

**TWILIGHT CREATIONS PRESENTS**  
**ZOMBIES!!! 9**  
**ASHES TO ASHES**

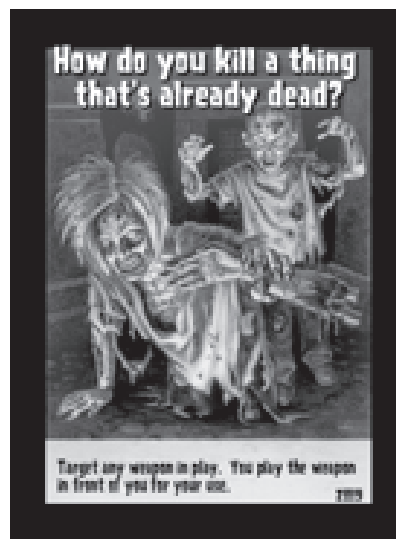
**Thank you for purchasing ZOMBIES!!! 9: Ashes to Ashes. This is a landmark expansion for our little game. First, the setting is the most logical one possible. When someone asks, "Where do they keep all the dead bodies?" The answer is obvious, "the graveyard." With that in mind (and a couple of movies...),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

## Game Play With Zombies!!! 9 Alone

The Zombies!!! 9 (Z!!!9) set can be played by itself (as long as you have the tokens and cards from the base set) or as an addition to the base set. If you choose to play it by itself, shuffle both sets of event cards together. All players start the game on the center square of the "Graveyard Entrance" tile. The game is played normally except for the winning condition. Once the last Zombies!!! 9 tile is played, the first player to clear the last zombie from all "Cemetery" tiles wins the game. Specifically, there can be no zombie figures remaining on any tile with "Cemetery" in the name. This includes the "Pet Cemetery" tile.



**The "Graveyard Entrance" tile**

Also, Treat the "Cemetery" tiles as "Four-Way" tiles and place them accordingly.

## Game Play With the Zombies!!! base set

If you wish, you can add Zombies!!! 9 to the original Zombies!!! by:

- Shuffling the new event cards with the old ones. Feel free to use all of them or remove the ones that you don't like.
- Do not shuffle the tiles together. Take the new tile called "Graveyard Entrance" (see above) and shuffle it with the original tiles.
- Take one "four way" tile from the Zombies!!! 9 set and place it to the side. Shuffle the rest of Z!!!9 tiles and place them next to the stack of tiles from the base set.

The game is played as with the original rules until someone draws the Graveyard Entrance tile. When this tile is drawn and played, immediately connect the four way tile you set aside earlier to it. Place Zombies on these tiles according to the original rules.

From this point in the game forward, players may place tiles from either stack. But, Z!!!9 tiles must be attached to the graveyard. Treat the "Cemetery" tiles as "Four-Way" tiles and place them accordingly. Also, once a stack is exhausted, players must play from the other stack.

### **"Automatic" Event Cards**

We have added a new card type called "Automatic" events. These cards are easy to distinguish because they say "Automatic" at the beginning of the card text.

To use them a player simply announces that they have drawn one of the new cards whenever drawing from the event card deck.



**"Automatic" event card samples**

If an "Automatic" card is drawn, the associated effect happens immediately. The effect also affects all of the players specified on the card. If more than one card is drawn, all automatic cards occur in the order they were drawn. One effect must be resolved before the next can occur.

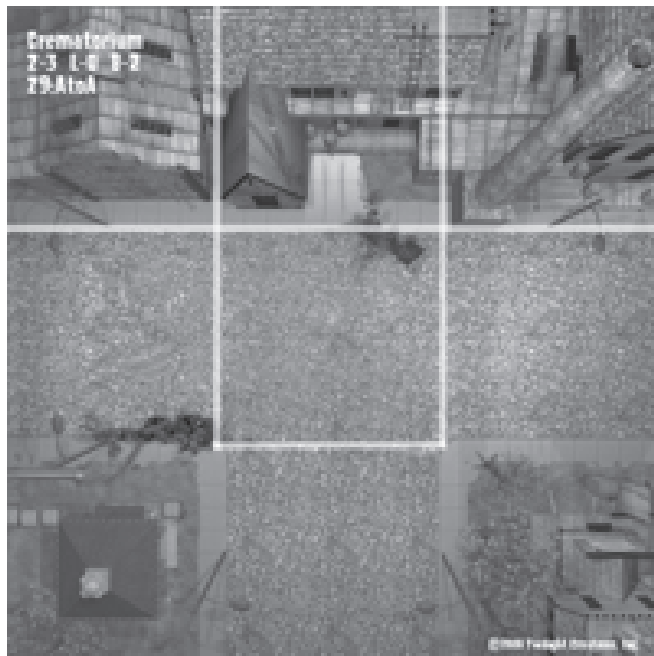
Keep in mind that the "automatic" cards DO count as your cards when drawing. Specifically, you do not get to draw additional cards to replace any "automatic"

cards until you are allowed to draw again, either due to your next turn or card effect.

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

### **Winning the Game:**

When combining Zombies!!! 9 with the base set, players can win the game one of three ways. The first two are the same as in the normal base game. Either by being the first to reach the center of the "Heli-pad" (and killing the



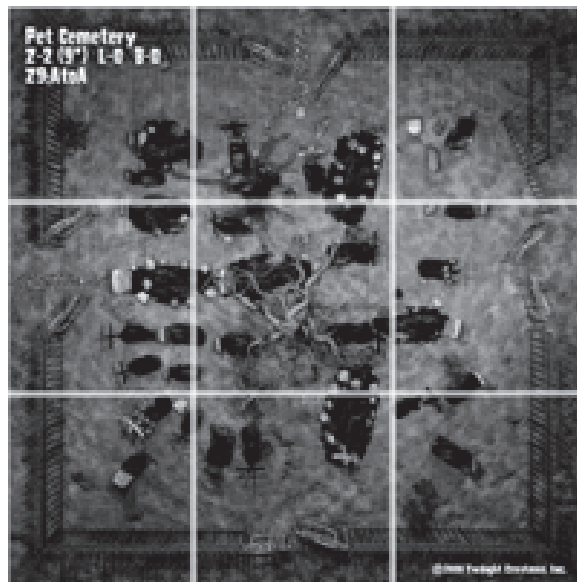
zombie there) or by killing 25 total zombies. With the addition of Zombies!!! 9 you may also win the game by killing all of the zombies on the “Crematorium” tile. (See previous page for illustration.) The first player to accomplish any of these goals, wins the game.

- Keep in mind that if you are playing Zombies!!! 9 alone, you win the game by being the first player to clear the last zombie from ALL “Cemetery” tiles after the last Zombies!!! 9 tile is played. This includes the “Pet Cemetery” tile.

**Additional Rules:**

- “Pet Cemetery\*” tile - Optional rule: If you have Zombies!!! 4, you may use the zombie dogs to populate the “Pet Cemetery” tile. Use the zombie dog rules if you use this option.

- You may use the “kid” zombie figures as regular zombies or by following these rules: When placing a new tile, the number of zombies placed does not change. You may place either regular or “kid” zombies. If you place any “kid” zombies they may be placed one per space with a regular zombie. “Kid” zombies may share a space with any “adult” zombie but not with another “kid” zombie. All other rules including movement and combat are as normal.



- For game purposes, “Graveyard” refers to the whole Zombies!!! 9: Ashes to Ashes map. “Cemetery” refers to the specific tiles with “Cemetery” in their name.

We lovingly dedicate this game to the memory of E. Gary Gygax and Dave Arneson without whom you wouldn't be reading this right now. We will miss seeing you every year at the summer shows.

Special thanks to Jenelle Risser for good ideas and continued support. Thanks Jenelle!

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

Card Art: Dave Aikins

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!

Twilight Creations, Inc. Cold Spring, KY 41076

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