

M10 RUNNING MALL

HARD / 6+ SURVIVORS / 120 MINUTES

The mall is huge but we have finally reached its end: the administrative section and storage area. There is only a delivery door between us and the exit. Unfortunately, it's a great iron curtain. We need to get some power back to the mall to open this thing. Not an easy task.

Tiles needed: 1M, 3M, 4M, 6P, 7M, 11P, 14P, 15P & 16P.



Player starting area	Zombie Spawn Zone	Blue Zombie Spawn Zone	Exit	Complete barricade
Blue door	Green door	Mall double door	Rubble (small)	
Mall door	Yellow Switch	White Switch	Violet Switch	
Objective (5 XP)	Yellow Objective (5 XP)	White Objective (5 XP)	Violet Objective (5 XP)	



OBJECTIVES

The great escape is a three steps plan.

1- Find the keys to the security rooms. There are two security rooms in the storage area of the mall. We need the keys to open their reinforced doors. We have marked the place where the key could be with red "X"s". Take the red Objectives until you find the blue and green ones.

2- Activate the three switches. Marked as the exit, the rear entrance of the mall is closed. We need to start the emergency generator to open the rear door. Activate the three Switches, and the delivery door will open!

3- Fly, you fools! Go past the Exit Zone with all Survivors.

SPECIAL RULES

- **Tense as a thriller.** Each Objective gives 5 experience points to the Survivor who takes it.
- **The green key!** Put the green Objective randomly, face down, among the red Objectives. Once this Objective is taken, the green door can be opened.
- **The blue key!** Put the blue Objective randomly, face down, among the red Objectives. Once this Objective is taken, the blue door can be opened.
- **Stop the silent alarms.** Remove one Spawn Zone (any color, even the blue one) when you find the blue Objective and a second one when you find the green Objective.
- **A silent alarm.** Where does it ring? In a place full of zombies, of course. The blue Spawn Zone activates when the blue Objective is taken. It can be selected for immediate removal with the “Stop the silent alarms” special rule.
- **The white switch.** Activating the white Switch is a step to opening the rear door. The Survivor switching the white Switch for the first time also takes the white Objective.
- **The violet switch.** Activating the violet Switch is a step to opening the rear door. The Survivor switching the violet Switch for the first time also takes the violet Objective.
- **The yellow switch.** Activating the yellow Switch is a step to opening the rear door. The Survivor switching the yellow Switch for the first time also takes the yellow Objective.
- **The three switches open the rear door.** Once the white, violet, and yellow Switches have been activated, Survivors can cross the Exit.



#13 INDEX

Barricades	10-11
Components	2-3
Extra successes	6
Indoor alleys	9
Mall shops	9
Missions	16-26
No path to Survivors	10
Parking	10
Playing with 7+ Survivors	14
Resurrection mode	8
Rubble	12
Skills	15
Stashing Equipment in cars	14
Targeting priority (TCM update)	7
Toxic Abomination	6
Toxic Blood Spray	4-5
Toxic Zombies	4-7
Ultrared mode	13
Ultrared weapons	13
Zombivors	7-8