

A26 THE TUNNEL PART 2

HARD / 4-8 SURVIVORS / 180 MINUTES

Okay, I admit that exploring the tunnel was a bad idea. Turns out this isn't one tunnel but a whole bunch of underground passages. And...we got lost on our way home. To make matters worse, zombies are close on our heels. I can see some light! Let's get out, wherever we are, and seal this maze forever! I prefer finding my way home in broad daylight.

Material needed: Season 3: Rue Morgue, Angry Neighbors.
Tiles needed: 2R, 4R, 7R, 8R, 10V & 12V.

OBJECTIVES

Shut the tunnels! Use Molotov Cocktails on the blue and the pink Spawn Zones to collapse the tunnels (see the Special Rules).

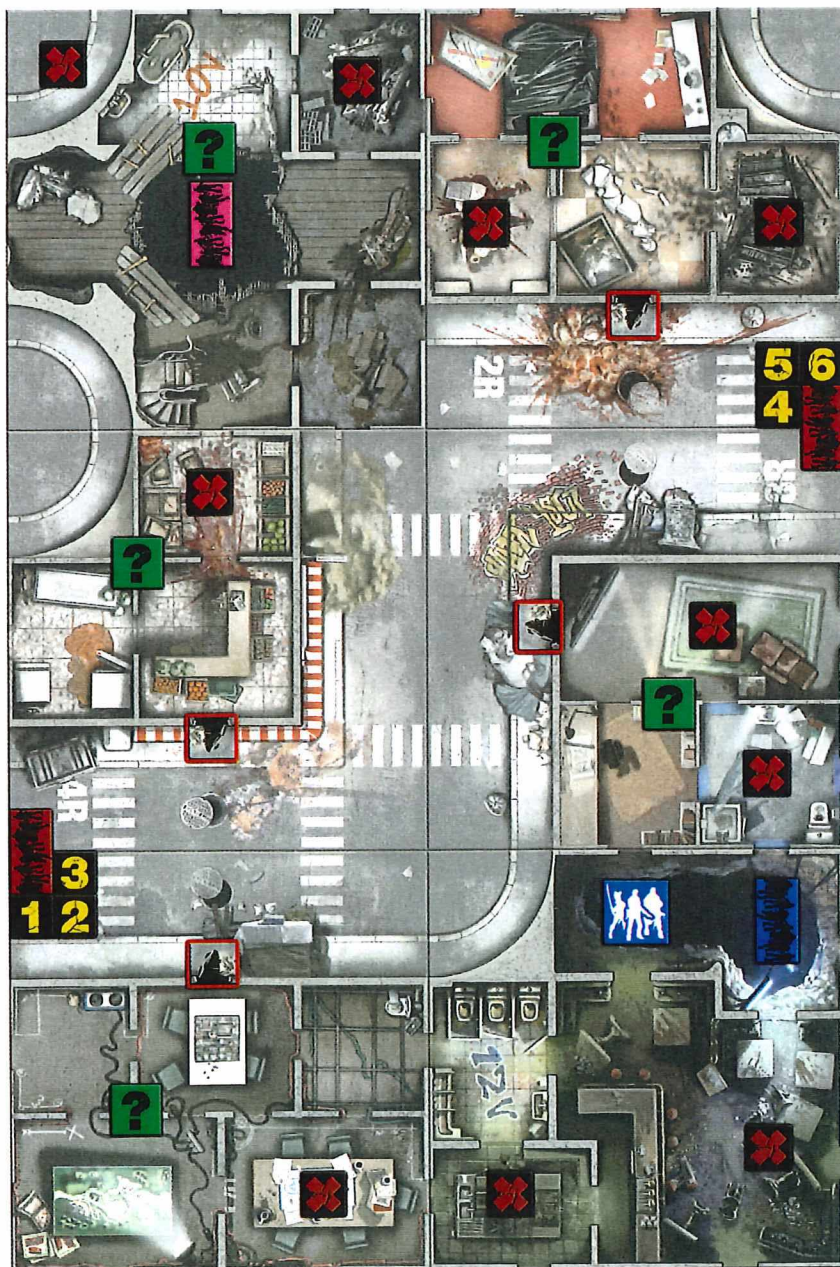
SPECIAL RULES

- **Crawling out.** Drawing a blue or green bed card allow the Zombies in Hole Zones to immediately resolve 3 Move Actions. They effectively get out of the holes!
- **Oooh shiny!** Each Objective gives 5 experience points to the Survivor who takes it. The Survivor also receives a random pimpweapon.

- **Noises in the dark.** The blue and the pink Spawn Zones are active from the start.

- **Thanks, Mr. Molotov!** Put the blue and the green Objectives randomly among the red Objectives, face down. Taking either of these Objectives grants the Survivor a Molotov Cocktail. If no Molotov Cocktail card is available, the Survivor only gets the experience points.

- **Fire in the hole!** Throwing a Molotov on a Hole Zone removes the Spawn Zone as well. The Survivor gets an additional 10 experience points.



10V	2R
4R	8R
7R	12V

