

WM50 - THE SQUID TRIALS

Hard / 6 Survivors / 90 min

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The outbreak changed the world, but some people never stopped playing games. Rumors of a secure base led the survivors to a strange compound where masked guards still enforce their twisted rules. The only way out is through a series of deadly challenges overseen by four Squid Game Soldiers. Victory is not required, but failure comes at a painful cost. Face the guards, survive their games, and make it out... alive. In this game, losing hurts... but staying is even worse.

Material needed: **Zombicide: 2nd Edition and Squid Game Zombicide Expansion.**

Tiles needed: **5V, 8V, 36V, 37R, 38V, & 39R.**

8V	36V	37R
5V	38V	39V

OBJECTIVES

Squid Trial. Accomplish the Objectives in this order to win the game:

- Trying all Trials.** Find the White Objective. Then,
- Get Out.** Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end their Turn as long as there are no Enemies in it.

SETUP

- Place The Doll in the Green Light position.
- Place 4 Worker Guards.
- Shuffle the White Objective randomly among the 5 Red Objectives, facedown.

SPECIAL RULES

- Locked.** The White Doors cannot be opened. Only when the White Objective is taken, the White Doors can then be opened.
- They are not here!** Red Objectives give 5 AP to ALL Survivors when taken.

- The Last Ones.** The White Spawn Zone is inactive and becomes active as soon as any door connecting to Tiles 5V and 8V is opened.

- Squid Trial.** The White Objective gives 5 AP to the Survivor who takes it. Then:
 - Roll 3 dice. You may reroll any number of dice up to 2 times for free. Before each reroll, set aside any dice you wish to keep and reroll the rest. You may perform an additional reroll by discarding 2 Equipment cards. This can be done any number of times, as long as you have enough cards to discard.
 - Sum the results. If two or three dice are equal, multiply the equal values before the sum.
Eg.: [2] [5] [5]: $2 + (5 \times 5) = 27$ (the pair of 5s is worth 25 instead of 10).
 - To win, the final total must be 18 or more.
If they lose, spawn a Soldier in this Zone and the Survivor suffers 1 wound.







Survivor
Starting Zone



Exit Zone

4x



Worker



The Doll
(Green Light)

2x



4x



Closed Doors

6x



Epic Weapon
Crates

5x



1x



Objectives

1x



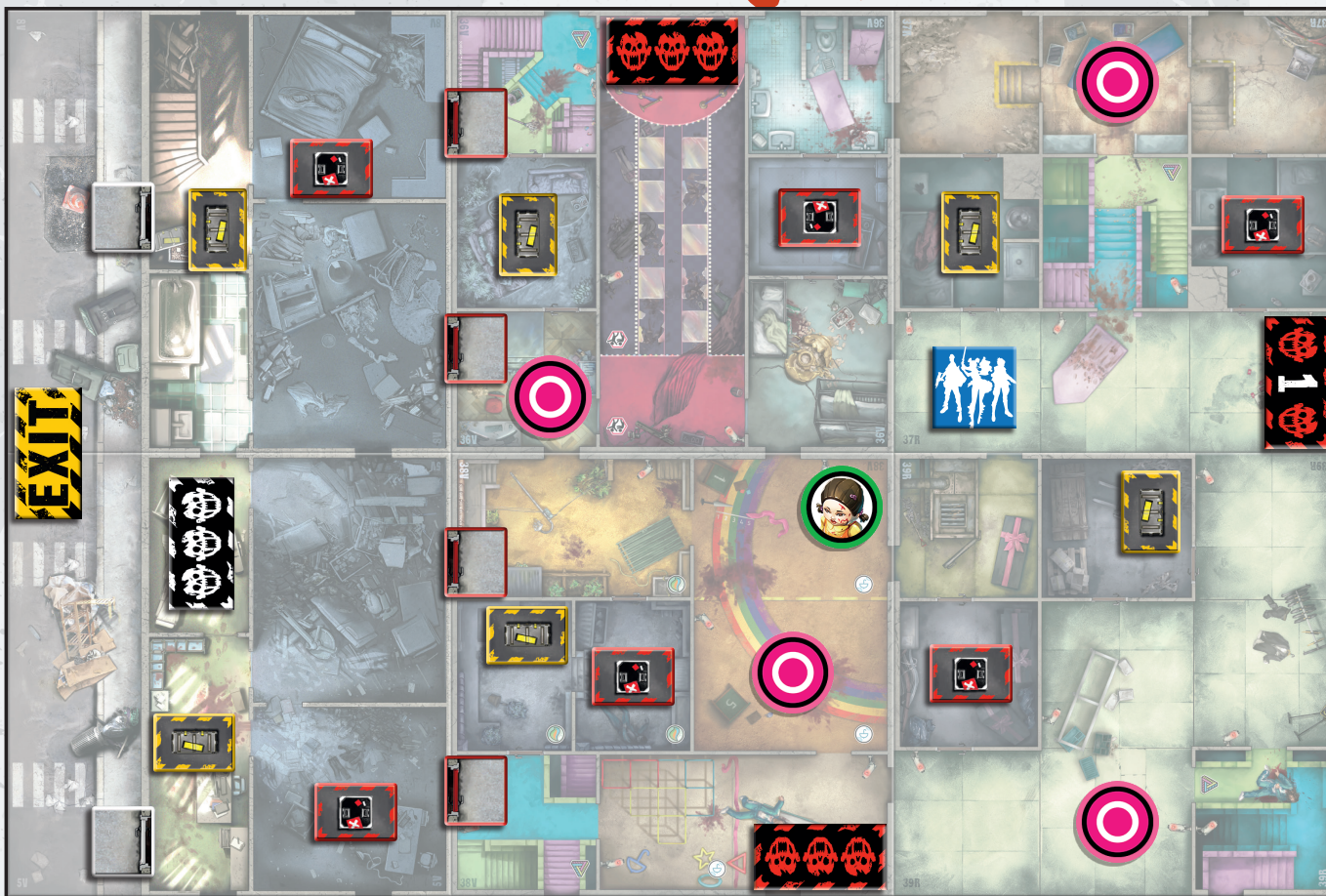
2x



1x



Spawn Zones



MISSIONS  **SQUID GAME**

WM50

