



# CAUTION! IMPORTANT!



**PLEASE READ THIS BEFORE  
GOING ANY FURTHER.**

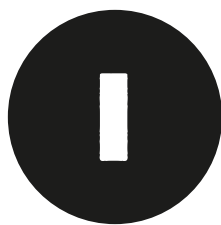
**There is a risk that you might spoil your game if you read this document.**

This list is meant for you **if you think you are missing something from one of the envelopes**. You can use it to check to make sure you have everything you are supposed to, and also to have immediate access to any material that might be missing. **Make sure to print ONLY the page you need.**

If something is, in fact, missing, please contact the After-Sale team of the distributor in charge of your region.

For Canada, the United States, the UK, and Australia, you can find the information here: <https://www.scorpionmasque.com/en/contact>

**ENVELOPE**



## HERO POWERS

*Zombies are arriving more quickly than ever, so it's time for the heroes to step up to the challenge with new powers!*

*As soon as a hero gets a power card, the player who has that hero follows these rules. More powers will come in the future...*

### Set-up

Place your hero's power card in front of you.

### Rules

Every turn, at the beginning of your turn, you add one zombie from the reserve to the board by rolling the die as indicated in the basic rules, then you add a second zombie according to what's written on your power card. Bummer.

On the other hand, you now have a special power you can use each turn.

Remember: Only players with a power card add a second zombie.

Some hero combinations are more efficient than others. It's up to you to find them by experimenting with different team-ups.

Apply this rank badge to your passport at the end of the rulebook.



## Mission group HERO POWERS

Win a game while playing with at least 1 hero power.

Win a game by finishing with 3 zombies on an entryway.

Win a game while playing with 4 hero powers.



E1

E1

## HERO POWER

### ADDING THE SECOND ZOMBIE

To bring in the second zombie, I roll the die again.

### POWER

Once per turn, I can move any zombie from its current space to an adjacent space before moving myself.



E1



**ENVELOPE**





## HERO POWER

### ADDING THE SECOND ZOMBIE

To bring in the second zombie,  
I roll the die again.

#### POWER

If there are no zombies  
in the space I'm  
moving into, I can  
**eliminate 2 zombies**  
**in an adjacent space**  
**(or 1 zombie in each of 2**  
**adjacent spaces).**

I can also do this if I choose not to move  
and there are no zombies in my space.



E2



**ENVELOPE**



Apply this sticker to space **R2** on page 11 of the booklet.

## SUPER-ZOMBIE

*When you find a Super-zombie in an envelope, place a colored sticker on the back of each of the matching 2 zombie tokens.*

*You don't have to have all of the Super-zombie cards to use these rules, but you must use all of the ones you do have.*

### Set-up

Place the Super-zombie cards face-up near the board; the matching zombies are called "Super-zombies" and are placed colored-side up.

### Rules

When you bring a Super-zombie into play on the space indicated by the die, immediately apply the power described on its card. This power applies only when the Super-zombie comes into play.

### BE CAREFUL !

Each Super-zombie has a **lair** in which you can't eliminate it: but you can still fight other zombies in this space!

### USE THE POWERS OF THE SUPER-ZOMBIES TO YOUR ADVANTAGE

Think carefully about the zombie or the hero you'll be moving.

E3

Apply a colored sticker to the back of each of the matching 2 zombie tokens.

E3



E3

Apply this sticker to space **M2** on page 14 of the booklet.

## Mission group SUPER-ZOMBIE



Win a game while playing with at least 1 Super-zombie.

Win a game in which you played with all 4 Super-zombies.

Win a game in which you moved a Super-zombie from its lair to another space using the power of another Super-zombie.

## SUPER-ZOMBIE

*Attracts another zombie.*

### POWER

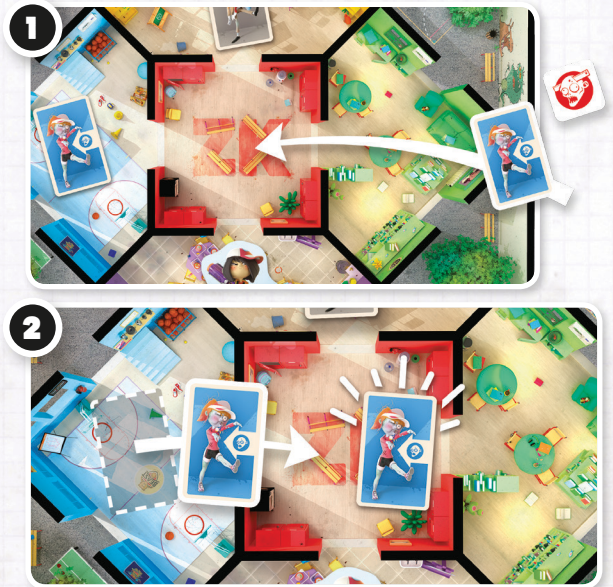
When she enters play, **choose a zombie on an adjacent space and move it to the space where this Super-zombie just entered play.** If no zombies are on adjacent spaces, ignore this power.

### LAIR

Her lair is **the blue space**. You cannot eliminate her if she's on that space.



E3



## ENVELOPE





E4

Apply this rank badge to your passport at the end of the rulebook.



Apply a colored sticker to the back of each of the matching 2 zombie tokens.



## SUPER-ZOMBIE

*Is looking for the exit.*

### POWER

When he enters play, **move him to an adjacent entryway of your choice.**

Ignore this power if this Super-zombie enters play on the red space.

### LAIR

His lair is **the red space.** You cannot eliminate him if he's on that space.



E4

1



2



**ENVELOPE**



Apply this sticker to space **R3** on page 11 of the booklet.

E5

## CLONE

*Super-zombies keep coming! You want to bring more heroes to the fight, but no one else is around. Maybe you can clone yourself? After all, four fists are better than two! As soon as a hero has a clone, the player with that hero follows these rules. More clones will come...*

### Set-up

Place your alternate hero token (your clone) in front of you.

### Rules

When you roll the white side on the die, place your clone on the same space as your hero. Next time you roll a white side on the die, remove your clone from the game.

**BE CAREFUL !** As long as your clone is in play, **your hero's power is deactivated**. Your turn will now be a bit different because you will play twice:

1. Roll the die to bring one zombie into play, then bring a second zombie into play according to the rules on your power card.
2. Play one of your tokens (hero or clone, up to you) according to the normal rules.
3. Play your other token.



Apply this sticker to space **M3** on page 14 of the booklet.

E5

### Mission group CLONE



Lock the last entryway with a hero and its clone.

Win with at least 2 clones on the board at the end of the game.

Win a game after having closed 2 different entryways during a single player's turn (1 with a hero, the other with their clone).



E5



**ENVELOPE**



Apply this rank badge to your passport at the end of the rulebook.



E6

## HERO POWER

### ADDING THE SECOND ZOMBIE

I place the second zombie **on the entryway of my choice**.

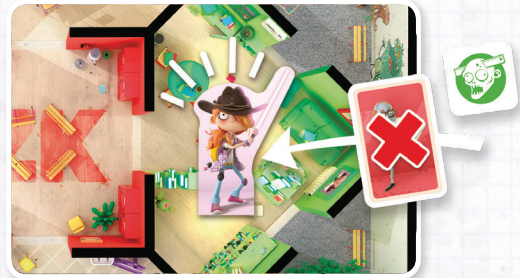
### POWER

I immediately eliminate all zombies that enter play on my space, or enter my space for any reason (even when it's not my turn).

If it's a Super-zombie, I eliminate it before it has time to activate its power. I eliminate it even if it's on its lair, whether it entered play there or moved there.



E6

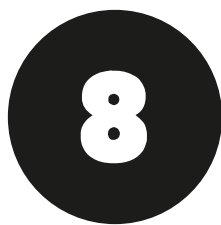


**ENVELOPE**





**ENVELOPE**



E8

Apply a colored sticker to the back of each of the matching 2 zombie tokens.

Apply this rank badge to your passport at the end of the rulebook.



## SUPER-ZOMBIE

*Makes another zombie flee.*

### POWER

When she enters play, **take a zombie on the space where she entered play and move it to an adjacent space.**

Ignore this power if no other zombies are in the space where she enters play.

### LAIR

Her lair is **the green space**. You cannot eliminate her if she's on that space.

E8



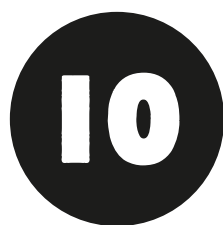
**ENVELOPE**







**ENVELOPE**



## HERO POWER

### ADDING THE SECOND ZOMBIE

I place the second zombie **on the same space as the first one**.

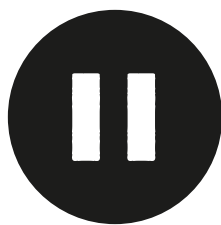
### POWER

After having rolled the zombie die, **I can take two turns in a row**. In each turn, I move and perform actions as normal. (And I don't roll the zombie die a second time!)

E10



**ENVELOPE**



E11

Apply a colored sticker to the back of each of the matching 2 zombie tokens.

Apply this rank badge to your passport at the end of the rulebook.



## SUPER-ZOMBIE

*Catches a hero.*

### POWER

When he enters play, **move a hero from an adjacent space into the space where he is located.**

Ignore this power if no heroes are located in adjacent spaces.

### LAIR

His lair is **the purple space**. You cannot eliminate him if he's on that space.



E11

1



2



**ENVELOPE**





**ENVELOPE**





Apply this rank badge to your passport at the end of the rulebook.



E13

## CONGRATULATIONS!

*You've just reached the game's highest rank!*

### But the game's not over yet!

Even though the progress chart is currently full, you can continue to mark completed missions by applying trophies to the list.



Aside from that, here are **3 ultimate challenges**, each of which features different set-up rules as well as alternate gameplay rules.

You should always follow the normal rules and use the advanced rules, unless these special rules say otherwise.

**Each challenge contains 3 difficulty levels** based on the number of players and the specific heroes in play. **If you win, you can apply a sticker to the level that you completed.**

## IMMINENT DANGER

### CHALLENGE 1

To start, **place 2 zombies on the yellow space and 2 on the purple space** (Do not place the purple Super-zombie in its lair.) Place no zombies on the entryways.

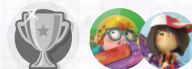
**Divide the heroes between the green space and the blue space.**

**Right before locking an entryway, you must remove the zombie at the end of the reserve and return it to the box.**

Now you'll have fewer zombies available as the game keeps going. If you can't remove a zombie, you can't place the lock, even if you're about to close the 4th entryway to win the game.

E13

#### LEVEL 01



#### LEVEL 02



#### LEVEL 03



## THE LOCK ROOM

### CHALLENGE 2

To start, **place the 4 locks on the red space, 1 zombie on the yellow space, 1 on the green one, 1 on the purple one, and 1 on the blue one** (Do not place a Super-zombie in its matching lair.) Place no zombies on the entryways. **Place each hero on a different entryway.**

If one of your heroes is on the red space, **it can pick up and carry one lock when it moves** (maximum 1 lock per hero). If your clone is carrying a lock and gets removed from the game, return the lock to the red space. **You can close an entryway only if your hero is carrying a lock** (and if it is with another hero or a clone).

#### LEVEL 01



#### LEVEL 02



#### LEVEL 03



## THE SPECIALISTS

### CHALLENGE 3

Set up the game normally, except that one of you starts **with their clone active and placed on the red space.**

**You can lock an entryway only by using your hero and its clone.**

**Exactly one clone can be in play.** When a new clone enters play, the active clone must be removed from play, and when a clone leaves play, another clone of the players' choice enters play.

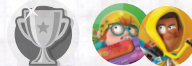
#### LEVEL 01



#### LEVEL 02



#### LEVEL 03



E13