"UNCHARTED RACCOON CITY" 1.0

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Rules editing by Victor Robles and Adam White

RULES

This game only uses cards from the "Resident Evil 2: The Board Game" core game when assembling tension deck and item decks.

1. Starting equipment: *KNIFE, HANDGUN, FIRST AID SPRAY*. Additionally, place one ink ribbon for each character in the playing area where all players can see and use it.
2. Assemble the tension deck of Scenario 2A: 30x All Clear, 2x Echoes in the Darkness, 2x No Escape…, 2x Prehensile Grasp, 1x Undead Ambush, 1x Bloodcurdling Howl
3. Create a pile of all weapon, ammunition and recovery item cards from the **item A deck** and shuffle them. Draw 5 from this pile. **This will be the item A deck for the scenario.**
4. Create a pile of all weapon, ammunition and recovery item cards from the **item B deck** and shuffle them. Draw 2 from this pile. Place the "*RED KEY CARD*" underneath these cards. **This will be the item B deck for the scenario.**
5. Shuffle all the "Uncharted cards" provided. This will be the exploration deck for the scenario.
6. All players start the game on a 2x1 tile with a door on it.
7. Every time a player announces their intention to open a door, draw an uncharted card and attach the new tile to the previous one using the green arrow. Then, roll the events dice and check the card's events chart.
8. If the tiles would overlap, exchange the door token for a staircase token. Staircase tokens work the same as doors – players must announce their intention to ascend/descend and draw an uncharted card.
9. If the player draws the objective tile and it is impossible for them to get the "ITEM" needed to progress, put the Objective tile back into "Uncharted deck" draw pile, shuffle it and draw again.

Objective: Players successfully complete this scenario if they open the locked door and activate the elevator (black star icon).

Dice	Enemies/ Event Encountered
6	Empty
5	1 Corpse
4	1 Zombie
3	1 Zombie - 1 Corpse
2	1 Zombie – Snatching Talons – The active character must pass an evade roll or their Action Phase ends immediately
☣	2 Zombies

Dice	Enemies/ Event Encountered
6	1 Corpse
5	1 Zombie
4	2 Zombies at the closest ☣
3	1 Zombie – Lurch Forward – All enemies on this tile and linked tiles perform a move reaction
2	2 Zombie Dogs
☣	1 Licker

Dice	Enemies/ Event Encountered
6	1 Zombie - Deepening Unease – The active character draws two extra cards during the Tension Phase
5	Replace each corpse on this tile with a Zombie
4	2 Zombies Dog
3	2 Evolved Zombies
2	1 Licker
☣	1 Evolved Licker

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3	1 Zombie – Lurch Forward – All enemies on this tile and linked tiles perform a move reaction
2	2 Zombie Dogs
☣	1 Licker

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