

Udo's Map Exploration Mode

A new city. We have no idea where to look, but we need to continue until we find enough supplies to support us for some more nights. Let's hope that we take the right path...

Preparation

- Take a total of X objective tokens, with roughly 1 hour of estimated gameplay per token. Shuffle a green objective among them. Divide the tokens into „First“ and „Second“ and shuffle a blue objective into the „Second“ pile.
- Reveal a single tile and place your survivors roughly in the centre zone. Place a single door for every separate building. Place a single zombie spawn zone, preferably on a street zone, if that is not possible, try an indoor alley, if that is still not possible, place it in a room zone.
- Decide for a difficulty (expressed in amount of active spawn zones / active spawn dice for Rue Morgue).

Objectives

- The mission is won if the blue objective was found, all objectives were taken, and all players have exited through the exit zone.

Special Rules

- Players always decide where to place stuff, but must not (if possible) place stuff in their current zone.
- When a player is standing at the side of a tile with no bordering tile, they may any time decide to reveal a new tile.
- Take a random tile and try to make it fit. If this is impossible, flip the tile and try again. If it still doesn't fit, repeat the process with another random tile.
- If it still didn't fit, you cannot explore here, place a rubble token in the empty space where the tile should have been placed. Shuffle the tiles back into your pile.
- If the tile fits
- Place an objective token roughly in the centre building zone. If there are no building zones at all, do not place an objective.

- Place a zombie spawn zone, preferably on a street zone, if that is not possible, try an indoor alley, if that is still not possible, place it in a room zone.
- Place a door for every separate building.
- If you have more active spawn zones than needed, deactivate the „oldest“ one and activate the one on the just revealed tile.
- Roll a die:
 - 1-3 Perform a zombie spawn at the recently revealed zombie spawn zone.
 - 4 Place a random car that can be searched but not driven.
 - 5 Place a random car that can be searched and driven.
 - 6 Place a companion.
- Taking an objective grants the survivor 5 XP. If the green objective was revealed, place the exit zone on this tile, preferably on a street zone, if that is not possible, try an indoor alley, if that is still not possible, place it in a room zone.