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What has changed in the end? We are forced to use our elbows to make our way through the overcrowded hallways. We always try to be as small as possible near the fools of the school football team come looking for someone smaller than them just to have a good time for five minutes. We still tremble when we see the English teacher at the corner of the corridor, the scowl, ready to paste you to the wall at the slightest misstep. And always following the cheerleader’s eyes when they pass close to us, wondering if they will one day notice us. The routine remains the same, the same actions are repeated. After a miserable meal choked down in the cafeteria, we leave with a bag, too heavy on our back, filled with things which may never help us. We stay together because we know that as a group we’re stronger. Alongside our friends there will be enough guts to stand up to our tormentors, be they teachers, bullies, or bitches. They drag our carcasses, tired, from room to room trying to avoid problems, but almost never succeeding. It seems that you should take advantage as these are the best years. After high school life is never the same. And yet ever since we got there we all ask the same question. When is the day that we escape from this hell?
#3 SPECIAL PLACES OF THE SCHOOL

The tiles of the school represented in High School Funeral allow the development of original and thematic Missions by mixing rules for interior and exterior (see below). In game terms, the rooms in the school are considered buildings and the interior halls as streets.

THE INNER HALLS

Young people are so superficial nowadays. They think all the clothes they wear, their hair, and high tech gadgets they have are more important than anything else. Even when the zombies arrived most of them preferred to take a chance and retrace their steps to retrieve their fashionable hat or latest generation cell phone they left in their lockers. The halls of the high school became their Tomb. Their blood now covers the walls and the floor, and their valuable possessions are trampled by the hordes of zombies that now haunt the premises. The tragedy of this generation is not the virus that has raised the dead to devour the living, but the conformity and consumption that pushed them to risk their lives to retrieve objects that would no longer be useful. Victims of fashion...

The tiles of the school include large hallways. The halls are treated in all respects as street areas. The vehicles can be used in the halls because you are able to enter through the double doors. Who has never dreamed of running over the Quarterback of the High School, or his tyrannical football team?
GREEN SPACES

After a morning of useless and exhausting classes, students loved to come and relax in the green spaces of the school. Willy, the caretaker, would spoil their fun from time to time. Telling off those who had the misfortune of trampling his precious flower beds during a game of ultimate frisbee, or interrupting their conversations by turning on the mower, but in general these places represented a haven of peace.

The do not inspire the same serenity today. Zombies are hiding there, tucked behind the bushes waiting for a reckless survivor to wander through to be devoured. Weeds have replaced the flowers, and the lawn is tinged a horrible red...

Green spaces delimited by hedges are considered to be areas of a building, except that they cannot be closed off by a door. Zombies are generated in these areas when a path is open. The line of sight is limited to one zone. These areas can be searched when there is no Zombie present.
The school yard and the gymnasium consist of areas connected to each other and are to be considered street zones. The line of sight will extend until it meets a wall. It is impossible to search in these zones.

You do not run in the hallways! How many times have we heard those words during our education? But how do we channel the energy of youth? The solution was to provide large spaces where they could blow off steam, leap, and run freely, or almost. Places that are now inhabited by the undead. In a panic, the last survivors took shelter there thinking help would come, hoping they would be safe. Big mistake. Had they not learned anything from the Horror films they watched? There is always someone who gets bitten, but who chooses to conceal his injury and remain, believing themselves to be immune, thinking that the symptoms won’t happen to them. Unfortunately no one is immune...

The school yard and the gymnasium consist of areas connected to each other and are to be considered street zones. The line of sight will extend until it meets a wall. It is impossible to search in these zones.
THE ENTRANCE HALL

It was the noisiest place in the entire school. The athletes walked arm and arm with the mindless girls. bullies tortured the nerds of the math team. the teachers walked nonchalantly in search of easy prey: a student having had the bad idea of riding their skateboard. lovers in the middle of a make out session... The only noise we hear now are the grunts of the monsters that linger there and occasionally the cries of the unfortunate people who dare to venture...

The Entrance Hall has the uniqueness of having a hole that should be treated as a Man Hole, placed on the interior of the building. If at least one survivor is located on this tile when a Man Hole car draws, spawn the number of Zombies indicated on the map in the area specified.

THE DETENTION HALL

Some students regularly ended up here day after day. Homework not done, a bad attitude in class, violence against a classmate or teacher. It was in this room that the worst elements of the establishment met. And it was under the watchful eyes of Mr. Strickland, a former prison guard that they were forced into enduring hours of detention without flinching. Prison, that’s what they called the place, because no one ever escaped a second before the hour. Except on day Z when the driver of one car lost control and smashed through the wall giving a heaven sent escape route to the unfortunate souls serving out their sentences...

One of the outside walls on the Detention hall was smashed by a car, opening a passage between the street and the building zones. This passage can, however, be blocked by a Barricade (see Toxic City Mall).

HIGHSCHOOL FUnERAL - RULES
# Special Rules for New Vehicles

**Searching Vehicles**

You can search a vehicle if your survivor is in the same area and the zone contains no Zombie.

**Substitution of Vehicles**

You can replace one vehicle for another in order to liven up your missions, to adapt the game to your own style, or to revisit old Missions.

**The 4x4**

Ralph is very clear on this point: a minivan, that’s fine. Nothing is better to bring home the groceries. But if someone wants to be King of the Road, nothing can replace a good old American built 4x4! There’s going to be blood on the asphalt.

- The 4x4 cannot be searched.
- The 4x4 causes two damage with car attacks. It is therefore possible to eliminate the Fatties with these vehicles.

**The Van**

As a good father, Watts prefers the practical side. Surely he would love to be sitting at the wheel of a convertible, but to haul the neighborhood kids, a minivan is ideal. And a zombie invasion, it lets everyone get away!

- The minivan can carry up to six survivors.
- The minivan can be searched several times. It can be searched the same as a building, but the flashlight cards have no effect. ‘Aaahh’ cards interrupt searching.
THE TRIKE

The Survival Guide has spoken: two wheels are what is best for survival. Certainly, for the level of protection, they remain wanting, but when it is a question of carving up the road, a good old motorbike will find a way through where the big cars will be unable to pass!

- A motorcycle can carry only one survivor. Companions may accompany a survivor on a motorcycle.
- A motorcycle can be searched several times. It can be searched the same as a building, but the flashlight cards have no effect. ‘Aaahh’ cards interrupt searching.
- Ignore attacks from motorcycles, they cause zero damage.

THE PIMP-BIKE

Heavy-duty, custom paint, modified exhaust, and saddle bags to store your favorite toy. With the pimp-bike, you are sure to make a grand entrance on the field of battle!

- A pimp-bike can carry up to two survivors. Companions may accompany a survivor on a pimp-bike.
- A pimp-bike can be searched only once. It contains one of the cards associated with the pimp mobile.
- Ignore attacks from pimp-bikes, they cause zero damage.
Une Mission de PinkEye

Coach Whitey was already quite unpleasant while he was alive, but this breaks all the records. If left alone, he'll eat his own basketball team, and the cheerleaders along with them! We should put an end to his coaching career and get out of there before the gymnasium is invaded.

You breathe deeply, a few stretches, jog a little, and it's game on!

Tiles needed: 20H, 5H, 13H & 6H

OBJECTIVES:

1 – Farewell Professor! Find and eliminate the classic Abomination on the board at the beginning of the game (Molotov Cocktail, Concrete Saw…)

2 – School is finished! Reach the exit zone (EXIT) with all the survivors. A survivor can escape through this area at the end of their turn, as long as it contains no Zombies.

SPECIAL RULES:

- Learning exploration. Each objective gives five experience points to the survivor who takes it.

- The one and only! If you draw an activation card revealing an Abomination other than the one on the board at the beginning of the game, replace it with a Fatty and two Walkers of the specified type.

- Search surprise! Mix a yellow, green, purple, and three red backed objectives and place them red side up on the zones indicated by the red “X” on the map.

- Chemistry Class. Once the purple and green objectives are found, place a Molotov Cocktail in the inventory of the survivor having found the last objective.

- The key to success. Once the yellow objective is found, the yellow door can be opened. Once the blue objective is found, the blue door can be opened.
Une Mission de XofMdS

Unable to continue by car, wrecks clogging the passage. But it seems that these bikes are still in working condition. If only you could get your hands on the keys, it would avoid having to go back to walking...

Tiles needed: 19H, 8H, 14H & 6H

OBJECTIVES:

First come, first served! Some of us will hit the road on foot, others at the wheel of these beautiful bikes!

1 — Two Wheels! Find the bike keys, represented by the blue objective, and the pimp-bike keys, represented by the yellow objective. The Red “X” indicated the locations where you might find them.

2 — Full Throttle! Reach the exit zone (Exit) with all the survivors. At least two survivors must be behind the wheel of all vehicles on the board at the beginning of the turn. A survivor can escape through the end of his turn, as long as it contains no Zombies.

SPECIAL RULES:

- **License Points.** Each objective gives five experience points to the survivor who takes it.

- **Have you seen my keys?!** Mix a yellow, blue, and red backed objective token together and place them red side up at the places indicated by the Red “X” on the map.

- **Zoom!** The motorcycle can be searched and driven once you have found the blue objective. The pimp-bike can be searched and driven once you have found the yellow objective.
Une Mission de BrutalBenji

Andrew said PinkEye was what might be called a King Shit; with his crew they spent time bothering other students. During the Zombie invasion, Andrew and his crew were trying to play a game of foosball. Unfortunately for them they did not see it coming.

Achilles the caretaker told us that the only way to secure the High School was to kill PinkEye. He stashed a special gun in the maintenance room, unfortunately he misplaced the keys somewhere in the school. And as if that wasn’t enough, some idiot crashed into the wall of the school with their car stirring up all the zombies in the mall across the street.

Tiles needed: 1H, 2H, 3H, 18H, 5H & 6H

OBJECTIVES:

They must eliminate this heap of brainless muscle to secure the High School.

1 – A firecracker from Hell! Find the keys to the maintenance room, represented by the blue objective. Red “X” represent the locations where you may find them. Then recover Pa’s Gun which is hidden there. It is represented by the green objective.

2 – Punished for misconduct! Eliminate PinkEye, the Abomination, by using Pa’s Gun, and kill all remaining zombies still present in the High School.
SPECIAL RULES :

- **PinkEye’s Crew!** The Abomination on the board at the beginning of the game represents PinkEye. A special effect for the game: all zombies in the same zone as PinkEye earn +1 strength. PinkEye can only be eliminated with the aid of Pa’s Gun.

- **Strange mutations!** Form a pile grouping all the Toxic cards and draw only from this pile for the green spawn zone. This zone is active from the beginning of the game.

- **Driver!** The 4x4 cannot be searched or driven.

- **Bonus points!** Each objective gives five experience points to the survivor who takes it.

- **A needle in a haystack!** Mix a blue backed objective and five red and place them red side up at the places indicated by the Red “X” on the map. When the blue objective is found, the blue door can be opened and the blue spawn zone becomes active.

- **Take that shit!** When PinkEye is eliminated, all spawn points become inactive. Kill all remaining zombies on the board to win the game.
Une Mission de PinkEye

I don’t know how we decided it was a good idea, but it was decided to separate to cover ground faster to find enough fuel to restart the van, and now we’re stuck in the corridors of this school. There is strength in numbers, and we’re going to test the correctness of this expression. In order to get the team back together we’re going to need to find a way to rejoin in the courtyard and get out of here before the trouble does arrive. Oops, too late... I can already hear the groans getting near. I hope the other group will succeed in making it through!

Tiles needed: 7H, 14H, 9H, 10H, 2H, 17H, 15H, 4H & 20H

OBJECTIVES:

Each team must manage to reach the Court.

1 – Hit the trail! Find a way to open the doors blocking your way and reach the van with two teams of survivors.

2 – Fill or’ up please! Retrieve the fuel. Red “X” marks the location where it can be found. Take all the Red objectives.

3 – Saved by the Bell! Load all survivors in the van and reach the exit zone (Exit). A survivor can escape through this zone at the end of his turn, as long as it contains no Zombies.
**SPECIAL RULES:**

- **Every man for himself!** Choose six survivors to play this mission and separate them into two groups of three that you will place on the two player starting areas.

- **Locksmiths!** So that both teams can open the doors, the starting equipment distributed randomly, will consist of two axes, two hammers, and two pistols.

- **The keys to success!** When a coloured objective is taken, the doors of the same colour can be opened.

- **Bonus points!** Each objective gives five experience points to the survivor who takes it.

- **Travel arrangements!** The Van can be searched and driven when the two red objectives were taken.

- **Angry students!** When the blue objective is taken, the blue spawn zone become active. When the green objective is taken, the green spawn zone becomes active.

- **Driver, if you’re ready!** All survivors must reach the exit area aboard the van.
As night falls, it is necessary to make a decision, and fast! This high school could be a good shelter, if they succeed in barricading the doors. Otherwise they need to find a way to start this van we arrived at the school with. There is no time to discuss. Off to work! Search the place from top to bottom and decide!

Tiles needed: 17H, 5H, 18H, 15H, 11H & 10H

OBJECTIVES:

Depending on what is found in the places indicated by the red “X” on our map, we’ll see what we are doing. We could (at your choice):

1 – BUILD AWAY! Find debris, represented by red objectives in order to complete the four barricades, and then eliminate all the zombies still present in the school.

2 – RETURN TO THE WORLD! Find the key to the green door (green objective) and van key (yellow objective), retrieve the key to the double blue doors (blue objective) and then get all survivors in the van before reaching the exit. A survivor may escape through this zone at the end of this turn, as long as it contains no zombies.
SPECIAL RULES:

- **Weekend Handymen!** When four red objectives have been recovered, the barricades can be built. Building a barricade costs three actions. They cannot be destroyed.

- **Quiet in the ranks!** When the four barricades have been completed, all spawn zones become inactive.

- **The keys to success!** When the green objective is taken, the green door can be opened. When the blue objective is taken, the double blue doors of the Mall can be opened.

- **Travel arrangements!** The Van can be searched and driven when the yellow objective has been found.

- **Bonus points!** Each objective gives five experience points to the survivor who takes it.

- **Actually, that went quite well!** The mission is a success when one of the two following conditions is met: all barricades have been completed and all the zombies on the board have been eliminated – or – all survivors have left the board through the exit zone and one of them was at the wheel of the van.
Une Mission de Eren Historion

Eric has lost his Chinpokomon, and if we want to be able to eat cupcakes with his mother this afternoon, we’ll have to look for him. Stan thinks that it is in the Principal’s office, but right now everything is locked up. We will have to find a way to get in during the night. And with this epidemic of zombies, which makes total bonkers of people, we’ll make a path with blows from bats and machetes.

Tiles needed: 1H, 2H, 3H, 16H, 17H & 18H

OBJECTIVES

He has not been born, who can confiscate my Chinpokomon. I want it recovered and it returned to my house!

1 – In the Park! Find the key to the infirmary (green objective), it lies somewhere in the Park.

2 – The school is ours! Open the school gates from the infirmary (purple switch).

3 – Respect my authority! Find the key to the principal’s office (blue objective).

4 – Chinpokomon, catch them all! Retrieve Eric’s Chinpokomon (yellow objective) in the Victoria’s, the principal, office.

5 – Screw you, I’m going home! Reach the exit zone (Exit) with all the survivors. A survivor can escape through this zone at the end of his turn, if it contains no zombies.

SPECIAL RULES:

- Have you seen my keys?! Mix a green and three red objectives and place them red side up in the zones indicated by the red “X” on the map.

- Muscle Plus 4000! Each objective gives five experience points to the survivor who takes it.

- Open Sesame! When the green objective is found, the green door can be opened. When the blue objective is found, the blue door can be opened. When the purple switch is activated, the purple cell doors open automatically. The switch can be operated once, the survivor who activated the switch takes the purple objective.

- Chinpokomon! The yellow objective occupies a slot in the inventory of the survivor who finds it. It should be treated like an equipment card. The game ends when all the survivors have left the board, the yellow objective must be in the inventory of one survivor to win.
MISTRESS IN DISTRESS
MEDIUM / 4+ SURVIVORS / 60 MINUTES

Une Mission de Miles

Miss Trish was marking papers when a band of walking corpses decided to come take classes in the evening. When we were kids we were all crazy for her, so when we heard her cries of distress we didn’t hesitate for a second. We are few, and we’re poorly armed, but for our mistress, we are all ready to sacrifice!

Tiles needed: 12H, 5C, 9H, 7B, 17H & 1H.

OBJECTIVES
Miss Trish needs us, let us go to the rescue!

1 – On the way to school! Find the key to the green door (green objective) and the blue door (blue objective) in order to reach the classroom of Miss Trish.

2 – Mistress, Oh my Mistress! Save Miss Trish (red objective).

3 – School is finished! Reach the exit zone (Exit) with all survivors and Miss Trish. A survivor may escape through this area at the end of his turn, as long as it contains no zombies.

SPECIAL RULES:

- **They keys to success!** When the green objective is found, the green door can be opened. When the blue objective is found the blue door can be opened and the blue zombie spawn point becomes active.

- **Vive Mistress!** When the red objective is enabled, Miss Trish joined the party. She starts at the danger level of the survivor with the least experience and has no equipment cards.

- **Ten out of ten!** The mission is a success when all the survivors and Miss Trish left the board.
From the very first days of the zombie invasion, the army has worked hard to find a solution to the problem. It was not a vaccine they sought, but an effective way to eliminate all of these walking corpses. They had tried to alter the virus in order to control their hosts and it is one of these mutant strains that had infected inmate n-33920-B in block 003. Unfortunately, the results were not what was expected, and all they could do was to confine this abomination in the infirmary or it would decimate the whole camp. Bad luck for us, the infirmary is our goal... Our supplies of bandages and antibiotics are dwindling and it is the only pharmacy that has not yet been plundered...

**Tiles needed:** 9H, 6P, 12P, 14H, 7B, 8P, 7H, 3H & 7P.

**OBJECTIVES**

It will not be easy, but if you want access to the infirmary, follow the plan to the letter.

1 — **The Warden!** Find the key to the prison (green objective).

2 — **The powers on!** Find the key to the electrical room (yellow objective).

3 — **Opening the cages!** Open the doors of the cells (purple and white switches).

4 — **Medical Visit!** Reach the exit (Exit) with at least one survivor. A survivor can escape through this area at the end of his turn, as long as it contains no zombies.
SPECIAL RULES:

- **The summit!** Place a rifle and scope card under the blue objective. The survivor who finds the objective places the two cards in their inventory.

- **The doors of the penitentiary!** When the green objective is activated the green door can be opened. The green spawn zone becomes active.

- **Bonus Points!** Each objective gives five experience points to the survivor who takes it.

- **Have you seen my keys?!** Mix a yellow, three red backed objective token together and place them red side up at the places indicated by the Red “X” on the map. When the yellow objective is found, the yellow door can be opened. The yellow spawn zone becomes active.

- **Prisoners in freedom!** When the purple switch is activated the purple cell doors open. When the white switch is activated, the white cell doors open. These switches can only be activated once, the survivor who activates a switch claims the switch of the same colour.

- **Revenge of the guinea pigs!** When opening the doors of the cells the spawning of zombies is not done in the traditional way. Roll a die for each zone. On a 1 or 2 a runner appears, on a 3 or 4 it is a fatty, on a 5 or 6 it is a walker. The zombies spawned in cells with purple doors are berserkers, those in cells with white doors are classic zombies.

- **Military parade!** The 4x4 can be driven. The 4x4 cannot be searched.
M09 **NEEDED A BREAK**

**MEDIUM / 6+ SURVIVORS / 120 MINUTES**

**Une Mission de JeanBen**

The food has not improved since our last visit here. Yet this stew looked appetizing. Now there is just horrible stomach cramps. We should look at expiration dates more closely. This can be solved with just a few sheets of paper, an old magazine, or a copy of the news. We’ll leave a small package before hitting the road...

Tiles needed: 8H, 5H, 15H, 3H, 2H & 7H

**OBJECTIVES**

Relieve ourselves before…

1 – **Poop break!** Find a roll of toilet paper (yellow objective).

2 – **School is over!** Open the gates of the school from the janitor’s closet (white switch) and then reach the exit (Exit) with all survivors. A survivor can escape through this zone at the end of his turn, as long as it contains no zombies.

**SPECIAL RULES:**

- **At the end of the roll!** Mix four red objectives and one yellow objective and place them red side up at the places indicated by the red ‘X’ on the map. When the yellow objective is found the remaining red objectives become optional.

- **The keys to success!** When the green objective is enabled, the green door can be opened. When the blue objective is enabled, the blue door can be opened. When the white switch is activated, the white cell doors open. The switch can be activated once, the survivor that enables it takes the white objective. The white spawn zone becomes active.

- **Bonus Points!** Each objective gives five experience points to the survivor who takes it.
M10 RACE AGAINST DEATH
MEDIUM / 6+ SURVIVORS / 60 MINUTES

Une Mission de PinkEye

Riiiiing! They were hiding in the gymnasium when the bell announcing the end of classes blared, stirring up all the students petrified and rotting. And it would seem they keep their old reflexes: as soon as they hear a bell, they rush to the exit, overwhelming everything in their path. Better get out of there, and fast!

Tiles needed: 13H, 15H, 12H, 8H & 2H

OBJECTIVES

Get out before the end of class today!

1 – Here is the exit! Find the key to the green door (green objective) and the blue door (blue objective) to clear a path to the exit.

2 – Finally vacation! Reach the exit (Exit) with all survivors. A survivor can escape through this zone at the end of his turn, as long as it contains no zombies.

SPECIAL RULES:

• The keys to success! When the green objective is found, the green door can be opened. When the blue objective is found, the blue door can be opened and the blue spawn zone becomes active.

• Riiiiing! At the beginning of each zombie phase, roll one die. On a roll of 1, 2, 3, or 4 the zombie phase takes place normally. On a result of 5 or 6 the bell sounds. Complete two consecutive zombie phases.
Herve « PinkEye » Fortin, the French Zombicide Fansite and blog Solanum Infected Nation would like to thank in particular all the graphic designers, professional or amateur who assisted in the realization of the Expansion Highschool Funeral: BrutalBenji (especially for the 4X4, the Pimp-bike and Cartman), Polymorfale et VJ U (for their expert advice and others), as well as all the creativity that sustains the forum and whose products are the subject of winks in this set of community tiles (Marmotte84, Gyldermist, Willi51, Karimhamm).

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