

# A31 JUST A NIGHTMARE

**HARD / 6 SURVIVORS / 150 MINUTES**

Night after night, I wake up from this horrible nightmare. I'm in a prison. All the doors are wide open. Zombies are coming from everywhere. I can't see an exit. No escape. I don't need to explain how it ends, right?

Last night, I woke up with an idea. I'm a survivor. I zombicide. I don't escape the zombie invasion. I face it-and it's fun! This is a zombie nightmare, so I don't have to fear it. I will go to bed, face it, and it will be fun!

Material needed: Season 2: Prison Outbreak. (Optional: Zombicide Season 1, Season 3: Rue Morgue, Angry Neighbors, Toxic City Mall.)

Tiles needed: 8P, 11P, 12P, 13P, 14P & 15P.



## OBJECTIVES

You aren't trapped with a bunch of Zombies. *They* are trapped with *you*! Complete these objectives in the indicated order to win the game.

**1 – Reach the Orange Danger Level with all Survivors.** Zombicide time!

**2 – Find the exit.** Take the Objectives until you find the Yellow one. Replace it with the Exit token.

**3 – Get out of this nightmare.** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of his Turn, as long as there are no Zombies in it.



## SPECIAL RULES

### • Setup: A prison for your soul.

- Place one yellow and three red Objectives randomly, face down. These Objectives can't be taken until all Survivors have reached the Orange Danger Level. Each Objective gives 5 experience points to the Survivor who takes it.
- Spawn Zombies in the building Zones of the starting tile (14P).

### • From the black depths of your imagination.

- Each Game Round, before the First Player begins, spawn Zombies in every building Zone on the starting tile (14P).
- Each time a Survivor enters a tile without another Survivor on it, Spawn Zombies in every building Zone on the tile.

• **I see rotten people!** The purple and the white Spawn Zones are inactive from the beginning. Flip the corresponding token to its active red side whenever a Zombie enters its Zone.



• **Switches of triumphant will.**

- Activate the purple Switch to flip the purple Spawn Zone token to its inactive purple side.
- Activate the white Switch to flip the white Spawn Zone token to its inactive white side.

Activating a Switch gives 5 experience points to the Survivor who activates it. A Switch cannot be activated if the corresponding colored token already shows its colored side.

- **Optional: shifting memories.** If you use *Season 3: Rue Morgue*, *Angry Neighbors* and/or *Toxic City Mall*, place the corresponding Equipment cards and Zombie cards in separate piles. Start the game using the *Prison Outbreak* cards. Each time a Survivor reaches a new Danger Level, draw a card from each Zombie pile, shuffle them, and draw one at random. Until a Survivor reaches a new Danger Level, draw from the Equipment and Zombie piles of the corresponding box.

12P	13P
8P	14P
11P	15P



Spawn Zones



Switches (5XP)



Player starting area



Open door



Exit? (5 XP)

