



Thank you for purchasing ZOMBIES!!! 7: Send in the Clowns. This expansion came about as we sat around and tried to figure out if there was anything creepier than zombies. "Clowns!" Kerry suggested. As usual, she was right. Then we took it to the next logical step. Zombies are creepy. Clowns are creepy. So logically, zombie clowns have got to be the creepiest thing going...Right?!?

As you read these rules you may also notice that there are a few added twists and turns as well. We call that the "Funhouse." Actually, we will get to that later. For now, let's just say "Players go in, but they don't come out..."

Finally, as always, we would like to thank you, the fans. As you know, without you, none of this would be possible.

**Thanks again,
Todd and Kerry Breitenstein
Now to the good stuff!!!**

Contents

15 Map Tiles
32 Event Cards
25 Zombie Clowns
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.

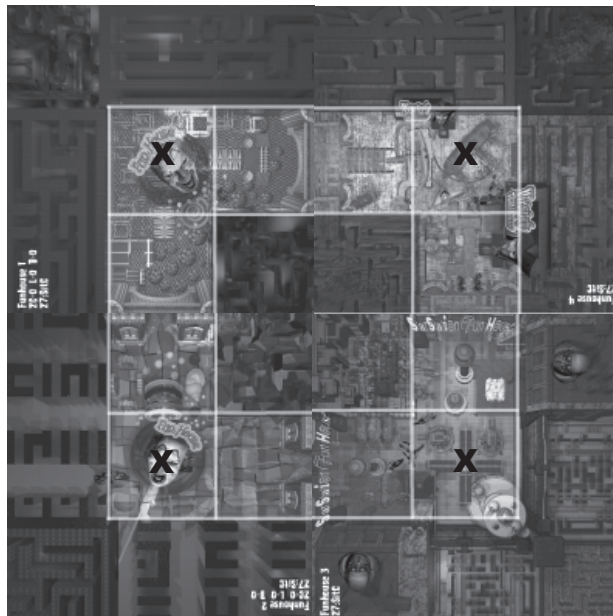
Setup when playing with Zombies 7 alone:

- 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).

**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.



The Funhouse at the beginning of the game

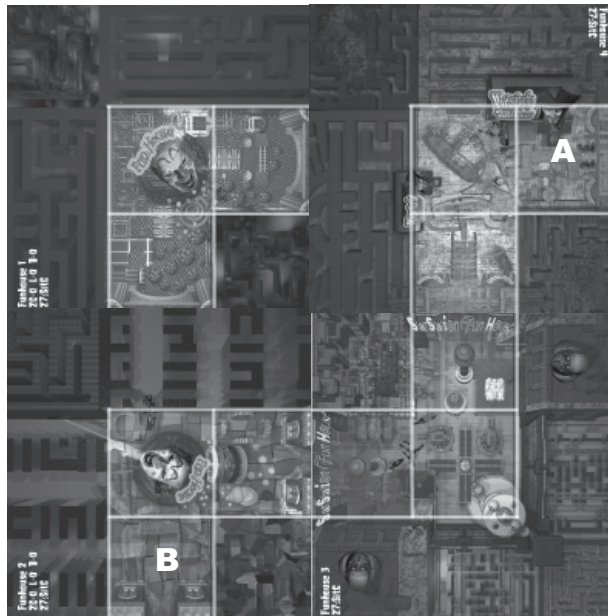
- Arrange the city tiles from the base set in as small an area as possible. Place the “Ticket Booth” and a four way tile (from Zombies!!! 7) off one of the city tiles using normal placement rules. Place the “Ticket Booth” as far as possible from the Helipad.
- Remove the 4 “Funhouse” tiles, and the “Big 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 rules. That is, you can lose it due to player death or event card effect.

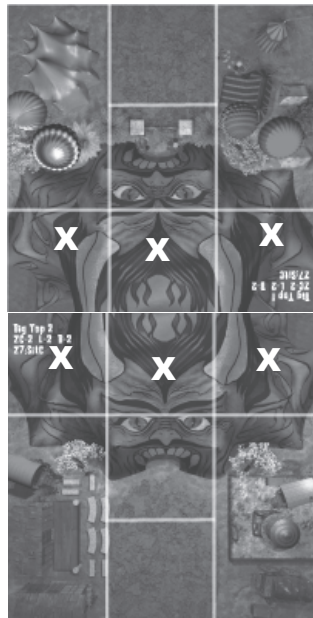
Play continues as usual until someone achieves one of the winning conditions.

Game Play in the Carnival:

- 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.)



The Funhouse during the game



The Big Top

- 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

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!

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