Baptiste Derrez – Marc-Antoine Doyon

FLASHBACK

ZOMBIE KIDZ

Illustrated by **Laure de Châteaubourg, Jennifer Mati,** and **Michel Verdu**

LEARN THE RULES WHILE YOU PLAY

THINGS ARE GOING CRAZY!

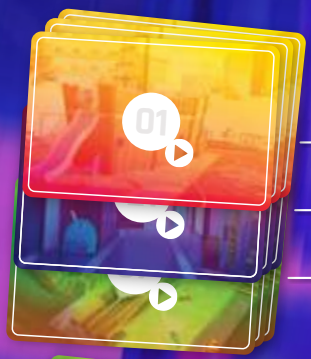
The end of the world is only moments away... The zombies have taken control of the school and their plan to conquer the Earth is about to succeed! The entire planet is in danger of being turned into brain-burger eaters!

There is only one hope left: a Gizmo developed by the Kidz that allows you to travel into a memory. Understanding the past may allow you to change the future and save the world.

Flashback is a cooperative picture-based investigation game. In this box, you'll find a great adventure consisting of 3 chapters, called Memories. You must solve the Memories in order to save the planet.

30' *7+* *1-4*

CONTENTS

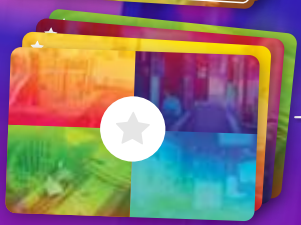


80 large Story Cards

Memory 1

Memory 2

Memory 3



large Special Cards

30 small Special Cards





2 Envelopes
1 Surprise Box

Envelopes and Sealed Box

Scorpion Masqué

GOAL

With the help of your team, solve the Mysteries that you will discover throughout the Memory.

SETUP

Start with Memory 1.

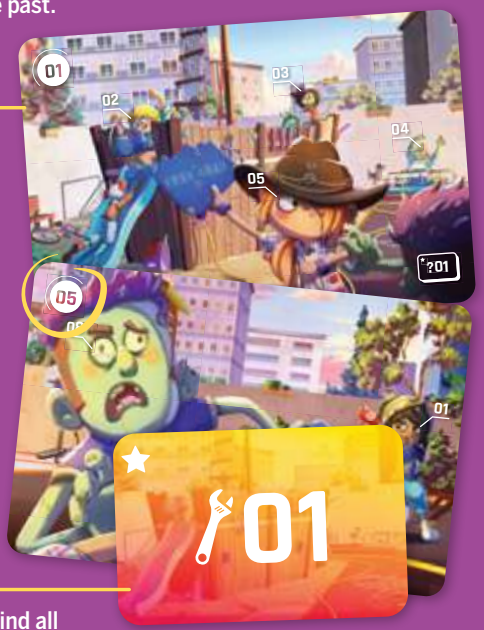
- Take Memory cards 01 to 20 (yellow backs) and place them in a face-down pile on the table.
- Keep the decks of **small** and **large** Special cards nearby.
- Leave the envelopes in the box.

Gather your team around the table, read the introduction for **Memory 1** (p. 3), then flip card 01 (with the ▶ symbol). This is the first card of the Memory!



GAMEPLAY

In Flashback, you will be travelling into a Memory. Each Memory is a single second **frozen in time**. Everything you see belongs to the past.
Here is the first card of the first Memory.



Story Cards

You can travel from one point of view to another from all those you can see on the card. You can see what another character sees, whether it's a zombie, animal, or even some objects, like cameras! To do this, simply flip the card that has the number of the point of view you'd like to see.

For example, to see what the girl in the cowboy hat sees, flip over card 05 and place it in clear view on the table. Little by little, you will discover the entire Memory. **Don't go too fast! Before flipping over a new card, take the time to observe and understand the scene, otherwise you may miss important details.**

Special Cards

You will sometimes see special symbols. You will find all the cards with special symbols in the two Special Card decks. For example, if you see , flip over the small Special card marked ƒ01. All of the large Special cards require a Gizmo in order to be revealed (see below). Do not flip over a large Special card without using a Gizmo, according to its rules.

GIZMOS: *You will find hidden objects called Gizmos. They have very particular properties, and will help you in future Memories. Never open an envelope without getting permission first!*

MYSTERIES



In the Special card deck you will find cards marked , which are Mysteries to solve. When you discover one, read it out loud to everyone. You can discuss and formulate theories, if you have ideas. You might be right, or you may be wrong... There's a good chance you don't have enough information yet to figure it all out. **You won't need to have the answers until the end of the game.**

END OF THE MEMORY

When you have flipped over all the cards from a Memory (including the small and large Special cards), you will have everything you need to solve the Mysteries.

Reread each Mystery and give your team's final answer. Once you have done this, look at the solutions at the end of this rulebook. For each correct answer, put a tick in the box with the brain using a pen or pencil. If you manage to tick all the boxes, congratulations! You've played a perfect game!

You can now move on to the next Memory the next time you play!

REMINDERS AND CLARIFICATIONS

- This is a cooperative game. Help each other out!
- You can reveal all the cards whose numbers you have found on an already-visible card, in any order you like.
- **Slow down!** Take the time to observe and understand what you are looking at before revealing another card. Otherwise you will get lost and have trouble solving the Mysteries.
- When you discover a Mystery, you won't necessarily have all the elements to solve it. You can still start coming up with bits of the answer. Don't worry if you're still not sure at this stage.
- At the end of the third Memory, you will discover new ways to play your game over again!



Memory 1, introduction

The zombies have managed to break into the schoolyard, despite its high walls, and have attacked our boat fort! We have to figure out how they got in and what they wanted!



Memory 2, introduction

Night has fallen since the zombies' sneak attack. We've retreated into the school, where we've prepared a bunch of traps, programmed defence robots, and gone into hiding... But maybe a little too well! Where have the others gone? And what are the zombies up to?



Memory 3, introduction

Luckily, we managed to escape the ransacking of the school, which is now deserted. The zombies have left through a mysterious hole and are getting ready to execute their plan! We only have a few moments to understand the zombie-cook's plan, disable her, rescue our friend, and put a stop to the zombies' scheme.


DO NOT OPEN - Mystery Booklet


DO NOT OPEN - Mystery Booklet

The Answers

For each correct answer, tick a little brain. If you have ticked all the brains, you've played a perfect game! Congratulations!

Memory 1

- By jumping over it with a trampoline.
- Because a flowerpot that fell off the windowsill is blocking the pipe.
- To hypnotize a squirrel.
- A hypnotized squirrel chewed through the locks that kept it closed.
- Because they are part of a marching band.
- To control a satellite that turns zombies into toast.

Conclusion

We couldn't contain the invasion and had to retreat into the school. Fortunately, we now know what the zombies were after... That was the most important thing. What would you use to defend yourself against zombies in the schoolyard?

Memory 2

- Behind the balloons, under her ferret (card 29).
- Under the pile of foam, you can recognize him by his snorkel, like the picture on his locker (card 35).
- Behind the books in the library, you can see her shadow (card 27).
- In her own locker, decorated with pictures of skateboards (card).
- The girl in the cowboy hat with the remote control.
- They are filled with a stinky cheese spray. A remote-controlled crossbow is about to burst the balloons.
- A diamond that makes things bigger. It was in the laser in the science room!

Conclusion

But the Kid who stole the diamond was our friend! Why is he helping the zombies?! Maybe it's a mystery for a future Memory... What was your favourite trap? What would you have invented as a trap?

Memory 3

- A statue erected by mice for fun! Phew!
- Using the invisible key found near the statue.
- 1. Steal the arcade game.
  2. Hypnotize the child to become her accomplice.
  3. Steal the diamond.
  4. Shoot a laser from the satellite to turn the Earth into toast.
- The one in the yellow pipe on the right because it contains the strawberry jam.
- ◀ ○ ✕ ← → ← → ↑↑ ↓↓

Conclusion

Hooray! Thanks to your skills of observation and analysis, you have found the flaw in the zombie cook's plan! She was so scared of the stuffed animal that she ran off into the sewers! Your friend came to his senses and typed the right code to cancel the satellite's shot! Well, it's raining jam toast now, but who's complaining?

Well done! Now that you've finished the main adventure, you can open the Mystery Booklet where more riddles await!

Publisher: Christian Lemay
Creative Director: Manuel Sanchez
Illustrations: Laure de Châteaubourg, Jennifer Mati, Michel Verdu
Graphic Design: Sébastien Bizos, Émilie Côté, Fanny Saulnier, Karine Tremblay
Translation: Matthew Legault

We finance the replanting of all trees used in the production of our games.

© 2022 Le Scorpion masqué inc. The use of the artwork, the title *Flashback Zombie Kidz*, the name Le Scorpion masqué, and the logo of Le Scorpion masqué is strictly forbidden without the written consent of Le Scorpion masqué inc.