

SCENARIO

ZOMBICIDE

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180 MINUTES



6+ PLAYERS

EASY

HARD



BACK IN TOWN

It's been months since we came here. We had explored the whole place, committed mass zombicide, then moved away. Now we're back in town. I wonder what awaits us. I remember I left two pairs of socks, almost new... somewhere... Let's explore this place!

MATERIALS [SEASON 1, TOXIC CITY MALL]

TILES [3C, 3M, 4B, 4M, 5D & 5E]

OBJECTIVES

Exploring this place shouldn't be too difficult. We've done it before. There's great stuff everywhere.

1 - Take all Objectives

SPECIAL RULES

• **Things that have to be done.** Each Objective gives 5 experience points to the Survivor who takes it.

• **Event triggers.** A tile displaying an Objective only spawns Zombies the first time a Survivor stands in one of its building or indoor alley Zones at the end of an Action. The Survivor receives the Objective to indicate the tile has been re-explored. Don't spawn Zombies inside the building Zones of this tile when a door leading into it is opened—spawn Zombies when a Survivor steps inside the tile.

[This rule is a preview of the Event Triggers featured in Zombicide Season 3: Rue Morgue!]

• **Remember why this place was closed?** Put the blue and the green Objectives randomly among the red Objectives, face down. When a Survivor takes the blue or green Objective, the corresponding Spawn Zone activates. Flip it over to remember it.

• **Locked! And impossible to remember where we hid the keys.** The blue and the green doors can't be opened.

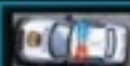
• **Batteries are long dead.** You can't use cars.

• **Yeah! My old pimpobile! I remember I left some weapons in the trunk...** Each pimpobile can be searched only once. It contains either the Evil Twins, Ma's Shotgun, or Pa's Pistol (draw randomly).

• **Phil's car.** You can search a 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.



MAP KEY



OLD CARS YOU CAN'T
DRIVE



OLD BARRICADES



DOORS



OBJECTIVES



PLAYER STARTING AREA



SPAWN ZONES

