



THE ZOMBIE HUNTERS' GUIDE





CAUTION

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




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ZOMBIE KIDZ Evolution

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Artwork by **NIKAO**

Learn the rules in 2 minutes
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8+ 7+ 2-4

Zombies have decided to invade your school, and while your English teacher sometimes makes life difficult, you wouldn't want the school gym or library to get trashed! Everyone else is running away, though, so you'll have to be the one to beat back these creatures!

Zombie Kidz Evolution is a game that will evolve and grow richer with each game you play and each feat you accomplish. In time, you'll gain new powers, but the zombies will become more ferocious as well...



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1 cut tree
=
1 new tree

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CONTENTS



4 hero tokens



1 zombie die



4 lock tokens



8 plastic standees



8 zombie tokens



1 double-sided game board



1 rulebook
(which includes 1 sticker sheet and a zombie hunter passport)



13 sealed Evolution envelopes

OBJECT OF THE GAME

Zombie Kidz Evolution is a co-operative game, meaning that all players try to reach a common goal and they win or lose together. Your goal is to eliminate zombies as they appear and to lock up the school before they become too numerous.
To win, you have to place 1 lock on each of the 4 entryways to school.

SET-UP

Before your first game, slip the 4 hero tokens in the standees made for them. Leave the remaining standees in the box. They'll be used later.

Place the game board in the middle of the table. Place it **"night" side up if you're playing with 2 players** and **"day" side up if you're playing with 3 or 4 players.** (The "night" side has extra doorways that allow for movement from room to room without going through the central space or entryways.)


Example of a "night" side opening

Note that the board is divided into 9 spaces:
the 5 rooms of the school and the 4 entryways.



Place 1 random zombie on each entryway, then create the **reserve** by placing at random the remaining 4 zombies in a line by the board.

Each player chooses a hero and places it in the red room. Return any remaining heroes to the box as they won't be used in this game. Choose who begins the game.

GAME OVERVIEW

Play in turn, going clockwise. On your turn, perform the following actions, **in order.**

1 Make a zombie enter the school. Yes, you have to!

Roll the zombie die, then place the first zombie in the line in the room of the same color as the die. If the result is "white", good news! No zombie enters school! Any number of zombies can be in a room.
If you must place a zombie and the reserve has no zombies in it, then the zombies have overrun the school and you've just lost the game!



2 Move your hero to an adjacent space or leave them where they are.

Note that two spaces must have a doorway between them to be considered adjacent.



THE "THREE ZOMBIE" RULE

- You can't make your hero enter a space that contains 3 or more zombies.
- You must move your hero if they are in a space that contains 3 or more zombies.

3 Eliminate the zombies on the space in which your hero is located.

You can eliminate at most 2 zombies. Place them at the end of the line of the zombie reserve in a random order (This order will be important only later in the game after you have opened a few Evolution envelopes...)

4 Place a lock on an entryway.

If your hero is located on the same entryway as another hero, high-five the other player, then place a lock on that entryway. An entryway can have only one lock. **If the 4 entryways are locked, you win the game!**

PLAY EXAMPLE



PLAYER 1 (Karina)

1. Karina rolls the die, then places a zombie from the reserve on the blue space, which now can't be entered by heroes as it contains 3 zombies.
2. She moves her hero to an adjacent entryway.
3. She eliminates the zombie that's located on her new space.



TIPS

- Don't let zombies pile up in spaces; try to eliminate groups of two zombies before they grow to be groups of three.
- Remember to eliminate zombies located on entryways so that they return to the reserve and keep it from becoming empty.



PLAYER 2 (Felix)

1. Felix rolls the die, then adds a zombie to the yellow space.
2. He decides not to move his hero.
3. He eliminates the 2 zombies in his space.





PLAYER 3 (Ralph)

1. Ralph rolls white on the die, so he doesn't add a zombie.
2. His hero has to move as it's on a space occupied by 3 zombies. He chooses to move to an adjacent entryway, but he can't eliminate zombies here as it doesn't contain any.
3. Karina's hero is also on the entryway! Ralph high-fives his teammate, then places a lock on the space.



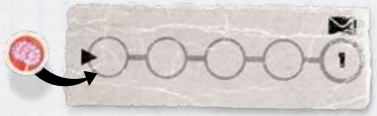


END OF THE GAME

You all **win** if there's **a lock on each entryway.**
You all **lose** if **the reserve has no zombies** and you need to place one on the board.

EVOLUTION OF THE GAME

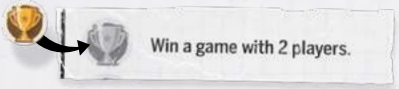
Each time you end a game, no matter whether the players or the zombies won, place a brain sticker on the progress chart in the passport at the end of this booklet, starting in the top left.



MISSIONS

Later in this book, you'll discover a list of missions that will allow you to progress faster.

At the end of each game, **if you've accomplished a mission,** mark it as complete by placing:
- A trophy sticker on the space meant for it in the mission list (pages 12-14),
- **And** a trophy sticker on the progress chart.





CAREFUL!
After a game, ***you can mark at most one mission as complete,*** even if you completed more than one mission in that game. What's more, you can mark each mission as complete only once. *(You can't complete the same mission twice.)*

If you've completed the 3 missions in a group,
mark the group as complete by placing:
- A trophy sticker in the space meant for it in the mission list,
- **And** a trophy sticker on the progress chart.





OPENING AN ENVELOPE

When you place a sticker on a numbered space, you can open the Evolution envelope that has the same number.





IN THE ENVELOPES, YOU'LL FIND ONE OR MORE OF THESE ELEMENTS:

- **Additional game content**
  Surprise!

- **A rank badge sticker**
  This means you've just gone up a rank! *Apply this sticker to the space meant for it in the "Passport" section on the back of this booklet.*





- **An advanced rules sticker**
  Apply this sticker to the space for it in the "Advanced rules" section on the next page.

- **A new mission sticker**
  Apply this sticker to the space for it in the "Missions" section on page 14.

ADVANCED RULES

In some of the mystery envelopes, you'll discover new rules that will be added to the basic rules.

If these new rules seem too difficult for you, you don't have to apply them.
You can always play with only the basic rules.



R1

Apply sticker R1 here

R2

Apply sticker R2 here

R3

Apply sticker R3 here

MISSIONS



Mission group
FIRST STEPS

- Win a game with 2 players.
- Win a game with 3 players.
- Win a game with 4 players.

Mission group
PANIC

- Win the game with no zombies left in the reserve.
- Win the game with at least 5 zombies in a single space.
- Win the game while playing with only 6 zombies.
  (Return 2 zombies to the box at the beginning of the game.)

REMINDER
- When you complete a mission or when you have completed all 3 missions of a group, don't forget to place a trophy sticker **on the progress chart** and another **on this page.**
- You can complete at most one mission per game.

Mission group
PRESTIGE

- Win a game with 2 players while playing on the "day" side of the board.
- Win a game after having eliminated all of the zombies.
  (Continue playing after having locked the 4 entryways if any zombies remain on the board.)
- Win 3 games in a row.
  Check a circle below for each game won
  ◯ ◯ ◯ *and erase all of the circles if you lose a game.*

Mission group
ATTENDANCE

- Win a game at least 1 week after your first game.
- Win a game at least 1 month after your first game.
- Win a game at least 3 months after your first game.

M1

Apply sticker M1 here

M2

Apply sticker M2 here

M3

Apply sticker M3 here

PASSPORT

Bonus mission: When you have completed all of the information on this page, you can apply a bonus trophy on your progress chart. This is an independent mission, so you can mark it as complete at the same time as another.

Place a picture or drawing of you here

Last name _____ **First name** _____

Date of your first game _____

Each time you play with someone who's never played this game with you, write their name here (for the bonus mission, this section is complete once 5 names have been written):

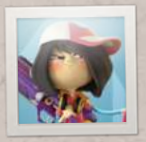
1 _____ **2** _____

3 _____ **4** _____

5 _____

Find a name for each of the 4 heroes:



_____ _____ _____ _____

_____ _____ _____ _____

Find a name for each of the 4 types of zombies:






_____ _____ _____ _____

_____ _____ _____ _____

RANK BADGES

Apply the badges you've obtained here.



NOVICE



SURVIVOR



AMATEUR ZOMBIE HUNTER



TRAINED ZOMBIE HUNTER



ACCOMPLISHED ZOMBIE HUNTER



HEROIC ZOMBIE HUNTER



ULTIMATE ZOMBIE HUNTER

PROGRESS CHART

Apply a brain sticker on the chart after each game.
Also apply a trophy sticker if you've completed a group of missions.

