

C42 SPRING CLEANING

HARD / 6+ SURVIVORS / 120 MINUTES

A Mission by Lachlan Abrahams

Spring is here. Flies are everywhere. The groaning from the next block is keeping us all awake. It's time to clean it out. Then maybe I can sleep.

Material needed: **Season2: Prison Outbreak.**

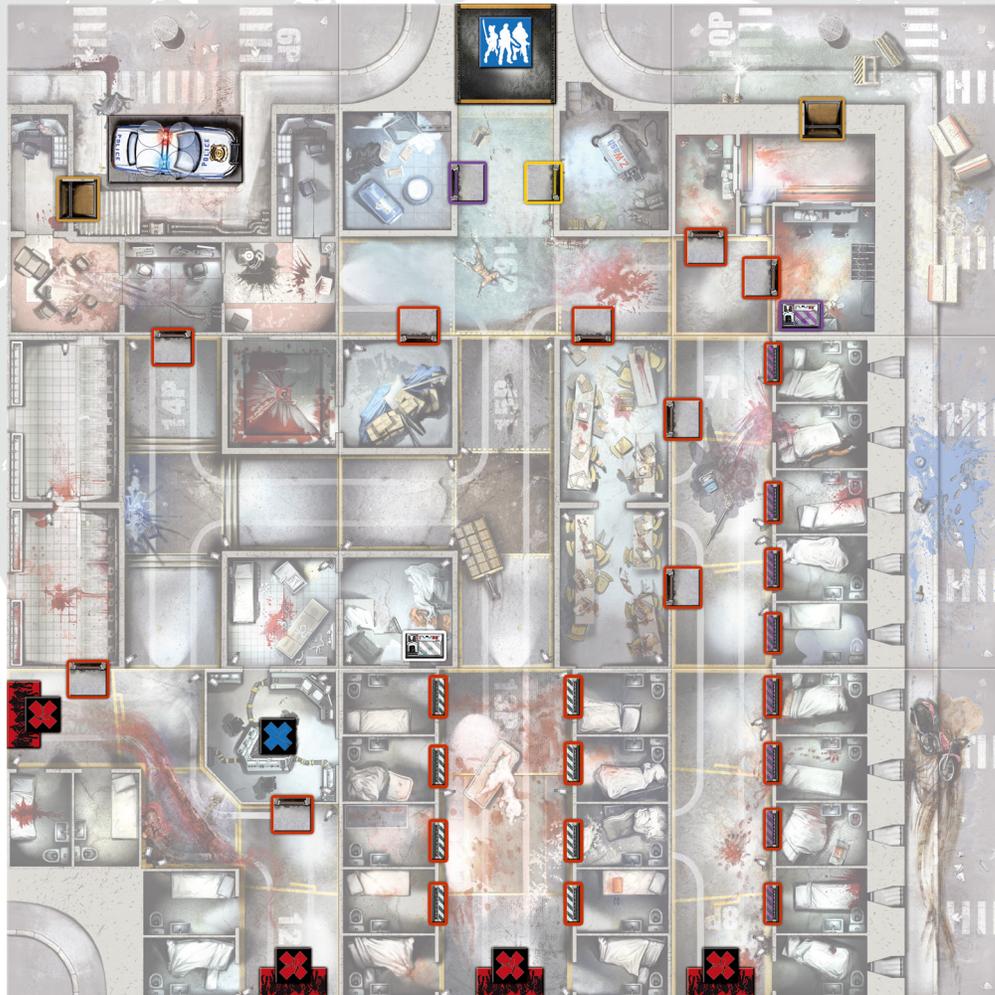
Tiles needed: **6P, 7P, 8P, 10P, 12P, 13P, 14P, 15P & 16P.**

OBJECTIVES

- 1 – Get the block's key.** There is a great blue "X" marking the spot. Take the blue Objective.
- 2 – Lock the block down.** Remove all Spawn Zones.
- 3 – Clean it out.** Open all doors, and kill all Zombies that appear. You win when all doors are open and there are no Zombies on the board.

SPECIAL RULES

- **No key required for these colored doors.** The purple and yellow doors can be opened just like standard doors. If you own other *Zombicide* boxes, you can replace them with standard doors.
- **Cleaning the place is a real satisfaction.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Closing the blocks.** The red Objectives can't be taken until the blue Objective has been taken. Taking a red Objective removes the Spawn Zone on which it is set.
- **Don't forget the cells.** Activating the violet Switch opens the violet cell doors (but doesn't grant any experience). Activating the white Switch opens the white cell doors (but doesn't grant any experience).
- **Police car.** This Police car can't be driven. 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.



- **Security access.** The Rotating Security Door token figures an access. It can't rotate at all.

