



CAUTION! IMPORTANT!

**PLEASE READ THIS BEFORE
GOING ANY FURTHER.**



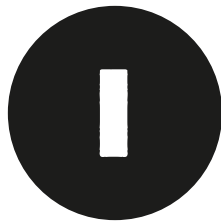
There is a risk that you might spoil your game if you read this document.

This list is meant for you **if you think you are missing something from one of the envelopes**. You can use it to check to make sure you have everything you are supposed to, and also to have immediate access to any material that might be missing. **Make sure to print ONLY the page you need.**

If something is, in fact, missing, please contact the After-Sale team of the distributor in charge of your region.

For Canada, the United States, the UK, and Australia, you can find the information here: <https://www.scorpionmasque.com/en/contact>

ENVELOPE



Apply this sticker to space **M-1** on page 18 of the Rulebook.

THE HOBO



Win a game having used the Dog to perform 6 Attack Actions. Fill in a circle every time the Dog Attacks, and erase these at the end of the game.
○○○○○○



Win a game using the Attack Action twice on your turn: once with your Hero and once with the Dog.



Win a game where the Dog attacks a Zombie Horde in a Building.

DOGGED



E1

Apply this sticker to space **1** on page 1 of the Rulebook.



E1

Apply this sticker to space **2** on page 1 of the Rulebook.





E1

NEW EVENT CARDS

Throughout the campaign, you will acquire new Event Cards. Add each new card to your deck.

IMPORTANT:

Some new cards replace others. This will be indicated in the band at the bottom of the card.

Put the replaced card underneath the plastic box insert. You will no longer need it. For example, for this first envelope, add *Unstoppable Advance*  and remove *Taxi*  from the game.

Apply this sticker to space **R-1** on page 13 of the Rulebook.



E1

Apply this sticker to space **P-1** on page 22 of the Rulebook.



DOG

Put the Dog Token into a plastic support.

Setup

Place the Dog Token on the School space.

Gameplay

On your turn, you may use one or more of your Actions to activate the Dog. As one Action, the Dog can **Move** OR **Attack** a Zombie Horde. **The Dog cannot be used in a Transfer Ingredient Crate Action.** *The Dog cannot attack a Zombie Horde when the 'Truce' card is in play.*

Apply this sticker to space **R-2** on page 14 of the Rulebook.

E1



E1

ENVELOPE



Apply this sticker to space **3** on page 2 of the Rulebook.

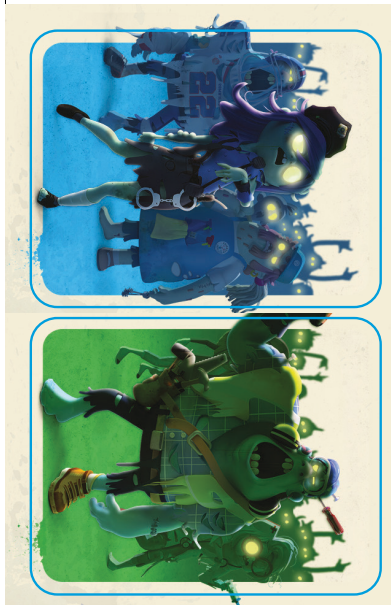


Apply this sticker to space **4** on page 2 of the Rulebook.



E2

E2



FEROCIOUS ENEMIES

Win a game in which one player eliminates a Radioactive Zombie Horde on a single turn (by attacking it twice).



Apply this sticker to space **M-6** on page 20 of the Rulebook.

RADIOACTIVE ZOMBIE HORDES

Stick each Radioactive Horde sticker on one side of the Zombie Horde of the same colour.

Setup

- At the beginning of the game, place all **Green** and **Blue** Zombie Hordes on their Radioactive side.

Strategy tip: Avoid placing the Blue or Green Zombie Horde on the board at the beginning of the game!

Gameplay

- When you attack a Radioactive Horde, **flip it to its NORMAL side**, but leave it on the board.
- Once it's on its NORMAL side, an Attack will return that Zombie Horde to the line, as usual.

Important: It returns to the line on its NORMAL side, not Radioactive side.

E2

Apply to the back of the Green and Blue Zombie Horde Tokens.

E2

Apply this sticker to space **R-3** on page 14 of the Rulebook.

ZOMBIE ENERGY

Flip the Zombie Hordes indicated below to their Radioactive side (even if they're in the line). Those already on their Radioactive side remain that way.

2 players

BLUE

3 players

GREEN BLUE

4 players

GREEN BLUE



Remove this card from play for the rest of the game.

E2

ZOMBIE ENERGY

Flip the Zombie Hordes indicated below to their Radioactive side (even if they're in the line). Those already on their Radioactive side remain that way.

2 players

GREEN

3 players

GREEN

4 players

GREEN BLUE



Remove this card from play for the rest of the game.

E2

ENVELOPE




Apply this sticker to space **5** on page 2 of the Rulebook.



E3

POWERS

Stick the 3  stickers on 3 faces of the Black Die.

Setup

At the beginning of the game, each player may take **ONE** Power Card (never more than one) from those available and place it in front of them.

You may change Powers from one game to the next while keeping the same Hero (or vice versa)! A Power Card may not be used by more than one Hero.



Apply this sticker to space **R-4** on page 15 of the Rulebook.

E3



Apply each sticker to a blank side of the Black Die.

Gameplay

If your Hero has a Power Card, you must **ALWAYS** roll the Black Die and the White Die at the beginning of your turn. Resolve the effect of the Black Die first, then the effect of the White Die. If you roll a , place the next Zombie Horde in line onto the Sewer of its colour. If you roll a  or the line is empty, nothing happens.

Note: The term 'FOR FREE' in the text of certain cards means the use of this power does not use up 1 of your 2 Actions.

Apply this sticker to space **R-5** on page 15 of the Rulebook.

E3

PANIC



Win a 2-player game without putting a 3rd Hero in the School to collect Crates.



Win a game in which you place your Heroes on different Buildings (instead of the School) during Setup. In a 2-player game, place the Heroes on the Green and Blue Buildings.



Win a game that begins with all Zombie Hordes in play on their Sewers.

INTREPID



Apply this sticker to space **M-2** on page 19 of the Rulebook.

E3

COORDINATED ATTACK



Place the next 2 Zombie Hordes in the line on the Sewers of their colour.

E3

Replaces **NEXT!** 4 See rule p. 13.

POWER

BARRICADE KIT

Place the 2 Barricade Tokens in the plastic supports. Once on each of your turns (any time after resolving the effects of the dice), you may place (or move) **any** Barricade Token FOR FREE between your space and an adjacent space. If a Zombie Horde tries to move between two spaces separated by a Barricade, their move is cancelled and you take back the Barricade Token. You cannot place a Barricade Token if you are in the School.

Barricades do not affect the Heroes, the Dog, or Zombie Hordes who are 'bouncing' from one Overrun Building to the next. Maximum 1 Barricade between two spaces.



E3



E3



E3

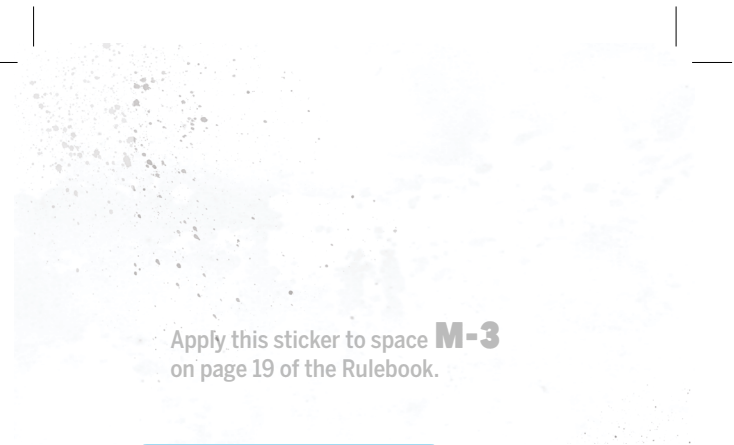
ENVELOPE



Apply this sticker to space **6** on page 2 of the Rulebook.



E4



Apply this sticker to space **M-3** on page 19 of the Rulebook.

CONSTRUCTION



Win 2 games (not necessarily in a row) with the Jet Pack Power. The Jet Pack must be used by different players each game. Fill in a circle to remind yourself. ○○

E4

POWER

JETPACK

When you perform a **Move Action**, your Hero can move to any space on the board. (See 'Move', p. 8.)



E4

ENVELOPE





E5 Apply to the back of the Purple and Red Zombie Horde Tokens.

Clarification
During setup, **Green** and **Blue** Zombie Hordes are placed on their Radioactive side, but not the **Red** and **Purple** ones.

Apply this sticker to space **R-6** on page 14 of the Rulebook.

ZOMBIE POWER

Flip the Zombie Hordes indicated below to their Radioactive side (even if they're in the line). Those already on their Radioactive side remain that way.

2 players

GREEN BLUE

3 players

GREEN BLUE

4 players

GREEN RED
PURPLE



Remove this card from play for the rest of the game.

E5

Replaces **ZOMBIE ENERGY 8** See rule p. 13.

ZOMBIE POWER

Flip the Zombie Hordes indicated below to their Radioactive side (even if they're in the line). Those already on their Radioactive side remain that way.

2 players

GREEN RED

3 players

PURPLE GREEN
BLUE

4 players

BLUE RED
GREEN PURPLE



Remove this card from play for the rest of the game.

E5

Replaces **ZOMBIE ENERGY 9** See rule p. 13.

ENVELOPE



Apply this sticker to space **7** on page 2 of the Rulebook.



E6

Apply this sticker to a blank side of the Black Die.



Apply this sticker to space **M-4** on page 19 of the Rulebook.



Win a game having exploded 4 Zombie Hordes with Firecrackers. Fill in a circle for each exploded Zombie Horde and erase them at the end of the game. ○○○○

E6

POWER

BAG OF FIRECRACKERS

Take the 4 Firecracker Tokens.

Once per turn (any time after rolling the dice), you may place **2 Firecracker Tokens** FOR FREE on any spaces on the board (only **1 in a 2-player game**). When any player rolls a  on the Black Die, all Zombie Hordes (even Radioactive ones) on a space with a Firecracker are removed from the board and placed back in the line, and you take back **all Firecracker Tokens**. **If no Zombie Hordes are eliminated** by an explosion, all Firecrackers are left on the board.

You may NOT move a Firecracker after it has been placed. The 'Truce' does not prevent you from placing a Firecracker. Maximum 4 Firecrackers on the board.



E6



ENVELOPE



Apply this sticker to space **8**
on page 2 of the Rulebook.



E7

Apply this sticker to space **M-5**
on page 19 of the Rulebook.



Win a game in which the Hero with
Robotic Arms performed the
Transfer Ingredient Crates Action
twice AND the Attack Action
once on one of their turns.

RESOURCEFUL



E7

POWER

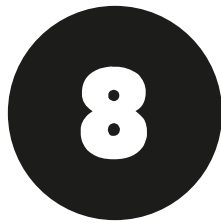
ROBOTIC ARMS

On your turn (any time after rolling the dice), your Hero can perform the **Transfer a Crate Action FOR FREE**. You may only do this once per turn. (See 'Transfer a Crate' on p. 8.)



E7

ENVELOPE



Apply this sticker to space **9** on page 3 of the Rulebook.



E8

Apply this sticker to space **10** on page 3 of the Rulebook.



E8

BOSS

Put the Boss Token into a plastic support.

Setup

- At the beginning of the game, place the Boss and a Crater Token on the **PURPLE** Sewer (in addition to the regular Zombie Horde).
- Make a supply with the other Crater Tokens beside the board.

Gameplay

- If you roll a  on the Black Die:
 - 1. Move the Boss** in a clockwise direction onto the next **road** space that does not contain a Zombie Horde.
The Boss never enters Buildings.

2. Place a Crater on the space where the Boss has finished his movement, if there isn't one already there.

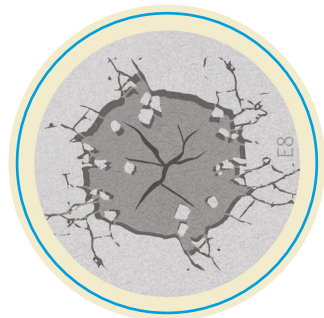
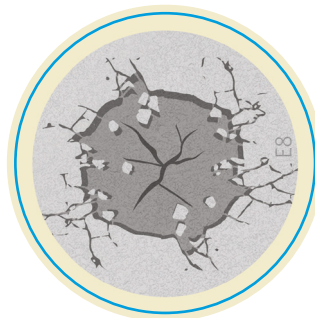
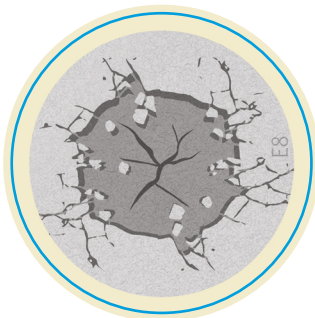
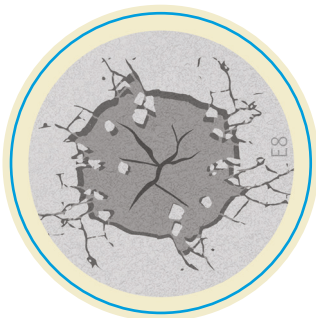
- The Heroes may move into a space with a Crater, but cannot perform a **Move** Action to leave a space with a Crater (even with the Jet Pack). The Dog is not affected by Craters.
- If your Hero or the Dog is in a space with a Crater, you can use an Action to **remove that Crater Token**.
- The Boss is **invincible**. He ignores Firecrackers and Barricades. He does not interact with the Ingredient Crates, Dog, or Heroes.

Apply this sticker to space **R-9** on page 16 of the Rulebook.

Apply this sticker to space **R-8** on page 16 of the Rulebook.

E8

E8



Apply these stickers on the remaining blank faces of the Black Die.



Apply this sticker to space **P-5** on page 22 of the Rulebook.



Win a game with the Boss and finish with 6 Craters or more on the board.

Apply this sticker to space **M-7** on page 20 of the Rulebook.

E8



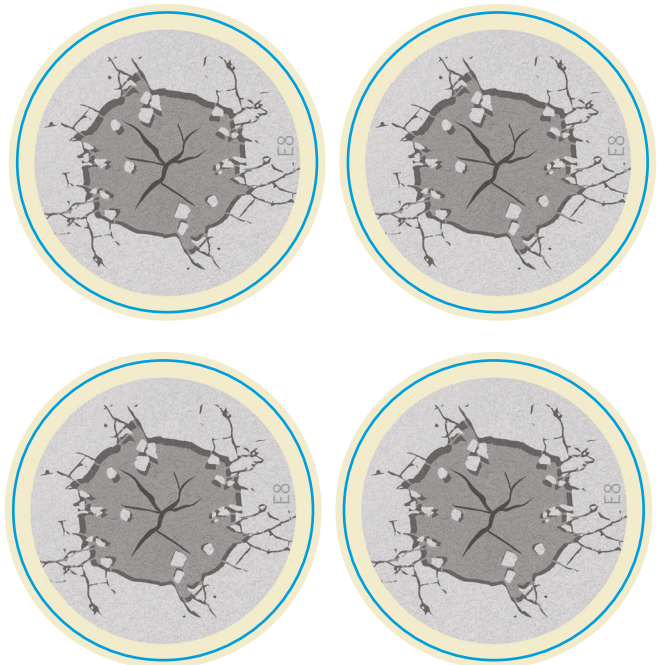
TRAP

The Trap immediately performs an Attack Action once FOR FREE against any Zombie Horde on the board.



Remove this card from play for the rest of the game.

E8



ENVELOPE



Apply this sticker to space **M-8**
on page 20 of the Rulebook.



Win a game that included all
the Ferocious Enemies:
the Radioactive Zombies,
the Boss, and the Zombie Dog.

AUDACIOUS



E9



E9

Apply this sticker to space **11**
on page 3 of the Rulebook.



E9

Apply this sticker to space **12**
on page 3 of the Rulebook.



E9

Apply this sticker to space **R-10**
on page 16 of the Rulebook.

ZOMBIE DOG

Remove the Dog token from its support and
replace it with the Zombie Dog Token.

Setup

- You can't use the normal Dog... it's been contaminated by the zombies!
- Place the Zombie Dog on the **RED** Sewer at the beginning of the game.

Gameplay

- The Zombie Dog protects the Zombie Horde on its space. **It makes the Zombie Horde invincible** to Hero Attacks, Firecrackers, the Trap, and Wild Attack.
- **The Zombie Dog follows the Horde** if it moves out of the space they share. If the Dog's Horde Overruns a Building, the Dog

E9

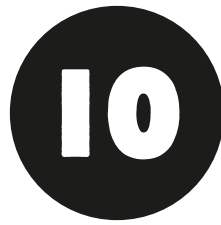
then advances to the next Sewer space
(in a clockwise direction). A Zombie Horde
accompanied by the Zombie Dog ignores
Barricades.

- Regardless of where your Hero is, you can spend an Action to **Move the Zombie Dog** to the next space (in a clockwise direction). If the Zombie Dog lands on a Building when moved like this, it instead moves to the next Sewer Space without Overrunning the Building.
- The Zombie Dog does not count as a Horde when the Boss moves.
- The Zombie Dog is **invincible**. It ignores Firecrackers and Barricades. It does not interact with the Ingredient Crates.

Apply this sticker to space **R-11**
on page 16 of the Rulebook.

E9

ENVELOPE



Apply this sticker to space **13** on page 3 of the Rulebook.



E10

1/4

Apply this sticker to space **14** on page 3 of the Rulebook.



E10

Apply this sticker to space **R-12** on page 17 of the Rulebook.

VERSUS MODE

You can now play *Zombie Teenz Evolution* in a completely new way! In this variant, one player controls the Zombies, playing against 1-4 players controlling the 'Teenz.'

Setup

- The Zombie player takes the **Versus Deck** (cards A to M), shuffles it, and draws the top **2** cards into their hand.
- The Teenz place **4 Heroes** of their choice on the School space, regardless of the number of players (yes, even in a 2-player game, put 4 Heroes into play). They then give ONE Power Card to each Hero.

SHORT-HANDED!

To make the lives of the Teenz more difficult if they win too often, reduce the number of Heroes to just 3!

- The Zombie player places 3 **Zombie Hordes** in line beside the board and 1 on the Sewer of its colour (all showing their Normal side).

E10

Apply this sticker to space **R-14** on page 17 of the Rulebook.

At the beginning of the game, you will only be able to choose between 2 cards. By rolling the **?** on the White Die, you'll end up with more and more cards in your hand.

2. Choose a card from your hand, play it face up in front of you, and apply its effect.
Special Rule: If you have the 'Respite' card in your hand, you MUST play it.
3. Draw a new card. If there are no more cards in the deck, reshuffle the played cards into a new draw deck.

On your turn, if you are playing the Teenz, perform the following Actions in order:

1. Choose ANY Hero in play.
2. Perform this Hero's 2 Actions. You can also use their Power.

The Teenz player(s) never rolls the Black or White Die; the Zombie player is already in charge of activating the zombies on their turn!

E10

Apply this sticker to space **R-13** on page 17 of the Rulebook.

- The Dog and Boss are left in the box, as they will not be used.
- The rest of the rules apply as usual.
- If possible, the Zombie player should sit facing the Teenz.

Gameplay Important!

The structure of the turn order here is very different. The Zombie player plays **every 2nd turn**. For Example: Violet, the Zombie player, begins; then it's Malek's turn (the first Teenz player), then Violet (Zombie), then Maria (Teenz), then Violet again, and so on.

On your turn, if you are the Zombie player, perform the following 2 Actions in order:

1. Roll the Black Die and resolve its effect like in the normal rules, except if you roll a **?**. If this happens, roll the **White Die**. If you roll a coloured side, bring into play or advance the corresponding **Zombie Horde**. If you roll a **?**, immediately **add** the top card of the Versus Deck to your hand.

E10

Apply this sticker to space **R-15** on page 17 of the Rulebook.

In this version of the game, you can activate any Hero you wish. The Teenz player(s) can therefore activate the same Hero many times in a row. But be careful: You can only use the Power belonging to the Hero you have activated.

End of the Game

The Zombie player wins the game if the 4 Buildings are Overrun.

The Teenz player(s) win the game if the 4 Crates are brought to the School.

FLASHBACK

The Time Traveller's Power is altered in this way: Take the 3 Flashback Tokens.

You can spend a Flashback Token during the Zombie player's turn in order to force them to take back the card they've just played and play another one.

If you use this Power, you must play the Time Traveller on the following turn!

E10

ATTACK!



Activate the **BLUE** Zombie Horde.
If it is in the line, put it into play;
if it is in play, advance it one space.

E10

ATTACK!



Activate the **GREEN** Zombie Horde.
If it is in the line, put it into play;
if it is in play, advance it one space.

E10

ATTACK!



Activate the **RED** Zombie Horde.
If it is in the line, put it into play;
if it is in play, advance it one space.

E10

ATTACK!



Activate the **PURPLE** Zombie Horde.
If it is in the line, put it into play;
if it is in play, advance it one space.

E10

SNEAK ATTACK!



Activate the **Zombie Horde** of your
choice. If it is in the line, put it into play;
if it is in play, advance it one space.

E10

RESPITE

You MUST play this card if it is in your hand.
The zombies do nothing.

*The effect of this card ends at the start
of the following player's turn.*

E10

UNSTOPPABLE ADVANCE

Advance all Zombie Hordes
on the board by one space.

E10

TARGETED ASSAULT

Up to 2 Zombie Hordes located on a
Sewer may be advanced one space.

E10

INVASION



Place all Zombie Hordes located in the line
onto the Sewer of their colour.

E10

COORDINATED ATTACK



Place the next 2 Zombie Hordes
in the line onto the Sewers of
their colour.

E10

METEORITES

Place 3 Craters on spaces not occupied by Heroes.

E10

ZOMBIE ENERGY

Flip 2 Zombie Hordes of your choice to their Radioactive side.



Remove this card from play for the rest of the game.

E10

TRUCE

You are not allowed to attack a Zombie Horde this turn.

The effect of this card ends at the start of the following player's turn.



Remove this card from play for the rest of the game.

E10