

A12 ALICIA

MEDIUM / 6+ SURVIVORS / 90 MINUTES

As time went by, we grew accustomed to the relentless moaning of zombies across town. We were taking a break in the shelter when baby cries were suddenly heard. The zombies went silent all at once and we were able to pinpoint the location where the crying was coming from. After an absolutely chilling moment, all the infected howled.

Now we know zombies are all converging on the block the cry came from. There's no time to waste. This is a nightmare.

Tiles needed: 1C, 2C, 3B, 5B, 5C, 5D, 5E, 5F & 6B.

OBJECTIVES

Save little Alicia! To win the game, accomplish the following tasks in this order:

- 1- Find the blue Objective. It is the key to the blue door.
- 2- Find the green Objective. Congratulations, it's a girl!
- 3- Reach the Exit with Alicia and at least one Survivor per player. A Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

SPECIAL RULES

- **Objectives.** Each Objective gives 5 experience points to the Survivor who takes it. Put the blue Objective at random among the red Objectives.
 - The blue door can be opened once the blue Objective has been taken.
 - Taking a red Objective allows to draw Equipment cards until you finds a weapon for the Survivor. Ignore and discard other cards (even the Aaahh! cards). The Survivor's inventory can then be reorganized for free.

- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings when spawning Zombies. Do not spawn Zombies when you open the room with the green Objective.

- **Random invasion.** The Spawn Zones are numbered from 1 to 6, going clockwise from the blue Spawn Zone. Don't resolve the Spawn phase as usual. Instead, roll 4 dice and resolve the Spawns in the matching Zones, in ascending order. A single Zone can spawn multiple times during the same turn.

