



# **SPOILER ALERT!**

**DON'T LOOK AT THE NEXT  
PAGE UNLESS YOU HAVE  
OPENED ALL 13 ENVELOPES.**



# TOUGH ZOMBIES



Place a Trophy sticker on its space if you win a game with one of these configurations:

Set up the game with all the advanced rules.  
**Use the Day side of the board**, even with 2 players.

On your turn, you will **only bring one Zombie** into play (by rolling the die). However you will have to **attack it** twice to overcome it.

The first time a Zombie is attacked, it is turned so that **its grey side is visible**.

When a grey Zombie is attacked, **place it in the Reserve**, coloured side visible.

## NOTES

- You cannot turn over a Super-Zombie (coloured side visible) that is in its Lair. Grey Zombies, however, don't have a Lair.
- When a Zombie lands on the space with the girl with the sword, it is immediately flipped if it is a Super-Zombie, and eliminated if it is a grey Zombie.
- You can still attack two different Zombies in the space where you end your movement, but you cannot attack the same Zombie twice if it is on its own.



### LEVEL 01



### LEVEL 02



### LEVEL 03



**WITHOUT CLONES**