

# C20 THE SECRET PRISON

MEDIUM / 6+ SURVIVORS / 120 MINUTES

A Mission by Sven Christian Plangger

*"Survivors, you are not alone! The CIA is still operating. Come join us in Atlanta. We have built a bastion against the zombie hordes. Together we can all survive!" We thought it sounded too good to be true. It was. We weren't the only survivors to follow this radio message, and we weren't the first to arrive. Good thing, too. The "bastion" was a secret underground prison, and it was clearly better at keeping people in than keeping zombies out. We haven't found anyone else alive in here, but that doesn't mean we're alone.*

Tiles needed: 1B, 2C, 3C, 4C, 4D, 5B, 5E, 6B & 7B.



## OBJECTIVES

You need to access the CIA secret shelter, but it won't be easy. Try to follow this plan:

**1- Search the office for a clue.** The green Objective marks a map and a secret key code for the green door, behind which you will find the elevator to the secret prison.

**2- Reach the shelter, but don't forget to gather some supplies.** Who knows what awaits in this shelter? 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. Gather the Equipment cards and Survivors that escaped. You win if you have all nine supply cards (Canned Food, Rice, and Water).

## SPECIAL RULES

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

- **Searching for supplies.** When you take a red Objective, draw cards until you find a supply card (Canned Food, Rice, or Water). Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the drawing of cards.

- **The local CIA director had a company pimpmobile!** The pimpmobile can be Searched only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).

- **Yeah! A police car!** You can Search police cars 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.

- **You can use the cars.**

- **The CIA garage.** You have to open both doors in tile 3C to get out with the police car. Note that through the garage you can get into the building unnoticed by the zombies (i.e. without activating the blue Spawn Zone, see "Zombies floors" below).

- **Zombies floors.** If you open the blue door, the Zombies in the upper floors hear you, and the blue Spawn Zone becomes active. No key is needed to open the blue door, and the Survivor who opens it receives 5 experience points.

- **Stopping the invasion.** The blue Objective represents a heavy cabinet that can be used to barricade the stairway door. Remove the blue Spawn Zone when you take the blue Objective.

- **Not to worry, you've got the key!** The green door can only be opened once the green Objective has been taken.



**Player starting area**



**Cars you can drive**



**Doors**



**Spawn Zones**



**CIA shelter entry**



**Map and code for the CIA shelter (5 XP)**



**Heavy cabinet (5 XP)**



**Supplies (5 XP)**