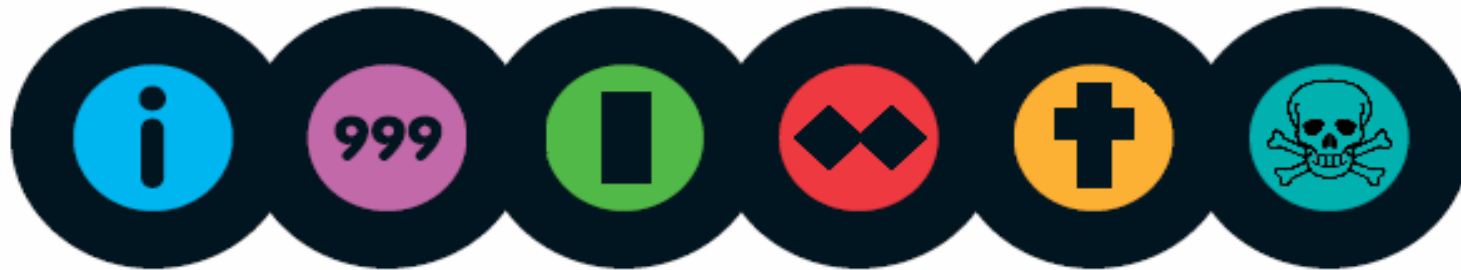




DEAD OF NIGHT

After a dramatic escape from the house, our heroes take to the open road. After a few hours driving, they find the way ahead blocked by what seems to be a derelict military facility, with a huge gate across the road. The power is out, and the facility appears deserted, except for a few zombies milling around. In order to proceed our heroes will need to find a way to open the gate. Unfortunately the sound of the vehicle and the smell of their flesh begins to attract attention...



SCENARIO 2: AT DEATHS' DOOR



Setting up the Board

Get the six 4x3 rooms and discard the study. Place the remaining 5 rooms face down as shown. Place the remaining rooms as shown. The 1x3 corridor (A) is not a room here – it is a huge gate. If opened, the gate will pivot on space A so it blocks the FACILITY door behind it. Place 1 zombie on each entry space, and 1 zombie on each of the red spaces on the map. All players begin in a vehicle at space X. If you have characters who **escaped** from House of Quite a Few Corpses you may use them (complete with any equipment they had). Any new players begin with 2 randomly selected 1-handed items. If you get a firearm, you get 6 ammo.

Players may use any of the windows to enter the gatehouse. Each time an unexplored room is discovered, turn the tile over to show its contents. Each time one of the 4x3 rooms is explored, roll one die. It contains this many zombies (place them in the six spaces furthest from where the player entered the room). When the green FACILITY room is revealed, the large circular structure shown is the generator for the base. Item B on the map is the gate controller. In order to open or close the gate the power must be **on** (1 action to fuel the generator, then 1 action to power it up (whilst standing in an adjacent space to it)) then the controller must be activated (1 action whilst standing adjacent to this structure (B)). If the Power Failure card is drawn, the generator does not need refuelling, just re-powering). Once the gate is open, the vehicle can pass through, and exit anywhere on the right hand side of the board.

The Cards

Separate the AI and All cards into 2 decks. Remove the cards titled `Found a Set of Keys`, `The End` and the 2 `Power Restored` cards, and discard them. Shuffle the 2 decks, then place the AI deck on top of the All deck, to form one deck. Do not shuffle them again. AI cards used are discarded. All cards are returned to the bottom of the deck (Nobody is coming to rescue you this time.)

The End of the Game

- 1: Any player leaves the right hand side of the board in a vehicle
- 2: The vehicle the players arrived in is destroyed by fire or explosion
- 3: Only one player is left alive

Victory Points

- +1 for each zombie killed
- +5 for powering up the generator **for the first time only**
- +5 for opening the gate
- +10 for escaping in the vehicle
- +5 for making it alive to the end of the game

The Winner is the player with the most Victory Points at the end of the game

