

LOCKDOWN

EPILOGUE TABLE

There are no Characters alive anymore	11	<input type="checkbox"/>
If at least one player still has all his or her Characters alive	02	<input type="checkbox"/>
There is only 1 Character alive	17	<input type="checkbox"/>
2 players won with a tie	19	<input type="checkbox"/>
If at least one player that survived has 2 weapons (baseball bat, chainsaw or Molotov cocktail) in hand	05	<input type="checkbox"/>
If there are only 2 Characters still alive	04	<input type="checkbox"/>
1 player that survived has at least 2 cards in hand at the end of the game	14	<input type="checkbox"/>
At least 3 Weepers survived	03	<input type="checkbox"/>
No locations are closed	18	<input type="checkbox"/>
If 2 locations or more are closed	08	<input type="checkbox"/>
All the Characters are in the <i>Parking lot, location 6</i>	16	<input type="checkbox"/>
All the Weepers ended up in the Cold storage	12	<input type="checkbox"/>
At least 3 Blockers survived	10	<input type="checkbox"/>
If 1 player that survived has the keys of the truck	01	<input type="checkbox"/>
If all the Characters that survived are in the same location (except the Parking lot)	07	<input type="checkbox"/>
If 2 players lost all their Characters	09	<input type="checkbox"/>
At least 3 Leaders survived	15	<input type="checkbox"/>
The player who won the game owns 1 Character in the Surveillance room, location 3	06	<input type="checkbox"/>
1 player that survived has no cards in hand at the end of the game	20	<input type="checkbox"/>
The Object cards deck is empty	13	<input type="checkbox"/>
None of these requirements were met	21	<input type="checkbox"/>

