

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 may do the 'Move' action twice on your turn.

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POWER

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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