THREE LITTLE WISHES

Three Little Wishes is a 3-Mission campaign for *Zombicide Season 1*, *Toxic City Mall,* and *Prison Outbreak*. Guillotine Games is glad to offer its backers this free campaign as part of the Season 2 Kickstarter!

http://www.kickstarter.com/projects/coolminiornot/zombicide-season-2

All Three Little Wishes Missions were made with Zombicide's Mapeditor. Discover and download this great software at:

http://guillotinegames.com/en/utilities

You can even use it to win an exclusive Survivor miniature in the Kyoko Contest!

http://guillotinegames.com/en/blog-map-editor-contest

THESE LITTLE THINGS WE MISS

We've survived so far against the zombies, sometimes with extreme prejudice. Death is tricky, however. Minor inconveniences and illnesses may kill us slowly and silently. Our guns are useless against the flu and toothaches. We could use a doctor.

Three Little Wishes is about the lost benefits of civilization: freedom, abundance, and safety. These things that people had taken for granted have become privileges in a zombie-infested world. The campaign comes in three parts.

At the beginning, Survivors are looking to get some relief for minor inconveniences when they hear about people trapped in a prison nearby.
After they save this tiny community, they find there's a doctor among them. He is willing to help them if they clean out and plunder the infested mall nearby.
In the end, the team struggles to get to the doctor's office and get a complete check-up while battling hordes of zombies in a besieged building.

CAMPAIGN RULES: PLEASE TAKE CARE OF YOURSELF

1- Missions are meant to be played as follow-ups. Play "Wish For Freedom" first, then "Wish For Abundance", and finally "Wish For Safety". Keep the same Survivors from one Mission to the next.

2- Wounds remain between Missions. At the end of each Mission, gather the Canned Food, Rice, and Water Equipment cards plundered by your team. Each of them can be spent to eliminate one Wounded card suffered by a Survivor during the Mission. Discard unused food cards before the beginning of the next Mission.

3- A Survivor turned Zombivor remains a Zombivor until the end of the campaign. Infection is a one-way trip!

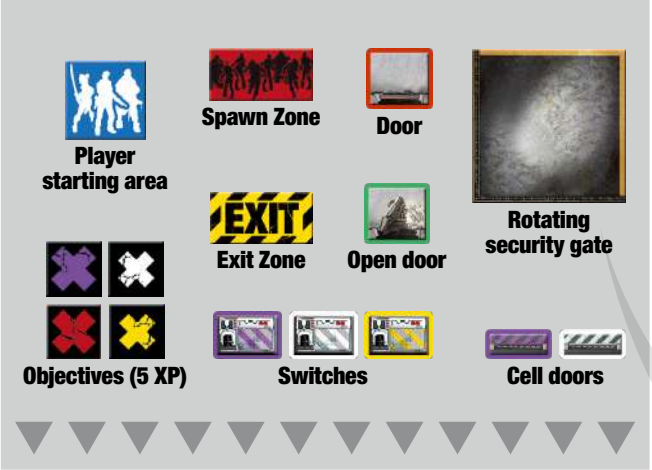
4- If an eliminated Survivor can't be turned into a Zombivor, or if a Zombivor is eliminated, the whole campaign ends in defeat. Try it again, more carefully!

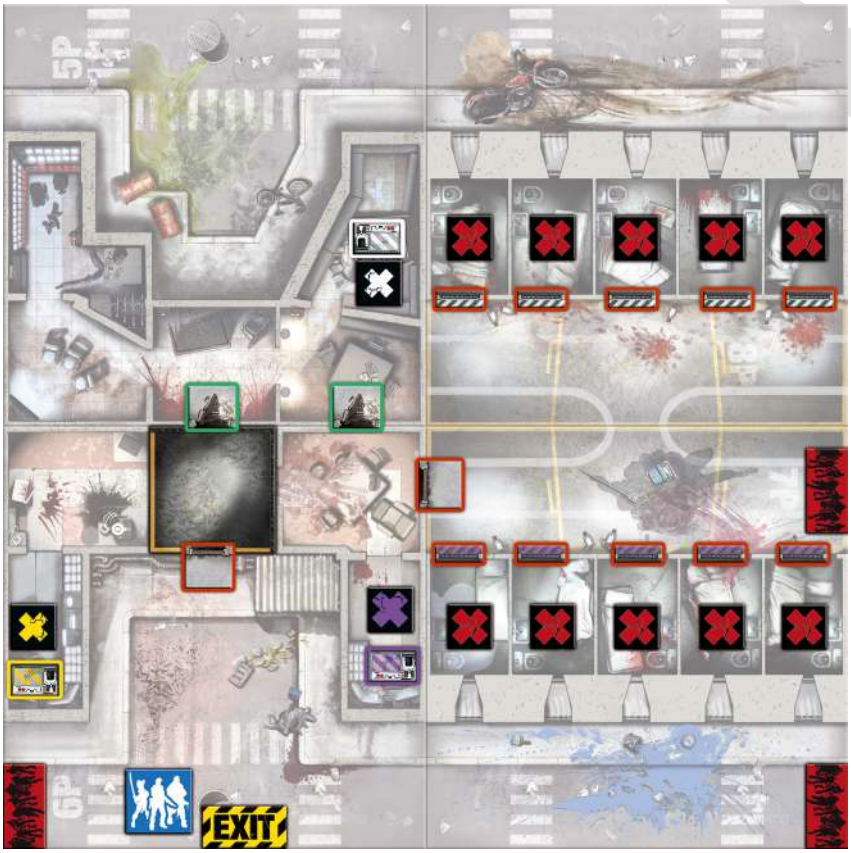
M01 WISH FOR FREEDOM

EASY / 6+ SURVIVORS / 60 MINUTES

We had heard a lot of fuss from the nearby county prison, so we went to investigate. It seems some people managed to survive but got trapped in the small facility. They are obviously amateurs, ordinary people lucky enough to survive this long but not able to go much longer. Let's help them. If they know the area, they might have valuable information.

Tiles needed: **5P, 6P, 7P & 8P**.





OBJECTIVES

The cells are locked. Most of them hold Zombies, but the last contains people to rescue. The plan is quite simple.

1– Enter the prison. Activate the yellow Switch to rotate the security gate and access the cells.

2– Open the cells. The only way to explore the cells is to open them. Activate the violet and the white Switches.

3– Save the trapped guys. Some coloured Objectives hide among the red ones and represent people to save. Take all non-red Objectives. Double-sided red Objectives are...Zombies!

4– Exit. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

• **The yellow switch for the rotating security gate.** When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor switching the yellow Switch for the first time also takes the yellow Objective token and gains 5 experience points.

• **The violet switch for the violet doors.** Activating the violet Switch opens all violet cell doors. The Survivor switching the violet Switch for the first time also takes the violet Objective and gains 5 experience points. The violet doors close when the violet Switch is set back to its original setting.

• **The white switch for the white doors.** Activating the white Switch opens all white cell doors. The Survivor switching the white Switch for the first time also takes the white Objective and gains 5 experience points. The white doors close when the white Switch is set back to its original setting.

• **Surprise cells.** Put two blue and two green Objectives randomly among the ten red Objectives, face down. Set one Objective in each cell. Reveal an Objective when its matching door is opened. If it's double red-faced, remove it and spawn Zombies in the cell. If the Objective is blue or green, leave it for Survivors to take and don't spawn Zombies in the cell.

• **Saving people.** Each blue or green Objective gives 5 experience points to the Survivor who takes it.

M02 WISH FOR ABUNDANCE

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Those survivors had something better than information: a doctor-a dentist, actually. We could all really use a check-up, though I haven't been flossing. Who knows when we'll get this opportunity again? First, however, the doc wants to save his community. They could plunder the nearby mall for blankets, clothes, and food if only it was secure.
Unable to turn down a zombicide offer, we headed to the mall, only to find it was overcrowded with zombies. Now we've got a real horde on our heels, and we are in the last aisle in the building. We are going to take the supplies ourselves and give them to the doc.

Tiles needed: **1M, 3M, 4M & 7M**.

OBJECTIVES

Time for a nice and well-organized zombicide. Here is the plan:
1– Clean each shop. There is a red "X" in each shop to help you remember if the place has been cleaned. Take all Objectives.
2– Report to the doc. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

SPECIAL RULES

• **Black Friday frenzy.** Put two blue and one yellow Objectives randomly among the nine red Objectives, face down. Set one Objective in each shop. When a shop door is opened, spawn Zombies inside, but in a different fashion: flip the Objective inside and spawn Zombies corresponding to the line matching the Objective's color (blue, yellow, or red), regardless of the current Danger Level. Leave the Objective token for Survivors to take.

• **Supplies for the needy.** Each Objective gives 5 experience points to the Survivor who takes it.

M03 WISH FOR SAFETY

HARD / 6+ SURVIVORS / 120 MINUTES

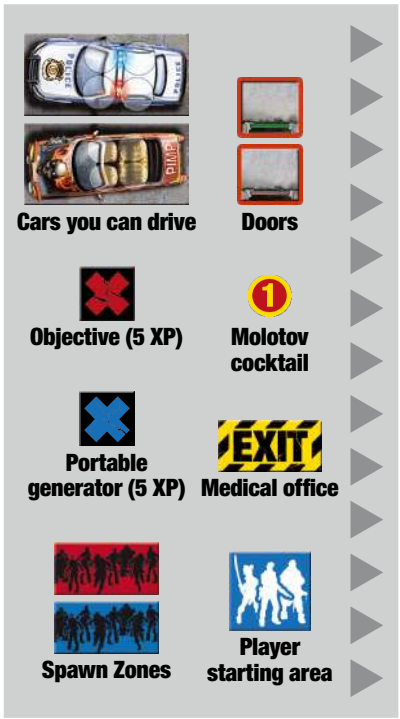
After we fed, clothed, and brought warmth to his people, the doc agreed to lead us to his office. There is a problem, though. It's on the ground floor of a zombie-swarmed building, in a zombie-infested area, and the power's still out. We must find a generator in the nearby hardware store, and then keep the infected away while the doc takes care of us, one at a time.

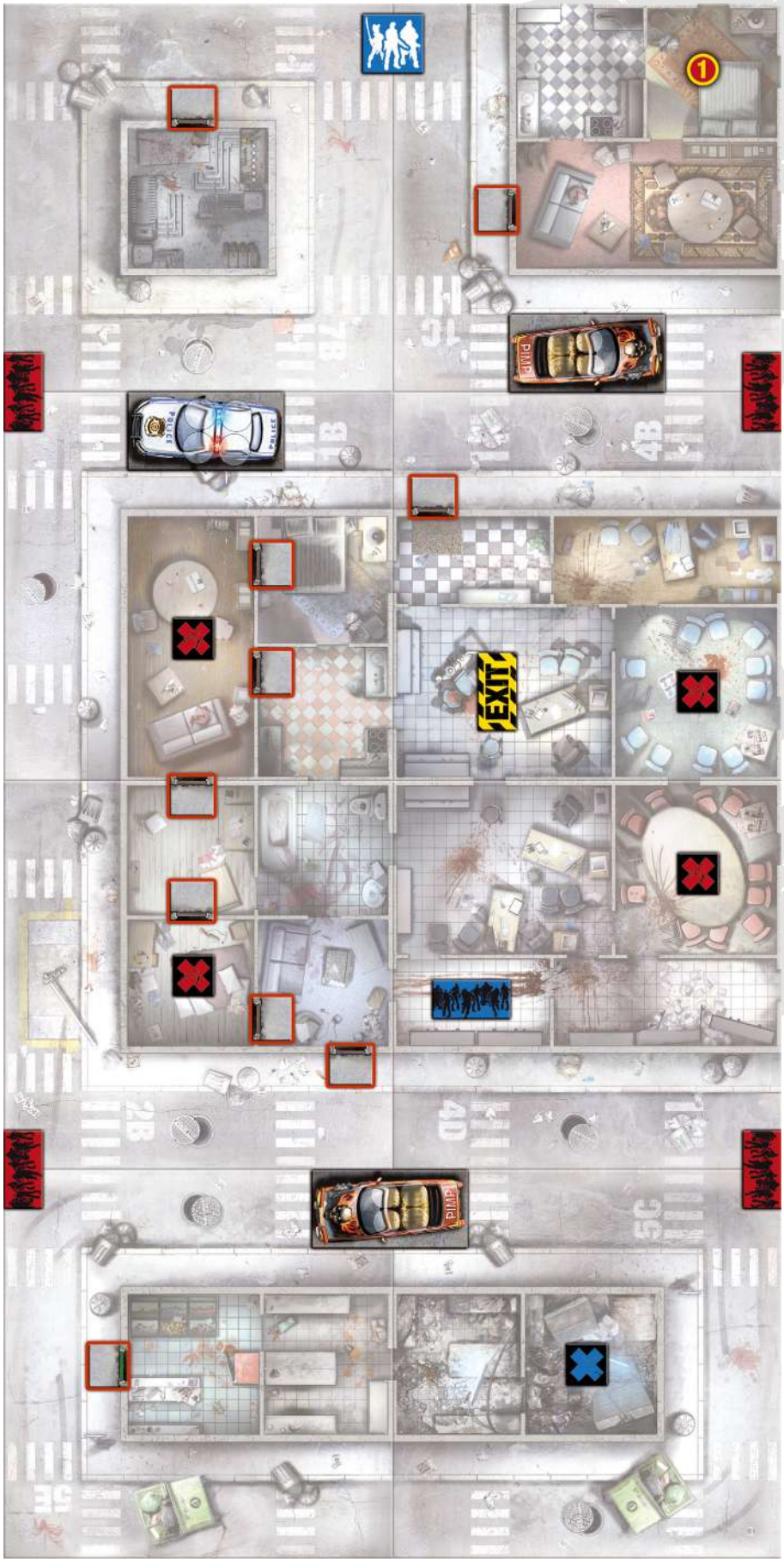
Tiles needed: **1B, 1C, 2B, 4B, 4D, 5C, 5E & 7B**.

OBJECTIVES

Strategy is the key to success. We have a plan!

1– Find the green key to the hardware store. There are red "X"s showing where it could be. Take the red Objectives until you find the green one. Taking Objectives thereafter still grants you an experience bonus.





2– Recover a portable generator. There is a blue "X" in the hardware store where you can find one. Take the blue Objective.

3– Take the portable generator into the medical office. There is an Exit Zone to indicate the medical office. It will not be as easy as you think, because the generator is really heavy. Reach the Exit Zone with the blue Objective token.

4– Let the doc make his check-ups. Each Survivor has to be checked by standing in the medical office at an End Phase. You'll have to wait for your turn: the doc can only tend to one Survivor per round.

SPECIAL RULES

• **Someone was ready to defend his shelter.** And this "someone" probably never had the opportunity to do so. Put a Molotov cocktail in the Zone marked "1" on the map.

• **Things that have to be done.** Each Objective gives 5 experience points to the Survivor who takes it. Put the green Objective randomly among the red Objectives, face down. The green door can only be opened once the green Objective has been taken.

• **They won't give us the keys easily.** There was a big battle in the main building. When you Spawn Zombies in a Zone containing a red Objective, don't read the Zombie card as usual. Read the Red Danger Level line, regardless of the current Danger Level.

• **The portable generator.** The blue Objective stands for a portable generator. Put it on the ID Card of the Survivor who took it. The token counts as an Equipment card but doesn't take a spot in the Inventory. The Survivor carrying this heavy portable generator can't move as fast as usual: his Movement is limited to two Zones per Players' Phase, regardless of any Move-related Skills he (or his teammates) might possess. This Movement restriction doesn't apply if the carrier is in a car. Don't forget you can trade the generator!
Remove the blue Objective when its carrier reaches the medical office. If the generator is lost, the game is lost as well.

• **Death from above.** Taking the blue Objective is the final step in awakening wandering Zombies in the upper floors of the medical office. Once the blue Objective has been taken, the blue Spawn Zone activates.

• **What's up, doc?** Reaching the medical office with the blue Objective activates the tools the doc needs to treat your team. During each subsequent End Phase, put a Noise token on the ID Card of a single Survivor standing in the Exit Zone. He has been checked! The game is won when all Survivors have been checked.

• **Enjoy the drive-by shooting...** Because you can drive cars!

• **Pimpmobile.** You can search each pimpmobile only once per game. Each contains the Evil Twins, Ma's Shotgun, Pa's Pistol, or a Gunblade (draw randomly).

• **Police car.** You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.