

WM38 - CAUGHT BY THE JEWELRY

Hard / 6 Survivors / 90 min

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They say that zombies retain some traits from when they were still alive. Right now, I'm beginning to believe it because of that weird clown that has been chasing us for miles! Peculiarly, he takes a special interest in shiny objects. We shoot him full of bullets whenever he's distracted, but it's never enough to put him down for good. New plan: we're going to find and use the fanciest necklace in Rio as bait to trap this clown in a place where he won't be doing any more stalking. I bet that Uruguaiana Street has what we are looking for. Let's check it out!

Materials needed: **Zombicide: 2nd Edition** and **Zombicide: Rio Z Janeiro**.

Tiles needed: **8R, 22R, 23R, 24V, 26R, & 28R**.

28R	8R	23R
24V	26R	22R

• OBJECTIVES

Stayin' Alive! Accomplish these Objectives in any order:

- Find the Jewelry (Green Objective).
- Collect at least 2 Metal bars (Red Objectives).

Then, accomplish these Objectives in order:

- 1- Attract the Shiny Seeker (see Special Rules).
- 2- Capture the Shiny Seeker (see Special Rules).

• SPECIAL RULES

• Setup.

- Shuffle the Green Objective randomly among the Red Objectives, facedown.
- Place the Shiny Seeker Zombie (Clown Walker) as indicated on the map.

- **Solid wall.** The Blue Door cannot be opened.

- **Metal bars.** Each Red Objective gives 5 AP to the Survivor who takes it. The Objective token is placed on the Survivor's dashboard. It does not take up space in their inventory and may be traded like an Equipment card.



- **The jewelry.** When the Green Objective is taken, ALL Survivors gain 5 AP. Keep this Objective next to the Survivor who took it as a marker. It does not take up space in their inventory and may be traded like an Equipment card.

- **Separate blocks.** Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purpose only.

- **Security stock.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

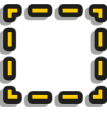
- **Shiny Seeker.** The Shiny Seeker Zombie (Clown Walker) follows the same Activation rules as a Walker, but has the following additional rules:

- It cannot be eliminated.
- It follows and targets the Survivor with the Green Objective (if any).

• **Setting the trap.** If the Survivor with the Green Objective is in the highlighted Zone, they may spend an Action to place the Green Objective in that Zone. From then on, The Shiny Seeker Zombie will target this Zone if there are no Survivors in its Line of Sight. When the Shiny Seekers reaches the Zone with the Green Objective, remove the Green Objective from the game. The Shiny Seeker Zombie now returns to its regular Walker behavior. If it moves out from the highlighted Zone, **the Mission is lost.**

• **Lock him up!** A Survivor standing in the street Zone adjacent to the highlighted Zone may spend an Action to discard 2 Red Objectives and place the Gate token to isolate the Highlighted Zone from the rest of the board. If the Shiny Seeker Zombie is alone in the Highlighted Zone, **the Mission is won!**



		3x 	 Closed Doors	6x  Epic Weapon Crates	5x 	1x  Objectives (5xp)	 Clown Walker	 Yellow Highlighted Zone
Survivor Starting Zone	Spawn Zones	Surprise Spawn	1x  Gate					