

WM34 - PLAYGROUND TIME

Medium / 6 Survivors / 120 minutes

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These lovely zombies are surrounding us more and more and it seems that we're running out of places to hide. Last night, while evading our oh so persistent pursuers, we saw some lights coming from the old school. We think that some incredibly smart kids are using it as a hiding place. Reeeally smart. They must think that they know every corner of that school since they play hide-and-seek all the time. Oh. Oh. Looks like that big group of zombies is about to invade the school at this very moment! Who would have thought? We better hurry and rescue those kids!

Tiles needed: 1V, 2V, 3V, 4V, 5R, 6V, 7V, 8R, & 9V.

• OBJECTIVES

Stayin' Alive! Accomplish these Objectives in any order:

- Rescue the 4 hidden kids (turning them into Companions).
- Find the Exit.

Then

- Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their turn as long as there are no Zombies in it.

• SPECIAL RULES

• Setup.

- Shuffle the Green and Blue Objectives randomly among the Red Objectives, facedown.
- Place Bunny G, Lou, Ostara, and Odin (without color bases) in the indicated Zones. They are considered hidden kids. Set aside their respective ID cards.

- **Keep searching!** Each Objective gives 5 AP to the Survivor who takes it.

- **Hide and seek.** A Survivor may spend 1 Action in a hidden kid zone to turn them into a Companion. Companions cannot suffer Friendly Fire.

- **To the sewers!** When both the Blue and Green Objectives are taken, place the Exit token in the Zone where the second of the 2 Objectives was taken.

- **Love the Police!** The Police Car can be driven. When searching it, draw cards until a Weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.



- **Separate blocks.** Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purpose only.

- **This is not a Playground.** Each Epic Weapon Crate gives a random Epic Weapon among those still available to the Survivor who takes it. They can then reorganize their inventory for free.

5R	8R	7V
2V	1V	6V
4V	3V	9V



Survivor
Starting
Zone



Spawn
Zones



Closed
Doors x5



9x
Epic Weapon
Crates



7x



1x



1x
Objectives
(5xp)



Police Car
(can be driven)



BUNNY G
Bunny G



ODIN
Odin



LOU
Lou



OSTARA
Ostara