



- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

- **Hi, my name's Wanda!** Put the blue Objective token randomly among the red Objective tokens, face down. When this token is taken:

The Survivors who takes it gains five experience points. Wanda appears in the room where the token was taken and is controlled by the player with the fewer Survivors. In case of a tie, the player who takes the blue Objective token chooses which player gets Wanda. Wanda begins with a Flashlight, a Pan and 0 experience points.

- **Zombies want the girl!** Double red-sided Objective tokens stand for a horde of zombies attracted by Wanda's cries! Draw and resolve two Zombie cards in the room where the Objective was taken. The Survivor who revealed the Objective token receives only 1 experience point.

- **Why policemen are never there when we need them?** At least, they left a police car, probably full of guns. You can Search the police car more than once per game. 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.

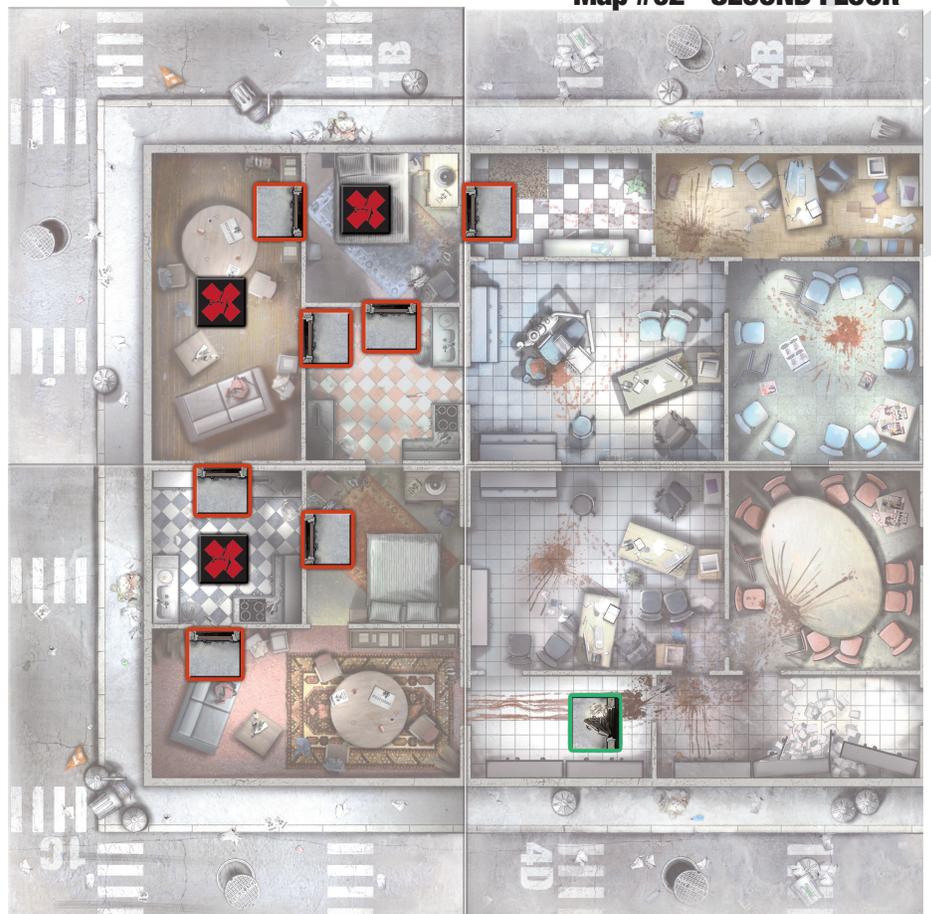
- **You can't drive the police car.**

- **Zombicide Vet'?** You may increase the difficulty by starting the game with 7 points of experience for each Survivor.



Map #02 - SECOND FLOOR

	▶	
<b>Player starting area</b>	▶	
	▶	
<b>Police Car</b>	▶	
	▶	
<b>Zombie Spawn Zone</b>	▶	
	▶	
<b>Exit Zone</b>	▶	
		▶
<b>Objectives (1 or 5 XP) see rules</b>	<b>Locked door</b>	▶
		▶
<b>Stairway to ground floor</b>	<b>Stairway to 2nd floor</b>	▶



MEDIUM  
4-5 SURVIVORS  
120 MINUTES