

E02 DEEP PURPLE

MEDIUM / 4 SURVIVORS / 45 MINUTES

We just spotted a grade-A car in a garage. We'll have to fight a little to get it, but it's a golden ticket to freedom, the wind in our hair, and the like.

With that car, we'll glide on zombies like smoke on the water.

Material needed: **Season 1.**

Tiles needed: **2B, 3B, 5E, 7B.**

OBJECTIVES

Note: Please take the time to check the car rules before playing this Mission.

We NEED that car! And here is how we do it.

1 – Knocking at your backdoor. We'll get in the garage by the side entrance. The key is somewhere in there. Take the blue Objective to open the blue door.

2 – Machine head. The garage is closed by a shutter door. Take the green Objective to open the garage double door.

3 – Pictures of home. Reach the Exit with the car and all remaining Survivors.

SPECIAL RULES

• **Into the fire.** Each Objective gives 5 experience points to the Survivor who takes it.

• **Nobody's home.** The blue door cannot be opened until the blue Objective has been taken.

• **Space truckin'.** The garage double door cannot be opened until the green Objective has been taken.

• **Speed king.** Once the garage double door is open, the pimpmobile can be driven.

• **Highway star.** You can Search the pimpmobile only once per game. It contains either the Evil Twins or Ma's Shotgun.

