

# C36 ZOMBIE MUSICAL

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Hervé Fortin

Let's look at this mission like a musical, all right? Because killing zombies over and over could drive us nuts if we are not careful. We need to figure out new ways of looking at what we are doing. Or maybe we've already gone insane, and this is how it shows.

Material needed: Season 1, Toxic City Mall, Season 2: Prison Outbreak.

Tiles needed: 1M, 1P, 2B, 2M, 3B, 4M, 5E, 6C, 6M, 8P, 9P & 18P.

## OBJECTIVES

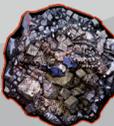
Here is the music. I mean, the plan.

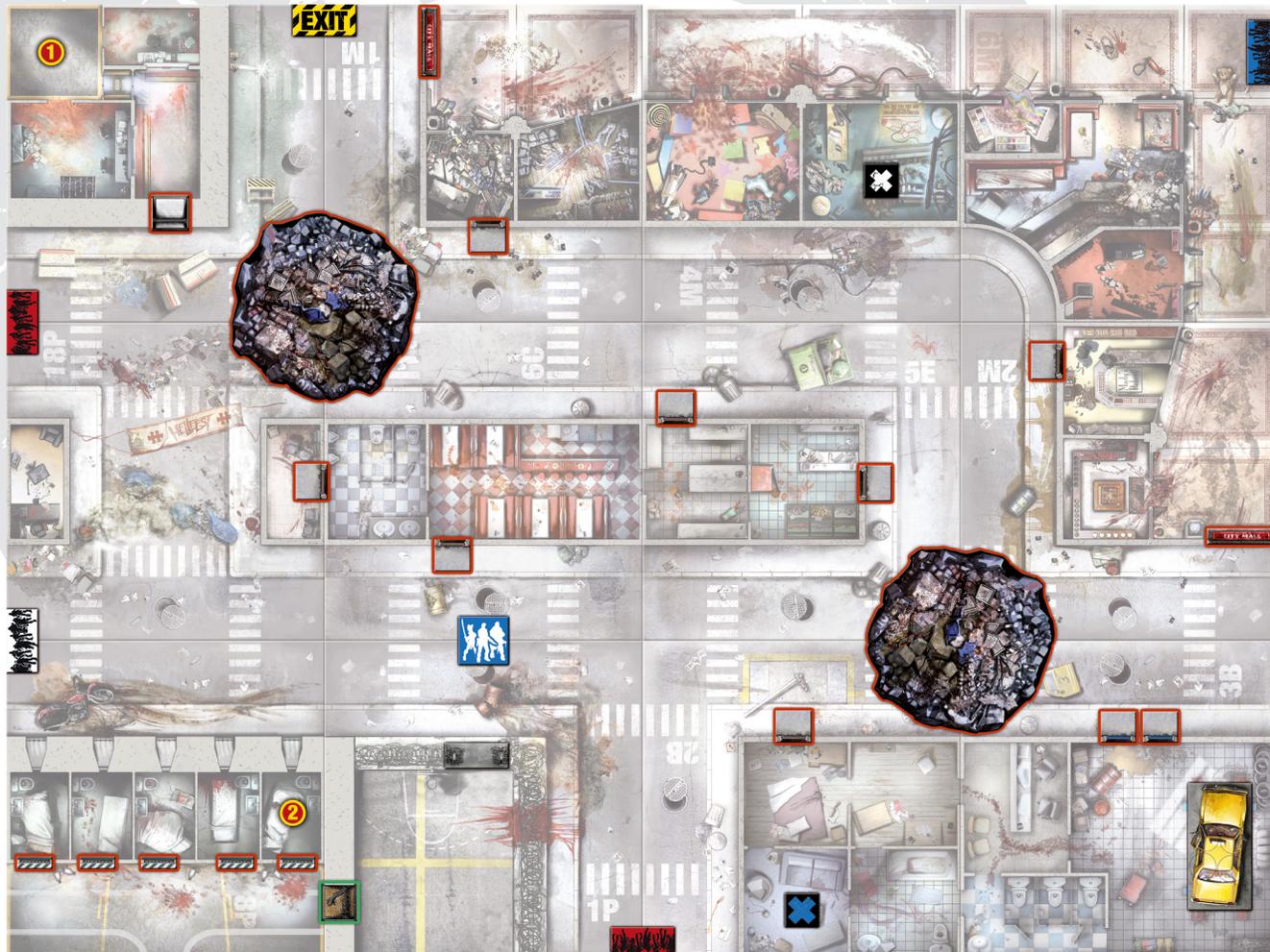
**1 – Overture: the storage key.** There is a white "X" where it's located. Take the white Objective.

**2 – First Opus (pianissimo):** get the Ultrared stuff. Take all Ultrared weapons.

**3 – Second Opus (fortissimo):** use the Ultrared stuff. Reach the Red Danger Level with all Survivors.

**4 – The Grand Finale!** Reach the Exit Zone with all remaining Survivors. At least one of them must be driving the taxi. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

 Player starting area	 White prison door	 Open prison door	 White cell door
 Rubble (big)	 Doors	 Mall double door	 Exit Zone
 Toxic Abomination	 Ultrared weapons stock	 Torn barbwire	
 Spawn Zones	 Blue key	 White key	 Taxi you can drive



## SPECIAL RULES

- **You have found an entrance ticket.** Each Objective gives 5 experience points to the Survivor who takes it.

- **A zombie spectator is already seated in his special box.** When setting up the game, put a Toxic Abomination in the indicated Zone.



- **Stage setting.** Place all Ultrared weapons in the indicated Zone. When a Survivor Searches the Zone, he receives the Ultrared weapon of his choice from among those remaining and 5 experience points.

Please note the left building on tile 18P has no door and cannot be entered. This is intentional.

- **First Opus (pianissimo).** Taking the white Objective opens all white cell doors. Once this Objective has been taken, the white door leading to the Ultrared weapons can be opened, and the white Spawn Zone activates.

- **The Grand Finale (Taxi-ssimo).** Once the blue Objective has been taken, both blue doors can be opened, and the blue Spawn Zone activates. The taxi can be driven out if both garage doors are opened.

- **You can use cars.**

- **Things forgotten in a Taxi.** You can Search taxis more than once. They are Searched just like a building Zone but Flashlight cards have no effect. The Aaahh! card triggers the appearance of a Walker as usual.

