



M09 ENDLESS CLEANING (A POSSIBLE END)

HARD / 6+ SURVIVORS / 120 MINUTES

We found another zombie-infested area in the prison. When we came here, it seemed possible to clean the whole place, but the prison is an endless zombicide camp. We don't think we can make it a safe place. We just are too few; maybe with reinforcements, but not just us alone.

Tiles needed: 7P, 8P, 9P, 10P, 12P & 16P.

OBJECTIVES

Let's try to clean the area once and for all:

1- Find the green master key. The white Switch is behind a green door! But there is a key that can open this door. It can only be in one of the warden's rooms. The places where the key can be are marked with a red "X". Take Objectives until you find the green one.

2- Open the white and violet cells. You'll see how many there are, and how many more you can expect from the other aisles of the prison.

3- We have to leave. There are just too many. 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.

And the future? That's another story. Maybe you will go back with more Survivors to finish the work. Or maybe it's time to look for some place free of zombies. If it exists.

SPECIAL RULES

• **Last try, but head up!** Each Objective gives 5 experience points to the Survivor who takes it.

• **The green master key!** Put the green Objective randomly among the red Objectives, face down. Once this Objective is taken, the green door can be opened. The Survivor who takes it gains 5 experience points.

• **Silent alarm!** Put the blue Objective randomly among the red Objectives, face down. The Zombie blue Spawn Zone activates when the blue Objective is taken. The Survivor who takes it gains 5 experience points.

• **The violet Switch.** Activating the violet Switch opens the violet cell doors and the violet prison main entrance. The Survivor activating the violet Switch for the first time also takes the violet Objective and gains 5 experience points. The violet cell doors and the violet prison main entrance close when the violet Switch is set back in to original setting.



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

• **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 activating the yellow Switch token for the first time also takes the yellow Objective token and gain 5 experience points.



	
Rotating security gate	Doors
	
Player starting area	Cell doors
	
Exit Zone	Prison main entry door
	
Spawn Zones	Switches
	
	Objectives (5 XP)