ZOMBIE TEENZ EVOLUTION

CAUTION

YOU’LL SEE A NUMBER OF ENVELOPES IN THE BOX. DON’T OPEN THEM UNTIL YOU’RE ALLOWED TO!

scorpionmasque.com

@scorpionmasque
Chased out of the school, the zombies have established a base in the sewers, and are wreaking havoc throughout the town! The time for hiding is over... you must find the 4 ingredients to prepare an antidote that will bring the zombies back to their human form!

Meanwhile, in the school...

In the sewers, the zombies are brewing up trouble...
EVERYTHING WAS GOING SO WELL UNTIL...
Zombie Teenz Evolution is a game by Annick Lobet, illustrated by NIKAO. This game is the sequel to Zombie Kidz Evolution, but you don’t need to have played that game to play this one. Zombie Teenz Evolution is a special game: it evolves and becomes richer the more you play and accomplish incredible exploits!

**GOAL**

Zombie Teenz Evolution is a cooperative game: all players win (or lose!) together against the zombies. To win, you must bring the 4 Ingredient Crates to the School before the zombies overrun the 4 Buildings in the town.

**CONTENT & SETUP**

- Place the Town Board in the centre of the table.
- Put the Overrun Building Tiles and the White Die nearby. Leave the Black Die in the box; you won’t need it yet.
- Place any 3 Zombie Hordes in a line next to the board in the order of your choice, and place the 4th Zombie Horde on the Sewer space of its colour.
- Shuffle the Event Cards and place them in a face-down pile next to the board. At this point in your adventure, the Event Card deck should have exactly 6 cards, numbered 1 to 6.
- Place an Ingredient Crate in each Building on the 4 corners of the Town Board.
- Each player chooses a Hero and places it in the School space in the centre of the Board.
- Choose a starting player.

**EASY MODE**

If you want to make the game easier, put all 4 Zombie Hordes in the line and none on the board.

- Shuffle the Event Cards and place them in a face-down pile next to the board. At this point in your adventure, the Event Card deck should have exactly 6 cards, numbered 1 to 6.
- Place an Ingredient Crate in each Building on the 4 corners of the Town Board.
- Each player chooses a Hero and places it in the School space in the centre of the Board.
- Choose a starting player.

**2-PLAYER GAME**

In a 2-player game, also place one of the 2 unused Heroes in the School space. It will remain there for the duration of the game and serves to receive the Ingredient Crates.

**BOARD DIVISION AND ADJACENT SPACES**

Notice that the Board is divided into 13 spaces, all outlined with dotted lines: 8 grey Road spaces (4 containing a Sewer opening), 4 Buildings in the corners, and the School in the centre. Two spaces are considered adjacent if they are separated by a dotted line. This means the School and the Buildings in the corner spaces are NOT adjacent.
Play in turn, in a clockwise direction. On your turn, perform the following phases, in this order:

1. **ZOMBIE ACTIVATION**

   At the beginning of your turn, roll the White Die.
   
   **If it lands on the 7:**
   Draw an Event Card and apply its effects. If the card shows a Trash symbol, discard it, as it will no longer be needed in this game.
   
   **If the pile is empty:** reshuffle the discard pile and make a new draw pile. Make sure you have removed all cards with the symbol.

   **If the Die lands on a coloured side:** Place the Zombie Horde of that colour on the corresponding Sewer space. If that Zombie Horde is already on the board, advance it one space, following the footprints.

2. **HERO ACTIONS**

   You can perform up to 2 of the 3 Actions listed here, in the order of your choice. You can perform the same Action twice if you like. You can also choose to not do anything, or perform only 1 Action.

   **MOVE**
   Move your Hero to an adjacent space.

   **ATTACK A ZOMBIE HORDE**
   Attack a Zombie Horde in the same space as your Hero. Remove the Zombie Horde and place it at the end of the line next to the Board.

   **TRANSFER AN INGREDIENT CRATE**
   Transfer an Ingredient Crate between your Hero and a Hero in an adjacent space.
   - If you are in a space with an Ingredient Crate, you can pass it to a Hero on an adjacent space.
   - If you are in a space adjacent to one with both a Hero and an Ingredient Crate, you can take the Ingredient Crate from them into your space.

   You must cooperate with the other players; you cannot Transfer an Ingredient Crate on your own.

3. **ZOMBIES AND BUILDINGS**

   - **As soon as a Zombie Horde lands on a Building space,** they overrun that building and construct a trampoline to propel themselves to the next Building!
   - **Place the Overrun Building Tile** of the building’s colour on that space. The Zombie Horde stays in that space for now, and is ready to use the trampoline!

   - **If a Zombie Horde on an Overrun Building Tile has to advance,** or if a Zombie Horde lands on an Overrun Building Tile, it immediately bounces directly to the next Building in clockwise order, until it lands on a Building without an Overrun Building Tile. When this happens, place an Overrun Building Tile on that space and leave the Zombie Horde there.

   If the 4 Buildings are overrun, the game is over, and the players have lost!

   - **If a Zombie Horde on an Overrun Building Tile is in a Building,** you may attack a Zombie Horde in a Building, but you cannot remove Overrun Building Tiles.

**STRATEGY TIPS**

Don’t forget that the goal of the game is to bring the Ingredient Crates to the School. Don’t waste too much time chasing less-threatening Zombie Hordes, because the game is only going to get more and more difficult.

**2-PLAYER GAME**

In a 2-player game, there is always a Hero in the School. This ‘neutral’ Hero cannot perform any Actions. It does not take a turn. It is only counted as a Hero for performing the Transfer an Ingredient Crate Action.

The presence of a Zombie Horde or an Overrun Building Tile does not affect the movement of Ingredient Crates.

When you successfully bring an Ingredient Crate into the School, all players must celebrate with a fist-bump. This rule is extremely important!

If the 4 Ingredient Crates are in the School space, the game is over and the players have won!
EXAMPLE OF A TURN

It’s Malek’s turn to play.

1. He rolls green on the White Die. Because the Green Horde is already in play, he advances it one space, to the Hospital. Because this Building is ALREADY Overrun, the Horde bounces to the next Building, the Diner (purple). This Building is also Overrun, so it moves on to the Police Station (blue), where it finally lands, and Malek places the Overrun Building Tile.

2. Malek is playing the Hero with the water gun. As his first Action, he chooses Transfer a Crate. Because there is a Crate with a Hero in an adjacent space, he can perform the Action and take the Crate. He would have loved to get the Crate into the School, but there is no Hero there, and he can’t carry it there alone. Violet, who is playing the Hero with the stick, suggests that he Move into the School. Because it is her turn next, Violet will be able to move into the space with the Crate, and then pass it to Malek in the School. Great communication, and great plan!

END OF THE GAME

• All players win if all 4 Ingredient Crates are in the School space.
• All players lose if the 4 Buildings are Overrun.
**GAME EVOLUTION**

Every time you finish a game, regardless of whether you have won or lost, place a Brain Sticker on the Progress Track on the back of this booklet, starting on the top left.

**MISSIONS**

Later in this booklet, you will discover a list of Missions that will allow you to progress more quickly.

At the end of each game, if you have succeeded at a mission, mark it as complete by applying 2 Trophy Stickers:
- one on its space in the list of Missions (pages 18-21)
- AND one on the Progress Track

**IMPORTANT!**

At the end of a game, you may only mark one Mission as complete, even if your exploits mean you satisfy a number of Mission requirements. You can only ever complete each Mission once.

If you have completed the 3 Missions in a Mission Group, mark the Group as complete by placing 2 Accomplishment Badge Stickers:
- one on its space in the Mission Group
- AND one on the Accomplishment Track

---

**OPEN AN EVOLUTION ENVELOPE (1 TO 10)**

When you place a sticker on a numbered space on the Progress Track, you can open the Evolution Envelope matching that number.

**OPEN AN ACCOMPLISHMENT ENVELOPE (A TO D)**

When you place an Accomplishment Badge Sticker on a space with a letter, you can open the Accomplishment Envelope matching that letter.

In the envelopes, you will find:
- Additional game components
- Advanced Rules stickers (Stick these in the ‘Advanced Rules’ section)
- New Mission Stickers (Stick these in the ‘Missions’ section)
- Other surprises!

---

**ZOMBIE KIDZ EVOLUTION**

If you own Zombie Kidz Evolution, we have a surprise for you! Go to www.scorpionmasque/zte and discover how to combine both games into one!
In certain envelopes, you will discover new rules that will make the base-game richer. If these new rules prove too difficult, or if you want to introduce the game to someone who has never played before, you do not need to use them. You can simply play using whichever rules you enjoy most!
**MISSIONS**

**PRESTIGE**
- Win a game with no Overrun Buildings.
- Win a game delivering the Ingredients in this exact order: Medicine (Hospital), Doughnut (Police Station), Ketchup (Restaurant), Popcorn (Arcade).
- Win 3 games in a row. Fill in a circle with a pencil every time you win a game, and erase all filled-in circles if you lose.

**FIRST STEPS**
- Win a game.
- Win a game in which at least one player used the Transfer Action twice on one of their turns.
- Win a game in which all players used the Move Action twice on one of their turns.

**SEASONED**
- Win a game.
- Win a game in which at least one player used the Transfer Action twice on one of their turns.
- Win a game in which all players used the Move Action twice on one of their turns.

**HARD-BOILED**
- Win a game.
- Win a game in which at least one player used the Transfer Action twice on one of their turns.
- Win a game in which all players used the Move Action twice on one of their turns.
*Last name

*First name

*Date of your first game

Whenever you play with someone for the first time, write their name here. (For the Bonus Mission, this section is only complete once 5 names have been written.)

1

2

3

4

5

*Name each of the Heroes.

When you have filled in all information marked with a *, stick a bonus Trophy on your Progress Track. This is an independent Mission, so you can mark it as complete at the same time as another one.

BONUS MISSION

1 cut tree = 1 new tree

© 2020 Le Scorpion masqué inc. The use of the artwork, the title Zombie Teenz Evolution, the name Le Scorpion masqué, and the logo of Le Scorpion masqué is strictly forbidden without the written consent of Le Scorpion masqué inc.
ACCOMPLISHMENT BADGES

Apply here 🏆 for each group of Missions marked as complete.

PROGRESS TRACK

Apply here 🧠 for each game played, AND 🏆 for each completed Mission.