

Tiles needed: 1B, 1M, 2B, 2M, 3C, 3M, 4M, 5C & 7B.

OBJECTIVES

We have a plan! Accomplish the following tasks in this order:

1- Explore this area. The would-be Survivors are likely in one of the Zones marked with a red "X". We have to save both Survivors or, if there's only one alive, take all Objectives.

2- Get out! The mall isn't a nice place on Saturday, even less since the Zombies appeared. Fortunately, there are lots of cars waiting for us. So, we just have to reach the Exit Zone with all Survivors aboard as many cars as needed. Any car may escape through this Zone at the end of its driver's turn, as long as it's free of Zombies. An escaped car is removed from the board, with its passengers and their Equipment, upon reaching the Exit Zone.

3- Be careful! We don't leave anybody behind. If there's at least one Survivor left on the board and no means to reach the Exit in a car, the game is lost.

M01 THE BIG RUBBLE

EASY / 4 TO 12 SURVIVORS / 150 MINUTES

We've heard someone shooting. One, maybe two shooters. It's coming from a building in a severely damaged block downtown. We have to check it out to see if there is someone still alive, but to get there, we'll have to go through this giant, half-crumbled mall. And it's Saturday. I hate malls on Saturdays.



SPECIAL RULES

• **One, maybe two shooters.** The board contains 7 Objectives. Up to two of them may reveal Survivors to rescue. When setting up the game, take 6 “neutral” Objectives (red on both sides), plus the green-sided and blue-sided Objectives, totaling 8. Shuffle them (red side up) and put 7 of them at random in the indicated Zones. No one should know which Objective is neutral or not. Put the eighth Objective aside without looking at it.

Each Objective, whatever the color, gives 5 experience points to the Survivor who takes it. Revealing a colored Objective allows the player who took it to add a new hero to the team and play him. The blue Objective reveals a standard Survivor. The green Objective reveals a random Zombivor (put aside the Zombivors matching any Survivor on the board). The new Zombivor or Survivor is revealed and placed without experience or equipment on the Zone where the Objective was taken. He may now be played as normal. Revealing a “neutral” Objective doesn’t grant an additional Survivor but still grants 5 experience points.

• **Toxic roamers.** Put a Toxic Walker in each Zone of the mall’s indoor alley.

• **You can use cars.**

• Each pimpmobile can be searched only once. It contains either the Evil Twins, Ma’s Shotgun, or Pa’s Gun (draw randomly).

• 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.