

# C43 THE GREAT ESCAPE

MEDIUM / 4-8 SURVIVORS / 120 MINUTES

A Mission by Stanislas Gayot

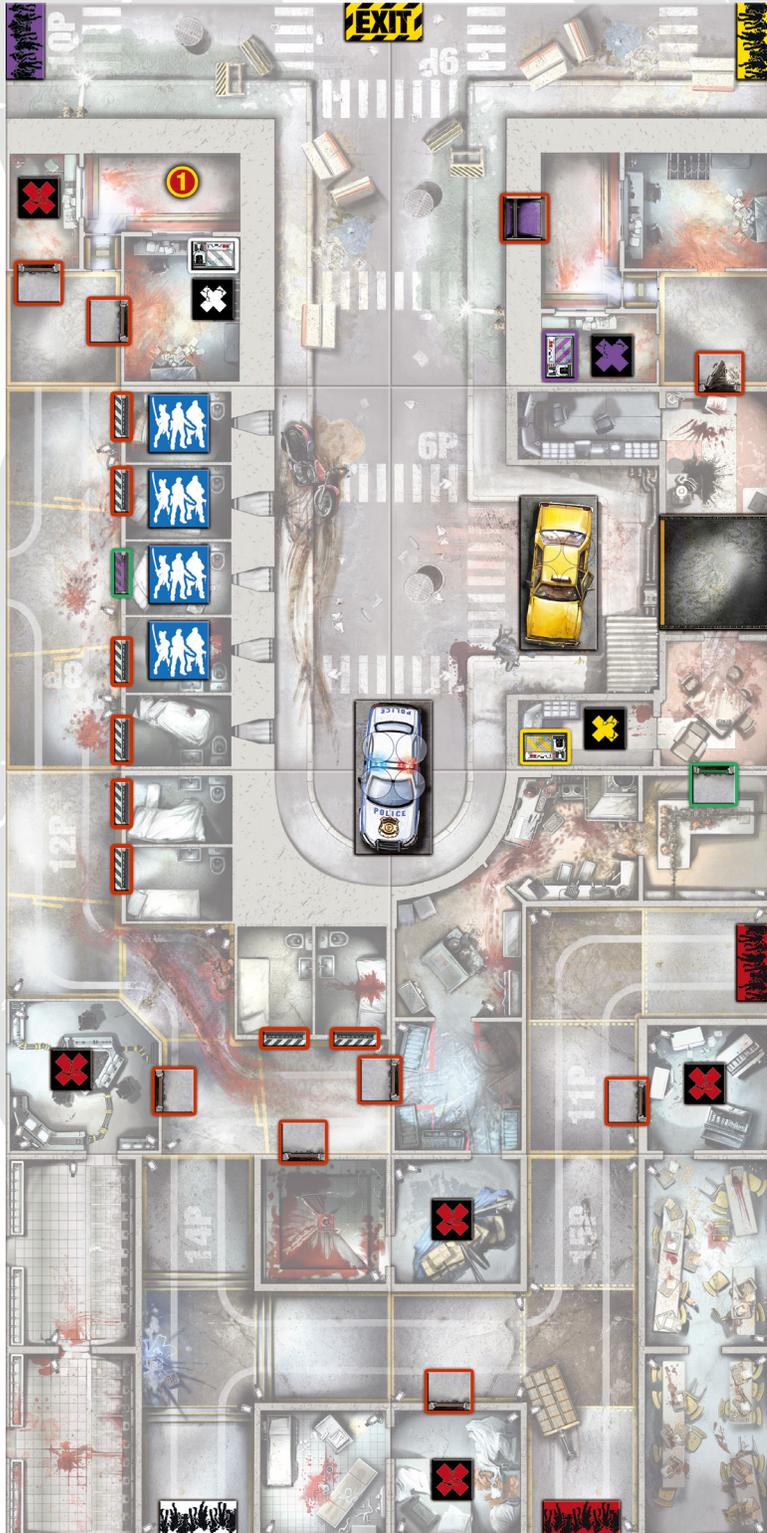
"We used to hear stories about a "sickness", something that made people more "aggressive". Fortunately, the government controls the situation," they said. Yeah, right!

I can see the prison guards panicking. They keep talking about "zombies", but they never say anything to us. They want us to stay quiet, but too many things have gone weird. Fewer guards. Patrols at unusual hours. Strange noises, even for a prison. Nobody's gone to the yard in two days. They even forgot to feed us yesterday. It's time to get out and discover what is happening outside.

That's it! I managed to pick my lock. But I hear footsteps and screaming in the distance. I have to release the other prisoners. Together, we will be more likely to get out alive...

Material needed: Season 2: Prison Outbreak.

Tiles needed: 6P, 8P, 9P, 10P, 11P, 12P, 14P & 15P.



## OBJECTIVES

Escape before it's too late! Here is the plan:

**1 – Find weapons.** There is an armory just next to your cells. Search the marked Zone until all weapons have been found.

**2 – Find the green access card.** The green door stands between you and the exit. You'll have to Search the Zones marked with a red "X" until you find the green Objective.

**3 – Go through the Rotating Security Gate.** You'll have to activate the correct Switch in order to get through it.

**4 – Open the Prison Main Entry Door.** It opens with the Violet Switch.



**5 – You need a car to escape the jail.** Reach the Exit Zone with **all** Survivors aboard as many cars as needed. Any car and its passengers may escape through this Zone at the end of its driver's turn, as long as there are no Zombies in the Zone.

## SPECIAL RULES

• **Go directly to jail.** All Survivors begin the game in one of the marked cell Zones. Set Survivors randomly in the cells. Each one must contain up to two Survivors. *NOTE: One of them is opened, as you just destroyed its lock!*



• **Do not collect \$200.** Survivors begin the game without any Equipment cards. Set apart one Claw Hammer, one Fire Axe, one Pistol, and three Nightsticks to form a reserve pile. When a Survivor searches the marked Zone, he receives one of these Equipment cards at random. When this reserve is exhausted, the Zone can be Searched normally.

Survivors with a Start with [Equipment] Skill set their starting weapon apart and receive it for free (along with a weapon from the reserve, if any) the first time they Search the marked Zone.

• **Rescuing some reinforcements...and some more problems.** Activating the white Switch opens the white cell doors and activates the white Spawn Zone. Don't Spawn in cells containing Survivors. The Survivor activating the white Switch for the first time also takes the white Objective and gains 5 experience points. This Switch can only be activated once.

• **Damn green access card.** Put the green Objective randomly among the red Objectives, face down. This is the green access card. The other red Objectives represent useless stuff: toothpaste, clean socks, sausages, and so on (but you'll regret leaving them, trust me). They don't grant any experience points; discard them when they are found. The green Objective grants 5 experience points. Once the green Objective has been found, the green door can be opened.

• **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 each time the Switch is used). The Survivor activating the yellow Switch for the first time also takes the yellow Objective, gains 5 experience points, and activates the yellow Spawn Zone. The Spawn Zone remains active even if the Switch is used more than once.

• **The violet Switch opens the Prison main entry violet door.** The Survivor activating the violet Switch for the first time also takes the violet Objective, gains 5 experience points, and activates the violet Spawn Zone. This Switch can only be activated once.

• **No time to lose!** Cars can be driven but not Searched.