

M10 PRISON IS HELL (AN ALTERNATIVE ENDING)

HARD / 6+ SURVIVORS / 120 MINUTES

Each cell is a new challenge. Now imagine the challenge of a full prison wing with dozens of cells, each one crowded with zombies.

The prison is a giant dungeon crawling with zombies. We're going to have a hard time killing them all. By the end of the day, we'll know if we're up to this or if we have to retreat. I don't like that last option. There's room for only one dominant species here, and I'm part of it.

Tiles needed: 5P, 6P, 7P, 8P, 9P, 12P, 17P & 18P.

OBJECTIVES

To face this challenge, you'll need to follow a good plan.

- 1- Find the blue master key.** The prison main entry is locked and requires a master key to open it. The key can only be in one of the warden's rooms. The places where the key might be are marked with a red "X". Take them all and find the blue Objective among them.
- 2- Open the violet and white cells.** Once the main entry is open, jump in and kill every zombie you see. Crushing them proves you're able to clean the whole prison.
- 3- Explore all areas of interest.** Take all the Objectives to finish the mission.

SPECIAL RULES

- **Check list!** Each Objective gives 5 experience points to the Survivor who takes it.
- **The blue master key!** Put the blue Objective, face down, randomly among the five red Objective tokens specially marked on the map outside of the main building. Once this Objective is taken, the main entry to the prison wing can be opened.



Observation tower



Rotating security gate



Prison main entry door



Doors



Player starting area



Police car



Spawn Zones



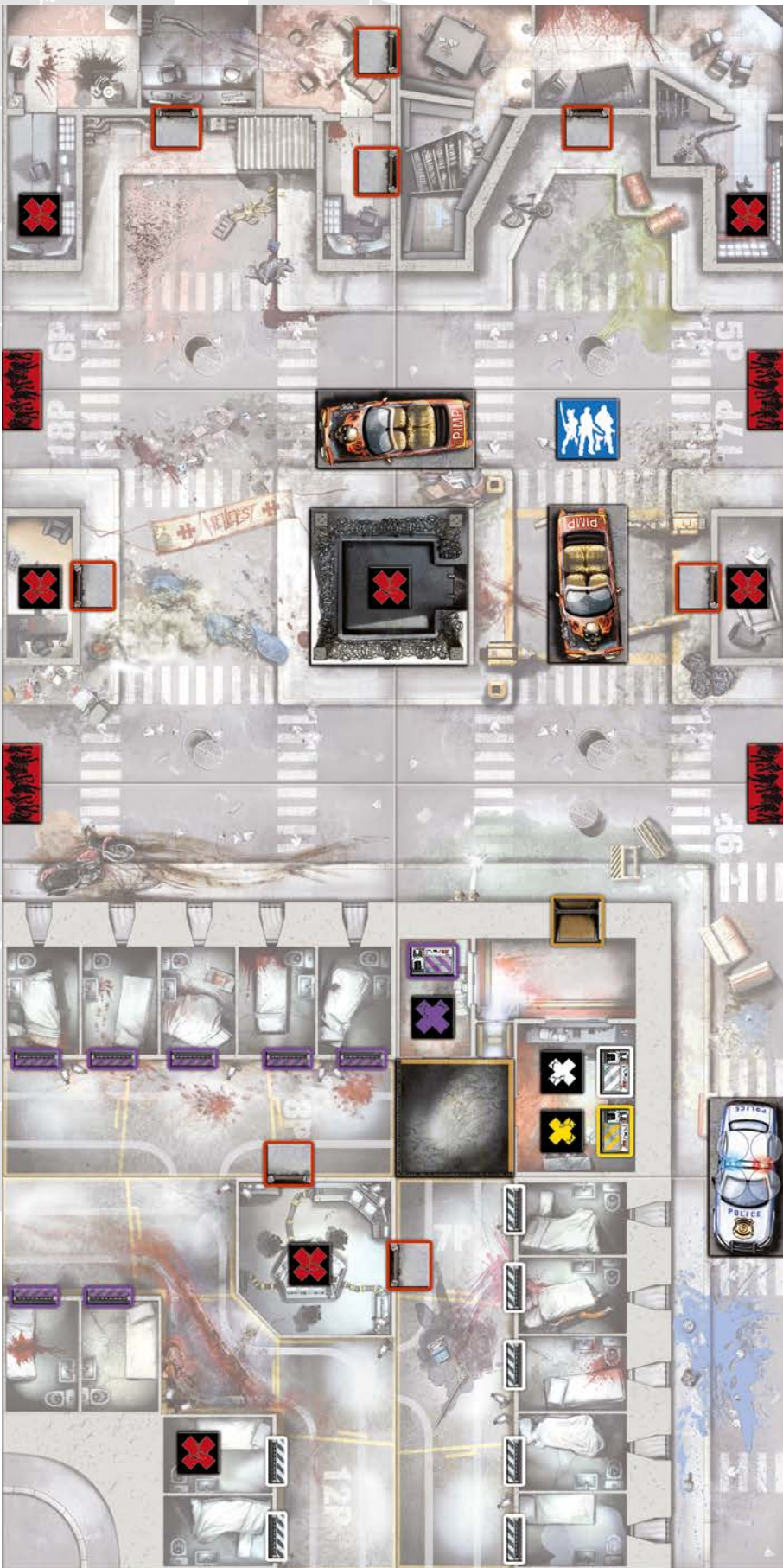
Switches



Pimpmobile



Objectives (5 XP)



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

- **The white Switch.** Activating the white Switch opens the white cell doors. The Survivor activating the white Switch for the first time also takes the white Objective and gains 5 experience points. The white cell doors 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 for the first time also takes the yellow Objective token and gain 5 experience points.

- **You can use cars.**

- **Pimpmobiles.** You can search each pimpmobile only once per game. Each contains a Gunblade.

- **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.

