

15 AGENT π

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

"This smoke won't screen us forever."

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20 COCKEYE THE CLOWN

ZOMBIFY 1 non-Zombeye card in the .

"If looks could kill..."

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5 DIRK AND PEDRO

DESTROY 2 Zombeye cards in the .

"Hasta la vista"

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AMAZING PARALLAX



RESURRECT 1 card from the to your .

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

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BRUTUS



DESTROY 1 non-Zombeye card in the .

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

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EYENSTEIN



DRAW 2 cards.

: 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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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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FABULOUS FLYING FIDELS



AMBUSH another player with this card.

"... our eyes in the sky."

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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."

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"He digs unearthing old friends."

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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."

10 HAIRY HARRIETTE

ZOMBIFY 2 non-Zombeye cards in the .

"She's very hard on the eyes."

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15 HAWK

Every player **DRAWS** 1 card.

⬆️ **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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ZOMBIFY another non-Zombeye card in the .

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

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5 JUGGLING JADE

ZOMBIFY 3 non-Zombeye cards in the .


"You'll be blinded by her skill."

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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15 MADAME 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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20 POOKABEE!

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

"Awwww, so cute...orrrghhh!"

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5 SEYEAMESE TWINS

DESTROY 2 non-Zombeye cards in the .

"This looks like double trouble."

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5 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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10 SILAS

DESTROY 1 non-Zombeye card in the .

"Better you than me."

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DESTROY 1 non-Zombeye card in the [symbol].

"Better you than me."

10 WINKER

DRAW 1 card.
 (If Winker is in the [symbol], a player may **RESURRECT** it to their [symbol] during their turn.)

"He's a sight for sore eyes."

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