



WARNING

**YOU MUST HAVE OPENED
ENVELOPE 7 IN *ZOMBIE TEENZ*
BEFORE READING FURTHER
(*BUT YOU DON'T NEED TO HAVE
OPENED ANY IN ZOMBIE KIDZ*)!**



LOCKED SEWERS

This Super-Challenge is for playing *Zombie Teenz* with the locks from *Zombie Kidz*.

Setup

Set up the game according to the rules in *Zombie Teenz*. Place the 4 locks from *Zombie Kidz* in the School space.

Special Rules

The game follows the normal rules of *Zombie Teenz*, except:

1. When you bring an Ingredient Crate into the School, **place a Lock on the Sewer matching the colour of the building the crate came from.**
Note : If there is a Zombie Horde on the space with that Sewer, it remains in play.
2. If a Horde has to enter on a Locked Sewer, they use the next Sewer in a clockwise direction.
3. If multiple Hordes are on the same space, you have to kill them separately, using an Action or a Power for each of them. A Firecracker only eliminates one Horde, a Barricade only holds back one Horde, etc.

End of Game

The end of game conditions remain unchanged.

