

# A1 LOST!

We are lost. We had lots of zombies behind us, ammunitions were running low... We panicked, and here is the result. We have no idea where we are. Neither do the zombies running after us, but it's not like we can't find zombies anywhere. We'd better calm down. Then we will explore the area to find food, weapons and a map. With method and a little luck, all is going to be fine.

You will need the following tiles for this scenario: **2B, 2C, 1C, 1B, 4E & 4D**

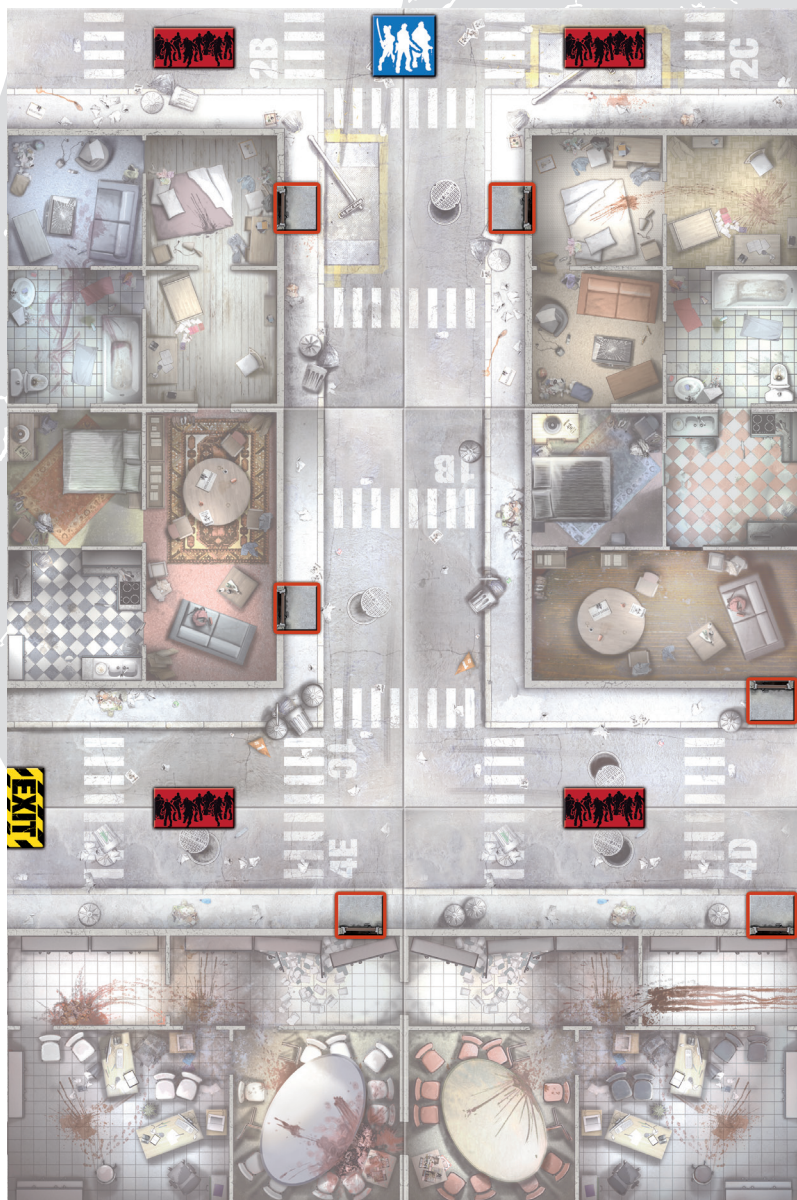
## OBJECTIVES

Accomplish the following tasks:

- **METHODICALLY** explore this Area. Open all doors.
- **Replenish supplies!** Collect at least one Plenty of ammo card or one supply card per remaining Survivor. The supply cards can be either Canned food, Rice or Water cards.
- **Get out!** Reach the Exit Zone with the remaining Survivors. It must be empty of Zombies. Gather the Equipment cards and Survivors that escaped: you win if you have at least one Plenty of ammo card or one supply card per remaining Survivor.

## SPECIAL RULES

A Survivor who finds a supply card (Canned food, Rice or Water cards) when Searching gains 5 experience points (Plenty of ammo cards do not grant any experience points).



EASY/MEDIUM  
4+ SURVIVORS  
120 MINUTES

ZOMBICIDE - SCENARIOS

A1