



# IMPORTANT

**YOU MUST HAVE OPENED  
ENVELOPE 13 OF *ZOMBIE KIDZ*  
AND ENVELOPE 10 OF *ZOMBIE  
TEENZ* TO PROCEED!**



# CRATES IN THE SCHOOL

This Super-Challenge allows you to play *Zombie Kidz* with the Ingredient Crates from *Zombie Teenz*. You can use the rules for the Hero Powers and the Super Zombies, but do not use the Clones. You cannot use any Hero Powers from *Zombie Teenz*, including the ones adapted for play with *Zombie Kidz*.



## Setup

- Place the *Zombie Kidz* board 'Night' side up, regardless of the number of players.
- Place a Crate on each entryway.
- Leave the Lock Tokens and the *Zombie Kidz* Die in the box, they will not be used. You will only be using the White Die from *Zombie Teenz*.
- In a 2-Player game, place an extra Hero in the red room. Like in the 2-Player version of *Zombie Teenz*, that Hero does **not** move, and is only there to receive Crates. It does not have to leave the room if there are 3 or more Zombies in it.

## Your Turn

A player's turn is exactly the same as in *Zombie Kidz*, except:

1. You will use the White Die from *Zombie Teenz* instead of the die from *Zombie Kidz*.
  - If your die result is a colour, add a zombie from the reserve to the room of that colour.
  - If you roll a **?**, and there are no zombies in the yellow room, add a zombie from the reserve to the yellow room.
  - If you roll a **?**, and there are one or more zombies in the yellow room, do not add a zombie to the board, but instead move one zombie from the yellow room to an adjacent space of your choice.
2. At the end of your turn, you may transfer a Crate like in *Zombie Teenz* FOR FREE. Give a Crate that is in your space to a hero in an adjacent space, or take a Crate that is in an adjacent space with a Hero.

## End of the Game

You win if you bring all 4 of the Ingredient Crates into the red room. You do not need to lock the entryways.

You lose the same way as in the original *Zombie Kidz* game.