

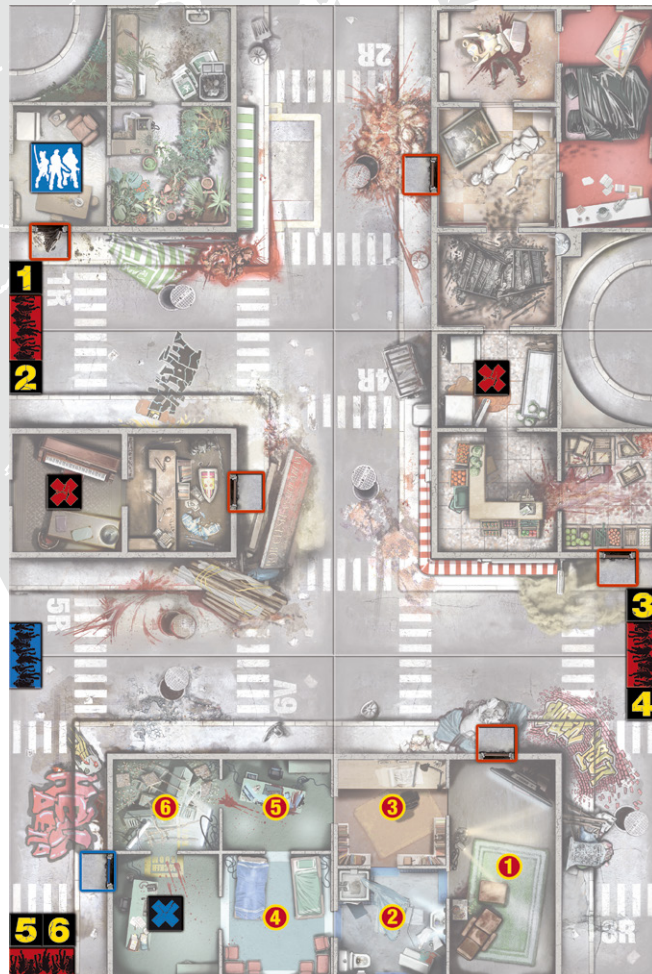
C62 TURN OFF THOSE LIGHTS!

EASY / 6+ SURVIVORS / 90 MINUTES

A Mission by Alvaro Royo Andren

One of our last pleasures in life: sleeping. That is, until someone -or something- switched on all the block's lights, turning the neighborhood into a zombie amusement park. We have to fix it before we're swarmed and then find the prick who pranked us.

Player starting area
 Doors
 Open door
 Objectives (5 XP)
 Spawn Zones
 Spawn Locators (1 3 5, 2 4 6)



Material needed: **Zombicide Season 3: Rue Morgue.**

Tiles needed: **1R, 2R, 4R, 5R, 6V & 8R.**

OBJECTIVES

Follow the plan to go to bed.

1 – Paint it black. First thing first, turn off the lights. Take all the Objectives.

2 – Fare thee well. Now we have to return to the safe area. Get back to the starting building.

3 – Beds are burning. Bar the door (see Special Rules) and clean the starting building of any Zombies. The Mission succeeds if at least **two** Survivors (Zombivors don't count!) are still alive when the door is barred and the building is clear of Zombies.

SPECIAL RULES

- **Workforce.** Each Objective gives 5 experience points to the Survivor who takes it.

- **The backdoor to safety.** The blue door cannot be opened until the blue Objective has been taken.

- **The horde comes.** When the blue Objective is taken, the blue Spawn Zone activates.

- **A roof falls and...** When the blue Objective is taken, roll four dice. Put a Noise token (or a small rubble token if you have some) in each room marked with a result from one of these dice. Actors in a Zone that receives such a token are killed. Survivors killed this way can't become Zombivors. Zombies killed this way don't grant experience points. A Zone with a token can't be entered and blocks Lines Of Sight. These Noise tokens are not removed in the End Phase.

- **Bar the door.** Once the last Objective has been taken, any Survivor on the Player Starting Area can spend Actions to add one Noise token to the Zone. Once there are 10 Noise tokens, close the door. This door cannot be opened anymore. These Noise tokens are not removed in the End Phase.

1R	2R
5R	4R
6V	8R

