

Killing zombies is a dirty job. Our clothes are really suffering from blood spray, stinking from rotten flesh, and of course, from being grabbed by filthy zombie hands. We desperately need some new rags, so it's time to go shopping. We need more gasoline for the car, as we don't have enough to get back to our shelter. Time to fuel up.

Tiles needed: 2M, 3P, 4M, 4P, 6M, 8M, 10P & 17P.

OBJECTIVES

You can't do real shopping without a plan:

1– Take the blue key. The mall is locked down, but you can see the corpse of the parking guard in its entry box. He has the key. Take the blue Objective.

2– Explore all shops. Each shop is marked with a red "X". Take all red Objectives in the mall.

3– Find a Gasoline card. Search the area until you find a Gasoline card to refuel the car.

4– Go back to the car. Reach the Exit Zone with **all** Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as it's free of Zombies. You win if there is at least one Gasoline card in the inventory of a Survivor.

SPECIAL RULES

• **Fashion victims.** Each Objective gives 5 experience points to the Survivor who takes it.

• The blue key for the blue door! Once the blue Objective is taken, the blue door can be opened.

• Our pimpmobile is out of fuel. You can't drive the car.

• Ma's fitness club. Do you remember Ned? His mother used to work out here, and she stored one of her "special" weapons in the gym. Set a Gunblade card in the fitness club. Any Survivor searching in this Zone can take it instead of an Equipment card.

• **Ma's sparring partner.** One of the security guards was Ma's sparring partner. He left his own gunblade in his entry box. Set another Gunblade card in the specified entry box. Any Survivor searching in this Zone can take it instead of an Equipment card.

• The pimpmobile can be searched only once. It contains Pa's Gun.



TOXIC CITY MALL - MISSIONS