

# A9 KEEPSAKE JUNCTION

EASY / 6+ SURVIVORS / 60 MINUTES

We made really stupid things at first, like vowing to "protect" civilians. We defined as "civilians" the ones who didn't take arms to defend themselves. Easy prey for zombies, we thought. We finally understood a "civilian" was just an unborn zombie, not infected yet, but soon-to-be.

To keep this important lesson, we regularly go into some kind of training grounds we called Keepsake Junction. We select a beautiful junction. We make lots of noise to lure zombies and we do our best to "hold the line" as long as we can. When we're about to break, we get out. At this very moment we say the ritual sentence: "that was plainly dumb..."

Tiles needed: 1B, 2C, 5C & 5F.

## OBJECTIVES

Accomplish the following tasks in this order:

- 1- Take all Objectives.
- 2- Get to Red Level with at least a Survivor.

## SPECIAL RULES

- **Hey, I found a ghetto blaster!** Each Objective gives 5 experience points to the Survivor who takes it. Put the blue Objective at random among the red Objectives. The blue Spawn Zone is activated when the blue Objective is taken.
- **You can use the police car.**
- **You can Search the police car more than once.** Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

