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 picturebased 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.

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





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 10 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 (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 the 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 for. 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

This is a cooperative game. Help each other out!

How did the zombies

get past the schoolyard

- You can reveal all the cards whose numbers you have found on an alreadyvisible 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.

2





The Answers

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

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

uoisniouog

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

right code to cancel the satellite's shot! Well, it's raining

the sewers! Your friend came to his senses and typed the

was so scared of the stuffed animal that she ran off into you have found the flaw in the zombie cook's plan! She

Hooray! Thanks to your skills of observation and analysis,

Jam toast now, but who's complaining?

was in the laser in the science room! A diamond that makes things bigger. It



about to burst the balloons. spray. A remote-controlled crossbow is They are filled with a stinky cheese



remote control. The girl in the cowboy hat with the



pictures of skateboards (card 🖳). In her own locker, decorated with



see her shadow (card 27).



Behind the books in the library, you can



picture on his locker (card 35). recognize him by his snorkel, like the Under the pile of foam, you can



(card 29). Behind the balloons, under her ferret

use to defend yourself against zombies in the schoolyard?

after... That was the most important thing. What would you

We couldn't contain the invasion and had to retreat into the

school. Fortunately, we now know what the zombies were





◀OX←→←→tt↓↓



Conclusion

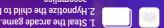
Memory 2

because it contains the strawberry Jam. The one in the yellow pipe on the right



accomplice. 2. Hypnotize the child to become her

4. Shoot a laser from the satellite to 3. Steal the diamond.















Using the invisible key found near A statue erected by mice for fun!

Publisher: Christian Lemay Creative Director: Manuel Sanchez

Jennifer Mati, Michel Verdu



band. Because they are part of a marching



the locks that kept it closed. A hypnotized squirrel chewed through



Memory 3

the statue.

To hypnotize a squirrel.



windowsill is blocking the pipe. Because a flowerpot that fell off the





By jumping over it with a trampoline.



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

Illustrations: Laure de Châteaubourg,

Graphic Design: Sébastien Bizos, Émilie

Côté, Fanny Saulnier, Karine Tremblay **Translation: Matthew Legault**

