

Pittsburgh 68
A Game of Shuffling Horror™

by
GameWick Games

- Script for Beginning Play -

Overview for starting the movie,
setting up the reels, and player turns.

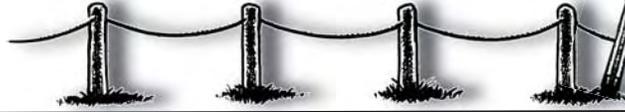
Complete rule set can be found in the
Pittsburgh 68 rulebook (included with game).

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Pittsburgh 68

A Game of Shuffling Horror



-- Reel By Reel --

Just like a creepy old zombie flick, this game is played reel by reel. There are four reels to play and each has a set number of cards. Reel 1 is 10 cards (the first ten minutes of the movie), Reel 2 is 20 cards, Reel 3 is 15 cards, and the final Reel is 10 cards. So, the card count sequence is: 10-20-15-10.

Prior to each reel, shuffle the Pittsburgh 68 deck and then deal the required number of cards *FACE DOWN* as the Reel Pile. A reel immediately ends when the Reel Pile is depleted and the Dealt Hand (see next) is cleared. Note: Reel 4 always plays around to the Zombie Master's final turn.

THE DEALT HAND

The Dealt Hand drives the action of the game. It is a central field of three *FACE UP* cards from which Survivors take either *Item* or *Power Play* cards and the Zombie Master takes *Zombie* cards. Players can also eliminate Dealt Hand zombie cards via attacks.

As Dealt Hand cards are taken/eliminated, they are replaced with cards from the Reel Pile. Special cards, such as Shuffling Horror, Plot Device, or Sanctuary cards, may enter play this way. If so, these are immediately resolved as per the card's instructions.

THE FACE DOWN RULE

Any time a card is taken/eliminated from the Dealt Hand, something horrid may occur. For this reason, replacement cards are always placed *FACE DOWN*. Such cards are only revealed after a Survivor completes their turn/action. *Important Note: the Survivor's turn, not the Player's turn.*

When revealed, the mystery card (or cards) can trigger terrible events, such as a Shuffling Horror card or a *Three Card Zombie** (i.e. all three Dealt Hand cards are zombie cards). In the case of the latter, all three zombies get an immediate attack on the Survivor who caused the *Three Card Zombie* to appear.

*For full details, see the official Pittsburgh 68 rulebook.

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-- The Zombies --

A single player starts as the Zombie Master. This player controls the zombies and uses them to eliminate all other players. Unlike Survivor Players who start with cards, the Zombie Master draws zombies from the central Dealt Hand as the game is played. Plot Device and Shuffling Horror cards can trigger zombie bonuses, too.

On their turn the Zombie Master may perform one of these three actions:

ALL OUT ATTACK

Attack with each zombie or zombie throng in their hand. For example, if they have three throngs in their hand, each makes an attack.

TAKE + ATTACK

Take one Zombie card from the central Dealt Hand. This is placed into their hand as a lone zombie or on top of another zombie card (to create a zombie throng). The player then makes a single attack with this zombie or its throng.

COVER (Special Tactic)

Take a card from the Reel Pile and place it *FACE UP* on a card in the Dealt Hand. This is a strategic move to either (a) hide an Item from the Survivors, or (b) trigger a *Three Card Zombie** bonus for the zombies (or both). Note that this maneuver may end up benefitting the Survivors if an Item, Power Play, or Sanctuary card is revealed.

- Back from the Dead -

During play, if a Survivor Player loses all of their Survivor cards, they are not out of the game. They start playing as a Zombie Player on their next turn (following the rules outlined above).

A Zombie Player is limited to building three throngs of three zombie cards each. Special rules apply to the Zombie Master who may build additional throngs if they are the only Zombie Player in the game.

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-- The Survivors --

There are 12 Survivor cards in the Pittsburgh 68 deck. These are removed from the deck and shuffled prior to play. Each Survivor player is dealt an equal number of Survivor cards (but never more than three each). Players never look at the cards they are dealt.

Just like a zombie flick, no one knows who will appear or when. Before the game begins, each player randomly reveals their first Survivor. Each player also begins with 7 Survivor Points* (spots).

On their turn, a player may perform one of these three actions:

REVEAL

Introduce another Survivor from their hand.
This Survivor starts with 3 spots.
This ends the player's turn.

TAKE + ATTACK

A single Survivor removes an Item or Power Play card from the Dealt Hand and immediately attacks any in-play zombie.
This ends the player's turn.

MULTI SURVIVOR ACTIONS

Each of the player's revealed Survivors perform a single simple action. These are:

- Attack any in-play zombie -
- Take an Item or Power Play card from the Dealt Hand -
- Take an Item from any in-play Survivor -
- Rest and gain 2 spots -
- Move into a Sanctuary -

For Multi Actions, Take+Attack is not allowed. Survivors act one by one. It is important to conclude each Survivor action before proceeding to the next Survivor. If a Survivor takes/eliminates a Dealt Hand card, the replacement card(s) are revealed after that Survivor's turn (not at end of that Player's turn).

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-- The Opening Scene --

The first reel of the zombie flick is ten cards. From the Pittsburgh 68 deck (a) deal 10 cards *FACE DOWN* to establish the Reel 1 pile, then (b) deal 3 more cards *FACE UP* for the Opening Scene/Dealt Hand.



Two special rules start the game.

THE ZOMBIE STUMBLE

Only occurs for Reel 1

Bad news for the Survivors! Any Zombie cards in the Opening Scene are taken by the Zombie Master for their starting hand (in the picture above, this would be the Two Lone Zombies and Four Lone Zombies cards). These are placed as lone zombies; a throng* cannot be built. The empty Dealt Hand slots are replaced with *FACE UP* cards from the Reel Pile. *FACE DOWN* card replacement starts after the Opening Scene.

Special Instruction: If the initial three cards are all zombies, all move to the Zombie Master's hand. If the replacement cards are three more zombie cards, a *Three Card Zombie** is triggered. As per normal rules, the Zombie Master takes one of these cards for their hand. A replacement card is dealt (which can trigger another *Three Card Zombie*). This bonus cycle continues until the zombie streak breaks.

RESOLVE ALL ACTION CARDS

If the Opening Scene contains action cards (Shuffling Horror, Plot Device, or Sanctuary cards), these are resolved starting with the left-most card. A resolved card is removed and replaced with a *FACE UP* card from the Reel Pile. If this is another action card, it is resolved and then replaced. If any action card has no effect, remove it un-played and place in the discard pile.

Once the Opening Scene has played out, the Dealt Hand will have only Item, Zombie, or Power Play cards (i.e. non-action cards). Player turns now begin. Starting with the player to the left of the Zombie Master, play proceeds clockwise around the table.

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-- The End --

There are two key moments which escalate the game to its final scenes. Once either occurs, special rules are immediately put into play. These two conditions can occur simultaneously and, if so, resolve in this order.

THE TURNING POINT

(This rule is ignored if it is Reel 4.)

When there is an equal or greater number of Zombie Players than Survivor Players, the current Reel Pile is moved un-played to the discard pile. The Dealt Hand remains in play, but once it is depleted, the reel immediately ends. The next reel is then shuffled and counted.

A player is officially a Zombie Player only when they draw or receive the first zombie card for their hand. Note though, that the elimination of a player in itself can trigger the Turning Point. For example, in a game where it is 2 Zombie Players versus 3 Survivor Players, the Turning Point is triggered by the elimination of one of the Survivor Players (not the addition of one more Zombie Player).

LAST ONE STANDING

The moment there is a single Survivor card left in the game (revealed or unrevealed) it immediately becomes that Survivor's final turn.

This Survivor takes one last action to prepare for a final wave of zombie attacks; in many games this is the Survivor's last chance to Rest or run into a Sanctuary (if possible). If the last remaining Survivor is an unrevealed one, their only action is to Reveal themselves (and gain 3 Spoints for doing so).

The final onslaught of zombie attacks starts with the Zombie Player to the Survivor's immediate left and moves clockwise around the table. If the Survivor is still standing on their next turn, they alone have survived and live to tell the tale!



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-- Starting the Horror --

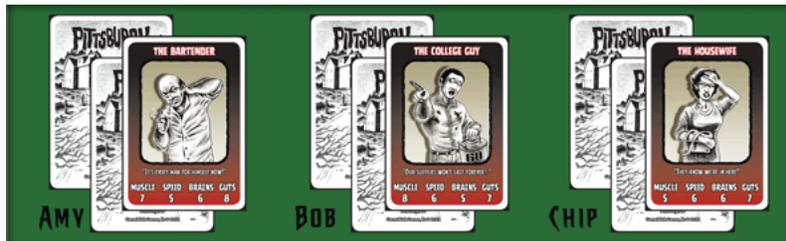
The final pages of this intro rulebook illustrate the start of a game. For this example, we have 3 Survivor Players (Amy, Bob, and Chip) and the Zombie Master Zed. This is also the order in which they take turns when the movie begins (A, B, C, Z).

DEAL THE SURVIVORS

Zombie Master Zed shuffles the Survivor Cards and deals 3 to each player. The un-dealt Survivor Cards are set aside.

Each player is given 7 Survivor Points (spoints).

Each player then reveals their first in-play Survivor.



These are the starting Survivors for each player.

- Amy revealed the Bartender -
- Bob revealed the College Guy -
- Chip revealed the Housewife -

Each player also has two un-revealed Survivors in their hand.

START REEL 1

Zombie Master Zed now shuffles the Pittsburgh 68 deck, and deals:

- 10 cards face down for the Reel 1 pile -
- 3 cards face up for the Opening Scene/Dealt Hand -



The remainder of the deck is set aside as the discard/reshuffle pile.

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PLAY THE OPENING SCENE

OPENING SCENE, PART 1-THE ZOMBIE STUMBLE

Any Zombie card in the initial deal immediately goes to the Zombie Master's hand. Zed takes the Two Lone Zombies and Four Lone Zombies cards, leaving only *The Bat* (an Item).



From the Reel Pile, the Dealt Hand is refreshed to its 3 card count. The new replacement cards bring *Run For It!* (a Plot Device card) and the Queen of Zombies into play.



OPENING SCENE, PART 2-RESOLVE ALL ACTION CARDS

Run For It! is an action card and is immediately played and resolved. The Queen of Zombies is not an action card and stays in the Dealt Hand. Once resolved, *Run For It!* moves to the out-of-play pile and a replacement card fills this empty slot.

Clutch, a Shuffling Horror card, appears.



The Clutch card is another action card and immediately played. The card instructs the Zombie Master to determine a random Survivor that a zombie grabs hold of. Zed assigns each Survivor a number then rolls a die to determine who is clutched: The Housewife! As the card instructs, it is moved to the player's hand (to Chip).

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After resolving the *Clutch* card, another card from the Reel Pile fills the empty slot. It is a Three Lone Zombies card. At this point no further action cards are revealed.



The Opening Scene of Reel 1 is finished. From this point forward, replacement cards are dealt FACE DOWN.

Player turns now start. Play begins with Amy and moves clockwise around the table to Bob, then Chip, then Zed. The Zombie Master always goes last.

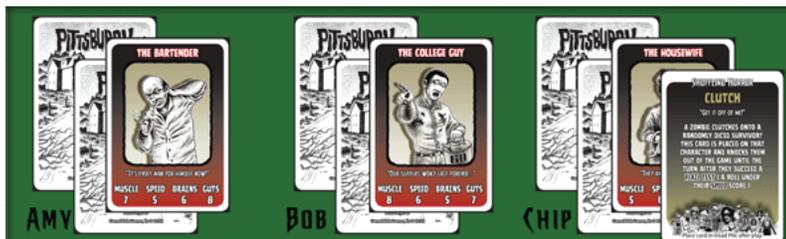
OPENING SCENE RECAP

Two things occurred during the Opening Scene which affected the Survivors and Zombie Master. First, two zombie cards automatically “stumbled” into Zed’s hand (filling his first two through slots).



The
Zombie
Master's
Hand

Second, Chip's Housewife fell prey to the Clutch card. This card was placed on that Survivor card.



The
Survivor
Player's
Hands

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THE PLAYER'S TURNS BEGIN



On Amy's first turn, she does an *Attack* with the Bartender. She could do a *Take+Attack*, but decides it is best to let the College Guy take the Bat. The Bartender attacks the Two Lone Zombies (in Zed's hand). Amy rolls the attack dice* but fails the roll. Her turn is over.

On Bob's first turn, he does a *Take+Attack* with the College Guy. He takes the Bat and attacks the Queen of Zombies (in the Dealt Hand). He rolls his attack dice and succeeds! He then rolls his damage die* and scores a 3. The Bat adds +3 to damage, so his damage total is 6 points. Just enough to eliminate the Queen of Zombies!

When the Bat was taken from the Dealt Hand, a Face Down replacement card filled the empty slot. The same occurs when the Queen is eliminated. Both cards are revealed at the end of the College Guy's action: The Jack of Zombies and the Revolver enter play. If either were Action cards, they would be immediately resolved, then replaced.



On Chip's first turn, he decides to *Reveal* a second character (instead of trying to have the Housewife escape from the *Clutch*). He reveals the Business Man (who starts with 3 Survivor Points). Chip's turn is over.

On Zombie Master Zed's first turn, he does a *Take+Attack* action. He takes the Jack of Zombies from the Dealt Hand and places it with the Four Lone Zombies card in his hand. This creates his first zombie grouping (a throng) from which he attacks the Bartender. Zed rolls his attack dice and succeeds. He then rolls his damage die and scores a 2. The Bartender takes 2 points of damage, which Amy pays off with her Survivor Points* (spoints).

**Attack, Damage, and Spoint rules are found in the Pittsburgh 68 rulebook.*

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When Zed took the card from the Dealt Hand, a Face Down card filled the empty slot. After Zed's turn, the King of Zombies is revealed! As noted, if this were an Action card, it would be immediately resolved, then replaced.



This completes the first round of play. As there are still a few more cards left in Reel 1 to be played, play continues clockwise around the table. As the next round begins, the players' hands are:

The Survivor Player's Hands



The Zombie Master's Hand

THE NEXT REEL

When Reel 1 concludes, the discard pile is shuffled and Reel 2 (20 cards) is then dealt. Unlike Reel 1, Reels 2 through 4 deal the Opening Scene directly from the Reel Pile. Zombies do not automatically stumble to the Zombie Master's hand (unless a *Three Card Zombie* appears). Action cards are resolved from left to right, then Player turns begin.

Be mindful of the two end game conditions:
Turning Point and *Last One Standing* (see page 5).

They can sneak up on you like a zombie!

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