



# WARNING

**YOU MUST HAVE OPENED  
ENVELOPE 11 OF ZOMBIE KIDZ  
AND ENVELOPE 9 OF  
ZOMBIE TEENZ TO PROCEED!**



# THE DOG AND THE HIDDEN ZOMBIES



The Kidz have tamed the Zombie Dog and he has become an indispensable ally against the Zombies that are hiding around the school!

This Challenge is very similar to a normal *Zombie Kidz* game, with a few exceptions.

## Setup

- Set up the game like a *Zombie Kidz Evolution* game.
- Leave the clones in the box (they won't be used), but use the *Zombie Kidz* Hero Powers (not the *Zombie Teenz* ones) and the 4 Super Zombies.
- Take the white *Zombie Teenz* die AND the *Zombie Kidz* die.
- Put the Zombie Dog on the school with the heroes. You have tamed him and he is helping you, in his own way!
- Place a zombie on each gate, grey side up. They are hidden... for now!

## Gameplay

### 1- Bring in the zombies

Ignore the rule about adding the second zombie on your Power Card.  
Roll both dice at the same time.  
First bring a zombie into play in the room colour on the *Zombie Kidz* die.  
Then bring a zombie into play in the room colour of the *Zombie Teenz* die.  
If your die shows a **?**, repeat the effect of the *Zombie Kidz* die (place a second zombie on the same space or on none if the white face is showing).

### 2- Activate the Zombie Dog-buddy

Move the dog one space or leave it where it is.  
Then, you can move 1 zombie from the dog's space to an adjacent space.  
Careful! You cannot move a Hidden (grey) Zombie.  
The Dog can enter spaces containing 3 or more Zombies.

### 3- Do your hero's Actions.

You can move, eliminate zombies on your space, put a lock on a gate, and use your Power according to the normal rules of *Zombie Kidz Evolution*.

**Remember:** Hidden Zombies (grey side) can never be moved or eliminated. They do not count towards the 3 zombie rule.

**4- If you lock a gate**, the Hidden Zombie on that gate is turned face up (without activating its power). It can be moved and eliminated on the next player's turn.

## Notes

A Hidden Zombie that reveals itself cannot be eliminated by the Lightsaber Girl on this turn, because it was already on the space before her.

The Zombie Dog, like the heroes, can be caught by the Purple Super-Zombie.

One of the Hero Powers is really useful in this scenario, can you figure out which one it is?