



## SPECIAL RULES

- **Setup.** Place three red, one blue, and one yellow Spawn Zones randomly with their red face up. Put the blue Objective randomly among the red Objectives, face down.



- **Dead-drunk old buddy.** Each Objective gives 5 experience points to the Survivor who takes it.

- **It's broken!** The rotating security door can't rotate.

- **Protected storage rooms.** Activating a Switch opens the corresponding door. The Survivor activating a Switch for the first time also takes the matching Objective and gains 5 experience points. Each Switch can be activated only once.

- **The Ka-Boom Solution.** This special rule can be used only after the blue Objective has been found. Spawn Zone tokens are revealed whenever a Survivor stands in their Zone:

- *Red: Boom!* The path is now blocked. Unfortunately, the Zombies find another way to get to you. Move the Spawn Zone token to any other Spawn Zone.

- *Blue: Fizzle!* The explosion failed. No effect, the Zombies keep on coming from here.

- *Yellow: Here is the exit!* Replace the yellow Spawn Zone token with an Exit token. Any other Spawn Zone token standing here is moved to another Spawn Zone.

