## C44WALK IN THE DOG PARK

**MEDIUM / 4-8 SURVIVORS / 120 MINUTES** 

## A Mission by Justin Graves

When the zombies invaded, stray dogs were some of the last creatures infected. Some dogs, however, were protected inside the city pound's barbed wire fence. Recovering such resilient dogs would prove beneficial, and we've cleared our way to a building nearby. To keep these dogs healthy and alive, though, we need to give them canned food and water. We also need to hurry. They're already chewing their way through the fence!

Material needed: **Dog Companions**, **Season2: Prison Outbreak**, **Zombie Dogz**.

Tiles needed: 1P, 2P, 4P, 5P, 7P & 17P.

## OBJECTIVES

Save the dogs!

- **1 Here doggy, doggy!** Collect at least one Canned Food card and one Water card.
- **2 Man's best friend.** Collect at least 3 Dog Companions. There is a great white "X" in the Zone where you can find 6 of them.
- **3 Back home with your new friends.** Reach the Exit Zone with at least three Survivors, three Dog Companions, one Canned Food card, and one Water card. Any Survivor or Dog Companion may escape through this Zone at the end of his

turn, as long as there are no Zombies in it. Gather the Equipment cards and Survivors that escaped. You win if you have at least one Canned Food card, one Water card, and three Dog Companion figures and cards.

## SPECIAL RULES

- **Dogs and Dogz.** Before the game begins, place 6 Dog Companions in the indicated Zone. Also place one Standard Walker and one Zombie Dog in each indicated Zone. They were walking their dogs!
- **Dog food.** Set aside one Canned Food card and one Water card. Place the first one under the blue Objective and the second one under the green Objective. When you collect the Objective, collect the attached card as well (no Searching required). Each of these Objectives gives 5 experience points to the Survivor who takes it.
- Food drives them crazy. As soon as you collect a Water and a Canned Food card (through a regular Search or by taking the blue/green Objectives), the Dog Companions go mad and chew a hole through the fence. Place a torn barbwire token on the indicated place.

To get a Dog Companion, a Survivor must get to the white Objective token and use an Action to collect a dog. Choose a Dog Companion card at random. The white Objective token is removed when the 6 Dog Companions have been taken. You only need 3 of them, however, to win the game.

• Police car. The police car can't be driven. 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.



