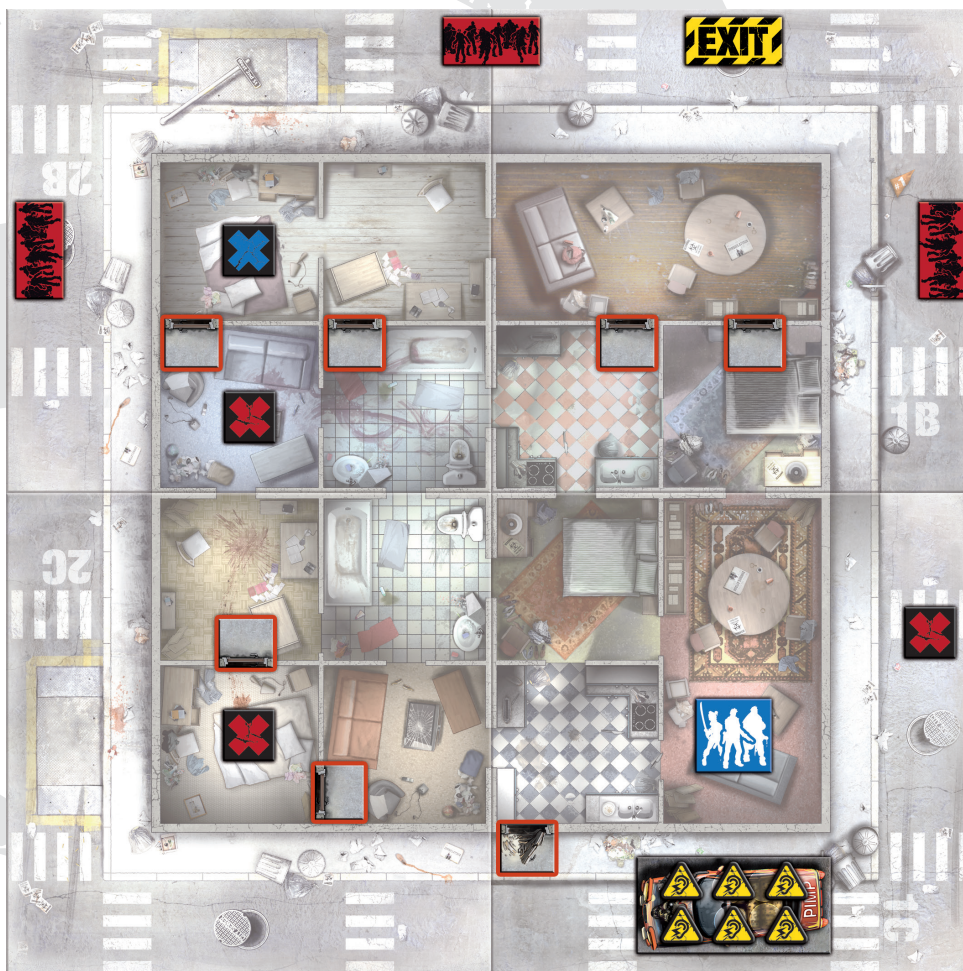


MEDIUM / 6 SURVIVORS / 60 MINUTES

Tiles needed: **1B, 1C, 2B, & 2C.**

2 – The great escape. Reach the Exit Zone with the Survivors and the Pimpmobile. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

2B	1B
2C	1C



- At the end of each Players' Phase, remove a Noise token from the Pimpmobile if there are 3 Zombies or more in its Zone. If there are no Noise tokens remaining, the Pimpmobile is destroyed and the game is lost.