

# **ZOMBIE TEENZ**

**EVOLUTION**

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



## **IMPORTANT**

**YOU MUST HAVE OPENED  
ENVELOPE 10 OF *ZOMBIE KIDZ*  
AND ENVELOPE 3 OF  
*ZOMBIE TEENZ* TO PROCEED!**



# NEW HEROES

## Rules

At the beginning of the game, you can choose to play with a Hero from *Zombie Kidz* instead of the normal Heroes. As always, you may give each one only ONE Power Card.

**Reminder :** If you are using a Power Card, you must roll both dice every *turn*, and apply the effect of the Black and White Dice, *in that order*.

### POWER

## LIGHTNING SPRINT

You can do the **Move Action** once FOR FREE on each of your turns.



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## LASER REFLEXES

When a Zombie Horde lands on your space (even on another player's turn), immediately do the 'Attack a Zombie Horde' Action (if it's a Radioactive Horde, flip it to its normal side) **and place your character in the School.** You need to rest!



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## SUPER SPLASHER

For one Action, you may do the 'Attack a Zombie Horde' Action against a Horde in a space adjacent to your Hero. You cannot use this action if you are in the School.



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## ZOMBIE MANIPULATION

At any time during your turn (after having rolled and resolved the dice) you may advance a Zombie Horde. If you do this, you may also move a Horde back one space if they are on a street space **without a sewer.**



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