

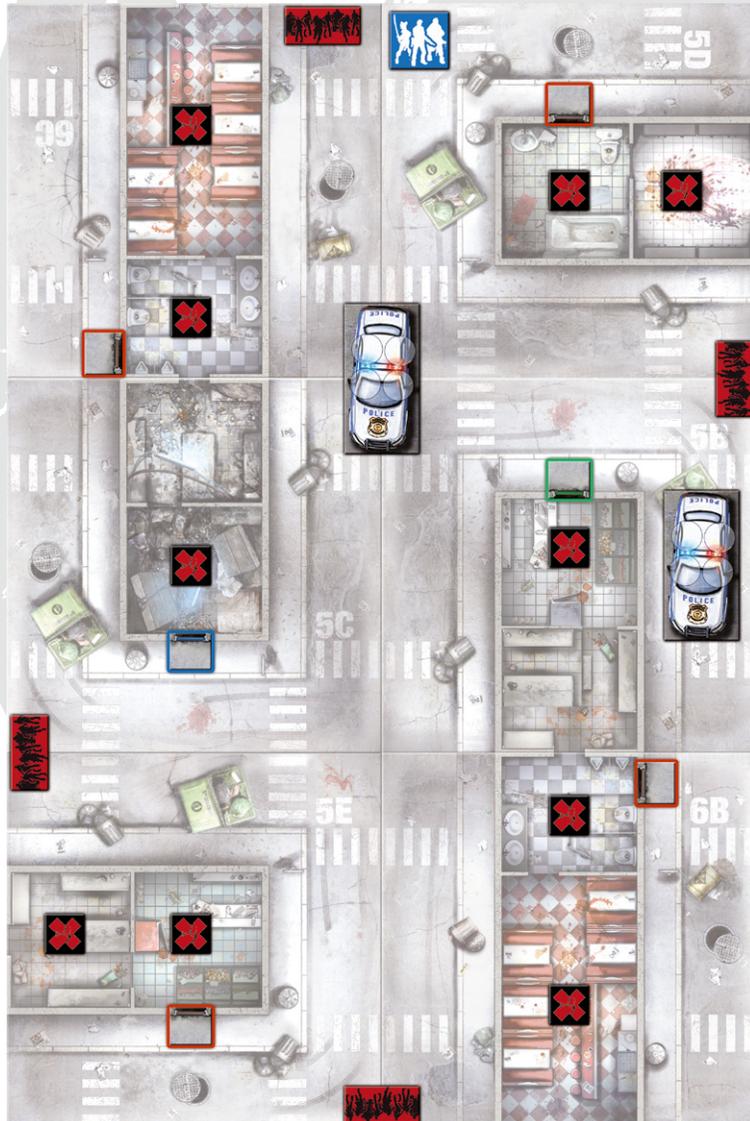
# A29 A GAME CALLED SURVIVAL

HARD / 4+ SURVIVORS / 60 MINUTES

*We worked hard to fill a couple cars' tanks, and are travelling to our next destination. We're making a halt in one of these small towns sprouting along the highway, to plunder the stuff we will need in our next shelter. More often than not, these pit stops are still filled with goodies. We must keep an eye on the former inhabitants, though. They surely offered little to no resistance, and were mass-turned into zombies fairly quickly. Don't think too much about what happened here and what you're doing. We're not here to stay, anyway.*

Material needed: Season 1.

Tiles needed: 5B, 5C, 5D, 5E, 6B & 6C.



## OBJECTIVES

**Harvest like it is zombie apocalypse.** As soon as the first Game Round begins, your team has 60 minutes to take all Objectives.

## SPECIAL RULES

- **Follow your instinct.** Each Objective gives 5 experience points to the Survivor who takes it. Keep it on the Survivor's ID Card. It doesn't take a space in the Inventory. The token can be discarded whenever Zombies receives an extra Activation: the Survivor may immediately use the Zombie Link Skill (one use per discarded Objective token, several tokens can be discarded in a row).

- **Locked doors.** Put the blue and green Objectives randomly among the red Objectives, face down. Once the blue Objective has been taken, the blue door can be opened. Once the green Objective has been taken, the green door can be opened.

- **Police cars.** Police cars can be Searched more than once. Draw Equipment 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.

- **Low budget police cars.** Each police car can be used once to attack Zombies. It stops in the first Zone it attacks: the attack is performed as usual, then the car is broken. It can't be driven or Searched anymore. You can turn it to its Pimpmobile side to remember it's broken.

6C	5D
5C	5B
5E	6B

