

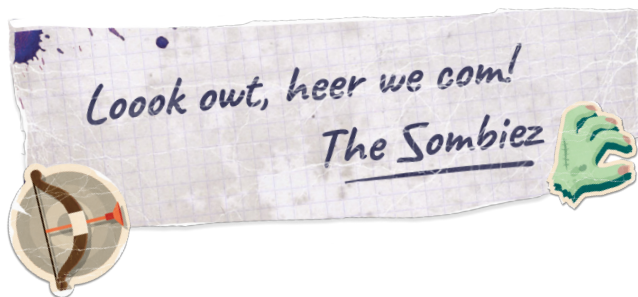


SPOILER ALERT!

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



ZOMBIE SWARM



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



LEVEL 01



For this challenge, use the Hero Powers and the Clones, **but not the Super-Zombies.**

Use the Night side of the board, regardless of the number of players. Put all the Zombies in the Reserve (none on the board) and all the Heroes in the Red room.

To put Zombies in play at the beginning of your turn, **roll the die twice** and each time place 1 Zombie on each Portal adjacent to the space indicated by the die. Do not place a Zombie if a Hero or a Clone is on the Portal. If you roll the Red side, only one Zombie enters play, in the central space. No Zombies enter play if you roll the White side.

Your Hero Power **remains active** if your Clone is in play, but only your Hero can use it, not your clone.



LEVEL 02



LEVEL 03



WITHOUT CLONES

ZK
ZOMBIE KIDZ
Evolution