



CAUTION! IMPORTANT!

**PLEASE READ THIS BEFORE
GOING ANY FURTHER.**

There is a risk that you might spoil your game if you read this document.

This list is meant for you **if you think you are missing something from one of the envelopes**. You can use it to check to make sure you have everything you are supposed to, and also to have immediate access to any material that might be missing. **Make sure to print ONLY the page you need.**

If something is, in fact, missing, please contact the After-Sale team of the distributor in charge of your region.

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ENVELOPE



Apply this sticker to space **15** on page 4 of the Rulebook.



Apply this sticker to space **16** on page 4 of the Rulebook.



E-A

CHALLENGES

Each new Hero comes with a Challenge that must be resolved using that Hero.

At the end of a Challenge game, place a Brain Sticker on the track, but do not mark a Mission as complete. When you have accomplished the Challenge, place an Accomplishment Badge on the Badge

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track **and** next to the Challenge.

Unless indicated otherwise, all normal rules of the game apply: Extra Hero in the School for a 2-player game, Dog, extra contents, and so on.

Apply this sticker to space **D-2** on page 20 of the Rulebook.

E-A



Apply this sticker to space **R-7** on page 15 of the Rulebook.

NEW HEROES

Rules

At the beginning of the game, you can choose to play with one of the new Heroes instead of a regular Hero. As always, you may give them ONE Power Card. These Heroes also have a Unique Power Card that only they can use.

Reminder:

If you have a Power Card, you must roll the 2 Dice every turn and resolve the Black Die before the White one.



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E-A

Apply this sticker to space **D-3** on page 20 of the Rulebook.

TEMPORAL DISTORTION

Special Rules

- Use the Hero with the 'Flashback' Power.

During Setup, place 2 Zombie Hordes in the line beside the board, and 2 on the board. Place the 4 Crates in the School instead of the Buildings. To win, bring each Crate into its proper Building.



E-A

POWER

FLASHBACK

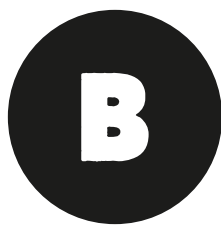
Take the 3 Flashback

Tokens. At any time during the game, even on another player's turn, you can spend a Flashback Token to re-roll 1 or 2 Dice. If the initial roll resulted in an Event Card being revealed, ignore the effect of that card and replace it on the top of the deck.



EA

ENVELOPE



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space **17** on page 4
of the Rulebook.



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space **18** on page 4
of the Rulebook.



E-B



EB

Apply this sticker to space **D-4**
on page 21 of the Rulebook.

TOXIC FOG

Special Rules

- Use the Hero with the 'Wild Attack' Power.

The Heroes and the Dog cannot perform
the Attack Action when on a Sewer space.
The 'Wild Attack' Power still affects
Zombie Hordes on Sewer spaces.



Apply this sticker to space **P-3**
on page 22 of the Rulebook.

E-B

POWER

WILD ATTACK

**Once per game, instead of performing
the 2 Actions on your turn,** you can attack
ALL Zombie Hordes in play. Radioactive Hordes
are turned to their Normal side, but remain
in play. Flip this card face down so you
remember not to use it for the rest
of the game.

*You cannot use this Power if
the 'Truce' Card is in play!*



EB

ENVELOPE





Apply this sticker to space **P-4** on page 22 of the Rulebook.

Apply this sticker to space **D-5** on page 21 of the Rulebook.

GUARDED CRATES

Special Rules

During Setup:

- Use the Hero with the **Scout** Power.
- Do not place the Ingredient Crates in the Buildings. Instead, put each one under the Zombie Horde Token of the corresponding colour (in the line and on the board).
- Use the Dog as described in Envelope 1.

For this Challenge, the 'Truce' card has the same effect as the 'Viva la Siesta' card! A Zombie Horde enters play and moves, **carrying the Crate with it**, even when it bounces on a trampoline.

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You cannot **Transfer** a Crate that is under a Zombie Horde.
A Zombie Horde carrying a Crate cannot be attacked unless **2 Heroes** are on the same space. The Dog counts as a Hero. The Horde then goes back into the line, leaving its Crate behind.

Important! If a previously attacked Horde lands on a space with a Crate, they grab it again! Place the Crate under the Zombie Horde. Hero Powers **have their normal effect** on the Zombie Hordes.

E-C

E-C

Apply this sticker to space **19** on page 4 of the Rulebook.



Apply this sticker to space **20** on page 4 of the Rulebook.



E-C

POWER

SCOUT

Once per game, for one Action, you can remove ALL Heroes from the board (except the Dog) and place them on the spaces of your choice. Flip this card face down so you remember not to use it for the rest of the game.



EC

ENVELOPE



Apply this sticker to
space **21** on page 4
of the Rulebook.



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space **22** on page 4
of the Rulebook.



E-D

POWER

BBFF (BEST BOSS FRIEND FOREVER)

You can use the Boss as a Hero!

When you play with this character, remove the 'Trap' Card **13** from the Event Deck.

Every time is rolled,

even when it's not your turn, you may immediately perform an Action.

The effect of the White Die is resolved after your Action, and the active player performs their 2 Actions as usual.



ED