



Thank you for purchasing ZOMBIES!!! 9: Ashes to Ashes. This is a landmark expansion for our little game. First, the setting is the most logical one possible. When someone asks, "Where do they keep all the dead bodies?" The answer is obvious, "the graveyard." With that in mind (and a couple of movies...), we created this little expansion.

The next reason this expansion is important is that it is the last one before we celebrate the tenth anniversary of the ZOMBIES!!! game. It's hard to believe that it has been so many years since we brought the dead back to life. We think we have done some good work with this one and it does the game justice as we head into our second decade. Our heartfelt thanks to everyone who has supported us along the way: Here's to you!

Finally, you will notice that we have added a new event card type. Some of the cards from this set say "Automatic" as part of their function. These cards add a new level and dynamic to the game. We think you will enjoy it.

**Thanks again,
Todd and Kerry Breitenstein**

Now to the good stuff!!!

Contents
16 Map Tiles
32 Event Cards
25 Zombie Kids
These Rules

The New Stuff!!! (Or, the object of the game!)

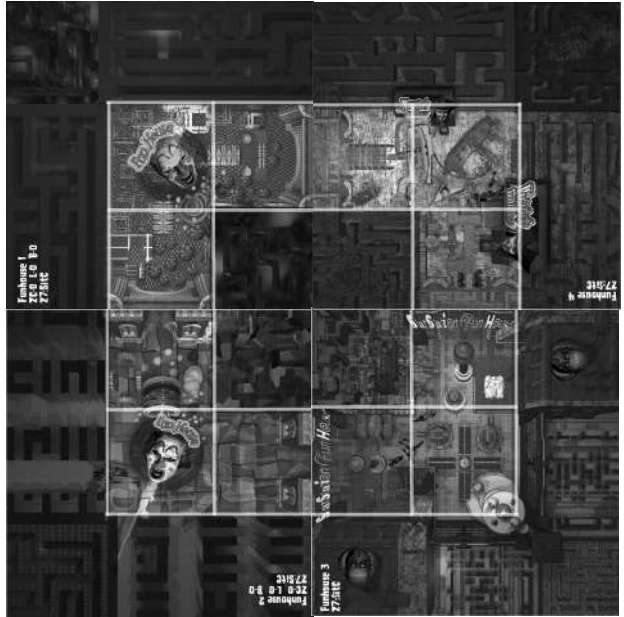
This set can be played by itself (with the tokens from the base set) or as an addition to the base set. The object is to get to the BigTop, pick up a Clown Car and exit the carnival by the "Ticket Booth" tile. That's right, there's no helipad in this set!

Game Setup

There are a couple of ways you can use this expansion.

Setup when playing with **Zombies 7 alone:**

- Remove the 4 “Funhouse” tiles, a four way tile and the “Big Top 2” tile. Arrange the “Funhouse” tiles, as shown on the next page, within easy reach of all players. Place the “Big Top 2” tile to the side. Place the four way tile in the middle of the table. Shuffle the remaining tiles and place to the side.
 - Remove the 6 “clown cars” from the event deck and place them to the side.
- Shuffle the rest of the event cards and deal 3 to each player. The event deck will not be reshuffled after it runs out. No more cards will be drawn at that point.
- Each player places their pawn on any “Funhouse” tile, any Middle square (X).



The Funhouse at the beginning of the game

- Shuffle the rest of the event cards and deal 3 to each player. The event deck will not be reshuffled after it runs out. No more cards will be drawn at that point.
- Each player places their pawn on any “Funhouse” tile, any Middle square (X).

Setup when playing **Zombies 7 with the base set:**

- This set may be played as a normal **Zombies!!!** expansion (like **Zombies!!! 2** or **3**). Or, you can play using the special rules below.
- Arrange the city tiles from the base set in as small an area as possible. Place the “Ticket Booth” and a four way tile (from **Zombies!!! 7**) off one of the city tiles using normal placement rules. Place the “Ticket Booth” as far as possible from the Helipad.
- Remove the 4 “Funhouse” tiles, and the “Big Top 2” tile (from **Zombies!!! 7**). Place the Funhouse tiles as shown within easy reach of all players. Place the “Big Top 2” tile to the side. Shuffle the remaining tiles. Place them to the side.
- Remove the 6 “clown cars” from the event deck and place them to the side.
- Shuffle the event cards from the base set and any expansions, except for **Zombies!!! 7**. Place them to the side within easy reach of all players.
- Shuffle the **Zombies!!! 7** event cards and deal three cards from **Zombies!!! 7** to each player. Place the remaining cards to the side. When drawing event cards, you may draw from the **Zombies!!! 7** deck or from the main event deck. Be sure to discard to the appropriate deck. The **Zombies 7** deck is not reshuffled. Once the cards are gone, cards can only be drawn from the regular event deck.
- Each player places their pawn on any “Funhouse” tile, any middle square. (See

illustration, above.)

- When drawing tiles, the tiles must be placed off of other carnival tiles and not the city tiles.

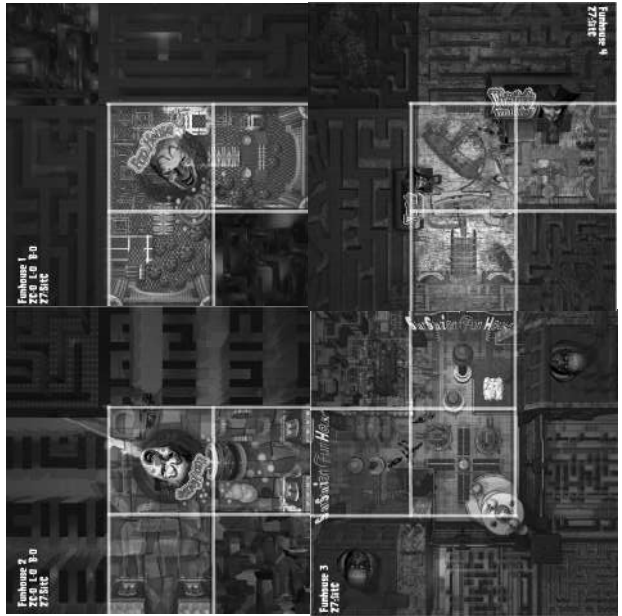
- The objective when playing with the base set is to get a “Clown Car” and exit via the “Ticket Booth” tile. Once you exit this tile you may roll 2d6 for movement on subsequent turns, if you still have a “Clown Car.” From there you win as usual, by killing a total of 25 zombies (including Zombie Clowns) or getting to the center square of the Helipad. Keep in mind that the Clown Car counts as an item and is subject to the normal item lose it due to player death or event card effect.

Play continues as usual until someone achieves one of the winning conditions.

Game Play in the Carnival:



The Big Top



The Funhouse during the game, you can

- Turn sequence is as normal.
- When a player moves off of a “Funhouse” tile, they rotate that tile 90 degrees in either direction. This is done whether the tile is occupied or not.
- Once a player is able to exit the “Funhouse” (see illustration “A” or “B”), the player to their left decides which center square of any 4-way tile in the carnival they will move to. Movement continues from there. The player may exit the “Funhouse” tile when the path leads to an outer edge of the Funhouse. (The move to the 4-way tile does not count toward your movement.)
- Zombie Clowns are placed on the tiles as indicated by the tiles. No zombies are placed on the 4-way tiles.
- When the “Big Top” tile is drawn, that player adds it to the board and immediately attaches the other half of the Big Top to it (see illustration).
- A Clown car is obtained when a player enters a “Big Top” square. (See illustration “X”).

- When a player obtains a Clown Car, add 2 to each movement roll. This starts the turn after the car was obtained. Zombies must be fought as usual when in a Clown Car.
- On a movement roll of 1 (before adding the bonus from the Clown Car, but after any other bonuses or penalties), the player is immediately moved to the “Funhouse.” The pawn is placed on the middle square of any “Funhouse” tile.
- When a pawn is moved back to the Funhouse, they lose the Clown Car if they have one. The Clown car card is placed back to the side of the table and can be used again.

Winning the Game:

Once a player reaches the last square of the “Ticket Booth” tile with a Clown Car, when playing Zombies 7 alone, they win the game. Once a player reaches the center square of the helipad or 25 zombie kills when playing with the base set, they win the game.

Additional Rules:

- When in the “Funhouse,” you may only move on the lighter squares. The dark squares are inaccessible.
- A “Funhouse” tile must be rotated when moving off of it, even if another player occupies it.
- Regular zombie figures may not move on to Zombies!!! 7 tiles.
- Zombie clown figures may not move on to regular Zombies!!! tiles.
- The clown car counts as an item and is lost when you die.
- The clown car counts as an item and is subject to the effects of event cards such as “Butterfingers.”
- Once out of the carnival, players may not be sent back for any reason.
- Players may not exit the the carnival by any other means except by taking a clown car through the “Ticket Booth” tile.
- The “Midway Games” tile counts as a 4-way but zombie clowns are placed on all available squares.
- When playing with the base set, once the last player has left the “Ticket Booth” tile, remove the remaining Zombies!!! 7 tiles from the game.
- To spice things up, use a number of “Clown Cars” equal to the number of players minus 1.

We lovingly dedicate this game to the memory of our nephew, Anthony James Beard, 1992-2007, one of our biggest Zombies!!! fans. We miss you, little Tony.

Game Concept and Design: Kerry Breitenstein and Todd A. Breitenstein

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Map Art: Kurt Miller

Additional Development: Jonathan Breitenstein

Layout and Design: Todd Breitenstein

Playtesters: The Usual Cast of Living Impaired...Thanks to everyone who helped bring the dead back to life... Again!

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