

MO2 FINDING THE KEYS

MEDIUM / 6+ SURVIVORS / 120 MINUTES

Thanks to the blueprints we found, we know which doors are locked and where the keys are. Half of them are somewhere in the prison, hanging from the belts of guards turned zombies. Fortunately, there are copies in the administrative areas. We need to collect all the keys we can find before trying to secure the other parts of the prison. It will be easier, and we won't have to destroy all doors.

Tiles needed: 1P, 2P, 4P, 9P, 10P & 17P.

OBJECTIVES

First find the keys, and then prepare to explore the prison:

1- Find the keys. Prison keys have been stored in the administrative areas. Take all Objectives.

2- Continue inside the prison. Reach the Exit Zone with **all** Survivors. You will need everybody to explore the prison. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

• **Finding the keys.** Each Objective gives 5 experience points to the Survivor who takes it.

• **Bad surprise.** Put the green Objective randomly among the red Objectives, face down. The Survivor who takes it gains 5 experience points. When this Objective is taken, an Abomination immediately appears in the Zone. If the Abomination is already in the game, replace it with a Fatty and two Walkers.

• **From bad to worse.** Put the blue Objective randomly among the red Objectives, face down. The Survivor who takes it gains 5 experience points. When this Objective is taken, a Berserker Abomination immediately appears in the Zone. If the Berserker Abomination is already in the game, replace it with a Berserker Fatty and two Berserker Walkers.

• **Yes it could be even worse.** The Berserker Abomination begins to howl. Does this monster really need to call for reinforcements? The Zombie blue Spawn Zone activates when the blue Objective is taken.

