

ZOMBIE KIDZ

Evolution

Play **ZOMBIE KIDZ** with the
powers from **ZOMBIE TEENZ**.



IMPORTANT

**YOU NEED TO HAVE OPENED
ENVELOPE 7 OF ZOMBIE TEENZ
AND ENVELOPE 1 OF ZOMBIE
KIDZ TO PROCEED!**



NEW POWERS

Rules

Here are 4 new Powers. You can give these Powers to any Hero you choose. These Powers work exactly like the "Hero Powers" rule (page 10). So if you give one of these powers to a Zombie Kidz Hero, this one will replace their normal power. Each Hero can have only one Power Card at a time! At the beginning of the game you can also choose to use a Teenz rather than a Kidz.

HERO POWER

ADDING THE SECOND ZOMBIE

To bring the second zombie into play, I roll the die again.

POWER

I take the 2 Barricade Tokens. At the end of my turn, I may place a Barricade Token in an adjacent space if I want (even if there are zombies in that space). If a zombie moves into a space with a Barricade (for any reason), I return that zombie to the line and take back my Barricade Token.



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HERO POWER

ADDING THE SECOND ZOMBIE

To bring the second zombie into play, I roll the die again.

POWER

When I move, I can move to any space on the board.



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HERO POWER

ADDING THE SECOND ZOMBIE

To bring the second zombie into play, I roll the die again.

POWER

On my turn, I can close a portal on an adjacent space if another Hero is on that portal.



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HERO POWER

ADDING THE SECOND ZOMBIE

To bring the second zombie into play, I roll the die again.

POWER

I take the 2 Firecracker Tokens. On my turn, I may place, for free, a Firecracker Token on any space on the board. When the die lands showing the white side (even on another player's turn), all Firecrackers explode and send all the zombies on spaces with Firecrackers back into the line. I take back all my Firecracker Tokens.



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