

A39 DUDE, WHERE'S OUR KEYS?

HARD / 6+ SURVIVORS / 60 MINUTES

The scavenging mission was a success. We found the replacement parts for the generator at home. There was only one casualty: Todd, the chopper pilot. It's okay, because nobody really liked Todd anyway, and others can fly the chopper... But wait. Did anyone get the keys from the corpse? No? You have got to be kidding me.

Material needed: **Season 3:**

Rue Morgue.

Tiles needed: 2R, 3R, 4R, 5R, & 9V.

9V

5R

3R

4R

2R



OBJECTIVES

Get us out of here! Accomplish the Objectives in this order to win the game:

- 1 – **Get us a crowbar!** Find the Blue Objective.
- 2 – **Retrieve the key.** Get the Pink Objective.
- 3 – **Reach the Exit with all starting Survivors.** The game is won when all Survivors stand in the Exit Zone during an End Phase, without any Zombies in it.

Be careful! The game is lost whenever a **Zombie** stands in the Exit Zone, without any Survivor in it.

SPECIAL RULES

- **Setup.**
 - Place the blue Objective face down among the red Objective tokens.
 - Remove all Crowbar equipment cards from the game. A single one can be found by taking the Blue Objective.
 - The helicopter can't be flown.
- **Looking for the keys.** Each Objective gives 5 experience points to the Survivor who takes it.
 - The Blue door cannot be opened until the Blue Objective has been taken.
 - Taking the Pink Objective also grants the Survivor a Crowbar card. They may reorganize their inventory for free.
- **Zombie Rush.** After the Pink Objective is taken, roll an additional Spawn Die each time a “6” is rolled during the Spawn Phase (the rule doesn't apply to these extra dice).

