\ \hline =16 \end{array}$$

The Coyote has no special effect.

$$\begin{array}{r} 0 \\ +0 \\ +0 \\ \hline =0 \end{array}$$

The Raccoon has no special effect.

Quartz Camp: Player 2 wins all the Food Scraps at this Camp as they have the greatest total value of Scavenger cards at this camp. (No Food Scraps are taken for Mouse Cards since there is a tie).

Wins

Wins

Player 2

