

THE
**WINKING
DEAD**



Rules of Play

Objective

Be the first player to collect 100 or more Viewpoints and survive the **Zombeye** plague. The number in the top-left-hand corner of each card indicates the number of Viewpoints the card is worth. Players collect Viewpoints by placing cards from their **Hand** into their **Field of View**.

The *Winking Dead* introduces **Zombeyes**. Players immediately lose the game if they are overwhelmed by the **Zombeye** plague (i.e. they have seven or more **Zombeyes** in their **Field of View**). To determine the number of **Zombeyes** a player has, count the number of **Zombeye** symbols and **Zombeye** tokens on the cards in their **Field of View**.

Setting Up

Choose a player to shuffle the cards and deal five cards to each player, which becomes their **Hand**. The remaining cards are placed face down and become the **Draw Pile**. Put the **Zombeye** tokens in a convenient location so they can be used by all players during the game.

When a player is overwhelmed by the **Zombeye** plague, all of the cards in their **Hand** and **Field of View** are moved to the **Discard Pile** (**Zombeye** tokens are also removed) and they can no longer win the game. However, they still have an impact on the game as they become one of the Winking Dead. Instead of a normal turn, during each of their turns, a Winking Dead player must ZOMBIFY one non-**Zombeye** card in the **Viewniverse**.

Playing the Game

Starting with the player to the left of the dealer and continuing clockwise 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**, skip 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**, your turn ends (skip to step 4).
3. Perform Actions: Perform the actions on the card you played. Actions include moving cards between players' **Hands**, **Fields of View**, the **Viewniverse**, the **Draw Pile**, and the **Discard Pile**.
4. End the turn: 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. Otherwise, the game continues.

Finishing the Game

The game ends when a player has collected 100 or more Viewpoints in their **Field of View**. If the **Draw Pile** and all players' **Hands** are empty and no player has 100 Viewpoints, the winner is the player with the most Viewpoints in their **Field of View**. The game also ends when all players, except one, have been overwhelmed by the **Zombeye** plague. The last surviving player wins the game.

Viewpoint Symbols



Zombie: A card with this symbol is a Zombeye. If a card has a Zombeye token on it, it is also considered a Zombeye.



Hand: The cards in each player's Hand.



Field of View: The cards laid out in front of each player. When a player is required to play a card, they take a card from their Hand and place it in their Field of View.



Viewniverse: All players' Fields of View.

Draw Pile: The pile of cards where players draw a card. When a player is required to draw a card, they take a card from the top of the Draw Pile and put it in their Hand. When 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.



Discard Pile: The pile where DESTROYED and CANCELLED cards are placed. Cards are placed face up on the Discard Pile.



Reveal: Cards with this symbol can be used in two ways (see page 6).

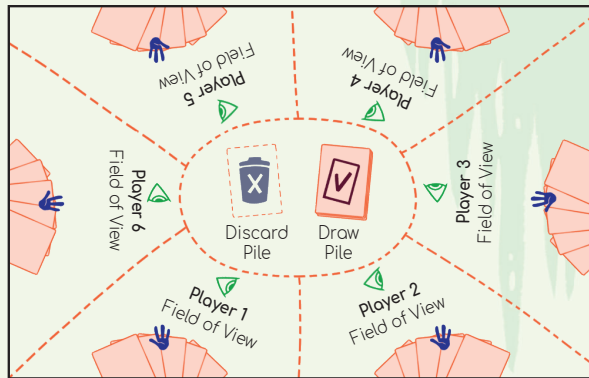


Mammal: Refer to *Prehistoric Park* rules for information on this symbol.



Relic: This symbol will gain importance in future sets.

Example Setup



Viewpoint Keywords


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

DRAW: A player takes a card from the top of the **Draw Pile** and puts it in their **Hand**.

DESTROY: A player moves a card from 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 player 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 or **REVEAL**.

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  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 plays 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 played. The actions on the newly played card are performed as normal.

REVEAL (): A card with the **Reveal** () symbol can be used in two ways. You can play it as normal during your turn and perform only the actions (if any) stated before the  symbol. Alternatively, you can reveal the card by showing it during any player's turn and perform only the actions stated after the  symbol. The card being revealed will state what happens to it after the actions are performed. Revealing a card is not considered a card play.



CANCEL: You may use this card to cancel an action that would be performed. Unless otherwise stated, when you cancel a card, both the cancelled and cancelling cards are moved to the **Discard Pile** and none of the actions stated on the cancelled card are performed. For example, if a card is cancelled that would have made every player **DRAW** a card, none of the players **DRAW** a card.

Special Rules and Actions

Viewpoint cards have rules text (including keywords and symbols) describing what actions happen when you play the card or during your turn while the card is in your **Field of View**. Most 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 ", so the player must move one **Zombeye** card from the **Viewniverse** to the **Discard Pile**.

All possible actions must be performed even if those actions can only be partly performed. For example, if a card requires a player to ZOMBIFY two non-**Zombeye** cards in the **Viewniverse** but there is only one non-**Zombeye** card, they still ZOMBIFY that card. Actions affecting more than one player are played in a clockwise direction, starting from the player who played the action.

When the rules on a card contradict the rules in this booklet, the rules on the card take precedence.

All Viewpoint sets can be mixed in any combination. e.g. The cards from *Prehistoric Park* () and *The Winking Dead* () can be shuffled together to make a giant **Draw Pile**. When mixed, the rules applicable to each set are applicable to all games played with those sets.

Character Bios



Zombeyes. The circus has come to Paradise and the Zombeye plague spread by the Rabid Mongrel who escaped from Menagerie has infected the performers. The Blinkers and their friends must do everything they can to avoid becoming one of the troupe. The zombified entertainers include: Juggling Jade, the Seyeamese Twins, Amazing

Parallax the magician, Hairy Harriette the bearded lady, Brutus the strongman, Madame Calypso the fortune teller, the Fabulous Flying Fidels on the trapeze and Cockeye the Clown.



Gravedigger is the custodian of the local cemetery who has been burying the dead just to have them rise from the grave.

The **Lighthouse Keeper** is trying to shine a light on what is happening in Paradise.



Major Focus is an army medic who is trying to cure the Zombeye plague.



Dirk and Pedro are two homely folk that are doing their good for society by blasting away at any Zombeye who looks at them the wrong way... and that's all of them.

Grim Reaper. If the Zombeyes don't get the Blinkers, the Grim Reaper surely will.



Patches is a canine creature from Menagerie who was adopted by the Blinkers.

Shifty Eyes. Silas' two utterly subservient henchmen. The Shifty Eyes will do anything for him.



Winker. He might be a generic Zombeye but that doesn't make Winker any less terrifying.

The **Eyelets** are a family of tiny circus performers who seem to have a knack for being thoroughly annoying and really helpful at the same time.



Insane Oculist is an evil optometrist who is experimenting with Zombeyes and trying to make the plague even more virulent.

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Extra Information and Credits

Visit www.viewniverse.fun for the latest information on Viewpoint games, including alternative ways to play, official tournament rules, FAQs and news on upcoming Viewpoint releases.

Game Concept & Design: Sean Carroll

Graphic Design & Illustrations: Ashley Kenawell and Kerri Aitken

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Special Thanks

When we released the original Viewpoint card game in 2009, we never realised how many wonderful people it would connect us to. From our backers to local game store owners and dedicated play-testers to casual gamers, each of you are a big part of the success of Viewpoint. We thank all of you for being a part of our continuing journey.

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Eyelets



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Eyenstein



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Fabulous
Flying Fidels



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Gravedigger



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Grim
Reaper



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Hairy
Harriette



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Pookabee!



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Winker