



THE CEMETERY

take a walk among the
tombstones

I N S T R U C T I O N S



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Grab your shovel, Undertaker, and delve into this captivating village! You have a unique and crucial task: to construct the ultimate resting place for the deceased. But beware it's not all serenity in the graveyard. Tombs can be dug up, corpses exhumed, and **zombies could rise!**

Embrace your role in the afterlife, my fellow mortician, and start digging!





In **The Cemetery Game**, you play as an Undertaker. Your job is to Bury valuable Corpses in your Cemetery, but watch out, other players may Dig Up the bodies you buried. If a dug-up corpse is worth *more* than its tomb, a zombie will come to life.

Stay away from these Zombies. They will **eat your Victory Points** and **lower your final score**.

Tombs and **Developments** have unique bonuses. Use them to support your strategy and sabotage the others.

“**Dig Down**” on Tombs until they are sealed.
“**Dig Up**” on your opponents' Tombs to Exhume Corpses, undermine their chances for victory, and raise zombies in their Cemetery.

Don't let **Zombies** stroll your graveyard, kill or move them away!







All is left to do is to Seal **5 Tombs**, End the Game and become a Natural Bone Killer!





45x CORPSE CARDS

Corpses value are the Victory Points:

 3	Cards of Value 1	 12	Cards of Value 4
 12	Cards of Value 2	 2	Cards of Value 5
 14	Cards of Value 3	 2	Cards of Value 6

45x TOMB CARDS

Tombs have Values from **1** to **5** and can hold Corpses of any Value.



8x DEVELOPMENT CARDS

Developments can be **GOOD** (Green) or **BAD** (Red).

9x ZOMBIE CARDS

Zombies hold negative Values from **-1** to **-9**.





CARD VALUES



CARD ABILITY

BURIAL LEVELS

CARD VALUE

CARD BONUS

CARD ABILITIES





SETUP

1. Shuffle Zombie cards, each player draws a Zombie. The player with the highest negative value Zombie is the first player.
2. Reshuffle the Zombie cards into a single deck and place it face down on the table.

The Zombie Discard Pile will form next to it.

3. Shuffle the remaining cards into a second deck. That's the Main Deck. Place it face down on the table.

The Main Discard Pile will form next to it.

4. Deal 5 cards to each player from the Main Deck.

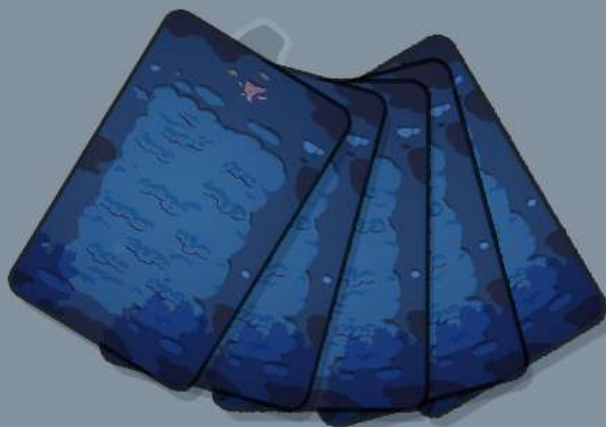
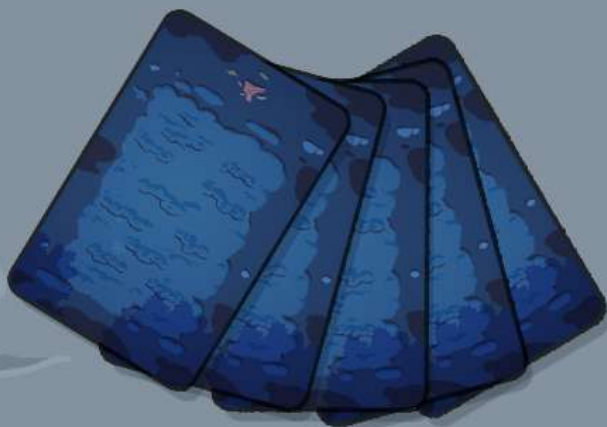
NOTE: *Shuffle the discardpiles to form new Decks when there are no more cards to draw.*

5. Play in clockwise order.





4 PLAYERS SETUP EXAMPLE





YOUR TURN IS DIVIDED IN 3 PHASES:

1. RESOLUTION PHASE (*These are not considered Actions*)

- ☠ You MUST, when feasible, resolve the BAD Development (Red) if any active in your Cemetery.
- ☠ You MAY resolve the GOOD Development (Green) if any active in your Cemetery.
- ☠ You CAN benefit of your TOMBS' Bonuses if you have any active in your Cemetery.

2. ACTION PHASE

Perform 1 to 3 actions among these:

- | | |
|-----------------------|--------------------|
| ☠ BURY CORPSE | ☠ PLAY DEVELOPMENT |
| ☠ PLAY CARD'S ABILITY | ☠ DIG UP or DOWN |

NOTE: You can perform the same action more than once.

**ALTERNATIVELY YOU CAN SKIP ALL YOUR
ACTIONS AND DRAW 3 CARDS INSTEAD:
YOUR TURN THEN ENDS.**

3. ADJUSTMENT PHASE

Check how many cards you have left in your hand:

- If you have less than 5 cards, **draw up to 5.**
- If you have more than 10 cards, **discard down to 10.**

NOTE: You cannot discard cards otherwise.

The only exception is the Tomb 3 Bonus.





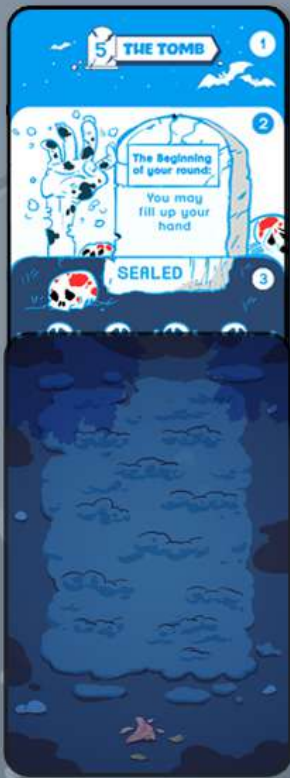
BURY CORPSES

To Bury a Corpse, you must place a Tomb face up in your Cemetery and the Corpse Card face down on top of it. ***This is a single Action.*** That Tomb now is at burial level 1. (see image 1 below)

You can't have more than one Unsealed Tomb of the same Value in your Cemetery. (see image 2 below)

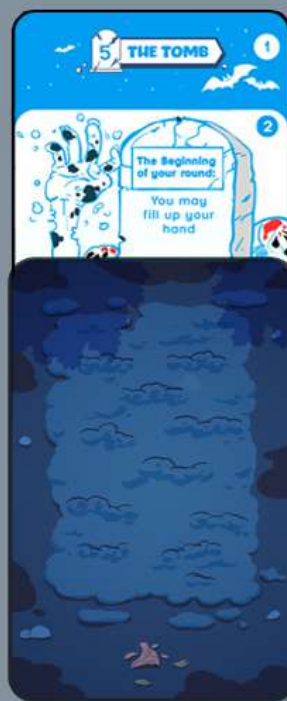
Eg. (See images 2 below) You can only have ONE UNSEALED Tomb of the same value at the time. First seal the Tomb 5 that is unsealed or choose a Tomb of different value to Bury your Corpse.

Image 1



Burial
Level 1

Image 2



"DIG" CORPSES

You can DIG only unsealed tombs.

You can DIG in any Cemetery.

You perform a **DIG DOWN** action by sliding the Corpse card down.

Slide the Corpse card up to perform a **DIG UP** action.



Once a tomb is sealed **no further DIG actions** can be performed on it.

Only **"The King"** can exhume a sealed tomb.

"Stop an opponent from digging...." cards prevent Dig actions.

EXHUMATION

Digging UP a corpse at burial level 1, exhumes it.
When exhumed, check the corpse and tomb value:

-  If the corpse's value is higher than the tomb's value draw a Zombie card, place it **face up** in the Cemetery and **discard both cards**.
-  If the corpse's value is equal or lower than the tombs value, simply **discard both cards**; no Zombie will be arisen in this case.



PLAY DEVELOPMENTS

Place Development cards face up in ANY Cemetery.
The Development is now Active.

You can only have one Good (Green) and one Bad (Red) Development active at the same time in your Cemetery.

BAD Developments can only be destroyed.

GOOD Developments can be destroyed, stolen, or replaced by playing a new Good Development from your hand, discarding the one already in play.

Ignore Unsatisfiable Developments during “Resolution Phase”.

PLAY CARD'S ABILITY

All cards except Zombies have an ability.

You can only activate abilities from cards in your hand; perform the action as described then discard the card.

NOTES



The Runner and The Electrician are the only cards that can be played outside of your Turn to Stop an opponent from Digging.

*“Stop an opponent from digging...”
CANNOT be stopped by playing another
“Stop an opponent from digging...”*



The King exhumes a sealed corpse and it CANNOT be stopped by any Card or Bonus.





DIG DOWN

Image 1



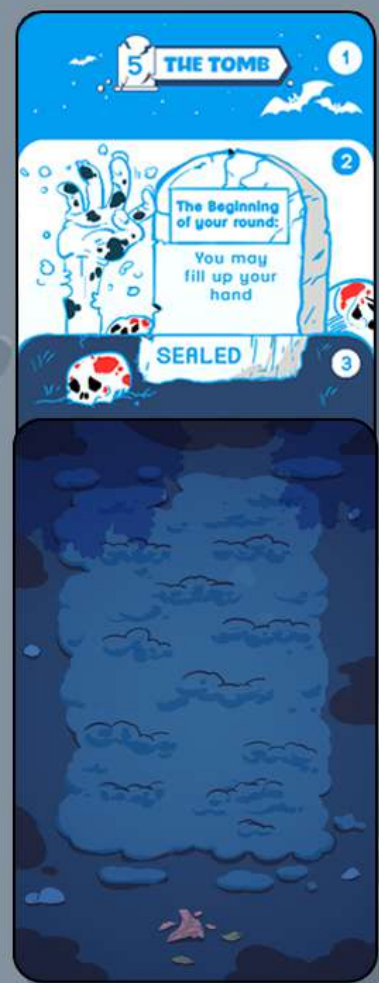
Dig the Corpse
Down to Level 2

Image 2



At Burial Level
two Tombs
effect activates.

Image 3



Once sealed, the
tomb's effect is no
longer active.



HOW TO DIG

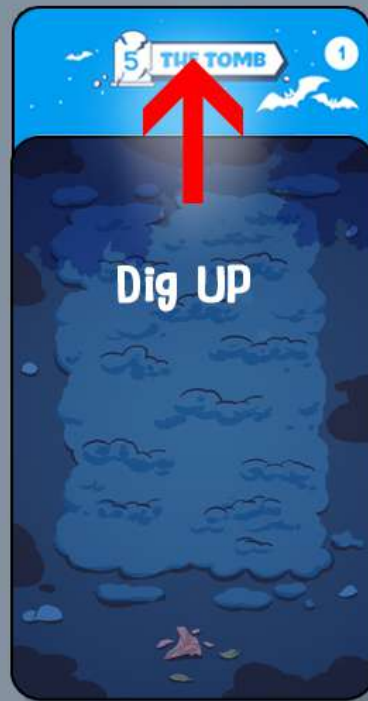
DIG UP

Image 4



You can only "Dig Up" on Tombs at Burial Level 1 or 2.

Image 5



Digging up a Tomb at Burial Level 1 exhumes the Corpse.

Image 6



When exhumed discard Corpse and Tomb. If the Corpse's value is higher than the Tomb's value, a Zombie arise in your Cemetery.



The game ends when, at the end of any round a player has **five sealed tombs** in his cemetery.

- ☠ Discard unsealed tombs and corpses.
- ☠ Reveal all the corpses in your cemetery and sum their values
- ☠ Subtract the value of any zombie in your cemetery.

The Player with the highest score is declared **Natural Bone Killer!**

If two or more players have the same score (tie), compare players' lowest Zombie's Value.
The tying player whose total Zombie Value is closest to zero, wins.

If there is still a tie, share the victory.





SEMPLIFIED RULESET

SETUP

1. Remove the Developments from the Main deck.
2. Shuffle the Main Decks and place it face down on the center of the table.
3. Shuffle the Zombie Deck and place it face down on the center of the table.

The respective Discard piles will form next to them.

4. Deal 6 cards to each player from the Main Deck.

Six is your maximum hand size.

5. The youngest player starts.
6. Play goes in clockwise order.

RULES

1. You can perform a maximum of 5 Actions.
2. Your Actions are: **Bury** and **Play card's Ability**
3. At the end of your turn, draw or discard cards to ensure you have a total of 6 cards in your hand.
4. The game ends immediately when a player seals 5 Tombs.
5. Winning Conditions at the "End of the Game" section.

All the other Rules are the same.





THE CEMETERY GAME

ILLUSTRATED BY AGNI SEN



SCAN TO LEARN
THE RULES