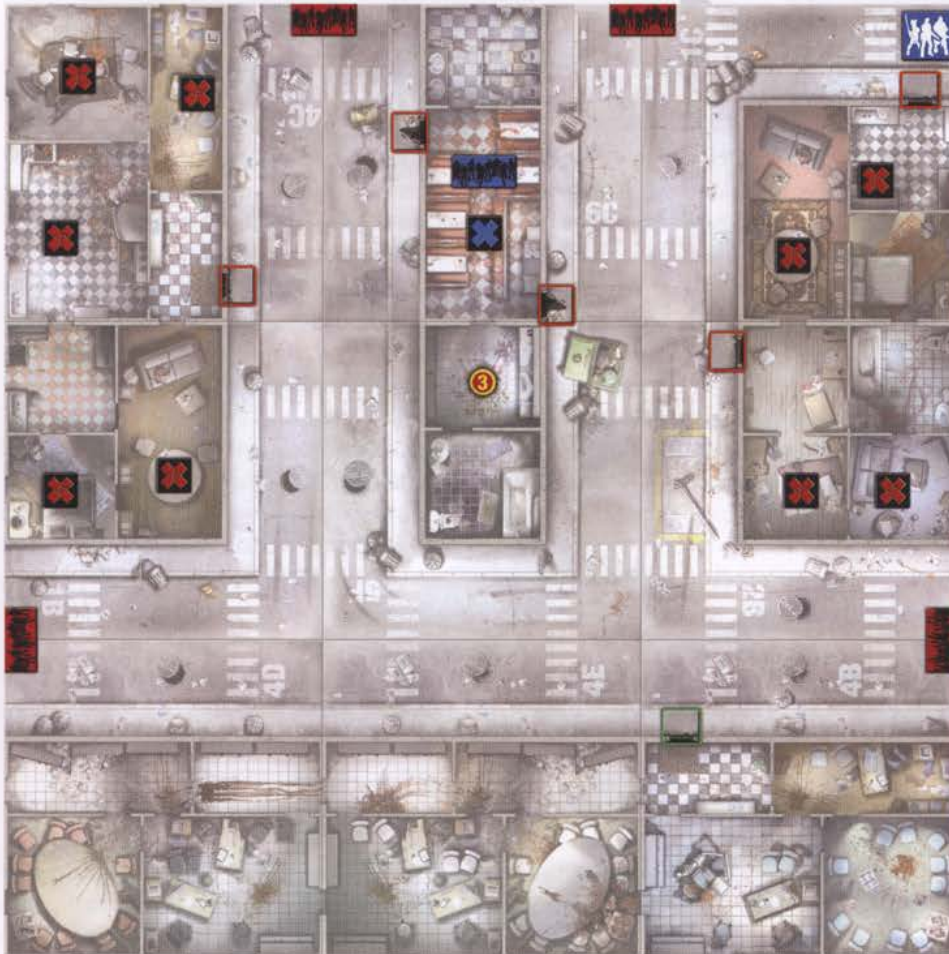


# A14 REMOTE CONTROL

HARD / 6+ SURVIVORS / 120 MINUTES

We have found a place full of electric lights. We don't know how it can still be working and we don't care. It could be a perfect place to rest as long as there is power. We have just two little problems to solve first: there is a fast food full of rotten burgers which attracts lots of zombies, and the building we want is closed with some electrically actuated door. Ordinarily, it would only mean "come in, it's open", but since there is still power here, we must find a way to make the door open.

Tiles needed: 1B, 1C, 2B, 4B, 4C, 4D, 4E, 5F & 6C.



## OBJECTIVES

Good things are never easy to get. But if you follow the plan, you'll get what you want:

**1 – Find the green electronic key.** The door is electrically actuated with a remote control. Fortunately for us, someone left the building while he was bleeding. Since zombies don't open doors, Ned thinks it was a living person. Amy is sure that anyone losing so much blood can't have gone far away. What remains of the corpse lies in the area. There is red "X" where zombie feasts' leftovers can be found. Objectives can still be taken after the green one has been found.

**2 – Open the green door and burn the fast food.** Use the green key to open the green door. Also use a Molotov cocktail in the fast food Spawn Zone (the blue one). It hasn't to be done in this order. You can first burn the fast food if you prefer.

**3 – Clear it out!** The southern building must be cleared. You win if the building with the green door contains no Zombies.

## SPECIAL RULES

- **Searching the Zombie feasts' leftovers.** It's disgusting, but it has to be done in order to find the green key. Put the green Objective randomly among the red Objectives, face down. Each Objective gives 5 experience points to the Survivor who takes it.

- **Electrically actuated door.** The green door cannot be opened until the green Objective has been taken. Once this Objective has been taken, any Survivor can open (not close) the door for free, without spending an Action, from anywhere on the map. Remote control power!

- **Burn the fast food.** When a Survivor throws a Molotov Cocktail in the Zone where the blue Spawn Zone is:

- 1 – The blue Spawn Zone is removed from the game.

- 2 – This Survivor receives the blue Objective and gains 5 experience points. This is the only way to take the blue Objective.

- **Zombie fast food.** The blue Spawn Zone is active from the start.

- **Cooking team.** The cook and his two waitresses are still at work. At the beginning of the game, place a Fatty and two Walkers in the Zone marked on the map.