

# A6 TRICK OR T(H)REAT!

We took back the main power source for Switch City. Now we have some comfort, but the lights and sounds triggered everywhere keep attracting zombies. We have to solve this problem.

Scouting around, Josh and Wanda found an interesting condo building near the highway. It looks like most places weren't looted. According to Josh, they were closed by a complex electronic security system controlled by a mainframe that took a hit too many in the first days of the invasion. Switching the power back on drove this mainframe crazy, and all the security systems are now locking and unlocking randomly.

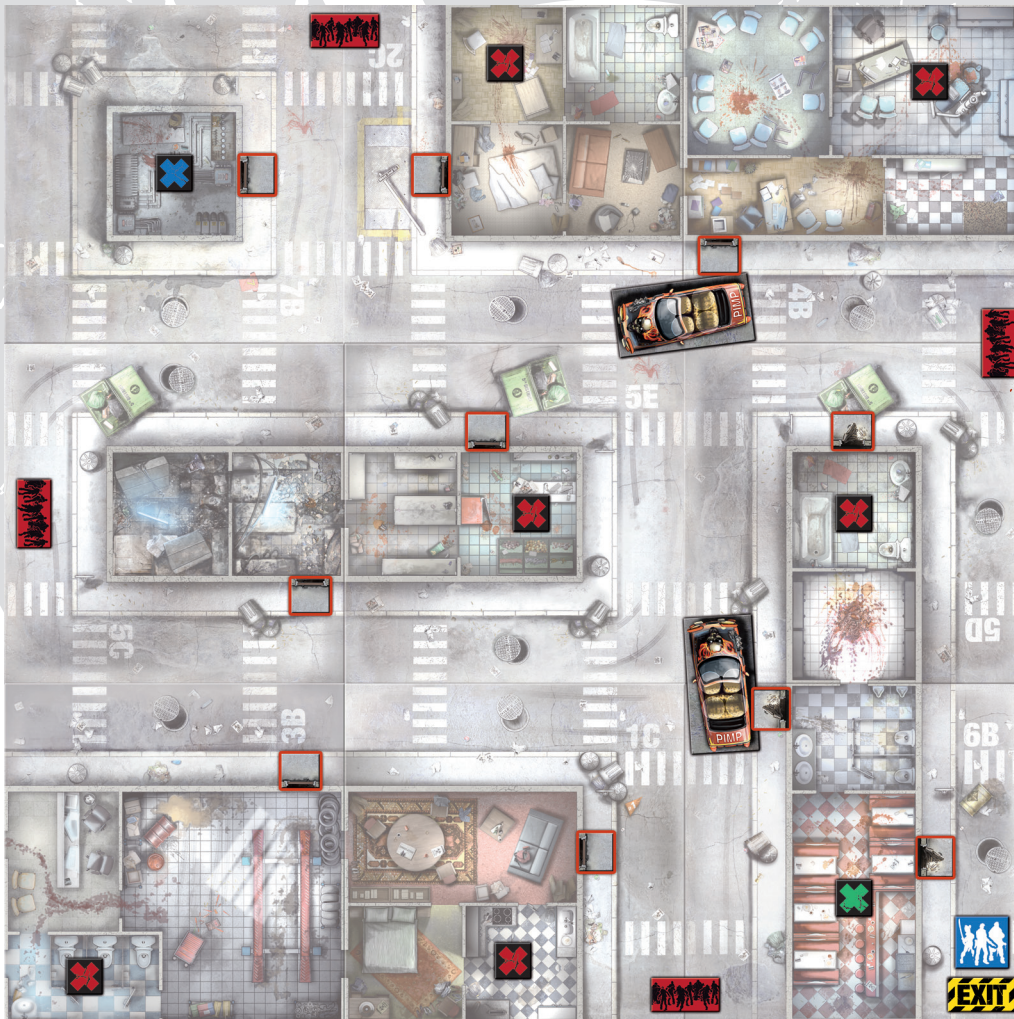
Did I mention it's Halloween? Well, we have a fair share of monsters every day now, so we don't really want to wear costumes, but Amy is in the mood to make her "secret" pumpkin cakes. That would taste great, at least better than the cat food I had for lunch.

The condo looks like a giant cage for old rich people. It took Ned some time to unlock the entrance, and we're now in the alleys. The electrical system is nuts, and the whole block seems to have a life of its own. It's frightening and fun like a haunted house. Err...did I just read, "Beware the Jack" on the wall? Who's Jack? Wait... What? "THE" Jack?

You will need the following tiles for this scenario: **7B, 2C, 4B, 5C, 5E, 5D, 3B, 1C & 6B.**

## OBJECTIVES

It's Halloween, let's tour a haunted mansion and have the last party on Earth! Take all the Objective tokens (experiencing some zombie trick or treating in the process). Once you're done, return to the Exit Zone with all remaining Survivors.



HARD  
6+ SURVIVORS  
190 MINUTES

## SPECIAL RULES

**Trick or treat!** Put aside the following cards before beginning the Mission:

- Aaahh! x3
- Chainsaw x1
- Shotgun x1
- Sub MG x1

Each card is dealt face down and randomly under each red Objective token. They're Halloween surprises for you to enjoy! Ready for a trick or treat?

Each red Objective token gives 5 experience points to the Survivor who takes it, and the matching Equipment card is revealed.

If a weapon is revealed this way, TREAT! The Survivor gets the weapon (the Matching Set! Skill works for the Sub MG) and can reorganize his inventory for free.

If an Aaahh! card is revealed instead, TRICK! Immediately draw a Zombie card to spawn Zombies in the Zone where the Survivor stands.

**Amy's secret ingredients.** The building's doors in 6B and 5D are open. Taking the green objective give 5 experience points to the Survivor who takes it, as he finds the ingredients required for Amy's secret cakes.

**Mainframe madness.** Roll 3 dice after completing each Spawn phase on the Zombies' Turn.

- On a double, flip all door tokens on the tiles that match the number (for example: double 6 = flip both door tokens on the 6B tile; double 5 = flip the door tokens on 5C, 5D and 5E). Obviously, the 7B tile is never affected. Opening a door of a completely closed and empty building results in a Zombie

spawn, as if a Survivor just opened it for the first time, even if the building had already been opened. No spawn is resolved if a Survivor or Zombie is still in the building. Zombies trapped in a closed building move as if the doors were all opened, but stop by the closed doors.

- On a triple, Jack appears (see below).

**The whole block was Jack's cage and we freed it.** If a triple is rolled for a "Mainframe madness" test, any Abomination on the board is now invincible until the end of the game. Even a Molotov can't take it down. If there's no Abomination on the board yet, just place one on the Exit Zone. Jack doesn't need to run, honey, he'll catch you sooner or later. Unless the Keymaster (see below) has anything to say about it...

**The Keymaster.** The building on the 7B tile hosts the mainframe for the whole block. Taking the blue objective gives 5 XP to the Survivor who takes it. First good news: from now on, you no longer roll for "Mainframe madness". Second good news: spending an Action with a Survivor standing inside the mainframe building allows the player to flip a single door token of his choosing anywhere on the board. This task can be done multiple times in a turn but is forbidden if any Zombies stand in the mainframe building. Discover unlimited power!

**You can use cars.**

**You can Search each pimpmobile only once per game.** They contain either Ma's Shotgun, or the Evil Twins (draw randomly). Only the weapons that have not yet been taken can be inside them. When there are no more...there are no more.



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ZOMBICIDE - SCENARIOS