

Zombie Mall Cards

WHAT'S HERE?

162 cards for use with the Zombie Mall base game. The cards are divided up into:

- 26 Objective (Green) Cards
- 136 Loot (Red) Cards. The Loot Cards are divided into the following categories:
 - 61 Event Loot Cards
 - 55 Item Loot Cards
 - 20 Survivor Loot Cards

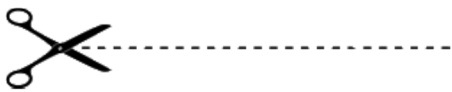
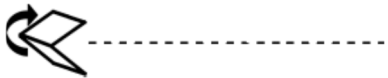
Although all cards are not required for play, it's suggested you try to keep close to the existing ratio of Event : Item : Survivor cards for play balance.

PRINTING

The card images are sized for each card to be 2.5" wide x 3.5" tall once finished. Print the pages at 100% (Turn Scaling or Fit To Page **OFF**).

CUTTING OUT THE CARDS

Cards are laid out 3 cards per page, with card backs on the left side and card fronts on the right. There are guides for cutting and folding.

	Cut along this line.
	Fold along this line (top edge of card). When folding, make sure the printed sides are on the outside of the fold.

After the cards are cut and folded, the front and back of each card may be glued or taped together. The easiest solution is to use plastic card sleeves and just slide the cards in.

LEGAL

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Now that that's out of the way, start printing, cutting, and folding!



Zombie Mall

OBJECTIVE

Zombie Mall

OBJECTIVE

Zombie Mall

OBJECTIVE

PLAY NOW!
OBJECTIVE - EVENT
STAGGLER



This card must be played immediately when drawn.

More zombies are wandering by. 1d4 zombies spawn normally.

HELP
149/162

PLAY NOW!
OBJECTIVE - EVENT
STAGGLER



This card must be played immediately when drawn.

More zombies are wandering by. 1d4 zombies spawn normally.

HELP
151/162

PLAY NOW!
OBJECTIVE - EVENT
A SMALL BURST OF ENERGY



This card must be played immediately when drawn.

You have a sudden rush of energy. You may move UP TO 1d4 spaces (normal movement rules apply).

Discard this card immediately. This card may not be saved for later play.

HELP
148/162

Zombie

Horde

OBJECTIVE

Zombie

Horde

OBJECTIVE

Zombie

Horde

OBJECTIVE

PLAY NOW!
OBJECTIVE - EVENT
A SMALL BURST OF ENERGY

This card must be played immediately when drawn.
You have a sudden rush of energy. You may move UP TO 1D4 spaces (normal movement rules apply).
Discard this card immediately. This card may not be saved for later play.

HELP
147/162

PLAY NOW!
OBJECTIVE - EVENT
ROAMER

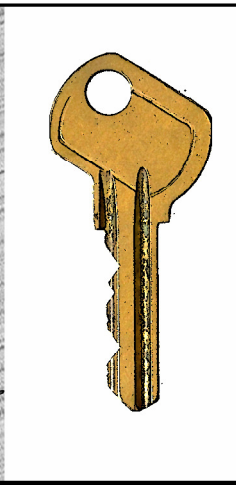
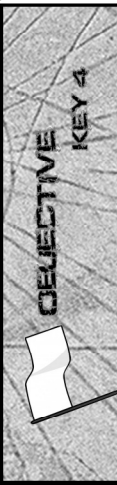
This card must be played immediately when drawn.
More zombies are wandering by. 1d6 zombies spawn normally.

HELP
146/162

PLAY NOW!
OBJECTIVE - EVENT
ROAMER

This card must be played immediately when drawn.
More zombies are wandering by. 1d6 zombies spawn normally.

HELP
145/162



Objective

HELP
144/162

You have found a key that will unlock Lock 4.

You receive no Victory Points for finding this key if it unlocks a scenario objective.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.



Objective

HELP
143/162

You have found a key that will unlock Lock 3.

You receive no Victory Points for finding this key if it unlocks a scenario objective.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.



Objective

HELP
142/162

You have found a key that will unlock Lock 2.

You receive no Victory Points for finding this key if it unlocks a scenario objective.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.



OBJECTIVE
KEY 1



HELP
141/162

Objective

You have found a key that will unlock Lock 1.

You receive no Victory Points for finding this key if it unlocks a scenario objective.

If you are **BITTEN** (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when **BITTEN**.



PLAY NOW!
OBJECTIVE - EVENT
DRAW AGAIN



HELP
140/162

Objective

This card must be played immediately when drawn.

This is not the objective you are looking for. At least 20 zombies aren't spawning on top of you.

Draw the top card from the regular Loot Deck, maybe you'll get lucky.

Discard this card immediately. This card may not be saved for later play.



PLAY NOW!
OBJECTIVE - EVENT
DRAW AGAIN



HELP
139/162

Objective

This card must be played immediately when drawn.

This is not the objective you are looking for. At least 20 zombies aren't spawning on top of you.

Draw the top card from the regular Loot Deck, maybe you'll get lucky.

Discard this card immediately. This card may not be saved for later play.



PLAY NOW!
OBJECTIVE - EVENT
A BIG BURST
OF ENERGY



This card must be played immediately when drawn.
You have a sudden rush of energy. You may move UP TO 1D6 spaces (normal movement rules apply).
Discard this card immediately. This card may not be saved for later play.

HELP
138/162



PLAY NOW!
OBJECTIVE - EVENT
A BIG BURST
OF ENERGY

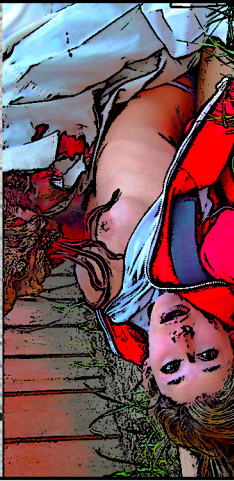


This card must be played immediately when drawn.
You have a sudden rush of energy. You may move UP TO 1D6 spaces (normal movement rules apply).
Discard this card immediately. This card may not be saved for later play.

HELP
137/162



PLAY NOW!
OBJECTIVE - EVENT
ZOMBIES IN LOVE



This card must be played immediately when drawn.
2 zombies spawn in the same space as you. They really like you and you can't get away - you cannot use Adrenaline (Token or Trade Survivor) to escape.

HELP
162/162

Zombie

OBJECTIVE

Wall

Zombie

OBJECTIVE

Wall

Zombie

OBJECTIVE

Wall

Zombie

OBJECTIVE

Wall

Zombie

OBJECTIVE

Wall

Zombie

OBJECTIVE

Wall

Zombie

OBJECTIVE

Wall

Zombie

OBJECTIVE

Wall

Zombie

OBJECTIVE

Wall



 <p>PLAY NOW! OBJECTIVE - EVENT THAT'S REALLY NOT A LOOT PILE</p>	<p>This card must be played immediately when drawn.</p> <p>1d6 zombies spawn normally except all distance rolled is halved (rounded DOWN).</p> <p>HELP 155/162</p>
 <p>PLAY NOW! OBJECTIVE - EVENT THAT'S NOT A LOOT PILE</p>	<p>This card must be played immediately when drawn.</p> <p>1d4 zombies spawn in the same space as you.</p> <p>HELP 154/162</p>
 <p>PLAY NOW! OBJECTIVE - EVENT THAT'S NOT A LOOT PILE</p>	<p>This card must be played immediately when drawn.</p> <p>1d4 zombies spawn in the same space as you.</p> <p>HELP 153/162</p>

Zombie

OBJECTIVE

Zombie

OBJECTIVE

Zombie

LOOT

PLAY NOW!

DETECTIVE - EVENT

SURROUNDED



This card must be played immediately when drawn.

The surrounding 8 spaces now have 1 more zombie in than they did before you drew this card.

Place 1 zombie in each surrounding space. Any zombies which would be placed off of the map are lost and do no spawn.

Objective

HELP 152/162

PLAY NOW!

DETECTIVE - EVENT

SURROUNDED



This card must be played immediately when drawn.

The surrounding 8 spaces now have 1 more zombie in than they did before you drew this card.

Place 1 zombie in each surrounding space. Any zombies which would be placed off of the map are lost and do no spawn.

Objective

HELP 150/162

SURVIVOR - MAN

MILD MANNERED

REPORTER



There's always a reporter trying to get a scoop on the undead.

If adjacent to a zombie(s) and your ADRENALINE is below your maximum, trade this card in place of an ADRENALINE TOKEN (any rules and penalties for using ADRENALINE still apply). Someone is causing a distraction for your getaway.

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

Survivor

HELP 131/162



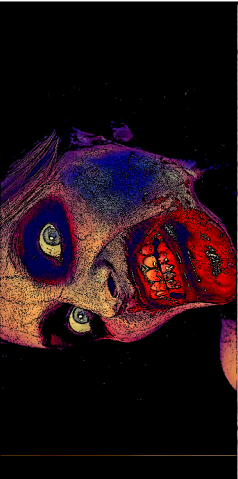
When trading a SURVIVOR card, include this card to Double the Bandage/Adrenaline bonus (may exceed normal maximum of bandage/adrenaline when trading)

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EVENT
MOTIVATIONAL TAPE



Event

When trading a SURVIVOR card, include this card to Double the Bandage/Adrenaline bonus (may exceed normal maximum of bandage/adrenaline when trading)

HELP
020/162

EVENT: **PLAY NOW**
LURKER

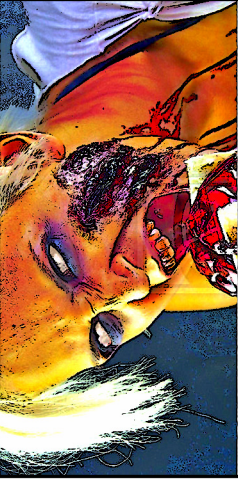


Event

More zombies are lurking in the shadows than you originally thought.
Spawn 1d4 zombies (normal spawning rules apply)

HELP
017/162

EVENT: **PLAY NOW**
LURKER



Event

More zombies are lurking in the shadows than you originally thought.
Spawn 1d4 zombies (normal spawning rules apply)

HELP
019/162



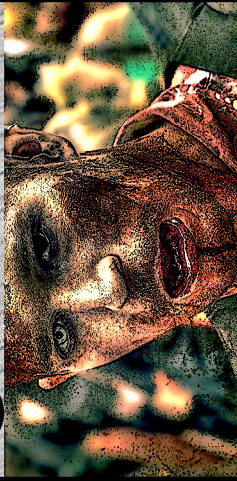
EVENT: **PLAY NOW**
LUNKER



More zombies are lurking in the shadows than you originally thought.
Spawn 1d4 zombies (normal spawning rules apply)

Event
HELP
01/8/16Z

EVENT: **PLAY NOW**
DID YOU HEAR THAT?



1d4 zombies appear, use normal spawning rules. For any zombies that would spawn outside the legal area of the map, re-roll for placement until inside the legal area.
If a zombie spawns adjacent to you, resolve combat this turn.

Event
HELP
01/6/16Z

EVENT: **PLAY NOW**
DID YOU HEAR THAT?



1d4 zombies appear, use normal spawning rules. For any zombies that would spawn outside the legal area of the map, re-roll for placement until inside the legal area.
If a zombie spawns adjacent to you, resolve combat this turn.

Event
HELP
01/5/16Z

Zombie
Loot
Wall

EVENT: PLAY NOW
DID YOU HEAR THAT?

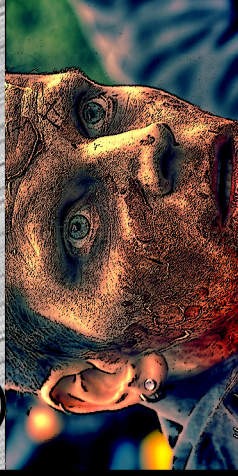


1d4 zombies appear, use normal spawning rules. For any zombies that would spawn outside the legal area of the map, re-roll for placement until inside the legal area.
If a zombie spawns adjacent to you, resolve combat this turn.

Event
HELP
014/162

Zombie
Loot
Wall

EVENT: PLAY NOW
DID YOU HEAR THAT?



1d4 zombies appear, use normal spawning rules. For any zombies that would spawn outside the legal area of the map, re-roll for placement until inside the legal area.
If a zombie spawns adjacent to you, resolve combat this turn.

Event
HELP
013/162

Zombie
Loot
Wall

EVENT
CLUTTER



Play on a zombie to prevent it from moving this turn through the beginning of your next turn.
It's feet have suddenly gotten tangled and it's struggling to get free.
This zombie cannot be selected to move during the Zombie Movement phase of this turn through the beginning of your next turn. Any cards played in that time which would cause this zombie to move (in any direction) are ignored.

Event
HELP
009/162

Zombie
Loot
Wall

EVENT CLUTTER



Play on a zombie to prevent it from moving this turn through the beginning of your next turn.

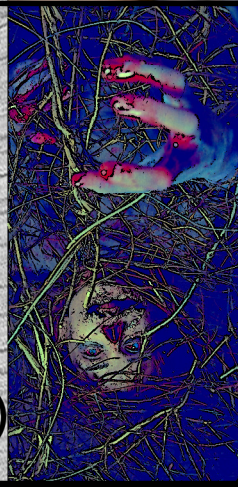
It's feet have suddenly gotten tangled and it's struggling to get free.

This zombie cannot be selected to move during the Zombie Movement phase of this turn through the beginning of your next turn. Any cards played in that time which would cause this zombie to move (in any direction) are ignored.

HELP
010/162

Zombie
Loot
Wall

EVENT CLUTTER



Play on a zombie to prevent it from moving this turn through the beginning of your next turn.

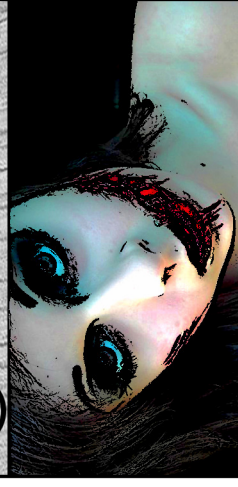
It's feet have suddenly gotten tangled and it's struggling to get free.

This zombie cannot be selected to move during the Zombie Movement phase of this turn through the beginning of your next turn. Any cards played in that time which would cause this zombie to move (in any direction) are ignored.

HELP
012/162

Zombie
Loot
Wall

EVENT CLUTTER



Play on a zombie to prevent it from moving this turn through the beginning of your next turn.

It's feet have suddenly gotten tangled and it's struggling to get free.

This zombie cannot be selected to move during the Zombie Movement phase of this turn through the beginning of your next turn. Any cards played in that time which would cause this zombie to move (in any direction) are ignored.

HELP
011/162



EVENT: **PLAY NOW**
CLATTER



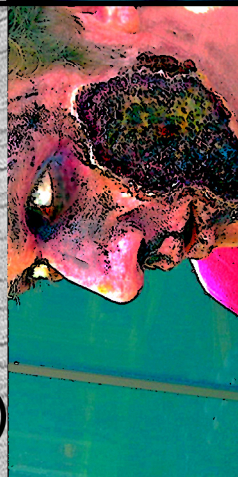
You're making too much noise. The closest zombie moves 1 space closer. If sharing a space with a zombie, the next closest zombie moves 1 space closer. If more than 1 zombie is equally close, you may pick which zombie moves.

If a zombie moves adjacent to you, resolve combat this turn.

HELP
007/162



EVENT: **PLAY NOW**
CLATTER



You're making too much noise. The closest zombie moves 1 space closer. If sharing a space with a zombie, the next closest zombie moves 1 space closer. If more than 1 zombie is equally close, you may pick which zombie moves.

If a zombie moves adjacent to you, resolve combat this turn.

HELP
008/162



EVENT: **PLAY NOW**
CLATTER



You're making too much noise. The closest zombie moves 1 space closer. If sharing a space with a zombie, the next closest zombie moves 1 space closer. If more than 1 zombie is equally close, you may pick which zombie moves.

If a zombie moves adjacent to you, resolve combat this turn.

HELP
006/162

Zombie Wall

Loot

EVENT: **PLAY NOW**
CLATTER

Zombie Wall

Loot

EVENT: **PLAY NOW**
AGONY OF DEFEAT

Zombie Wall

Loot

EVENT: **PLAY NOW**
AGONY OF DEFEAT

Event

HELP 005/162

You're making too much noise. The closest zombie moves 1 space closer. If sharing a space with a zombie, the next closest zombie moves 1 space closer. If more than 1 zombie is equally close, you may pick which zombie moves.

If a zombie moves adjacent to you, resolve combat this turn.

Event

HELP 003/162

You have a negative attitude and are positive you're not going to make it out of this. Deduct 1 Victory Point if you have any. If you do not have any Victory Points, you're even more depressed with your gloomy outlook.

Event

HELP 002/162

You have a negative attitude and are positive you're not going to make it out of this. Deduct 1 Victory Point if you have any. If you do not have any Victory Points, you're even more depressed with your gloomy outlook.



EVENT: **PLAY NOW**
AGONY OF DEFEAT



You have a negative attitude and are positive you're not going to make it out of this. Deduct 1 Victory Point if you have any. If you do not have any Victory Points, you're even more depressed with your gloomy outlook.



HELP
001/162

EVENT: **PLAY NOW**
AGONY OF DEFEAT



You have a negative attitude and are positive you're not going to make it out of this. Deduct 1 Victory Point if you have any. If you do not have any Victory Points, you're even more depressed with your gloomy outlook.



HELP
004/162

EVENT
OVERACHIEVING IS
GOOD



If you have a scenario objective (key?) you may play this card on a specific zombie to keep it from moving. This zombie will not count toward a required number of zombies (closest, 1d6, etc.).

HELP
030/162

EVENT: PLAY NOW
 ROAMER

EVENT
 OVERACHIEVING IS
 GOOD

EVENT
 OVERACHIEVING IS
 GOOD

Event
 More zombies are lurking in the shadows than you originally thought. Lots more....
 Spawn 1d6 zombies (normal spawning rules apply)
 HELP
 038/162

Event
 If you have a scenario objective (key?) you may play this card on a specific zombie to keep it from moving. This zombie will not count toward a required number of zombies (closest, 1d6, etc.).
 HELP
 029/162

Event
 If you have a scenario objective (key?) you may play this card on a specific zombie to keep it from moving. This zombie will not count toward a required number of zombies (closest, 1d6, etc.).
 HELP
 028/162



EVENT: PLAY NOW
OVERACHIEVING IS BAD



If you have a scenario objective (key?), you're making too much noise with it. The closest 1d4 zombies move 1 space closer.

Zombies may move through cluttered spaces (but may not move through walls and doors) if space is on the shortest path to you.

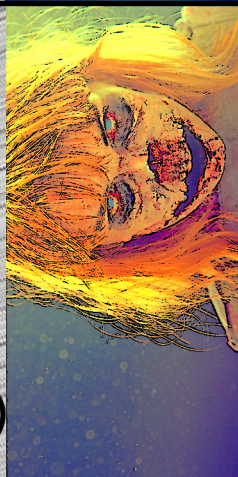
These zombies will ignore other players when moving and will not stop for combat. If a zombie moves adjacent to you, resolve combat this turn.

If you have no scenario objectives, discard.

HELP
027/162



EVENT: PLAY NOW
OVERACHIEVING IS BAD



If you have a scenario objective (key?), you're making too much noise with it. The closest 1d4 zombies move 1 space closer.

Zombies may move through cluttered spaces (but may not move through walls and doors) if space is on the shortest path to you.

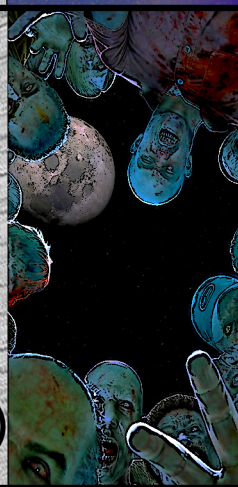
These zombies will ignore other players when moving and will not stop for combat. If a zombie moves adjacent to you, resolve combat this turn.

If you have no scenario objectives, discard.

HELP
026/162



EVENT: PLAY NOW
OVERACHIEVING IS BAD



If you have a scenario objective (key?), you're making too much noise with it. The closest 1d4 zombies move 1 space closer.

Zombies may move through cluttered spaces (but may not move through walls and doors) if space is on the shortest path to you.

These zombies will ignore other players when moving and will not stop for combat. If a zombie moves adjacent to you, resolve combat this turn.

If you have no scenario objectives, discard.

HELP
025/162

Zombie Mall

Loot

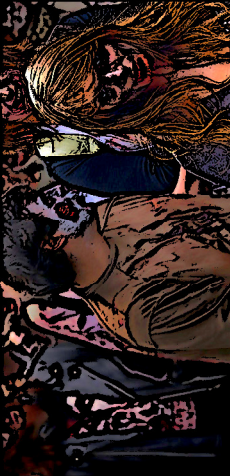
Zombie Mall

Loot

Zombie Mall

Loot

EVENT
UNDEAD & CLOWNS
ARE CREEPY



Thank goodness this is a mall and not a circus. Zombic clowns would be horrible. Midget zombie clown would be even worse.



HELP
045/162

EVENT
THRILLER REMAKE
CASTING?



These are not the carefree, rhythm enhanced zombies of the 80's that danced behind Michael Jackson. Those zombies would be preferred. Less deadly, yet lively hip action.

No sense looking for a red leather jacket to try and blend in...



HELP
041/162

EVENT
YOU DON'T SMELL
DEAD ENOUGH



Running around killing and avoiding zombies, covered in blood and gore, this is just a nasty experience. Even the pungent smell of Bath & Bodyworks has an undead tinge to it.

If this were a movie it would be time to sneak off to the shower scene with the sexy co-eds.



HELP
044/162



EVENT
CONVENTION ZOMBIES



Event

There was a Night of the Living Dead convention in the mail. Some of the attendees are wandering around acting like zombies.

I wonder if they can fool the actual zombies?

HELP
040/162

EVENT
FEB 4, 1940



Event

Feb 4 is George Romero's birthday! If you've drawn this card on Feb. 4, play to remove all zombies from the mail (you receive no Victory Points for this).

If it's not Feb. 4, try to stay alive long enough to wish George a Happy Birthday. Without him all of these zombies wouldn't be trying to eat you.

HELP
039/162

EVENT: **PLAY NOW**
ROMERO



Event

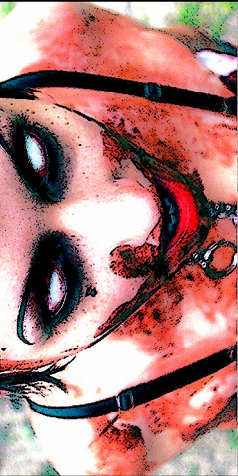
More zombies are lurking in the shadows than you originally thought. Lots more....

Spawn 1d6 zombies (normal spawning rules apply)

HELP
037/162



EVENT: **PLAY NOW**
FOAMER



More zombies are lurking in the shadows than you originally thought. Lots more....

Spawn 1d6 zombies (normal spawning rules apply)

Event

HELP
036/162

EVENT: **PLAY NOW**
RINGING CELL PHONE



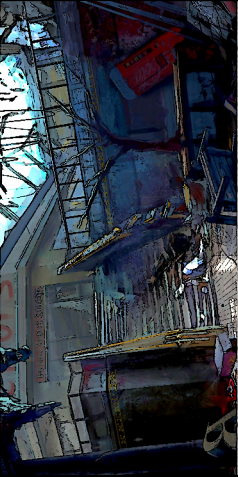
Somebody didn't silence their phone! 1d4 zombies appear between you and the closest door.

When spawning the first zombie will spawn on the space closest to the door, the next in the 2nd closest space, etc. using normal movement rules, except that Zombies may spawn in cluttered spaces.

Event

HELP
035/162

EVENT: **PLAY NOW**
RINGING CELL PHONE



Somebody didn't silence their phone! 1d4 zombies appear between you and the closest door.

When spawning the first zombie will spawn on the space closest to the door, the next in the 2nd closest space, etc. using normal movement rules, except that Zombies may spawn in cluttered spaces.

Event

HELP
034/162

Zombie
Loot
Wall

EVENT: **PLAY NOW**
RINGING CELL PHONE



Event
HELP
033/162

Somebody didn't silence their phone! 1d4 zombies appear between you and the closest door.
When spawning the first zombie will spawn on the space closest to the door, the next in the 2nd closest space, etc. using normal movement rules, except that Zombies may spawn in cluttered spaces.

Zombie
Loot
Wall

EVENT: **PLAY NOW**
RINGING CELL PHONE



Event
HELP
032/162

Somebody didn't silence their phone! 1d4 zombies appear between you and the closest door.
When spawning the first zombie will spawn on the space closest to the door, the next in the 2nd closest space, etc. using normal movement rules, except that Zombies may spawn in cluttered spaces.

Zombie
Loot
Wall

EVENT
OVERACHIEVING IS GOOD



Event
HELP
031/162

If you have a scenario objective (key?) you may play this card on a specific zombie to keep it from moving. This zombie will not count toward a required number of zombies (closest, 1d6, etc.).



EVENT: **PLAY NOW**
YOU SMELL
LIKE BRAINS



The closest 1d4 zombies not sharing a space with you move 1 space closer to you, even if you are not the closest player to that zombie.

Zombies may move through cluttered spaces (but may not move through walls and doors) if space is on the shortest path to you.

These zombies will ignore other players when moving and will not stop for combat. If a zombie moves adjacent to you, resolve combat this turn.

HELP
061/162

EVENT: **PLAY NOW**
YOU SMELL
LIKE BRAINS



The closest 1d4 zombies not sharing a space with you move 1 space closer to you, even if you are not the closest player to that zombie.

Zombies may move through cluttered spaces (but may not move through walls and doors) if space is on the shortest path to you.

These zombies will ignore other players when moving and will not stop for combat. If a zombie moves adjacent to you, resolve combat this turn.

HELP
060/162

EVENT: **PLAY NOW**
YOU SMELL
LIKE BRAINS



The closest 1d4 zombies not sharing a space with you move 1 space closer to you, even if you are not the closest player to that zombie.

Zombies may move through cluttered spaces (but may not move through walls and doors) if space is on the shortest path to you.

These zombies will ignore other players when moving and will not stop for combat. If a zombie moves adjacent to you, resolve combat this turn.

HELP
059/162

EVENT: PLAY NOW
 YOU SMELL
 LIKE EFRAINS

EVENT: PLAY NOW
 YOU SMELL
 LIKE BACON

EVENT: PLAY NOW
 YOU SMELL
 LIKE BACON

The closest 1d4 zombies not sharing a space with you move 1 space closer to you, even if you are not the closest player to that zombie.

Zombies may move through cluttered spaces (but may not move through walls and doors) if space is on the shortest path to you.

These zombies will ignore other players when moving and will not stop for combat. If a zombie moves adjacent to you, resolve combat this turn.

HELP
 056/162

This has no effect unless K9 Zombies are present. There's a good chance you may be craving some bacon now, though.

HELP
 057/162

This has no effect unless K9 Zombies are present. There's a good chance you may be craving some bacon now, though.

HELP
 056/162

EVENT: **PLAY NOW**
YOU SMELL
LIKE BACON

EVENT: **PLAY NOW**
YOU SMELL
LIKE BACON

EVENT: **PLAY NOW**
THRILL OF VICTORY

EVENT: **PLAY NOW**
YOU SMELL
LIKE BACON

This has no effect unless K9 Zombies are present. There's a good chance you may be craving some bacon now, though.

HELP
055/162

EVENT: **PLAY NOW**
YOU SMELL
LIKE BACON

This has no effect unless K9 Zombies are present. There's a good chance you may be craving some bacon now, though.

HELP
054/162

EVENT: **PLAY NOW**
THRILL OF VICTORY

You just feel confident. You're rewarded 1 Victory Point, right here, right now!

HELP
053/162





EVENT: **PLAY NOW**
THRILL OF VICTORY





Event

HELP
032/162

You just feel confident. You're rewarded
1 Victory Point, right here, right now!





EVENT: **PLAY NOW**
THRILL OF VICTORY





Event

HELP
051/162

You just feel confident. You're rewarded
1 Victory Point, right here, right now!





EVENT: **PLAY NOW**
THRILL OF VICTORY





Event

HELP
050/162

You just feel confident. You're rewarded
1 Victory Point, right here, right now!

Zombie Mall

Loot

EVENT: **PLAY NOW**
THAT'S NOT A
PILE OF LOOT



The loot pile you're searching is really a pile of 1d4 zombies that are spawning in the same space as you!

Resolve combat this turn for any of those spawned zombies.

Event

HELP
049/162

Zombie Mall

Loot

EVENT: **PLAY NOW**
THAT'S NOT A
PILE OF LOOT



The loot pile you're searching is really a pile of 1d4 zombies that are spawning in the same space as you!

Resolve combat this turn for any of those spawned zombies.

Event

HELP
048/162

Zombie Mall

Loot

EVENT: **PLAY NOW**
THAT'S NOT A
PILE OF LOOT



The loot pile you're searching is really a pile of 1d4 zombies that are spawning in the same space as you!

Resolve combat this turn for any of those spawned zombies.

Event

HELP
047/162

Zombie Mall

Loot

Zombie Mall

Loot

Zombie Mall

Loot

EVENT: **PLAY NEW**
THAT'S NOT A
PILE OF LOOT.



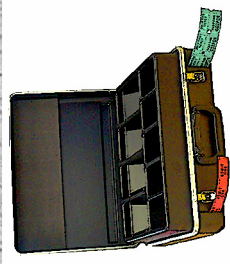
The loot pile you're searching is really a pile of 104 zombies that are spawning in the same space as you!
Resolve combat this turn for any of those spawned zombies.

HELP
046/162

ITEM



CASH BOX



You're rich! You've uncovered the petty cash box for the store! Is there a way to kill a zombie with a \$5 bill?

Currently there is not a way to kill a zombie with a \$5 bill. Or even a \$100 bill.

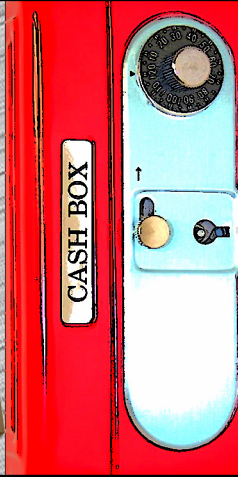
If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
070/162

ITEM



CASH BOX



You're rich! You've uncovered the petty cash box for the store! Is there a way to kill a zombie with a \$5 bill?

Currently there is not a way to kill a zombie with a \$5 bill. Or even a \$100 bill.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
089/162



ITEM - WEAPON
BASEBALL BAT



You've got a bat, so now you can cause some damage! Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack.

After a bat is swung, roll 1d10. On 0-4 the bat has broken into useless kindling and must be discarded.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
068/162

ITEM - WEAPON
BASEBALL BAT



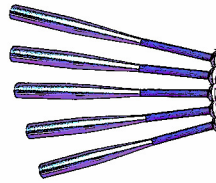
You've got a bat, so now you can cause some damage! Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack.

After a bat is swung, roll 1d10. On 0-4 the bat has broken into useless kindling and must be discarded.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
067/162

ITEM - WEAPON
BASEBALL BAT



You've got a bat, so now you can cause some damage! Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack.

After a bat is swung, roll 1d10. On 0-4 the bat has broken into useless kindling and must be discarded.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
065/162

ITEM

WEAPON

BASEBALL BAT

ITEM

ANTIDOTE?

ITEM

ANTIDOTE?

You've got a bat, so now you can cause some damage! Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack.

After a bat is swung, roll 1d10. On 0-4 the bat has broken into useless kindling and must be discarded.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

This looks like it might be the antidote to the virus causing this apocalyptic hell. It's injectable, at least. If you want to try it, you're no doctor but roll 1d10. 0 = remove 1 bite. 8, 9 = add 1 bite (must check to see if you've died/turned into a zombie based on active rules used). Discard when used.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

This looks like it might be the antidote to the virus causing this apocalyptic hell. It's injectable, at least. If you want to try it, you're no doctor but roll 1d10. 0 = remove 1 bite. 8, 9 = add 1 bite (must check to see if you've died/turned into a zombie based on active rules used). Discard when used.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

ITEM

ANTIDOTE?

This looks like it might be the antidote to the virus causing this apocalyptic hell. It's injectable, at least. If you want to try it, you're no doctor but roll 1d10.
0 = remove 1 bite. 3-9 = add 1 bite (must check to see if you've died/turned into a zombie based on active rules used).
Discard when used.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP

052/162

ITEM

FAST FOOD

Sweet, glorious, strength giving food! If only you could find some. Maybe fast food can be good for you after all... it seems to give you a healing surge!

If your BANDAGES are below your maximum, you may trade in this card for 1 BANDAGE TOKEN when not in combat.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP

086/162

ITEM

FAST FOOD

Sweet, glorious, strength giving food! If only you could find some. Maybe fast food can be good for you after all... it seems to give you a healing surge!

If your BANDAGES are below your maximum, you may trade in this card for 1 BANDAGE TOKEN when not in combat.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP

084/162



ITEM

You have found an empty box. There's nothing in the box. You can put things into the box if you want to. If you search the box later, it will still be empty. If it was a bigger empty box, you could try to hide in it.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 091/162

ITEM

Sweet, glorious, strength giving food! If only you could find some. Maybe fast food can be good for you after all... it seems to give you a healing surge!

If your BANDAGES are below your maximum, you may trade in this card for 1 BANDAGE TOKEN when not in combat.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 092/162

ITEM

Sweet, glorious, strength giving food! If only you could find some. Maybe fast food can be good for you after all... it seems to give you a healing surge!

If your BANDAGES are below your maximum, you may trade in this card for 1 BANDAGE TOKEN when not in combat.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 093/162



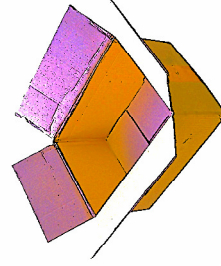
Zombie Mall

Loot

ITEM



EMPTY BOX



You have found an empty box. There's nothing in the box. You can put things into the box if you want to. If you search the box later, it will still be empty. If it was a bigger empty box, you could try to hide in it.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
080/162

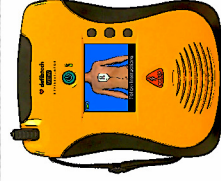
Zombie Mall

Loot

ITEM



DEFIBRILLATOR



The electric shock paddles of life! How are these supposed to help you kill the undead? These are worthless outside of making an instant grilled cheese sandwich!

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
079/162

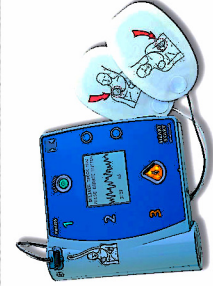
Zombie Mall

Loot

ITEM



DEFIBRILLATOR



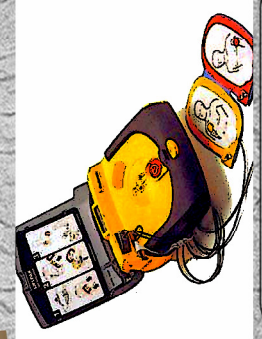
The electric shock paddles of life! How are these supposed to help you kill the undead? These are worthless outside of making an instant grilled cheese sandwich!

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
078/162

Zombie Loot Mall

ITEM DEFIBRILLATOR



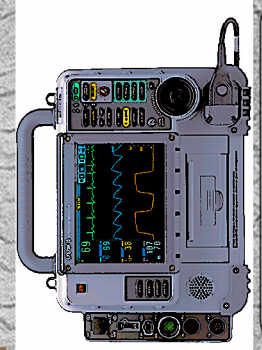
The electric shock paddles of life! How are these supposed to help you kill the undead? These are worthless outside of making an instant grilled cheese sandwich!

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
07/7/162

Zombie Loot Mall

ITEM DEFIBRILLATOR



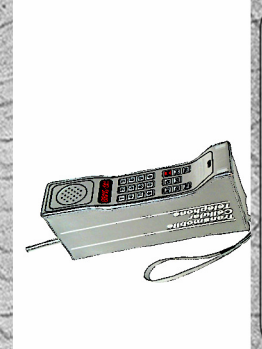
The electric shock paddles of life! How are these supposed to help you kill the undead? These are worthless outside of making an instant grilled cheese sandwich!

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
07/6/162

Zombie Loot Mall

ITEM CELL PHONE



You've uncovered a cell phone, now you can call for help! Except there's no signal. You have no bars. The battery is almost dead.. nope, it just died while you were checking for a signal. You've uncovered a paper weight.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
07/5/162



ITEM  CELL PHONE



You've uncovered a cell phone, now you can call for help! Except there's no signal. You have no bars. The battery is almost dead.. nope, it just died while you were checking for a signal. You've uncovered a paper weight.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 074/162

ITEM  COMPACT AUDIO DISC



You've found a music CD, the kind people listened to for entertainment before everyone downloaded pirated songs. This CD is the greatest hits of someone you've never heard of. You could try using this as a weapon, flinging it to decapitate a zombie like Captain America's shield. It'll never work, though.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 073/162

ITEM  COMPACT AUDIO DISC



You've found a music CD, the kind people listened to for entertainment before everyone downloaded pirated songs. This CD is the greatest hits of someone you've never heard of. You could try using this as a weapon, flinging it to decapitate a zombie like Captain America's shield. It'll never work, though.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 072/162

ITEM

CASH BOX

You're rich! You've uncovered the petty cash box for the store! Is there a way to kill a zombie with a \$5 bill?

Currently there is not a way to kill a zombie with a \$5 bill. Or even a \$100 bill.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

Item

HELP 07/1/62

ITEM - ADRENALINE

DONUTS

Ah, the joys of a sugar rush.

If your ADRENALINE is below your maximum, you may trade in this card for 1 ADRENALINE TOKEN when not in combat.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

Item

HELP 11/4/62

ITEM - ADRENALINE

DONUTS

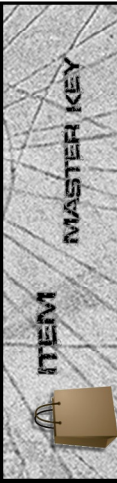
Ah, the joys of a sugar rush.

If your ADRENALINE is below your maximum, you may trade in this card for 1 ADRENALINE TOKEN when not in combat.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

Item

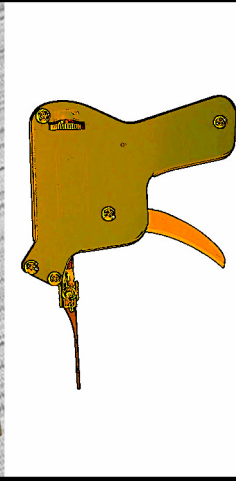
HELP 11/3/62



You have found the MASTER KEY!
This key will unlock every LOCKED DOOR in the mall.
Unfortunately you don't receive any Bonus Victory Points for finding this key, but there's only one master key, so you should feel a moral victory nonetheless.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

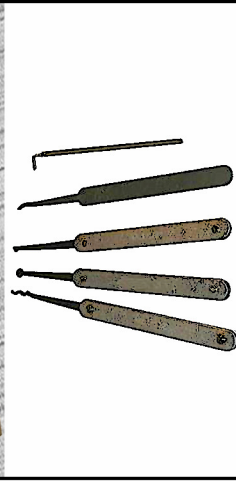
Item
HELP
112/162



A lockpick! Now you can unlock anything. If you were a master criminal. But you're not. At best you'll brake this thing off in a lock and never be able to use the proper key to unlock it.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

Item
HELP
110/162



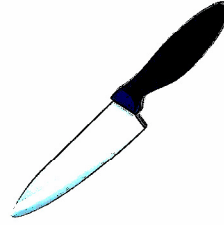
A lockpick! Now you can unlock anything. If you were a master criminal. But you're not. At best you'll brake this thing off in a lock and never be able to use the proper key to unlock it.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

Item
HELP
111/162



ITEM - WEAPON
KNIFE

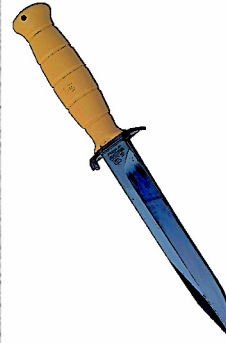


You've got a knife, which doesn't do much good in a zombie fight. Roll 1d10, with a result of 5-9 you have stuck the knife in the eye of the zombie and caused 2 points of damage (you must discard the knife at this point). May only try to use once per zombie attack. You may use this with 1 other weapon per zombie attack.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
109/162

ITEM - WEAPON
KNIFE



You've got a knife, which doesn't do much good in a zombie fight. Roll 1d10, with a result of 5-9 you have stuck the knife in the eye of the zombie and caused 2 points of damage (you must discard the knife at this point). May only try to use once per zombie attack. You may use this with 1 other weapon per zombie attack.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
108/162

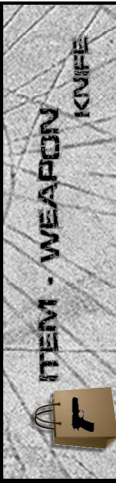
ITEM - WEAPON
KNIFE



You've got a knife, which doesn't do much good in a zombie fight. Roll 1d10, with a result of 5-9 you have stuck the knife in the eye of the zombie and caused 2 points of damage (you must discard the knife at this point). May only try to use once per zombie attack. You may use this with 1 other weapon per zombie attack.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
107/162



Item

You've got a knife, which doesn't do much good in a zombie fight. Roll 1d10, with a result of 5-9 you have stuck the knife in the eye of the zombie and caused 2 points of damage (you must discard the knife at this point). May only try to use once per zombie attack. You may use this with 1 other weapon per zombie attack.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 106/162



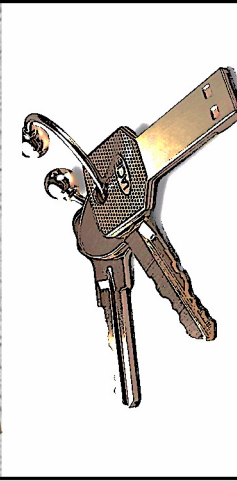
Item

You have found a key that will unlock Lock 4.

If this key is needed to unlock a scenario objective, you receive 3 VICTORY POINTS. If it is not needed, you still have a key.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 105/162



Item

You have found a key that will unlock Lock 3.

If this key is needed to unlock a scenario objective, you receive 3 VICTORY POINTS. If it is not needed, you still have a key.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 104/162



ITEM - WEAPON
HAMMER



ITEM - WEAPON
HAMMER



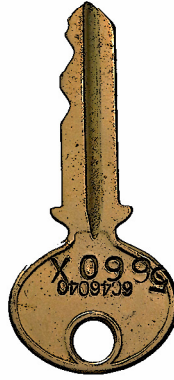
You've got a hammer so you can cause some close-up damage, unfortunately hammers tend to get stuck in zombie skulls. Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack. After a hammer is swung, roll 1d10. On 0-5 the hammer is stuck in a skull and must be discarded. If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
101/162

ITEM - KEY
KEY NO.1



ITEM - KEY
KEY NO.1



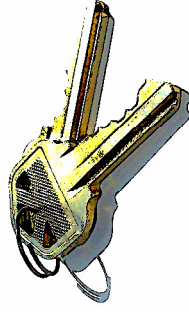
You have found a key that will unlock Lock 1. If this key is needed to unlock a scenario objective, you receive 3 VICTORY POINTS. If it is not needed, you still have a key. If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
102/162

ITEM - KEY
KEY NO.2



ITEM - KEY
KEY NO.2



You have found a key that will unlock Lock 2. If this key is needed to unlock a scenario objective, you receive 3 VICTORY POINTS. If it is not needed, you still have a key. If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
103/162



ITEM - WEAPON
HAMMER



Item

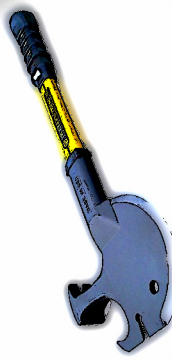
You've got a hammer so you can cause some close-up damage, unfortunately hammers tend to get stuck in zombie skulls. Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack. After a hammer is swung, roll 1d10. On 0-5 the hammer is stuck in a skull and must be discarded.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
100/162



ITEM - WEAPON
HAMMER



Item

You've got a hammer so you can cause some close-up damage, unfortunately hammers tend to get stuck in zombie skulls. Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack. After a hammer is swung, roll 1d10. On 0-5 the hammer is stuck in a skull and must be discarded.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
099/162



ITEM - WEAPON
HAMMER



Item

You've got a hammer so you can cause some close-up damage, unfortunately hammers tend to get stuck in zombie skulls. Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack. After a hammer is swung, roll 1d10. On 0-5 the hammer is stuck in a skull and must be discarded.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
098/162



ITEM - WEAPON

GUN



You've got a gat, so now you can cause some damage! Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack.

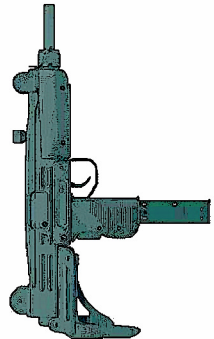
After a gun is fired, roll 1d10. On 0-4 it is out of ammo and must be discarded.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 097/162

ITEM - WEAPON

GUN



You've got a gat, so now you can cause some damage! Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack.

After a gun is fired, roll 1d10. On 0-4 it is out of ammo and must be discarded.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 096/162

ITEM - WEAPON

GUN



You've got a gat, so now you can cause some damage! Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack.

After a gun is fired, roll 1d10. On 0-4 it is out of ammo and must be discarded.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP 095/162



ITEM - WEAPON

GUN



You've got a gat, so now you can cause some damage! Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack.

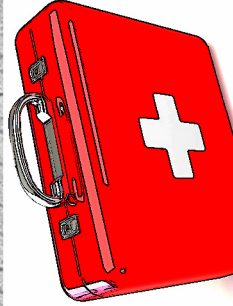
After a gun is fired, roll 1d10. On 0-4 it is out of ammo and must be discarded. If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

Item

HELP
094/162

ITEM - HEALTH

FIRST AID KIT



It's not a doctor in a box, but this will help!

If your BANDAGES are below your maximum, you may trade in this card for 1 BANDAGE TOKEN when not in combat.

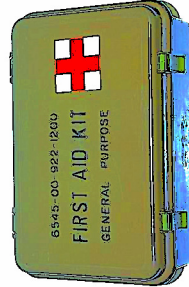
If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

Item

HELP
093/162

ITEM - HEALTH

FIRST AID KIT



It's not a doctor in a box, but this will help!

If your BANDAGES are below your maximum, you may trade in this card for 1 BANDAGE TOKEN when not in combat.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

Item

HELP
092/162



ITEM - HEALTH
FIRST AID KIT



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Item
HELP
031/162

ITEM - HEALTH
FIRST AID KIT



It's not a doctor in a box, but this will help!

If your BANDAGES are below your maximum, you may trade in this card for 1 BANDAGE TOKEN when not in combat.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

Item
HELP
030/162

ITEM - WEAPON
FIREAXE



You've got a fireaxe so you can cause some close-up damage, unfortunately fireaxes tend to get stuck in zombie skulls.

Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack. After a fireaxe is swung, roll 1d10. On 0-4 the fireaxe is stuck in a skull and must be discarded.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

Item
HELP
036/162



ITEM - WEAPON
FIREAXE



You've got a fireaxe so you can cause some close-up damage, unfortunately fireaxes tend to get stuck in zombie skulls. Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack. After a fireaxe is swung, roll 1d10. On 0-4 the fireaxe is stuck in a skull and must be discarded.

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HELP
089/162



ITEM - WEAPON
FIREAXE



You've got a fireaxe so you can cause some close-up damage, unfortunately fireaxes tend to get stuck in zombie skulls. Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack. After a fireaxe is swung, roll 1d10. On 0-4 the fireaxe is stuck in a skull and must be discarded.

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HELP
088/162



ITEM - WEAPON
FIREAXE



You've got a fireaxe so you can cause some close-up damage, unfortunately fireaxes tend to get stuck in zombie skulls. Add 1 to your Zombie Combat roll (may be used after your initial roll). May only be used once per zombie attack. You may use this with 1 other weapon per zombie attack. After a fireaxe is swung, roll 1d10. On 0-4 the fireaxe is stuck in a skull and must be discarded.

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HELP
087/162

Zombie

Loot

Zombie

Loot

Zombie

Loot

ITEM • ADRENALINE

CANDY EAR

ITEM • ADRENALINE

CANDY EAR

SURVIVOR • WOMAN

REALLY PREGNANT

LADY

HELP
116/162

Ah, the joys of a sugar rush.

If your ADRENALINE is below your maximum, you may trade in this card for 1 ADRENALINE TOKEN when not in combat.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
116/162

Ah, the joys of a sugar rush.

If your ADRENALINE is below your maximum, you may trade in this card for 1 ADRENALINE TOKEN when not in combat.

If you are BITTEN (removed from board) while in possession of this Loot Card, it will be dropped into a loot pile on the space you last occupied when BITTEN.

HELP
130/162

Wow, she's really preggers. Each turn, roll 1d10. On a 0, she has a contraction and you cannot move this turn. If this happens 2 turns in a row she is now in labor for 1d10 and cannot be moved or traded. On turn following labor her baby will be born and worth 3X VICTORY POINTS.

If your BANDAGES are below your maximum and you lose a round of combat, trade this card in place of a BANDAGE TOKEN (any rules and penalties for using a BANDAGE still apply). It seems someone is sacrificing themselves and taking the hit in your place. Or did you use them as a shield?

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

Zombie

Mall

Loot

SURVIVOR - MAN
PASSLOR



Behold the imposing presence of the Widgey Wrestling Federation World Champion!

Trade in this card to kill each adjacent zombie immediately. You do not receive any Victory Points or Zombie Kill Tokens for these zombies.

If you can keep this card until you are rescued, redeem for 3 VICTORY POINTS.

HELP 132/162

Zombie

Mall

Loot

SURVIVOR - WOMAN
PREGNANT LADY



Wow, she's preggies. Each turn, roll 1d10. On a 0, she has a contraction and you cannot move this turn.

If your BANDAGES are below your maximum and you lose a round of combat, trade this card in place of a BANDAGE TOKEN (any rules and penalties for using a BANDAGE still apply). It seems someone is sacrificing themselves and taking the hit in your place. Or did you use them as a shield?

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

HELP 129/162

Zombie

Mall

Loot

SURVIVOR - MAN
PAUL THE MALL COP



Paul was one of the security guards on duty when everything fell apart. He doesn't have the right keys, but he'll fight to slow down zombies.

If adjacent to a zombie(s) and your ADRENALINE is below your maximum, trade this card in place of an ADRENALINE TOKEN (any rules and penalties for using ADRENALINE still apply). Someone is causing a distraction for your getaway.

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

HELP 128/162

Zombie
Wall
LOOT

SURVIVOR - MAN
OTIS THE JANITOR



OTIS was just cleaning up a spill by the escalator when everything happened.

If your BANDAGES are below your maximum and you lose a round of combat, trade this card in place of a BANDAGE TOKEN (any rules and penalties for using a BANDAGE still apply). It seems someone is sacrificing themselves and taking the hit in your place. Or did you use them as a shield?

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

HELP
127/162

Zombie
Wall
LOOT

SURVIVOR - CHILD
LITTLE JIMMY'S
LITTLE SISTER



She won't tell you what her name is, but she's looking for her big brother Jimmy.

If your BANDAGES are below your maximum and you lose a round of combat, trade this card in place of a BANDAGE TOKEN (any rules and penalties for using a BANDAGE still apply). It seems someone is sacrificing themselves and taking the hit in your place. Or did you use them as a shield?

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

HELP
126/162

Zombie
Wall
LOOT

SURVIVOR - CHILD
LITTLE JIMMY



Little Jimmy was just wandering around the toy store when everything happened.

If your BANDAGES are below your maximum and you lose a round of combat, trade this card in place of a BANDAGE TOKEN (any rules and penalties for using a BANDAGE still apply). It seems someone is sacrificing themselves and taking the hit in your place. Or did you use them as a shield?

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

HELP
125/162

Zombie

Loot

Mall

SURVIVOR - MAN
CELL PHONE KIOSK
GLY



Constantly going around and checking to see if his phone has a signal, he keeps flipping his phone on and off and drawing attention. Each turn roll 1d10. On a roll of 0 a zombie spawns in your space.

If your BANDAGES are below your maximum and you lose a round of combat, trade this card in place of a BANDAGE TOKEN (any rules and penalties for using a BANDAGE still apply). It seems someone is sacrificing themselves and taking the hit in your place. Or did you use them as a shield?

HELP
121/162

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

Zombie

Loot

Mall

SURVIVOR - MAN
COMIC STORE NERD



Stuck in his dark store, Big Kev didn't know anything was wrong until he came out for a Cheetos run.

If your BANDAGES are below your maximum and you lose a round of combat, trade this card in place of a BANDAGE TOKEN (any rules and penalties for using a BANDAGE still apply). It seems someone is sacrificing themselves and taking the hit in your place. Or did you use them as a shield?

HELP
122/162

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

Zombie

Loot

Mall

SURVIVOR - MAN
KEN THE MALL
COP



Ken was one of the security guards on duty when everything fell apart. He doesn't have the right keys, but he'll fight to slow down zombies.

If adjacent to a zombie(s) and your ADRENALINE is below your maximum, trade this card in place of an ADRENALINE TOKEN (any rules and penalties for using ADRENALINE still apply). Someone is causing a distraction for your getaway.

HELP
123/162

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

Zombie
Loot
Mail

Zombie
Loot
Mail

Zombie
Loot
Mail

SURVIVOR - WOMAN
CANDI THE MALL
SECURITY VIXEN



Candi was delivering a strip-o-gram when everything fell apart, and now everyone thinks she's a security guard. It's the first time she's had this much authority with her clothes on so she hasn't corrected anyone.

If adjacent to a zombie(s) and your ADRENALINE is below your maximum, trade this card in place of an ADRENALINE TOKEN (any rules and penalties for using ADRENALINE still apply). Someone is causing a distraction for your getaway.

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

HELP
124/162

SURVIVOR - MAN
TOKEN BLACK GUY



He was just minding his own bizness when craziness got all up in here.

If your BANDAGES are below your maximum and you lose a round of combat, trade this card in place of a BANDAGE TOKEN (any rules and penalties for using a BANDAGE still apply). It seems someone is sacrificing themselves and taking the hit in your place. This card **MUST** be traded for BANDAGE TOKENS before any other card in your hand may be traded for a BANDAGE.

If you can keep this card until you are rescued, redeem for 4 VICTORY POINTS.

HELP
120/162

SURVIVOR - MAN
BILLY IDOL



Billy Idol was in the mall getting ready for his comeback tour. He'll stay with you as long as you don't get bitten (discard if bitten after Billy joins you).

If you keep Billy until you are rescued, redeem for 2 VICTORY POINTS.

HELP
119/162

Zombie

Wall

Loot

Zombie

Wall

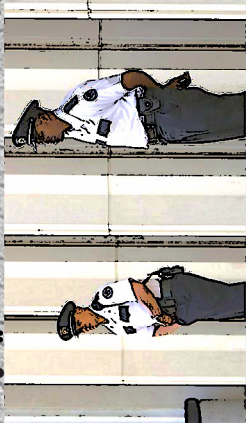
Loot

Zombie

Wall

Loot

SURVIVOR - MAN
BERTRAM & ERNEST
MALL SECURITY

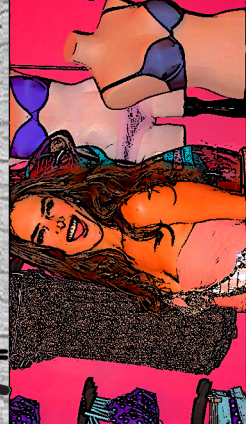


Stuck watching video surveillance of the parking lot, Bertram & Ernest didn't see the attacks until it was too late. Now they're trying to find a way out, but their co-dependant work relationship won't let them split up to search a wider area. If adjacent to a zombie(s) and your ADRENALINE is below your maximum, trade this card in place of (up to) 2 ADRENALINE TOKENS (any rules and penalties for using ADRENALINE still apply). Any ADRENALINE not used when trading this card is lost.

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

HELP
118/162

SURVIVOR - WOMAN
BAMBI FROM
VICTORIA'S SECRET



Bambi was working and more than anything is excited to not be working, but she's still on the clock!

If adjacent to a zombie(s) and your ADRENALINE is below your maximum, trade this card in place of an ADRENALINE TOKEN (any rules and penalties for using ADRENALINE still apply). Someone is causing a distraction for your getaway.

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

HELP
117/162

SURVIVOR - MAN
ZEKE & CLEM



Zeke and Clem were lost and wandered into the Bass Pro Shop and started fishing. They didn't know anything was wrong until they went looking for a fresh can of chewing tobacco.

If your BANDAGES are below your maximum and you lose a round of combat, trade this card in place of a BANDAGE TOKEN (any rules and penalties for using a BANDAGE still apply). It seems someone is sacrificing themselves and taking the hit in your place. Or did you use them as a shield?

If you can keep this card until you are rescued, redeem for 1 VICTORY POINT.

HELP
133/162

Mail

Loot

Zombie

SURVIVOR - WOMAN
THE GIRL THAT
FORGOT MY FRIES



If her name tag wasn't smudged you would know her real name. As it is she smells like french fries, which hopefully don't smell like brains to the zombies.

If your **BANDAGES** are below your maximum and you lose a round of combat, trade this card in place of a **BANDAGE TOKEN** (any rules and penalties for using a **BANDAGE** still apply). It seems someone is sacrificing themselves and taking the hit in your place. Or did you use them as a shield?

If you can keep this card until you are rescued, redeem for 1 **VICTORY POINT**.

HELP
136/162

Mail

Loot

Zombie

SURVIVOR - CHILD
SKATE KIDS



Little kids flying around on their skateboards. It's a miracle they haven't broken their necks.

If adjacent to a zombie(s) and your **ADRENALINE** is below your maximum, trade this card in place of an **ADRENALINE TOKEN** (any rules and penalties for using **ADRENALINE** still apply). Someone is causing a distraction for your getaway.

If you can keep this card until you are rescued, redeem for 1 **VICTORY POINT**.

HELP
135/162

Mail

Loot

Zombie

SURVIVOR - MAN
ROB ZOMBIE



Is that a zombie... or is it Rob Zombie?

Rob Zombie was in the mall getting ready for his comeback tour, or maybe directing another Halloween movie. He'll stay with you as long as you don't get bitten (discard if bitten after Rob joins you).

If you keep Rob until you are rescued, redeem for 2 **VICTORY POINTS**.

HELP
134/162