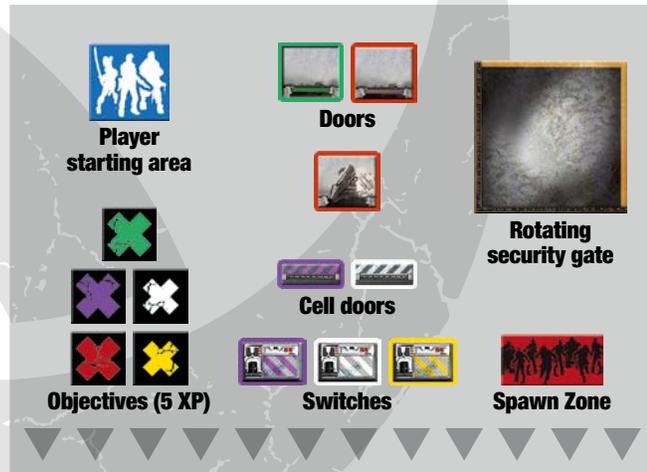


# M03 CONCRETE SAW

MEDIUM / 6+ SURVIVORS / 120 MINUTES

The main entrance doesn't open with a key. There is probably a switch that can only be activated from the inside. We won't be able to open it unless we use a serious tool. Fortunately, Belle noticed a little construction site in front of the prison. Someone was adding one or two windows to a building, using a concrete saw. Belle says that even if we can't cut the metal door, we can get through the concrete around the hinges. I can't imagine Belle with a concrete saw, but she seems to know what she's talking about. Hey! It will work on zombies, too. Let's try this new toy!

Tiles needed: 3P, 4P, 5P, 7P, 8P, 9P, 10P, 15P & 17P.



## OBJECTIVES

Doing things in the right order is the key to success:

- 1- Get the Concrete saw.** See the special rules.
- 2- Open the green door.** It can only be opened by a Concrete saw.
- 3- Clean this prison sector.** This prison area is divided into three sectors to clean: the central corridor, the white sector, and the violet sector. Take all Objectives inside the prison and clear these three areas from Zombies to win the game.

## SPECIAL RULES

- **Useful stuff!** Each Objective gives 5 experience points to the Survivor who takes it.
- **Looking for a Concrete saw.** It's marked on the map, with a green "X". The Survivor who takes the green Objective receives 5 experience points, a Concrete saw, and his inventory can be reorganized for free.
- **This door won't be easy to open.** The green door can only be opened by a Concrete saw.
- **Violet sector's cells.** Activating the violet Switch opens all 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.
- **White sector's cells.** Activating the white Switch opens all 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 rotating security gate.** The rotating security gate must be activated to access half the building. 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 and gains 5 experience points.

