ZOMBIE TEENZ

EVOLUTION

CAUTION

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

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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!





AROUND THE CORNER IN A CREEPY ALLEYWAY...

1

2

IN THE SEWERS, THE ZOMBIES ARE BREWING UP TROUBLE...

3

4

MEANWHILE, IN THE SCHOOL...

5

6

7

8

EVERYTHING WAS GOING SO WELL UNTIL...

9

10

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18

19

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21

22

RULE BOOK

Learn the rules in 2 minutes
scorpionmasque.com

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.

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.





*Full the list of contents for each envelope available at www.scorpionmasque.com/zte

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**.



GAMEPLAY

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 ?:
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.



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.

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!

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.



You may attack a Zombie Horde in a Building, but you cannot remove Overrun Building Tiles.

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.***

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.

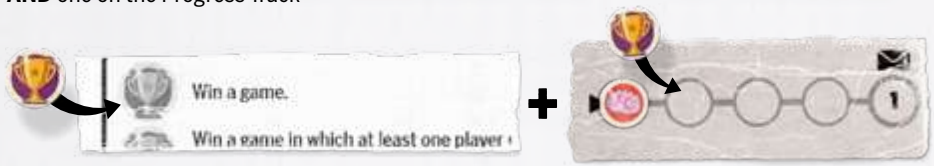


MISSIONS

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!



ADVANCED RULES

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!



R-1

R-2

R-3

R-6

R-4

R-5

R-7



R-8

R-9

R-10

R-11

R-12

R-14

R-13

R-15

MISSIONS

FIRST STEPS

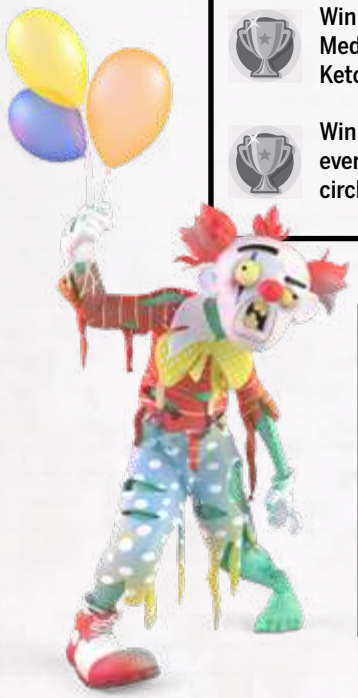
- Win a game.
- Win a game in which at least one player used the **Transfer** Action twice on one of their turns.
- Win a game in which all players used the **Move** Action twice on one of their turns.

SEASONED

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. ◯◯◯

HARD-BOILED



M-1



M-2

M-3

M-4

M-5

M-6

M-7

M-8

D-1

D-2

D-3

D-4



D-5

D-6

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1 cut tree
=
1 new tree

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PASSPORT

***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

BONUS MISSION

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.

P-1

Place a picture or drawing of yourself here.

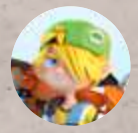
P-2

P-3

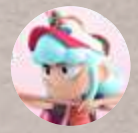
P-4

P-5

***Name each of the Heroes.**









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.

