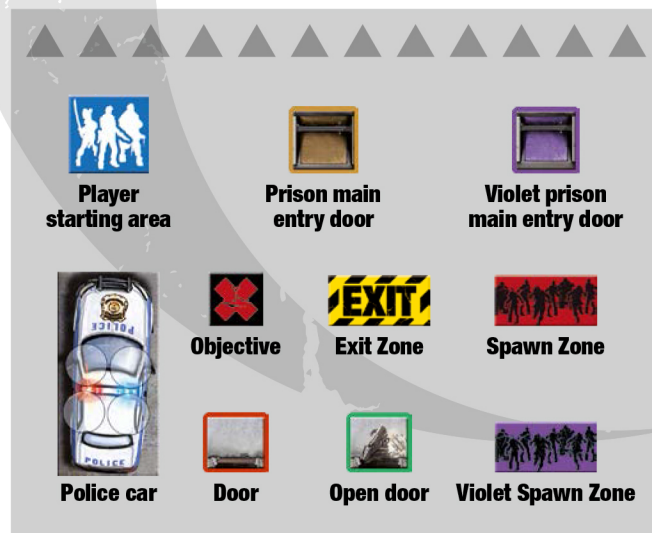
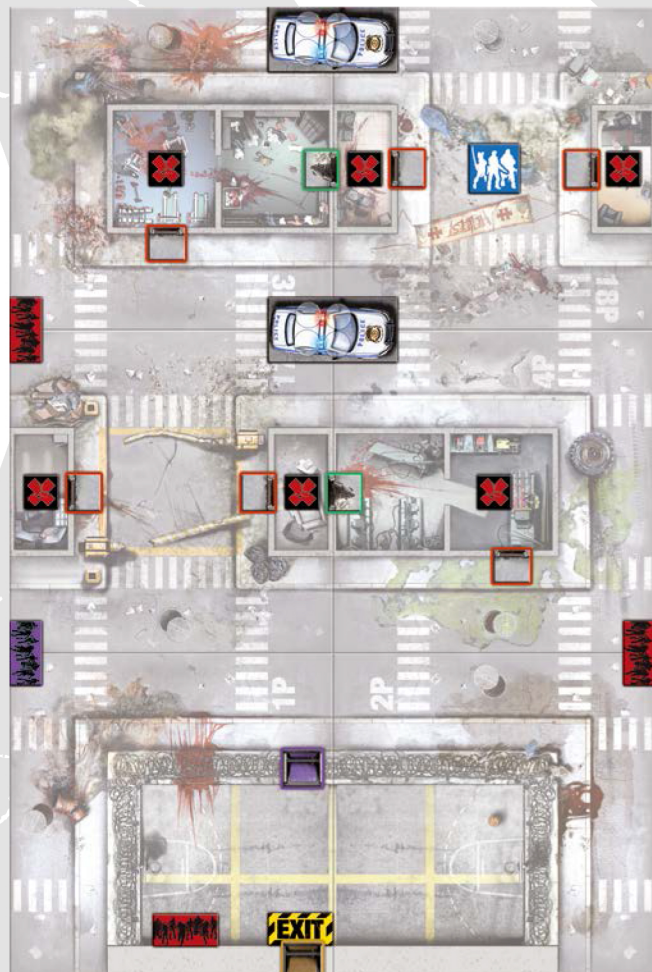


# MOO TUTORIAL: THE BREAK-IN

MEDIUM / 6+ SURVIVORS / 90 MINUTES



We have found a prison. None of us would have been glad to come here before the zombies invaded, but now this place seems like a little paradise. The strong doors that kept prisoners in will be equally good at keeping zombies out. Prisons also had huge food reserves, emergency power generators, guns, ammunition... you name it. If we can clean this place out, we will be safe here. Until we run out of food, anyway.

Tiles needed: 1P, 2P, 3P, 4P, 17P & 18P.

## OBJECTIVES

Breaking *into* prison... You'll need a good plan, like this one. Follow it in this order:

- 1- Find the violet key.** The violet prison main entry door only opens with the violet key, which is in one of the nearby buildings. A red "X" has been set in each room where the key could be. Take the violet Objective. Beware the green Objective, as it wakes an Abomination!
- 2- Enter the prison.** Open the neutral prison main entry door and reach the Exit with **all** Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Exploring methodically.** Each Objective gives 5 experience points to the Survivor who takes it.
- **I've found something...big.** Put the green Objective randomly among the red Objectives, face down. When this Objective is taken, an Abomination immediately appears in the Zone where the token was. If the Abomination is already in the game, replace it with a Fatty and two Walkers.
- **Is this the violet key?** Put the violet Objective randomly among the red Objectives, face down. When this token is taken, the violet prison main entry door can be opened.
- **Do you know what a silent alarm is?** It's something that you can't hear, but that zombies in a nearby area can. It protects important things, like the violet key, for example. The violet spawn Zone activates when the violet Objective is taken.
- **You can use cars.**
- **Nice, a police car!** Police cars are like little armories. 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.