

COMPONENTS

15 ENEMY CARDS
(11 ZOMBIES + 4 VERSIONS OF THE
HELLBILLY ZOMBIE MASTER)



SETUP

Set up the game as you would in *Ace Of Spades*, but with the following changes:

1 Prepare the Enemy deck as you would in the base game but using only the cards from this expansion.

1.5 Create a **Bonus deck** using the Enemy cards from the basic game—Randomly draw a card with the number 10 and place it face down on the table, followed by random cards with the following numbers: 9, 7, 6, 4, 3, and 1 as well as one with the Ace of Spades on the back. Leave them near your playing area.

HOW TO PLAY

The rules for this expansion are exactly the same as the base *Ace Of Spades* game with one exception. The Goons you eliminate do not become temporary bonuses, but are rather simply set aside. Instead, you'll draw the first card from the Bonus deck. Keep this card in your bonus reserve so that you have it available to use when you need it.

THE ENEMIES

In this expansion, the Enemies work slightly differently from how they do in the base game. When play them, cards in your Hand combinations will be **"captured"**. This means that 1 (or 2) of the cards that damaged the Enemy will be linked to that particular guy (place them below or beside your card) and can never be used again.

GOONS. When these Goons die, they capture cards from the card combination that killed them, with the number (1 or 2) depending on what is indicated on the Enemy card. When this happens, you decide which card(s) to take out of play and place it together with the defeated Enemy, then discard the rest of the Hand. Any other cards that made up the combination in that Hand are not captured.



will have to eliminate them again along with the Villain. The Villains are backed up by zombies as follows:

The first Enemy has only 2 life points left. You play a three of a kind of 7s, and this combination eliminates him since it does 3 points of damage. As indicated, as he goes down, he captures 1 of the 7s. There is no way you can choose 1 of the 2 other cards in the Hand that were not part of the combination you played and therefore did not damage him.

VILLAINS. These Enemies do not have skills that make it harder for you to attack them. However, when they enter the game, they **reanimate** all of the previously defeated Goons along with their captured cards, and they are placed back into the playing area. You

- **First Villain:** 2 Goons with 1 captured card each.
- **Second Villain:** 4 Goons with 1 captured card each.
- **Third Villain:** 4 Goons with 1 captured card each and 2 elite Goons with 2 captured cards each.

The Goons who have been brought back from death do not have any life points. The only way to eliminate them is to use cards to damage the Villain that have the same value or the same suit as the card(s) captured when that Goon was first killed: If the Hand you play includes a combination that contains cards of the same value or suit as the captured card(s), the Goon is defeated... at least until the next battle with another Villain or the Hellbilly Zombie Master himself. It is important to keep in mind that:

- Each card that is in a combination that damages the Villain can be used to beat a single captured card. This means that you cannot use the same card in an effective combination to defeat 2 separate captured cards.
- If the Goon has 2 captured cards, you will have to defeat both cards in order to eliminate that zombie. But they do not have to be in the same combination—You can defeat their cards one at a time in different combinations. If you are not able to eliminate the Goon by taking out both cards in a single Hand, turn over the captured

card that you did defeat and leave the other for a future Hand.

- If there are still any reanimated zombies that have not been taken out when a Villain or the Hellbilly Zombie Master is defeated, you lose the game! The zombie Goons consume your flesh in a macabre feeding frenzy.



You face off against the first Villain, who brings 2 zombie Goons you killed earlier back to life. One of the 2 has a captured 2 of Spades and the other has an 8 of Clubs. In your first Hand, you play two pairs with 2s and 3s of Hearts and Diamonds. This does 2 points of damage to the Villain and eliminates the zombie with the 2 of Spades, since you played 2s. The other zombie is still in play, since you did not play any 8s or any Clubs in that combination.

The Villains in this expansion also capture cards. However, based on which card they capture, they will contribute to one permanent bonus or another. It should be noted that, just as with the zombie Goons, this captured card cannot be played again in any of your future Hands for the rest of the game.

HELLBILLY ZOMBIE MASTER. The Hellbilly Zombie Master works like the rest of the Villains in this expansion except, like Lord Overkill in the base game, you will have to be holding the Ace of Spades in your hand if you want to win the game. Furthermore, he is accompanied by re-animated zombies:

• **Zombie Master** 4 zombie Goons with 1 captured card each and 4 elite zombie Goons with 2 captured cards each.



ACHIEVEMENTS

BRONZE

- ☐ He died alone: Win a solo game.
- ☐ Piece of Cake: Win while playing the easy level.
- ☐ Killer: Post a photo of yourself playing Ace of Spades Zombie Master on social media with the hashtag #AceOfSpadesZombieMaster

SILVER

- ☐ Sharing is Dying: Play a game in cooperative mode.
- ☐ He Would Always Say Hello: Win while playing the normal level.
- ☐ 4 Birds With 1 Stone: Kill 4 reanimated zombie Goons in a single Hand.

GOLD

- ☐ Hitting above Your Weight Class: Win while playing the difficult level.
- ☐ Annihilator: Kill a Villain along with all his reanimated Goons in one blow.
- ☐ On the Edge: Have an entire suit of cards captured.

DIAMOND

- ☐ Wake Up in a Cold Sweat: Win while playing the nightmare level.
- ☐ Shake them Bones: Once you reach the final battle, put Thriller by Michael Jackson on and beat the Zombie Master before the song finishes playing.
- ☐ Two for the Road: Have 2 aces captured from you in a single Hand.

FAQ



Simple Joe needs to clear some things up. This time, his questions are about Hellbilly Zombie Master. Let's answer them!

How many reanimated zombies can I eliminate in a single Hand? A maximum of 5, since each card in your combination would then be used to defeat 1 of the cards captured by an Enemy. A single card in your hand cannot be used to defeat multiple Enemies' captured cards.

What happens if I am not able to defeat both captured cards of an elite Goon in a single Hand? If you can only defeat 1 of the 2 captured cards, mark that card in some way (turning it 90 degrees or flipping it over). That shows that the zombie is

wounded. In a later Hand, you must defeat the card that is left in order to eliminate the zombie.

Do I have to defeat the Goon's cards if I am able to do so with the Hand I am playing? No, but remember that you will have to eliminate all the zombie Goons before taking out the Villain (or the Zombie Master), otherwise you lose the game.

Which specific cards can the zombies capture after they die? The only cards that are at risk of being captured are those that damaged the zombie in the last combination, the one that was able to kill them. They cannot capture cards that are part of the Hand played but not part of the combination that damaged them, nor can they capture cards from previous Hands or combinations.

Is there any way to get back a card that was captured and attached to a zombie? Ha. Ha. Ha. No.



Benja Amorin
David Rubin

ACE OF SPADES

EXPA 1

CALL OF THE ZOMBIE

Legend says that Jack would go into the saloon every night in search of a little entertainment and something to wet his whistle. One day, he walked in on his old friend who owned the saloon in the process of watering down the whisky. This betrayal was so unforgivable that Jack killed the man on the spot, drowning him in a filthy watering hole.

But his rage was not quenched, and he vowed to master dark magic so he could bring the bartender back to life and kill him anew every night until his thirst for vengeance was satisfied. He has been at it for 723 nights, and he ain't gotten tired of it yet. The moral of the story: never water down the customer's whisky! Anyway, his wicked powers have led to his being proclaimed the Hellbilly Zombie Master, with his very own army of zombies ready to do his bidding. You are the only one who can put him and his putrefied horde of living dead in the grave.