

A20 BACK IN TOWN

MEDIUM / 6+ SURVIVORS / 180 MINUTES

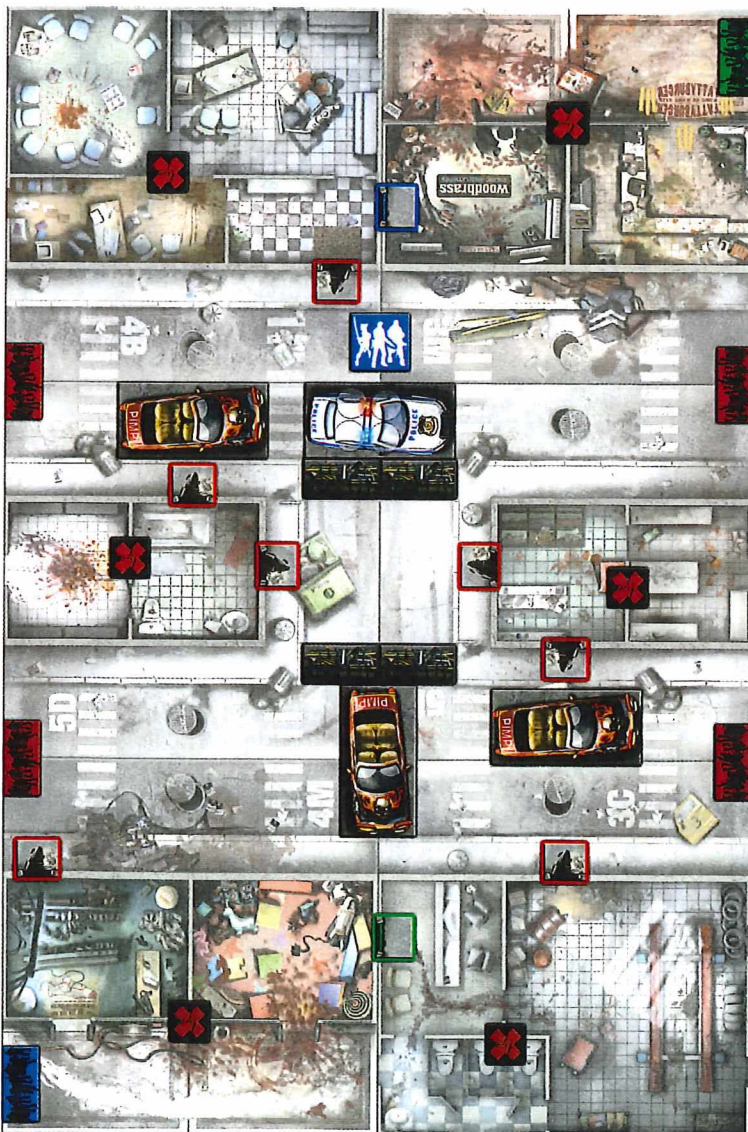
It's been months since we came here. We explored the whole place, zombicided everything, then moved on. Now we're back, and I wonder what awaits us. I remember that I left two pairs of socks, almost new... somewhere. Let's explore this place!

Material needed: Season 1, Toxic City Mall.

Tiles needed: 3C, 3M, 4B, 4M, 5D & 5E.

OBJECTIVES

Exploring this place shouldn't be too difficult. We've done it before. There is a great "X" in each area. **Take all Objectives.**



SPECIAL RULES

- **Things that have to be done.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Event triggers.** A tile displaying an Objective only spawns Zombies the first time a Survivor stands in one of its building or indoor alley Zones at the end of an Action. The Survivor receives the Objective to indicate that the tile has been re-explored. Don't spawn Zombies inside the building Zones of this tile when a door leading into it is opened—spawn Zombies when a Survivor steps inside the tile.
- **Remember why this place was closed?** Put the blue and the green Objectives randomly among the red Objectives, face down. When a Survivor takes the blue or green Objective, the corresponding Spawn Zone activates. Flip it on its red side to remember it.
- **Batteries are long dead.** You can't use cars.

• **Locked! And no one remembers where we hid the keys.** The blue and the green doors can't be opened.

• **Yeah! My old pimpmobile! I remember I left some stuff in the trunk...** Each pimpmobile can be searched only once. It contains the Evil Twins or Ma's Shotgun or Pa's Pistol (draw randomly).

• **Phil's car.** You can search a 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.

4B	3M
5D	5E
4M	3C

