

OVERVIEW

The goal of **Words From Beyond The Grave** is for you, the player, to try and form a complete word using the Letter Cards in your hand. Use Ability Cards at your disposal to turn the tide in your favor.

SETUP

- Shuffle the Letter Cards and place them in the center of the play area. Make sure to include the Laid to Rest and Reanimate Cards in the deck. In a two player game, remove the Laid to Rest Card from the game.
- Place the Brain Cards near the Letter Deck.
- Each player takes one of each of the four Ability Cards, placing them face up on their active sides.
- Each player draws a hand of 5 Letter Cards.

GAME MODES

Before you begin a game, choose as a group, which mode to play.

- **Easy:** Every Letter is worth 1 point.
- **Standard:** Every 2 Letters are worth 1 point.
- **Challenging:** Every 3 Letters are worth 1 point.

CONTENTS

63 Letter Cards, 16 Ability Cards, 15 Brain Cards, 1 Laid to Rest Card, 1 Reanimate Card.

Ability Card



FRONT



BACK

Letter Card



FRONT



BACK

Brain Card



FRONT



BACK

Laid to Rest Card



FRONT



BACK

Reanimate Card



FRONT



BACK

HOW TO PLAY

The player who most recently watched a zombie film will start the first round of the game. Turns will proceed in a clockwise order. During a round, each player will take their turn following the actions in the order listed below:

1. At the start of your turn, you may spend Brain Cards to reactivate any of your inactive Ability Cards. An inactive card will cost one Brain point to reactivate.
2. Draw Letter Cards until you have a hand of 5 cards. Once per turn, you can discard up to 2 unwanted Letter Cards from your hand to the discard pile. Redraw that same amount from the Letter Deck back into your hand.
3. Optional. Play any active Ability Card(s).
4. Play up to two Letter Cards on the play area. You may rearrange the order of the Letter Cards on the table to fit your word in mind. When playing Letter Cards, you **MUST** have a word in mind before you play any card(s) from your hand.
5. Pass your turn if you don't have any Letter or Ability Cards you want to play.

ABILITY CARDS

On a player's turn, they may play any or all of their active Ability Cards. Once played, flip over the Ability Card. That card is now inactive.



GRAVE DIGGER

This ability will allow you to search the discard pile and take any Letter Card of your choosing. You may either play the card immediately or add it to your hand.



STEP AHEAD

This ability will allow you to stop the next player from taking their turn. This ability can only be played after you complete a word.



TAG IT

This ability will allow you to remove or replace a Letter Card on the play area. Place the removed card in the discard pile.



ROCK ON

This ability card will allow you pick a player and take one Letter Card, of your choosing, from their hand. You may either play the card immediately or add it to your hand.

LAI D TO REST CARD

This card is mixed in with the Letter Deck at the setup of the game. Upon drawing this card, you may choose another player and kick them out of the current round. After playing this card, place it into the discard pile.

REANIMATE CARD

This card is mixed in with the Letter Deck at the setup of the game. Upon drawing this card, you may reactivate all of your inactive Ability Cards without using Brain points. To reactivate, flip over your Ability Cards to their active sides. After playing this card, place it into the discard pile.

BRAIN CARDS

These cards are used to track your total points. These cards may also be used to reactivate Ability Cards. The first player to gain 10 Brain points will be the winner!

MISCELLANEOUS RULES

- If your hand has more than 5 Letter Cards, discard cards until you have a maximum hand size of 5 cards.
- When a word is completed, **only** the next player will have a chance to either try and rearrange the Letter Cards on the play area or play Letter Cards from their hand to form a new word. If that player does not have the letters to do this, or if the cards cannot be rearranged, then the player that made the original word wins the Brain points. A round ends when a word is completed by the final player. The Letter Cards played that round will be placed into the discard pile. The player clockwise of the winner will start a new round. The Letter Cards cannot be rearranged to a previous word made in the round.
- If a word is questionable, research it to see if it's an official word in the English dictionary. Otherwise, all players may vote to determine if the word can be played. Names of **people** or **slang** terms are not eligible to be played.
- When there are no more cards in the Letter Deck, reshuffle the discard pile to make a new draw deck.
- For all 3 game modes, completed words must contain at least 3 or more Letter Cards.
- All active Ability Cards can be played during a player's turn. If you've already played two Letter Cards on your turn, you may use Ability Card(s) that would add additional letters to the play area.

LETTER FREQUENCY

A(3), **B**(2), **C**(3), **D**(3), **E**(3), **F**(2), **G**(2), **H**(2), **I**(3),
J(2), **K**(2), **L**(3), **M**(3), **N**(3), **O**(3), **P**(2), **Q**(1), **R**(3),
S(3), **T**(3), **U**(3), **V**(2), **W**(2), **X**(1), **Y**(2), **Z**(2).

HOW A ROUND PLAYS OUT

Example for a 4 player game.

Barbara plays the Letter **I** on the play area.



Tom plays the Letters **T** and **R**.



Ben plays the Letter **N**.



Helen plays the Letter **A** and makes the word **Train**. She can win this round if the next player (**Barbara**) cannot rearrange the Letter Cards on the play area or play Letter Cards from her hand to form a new word.



Barbara plays her Ability Card, **Grave Digger**, to search the discard pile. She takes the Letter **B**. **Barbara** also plays the Ability Card, **Tag It**, to replace the letter **T** with the letter **B** to make the word **Brain**. She now has the chance to win this round.



Tom plays the Ability Card, **Rock On**, and chooses to look at **Ben's** hand of Letter Cards. **Tom** takes the letter **S** from **Ben's** hand and plays it immediately. **Tom** has now made the word **Brains** and has a chance to win this round. **Tom** could use his Ability Card, **Step Ahead**, to immediately end the round without allowing **Ben** a chance to play. However, **Tom's Step Ahead** card is inactive and cannot be played.



Ben doesn't have any Letter Cards in his hand that he can play to make a new word. He also doesn't have any active Ability Cards he can play. Therefore, **Tom** wins this round. Since the game mode being played is standard, **Tom** will gain 3 Brain points for the word **Brains**. **Ben** will start the new round because he is clockwise to the winner (**Tom**).