

GAMING NIGHT #4

TRIC & TRAC



The apocalypse. The end of the world. And all that crap. Ned predicted this would happen. He never stopped predicting it.

Turns out, he was not alone. The guys from Guillotine Games and CoolMiniOrNot saw it coming too. They even wrote down all the advice they could think of for surviving a zombie infection. If we could get a copy and spread the information to as many survivors as possible, then humankind might have a chance...

CoolMiniOrNot and Guillotine Games present *Tric & Trac*, a 3-Mission campaign for *Zombicide Season 1* and *Toxic City Mall*.

WHO IS MR PHAL?

Famous in the French gamer community, Mr. Phal is the host of the *TricTrac* website (<http://www.trictrac.net/>) and *TricTrac TV* (TTTV) web shows.

STARTING DANGER LEVEL

Each Mission features a specific Danger Level. All Survivors start the Mission at the lowest value of the specified Danger Level. For example, *On the Edge* requires that players start at Yellow Level, so each Survivor begins the game with 7 experience points.

ULTRARED MODE

The rules for Ultrared Mode, introduced in *Toxic City Mall*, apply to all *Tric & Trac* Missions.



A 3-Mission campaign for *Zombicide Season 1* and *Toxic City Mall*

KEEPING YOUR EQUIPMENT BETWEEN MISSIONS

A Survivor can begin a Mission with one Equipment card acquired during the previous Mission. Only one card is allowed. This means, for example, you cannot keep a Sniper rifle—you must choose either the Rifle or the Scope. However, if you've already made a Molotov, you can keep it. It is a single card, even though you had to use two cards (Glass Bottle and Gasoline) to produce it.

RESURRECTION MODE AND ZOMBIVORS

The Resurrection Mode and all rules concerning Zombivors apply to *Tric & Trac*.

WHAT TO DO IF...A SURVIVOR GET'S KILLED?

The Survivors are hard to kill. The character begins the following Mission with a Wounded card.

WHAT TO DO IF...A SURVIVOR ENDS A MISSION WITH A WOUND CARD?

It's just a flesh wound. Discard the Wounded card before starting a new Mission. The Survivor will end up with a nice scar—but hey, chicks dig scars.

MR. PHAL

The first Mission, *Phal Out*, allows Mr. Phal to join the Survivors' team. From the moment he joins the team, Mr. Phal does not count toward the maximum number of Survivors, especially regarding the difficulty (see *Toxic City Mall*, 7+ Survivors, p. 14). The players control Mr. Phal in turn. The first player gets his ID Card along with the First Player token.

MO1 PHAL OUT

BLUE DANGER LEVEL

AVERAGE / 6+ SURVIVORS / 90 MINUTES

Tiles needed: 1B, 1C, 2B, 2C, 7B & 8M.

To make this work, we need an expert. We need a guy who can decode in a few moments all the information in the game box and transmit it clearly to the silent mass of survivors. We need Mr. Phal.

OBJECTIVE

Mr. Phal's office at TricTrac is impregnable. He's taken shelter down there for sure. You just have to clear the passage to his office and rescue him. Simple.

• **Mr. Phal has survived the apocalypse.** Mr. Phal is hidden in his office. We must clear a path to the offices of TricTrac to rescue him. Take the blue Objective.

• **Damn you! Go away!** Mr. Phal is safely barricaded in his office and not coming out. You need the key. Find the green key.

• **A tour of Paris...** Meet at the entrance of the subway. Reach the Exit Zone with all Survivors, Mr. Phal included. The Survivors can escape through this Zone at the end of their turn, as long as there are no Zombies.

SPECIAL RULES

• **Fight for it.** Each Objective gives 5 experience points to the Survivor who takes it.

• **It's closed!** Both doors of Mr. Phal's office are locked. You cannot open them before taking the green Objective.

• **The green key.** Place the green Objective face down randomly among the red Objectives. Once a player gets the green Objective, you can open both doors to Mr. Phal's office.

• **What is this damn noise?** Place three Noise tokens in Mr. Phal's office. Keep them there until a player gets the blue Objective.

• **Mr. Phal.** From the moment he joins the team, Mr. Phal does not count toward the maximum number of Survivors, especially regarding the difficulty (see *Toxic City Mall*, 7+ Survivors, p. 14). Each player controls Mr. Phal in turn. The first player gets his ID Card along with the First Player token.



M02 ON THE EDGE

YELLOW DANGER LEVEL

HARD / 6+ SURVIVORS / 180 MINUTES

Tiles needed: 2B, 2C, 2M, 3B, 3C, 3M, 4C, 4E & 7B.

We have Mr. Phal. Things couldn't be better. Now for the second part of our plan: finding the game box. It wasn't that simple even before the zombies arrived, and today...

Anyway, Mr. Phal says the editors still have a copy in their offices. For sure.

We must get into CoolMiniOrNot's offices and rescue the last copy of ZOMBICIDE on the planet!

OBJECTIVES

CoolMini's offices aren't safe anymore. We must be prepared.

- **It got messy here!** Find the green key.
- **Collector!** Search CoolMiniOrNot's offices and take the last sealed box of *Zombicide* on Earth.

- **Let's get out of this madhouse!** Reach the Exit Zone with at least Mr. Phal. The Survivors can escape through this Zone at the end of their turn, as long as there are no Zombies.

SPECIAL RULES

- **Wow, I had no idea they published this!** Each Objective gives 5 experience points to the Survivor who takes it.
- **Nobody knows where the green key is.** Place the green Objective face down randomly among the red Objectives. Once a player gets the green Objective, you can open the green door.
- **CoolMini Staff.** They don't know they're dead, so they continue producing their games. Place a Toxic Fatty (without its Walker escorts) and two Toxic Runners in Zone "1".
- **Roll 1d6 and move your goblin forward.** The warehouse guys are always hiding somewhere, and they don't feel at ease. Place two Toxic Walkers in each Zone "2".



- **While supplies last!** Everybody wants the last box of *Zombicide*. The blue Spawn Zone becomes active after a player gets the blue Objective.

- **You cannot use cars.**

- **The CoolMinimobile is dead. As well.** But there has to be something good inside. You can search the pimpmobile only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).

- **Mr. Phal.** From the moment he joins the team, Mr. Phal does not count toward the maximum number of Survivors, especially regarding the difficulty (see *Toxic City Mall*, 7+ Survivors, p. 14). Each player controls Mr. Phal in turn. The first player gets his ID Card along with the First Player token.

MO3 THE LAST TRICTRAC TV

ORANGE DANGER LEVEL

HARD / 6+ SURVIVORS / 180 MINUTES

Dave claims that inside his game store, Universal Games from the Parallel World, there was a camera he used to film the g-uh, the games. Of course. If we manage to get there and make a video, then humankind has a chance to survive. Maybe.

Tiles needed: 2B, 4B, 4E, 4M, 5D, 6M, 7B, 7M & 8M.

OBJECTIVES

Let's just stick to the plan, and everything should end well. In theory.

- **Unlimited power!** Restore the power. Get the blue Objective.

- **Door-to-door.** The electrical room is closed. Search the buildings to find the green key.

- **Silence, we're recording.** Reach the game store (Zone "1" on the map) to record the last TTTV ever. Give Mr. Phal enough time to demonstrate the game. In order to make the video, Mr. Phal needs a combined total of 12 Actions. Once the 12 Actions have been accumulated, all Survivors gain 5 experience points.

- **All good things must come to an end.** Reach the Exit zone with at least Mr. Phal. The Survivors can escape through this Zone at the end of their turn, as long as there are no Zombies.

SPECIAL RULES

- **Some shopping.** Each Objective gives 5 experience points to the Survivor who takes it.

- **I wanna be on TV!** The blue Zone becomes active as soon as a player gets the blue Objective.

- **The green key.** Place the green Objective face down randomly among the red Objectives. Once a player gets the green Objective, you can open the green door.

- **You can use the car.**

- **Police car.** You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **Mr. Phal.** From the moment he joins the team, Mr. Phal does not count toward the maximum number of Survivors, especially regarding the difficulty (see *Toxic City Mall*, 7+ Survivors, p. 14). Each player controls Mr. Phal in turn. The first player gets his ID Card along with the First Player token.

