

M08 FOOOOOD!

HARD / 6+ SURVIVORS / 180 MINUTES

Now we know what happened to the previous inhabitants of our new haven. They starved to death. They trapped zombies between them and the prison's food stores. Fortunately, we just finished clearing the area, but there are still lots of wandering zombies coming from everywhere. We have decided to take all the food we can carry back to our haven. It won't be easy, but we don't want to make the same mistake as the last guys.

Tiles needed: 1P, 2P, 5P, 6P, 9P, 10P, 11P & 12P.

OBJECTIVES

It's a two steps plan:

- 1- Gather food.** The places where food is stored are marked with a red "X". Take all Objectives.
- 2- Go back to the yard.** Get back to the starting area with at least eight food cards granted by the Objectives. If a Survivor is eliminated while carrying one of these cards, the game is lost.

SPECIAL RULES

- **Doing what has to be done.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Fooooood!** At the beginning of the game, set apart all the Canned Food, Rice, and Water cards. Each time a red Objective is taken, the Survivor who takes it receives one of these cards at random and can reorganize his inventory for free.

- **What the hell did these zombies eat?** We don't know, but now they are running all the time. At the beginning of the game, place a Runner in each Zone marked on the map.

- **The violet Switch.** Activating the violet Switch opens the violet prison main entry and the violet cell doors. The Survivor activating the violet Switch for the first time also takes the violet Objective and gains 5 experience points. The violet prison main entry and the violet cell doors close when the violet Switch is set back to its original setting.

- **The white Switch.** Activating the white Switch opens the white cell doors. The Survivor activating the white Switch for the first time also takes the white Objective and gains 5 experience points. The white cell doors close when the white Switch is set back to its original setting.



1 One Runner

Rotating security gate

Doors

Player starting area

Open Prison main entry doors

EXIT Exit Zone

Prison main entry doors

Spawn Zones

Open Door

Objectives (5 XP)

Cell doors

Switches

- **The yellow Switch for the rotating security gate.** When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor activating the yellow Switch for the first time also takes the yellow Objective and gains 5 experience points.

- **You can use cars.**

- **Police car!** Policemen are used for leaving guns in their cars and now they're probably zombies. That's a lesson. Never leave a gun in a 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.

