

QUEST B29:

A MAZE OF KEYS

HARD / 6+ SURVIVORS / 180 MINUTES

'No one's ever come out alive', they said. 'You're going to regret it!', they said. Despite their warnings, you find yourself wandering and eventually trapped in the fabled Maze of Keys. Perhaps exploring an ancient maze during a zombie apocalypse wasn't the brightest idea. But with some luck, you hope to grab the treasure and use it to help you get out alive!



Material needed: **Zombicide: Black Plague.**

Tiles: 1V, 2R, 3V, 4V, 5R, 7R, 8R, & 9V.

OBJECTIVES

Escape the Maze of Keys. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Setup.** Put 2 Vault artifacts in the Vault.
- **Keys.** Each objective gives 5 Experience Points to the Survivors who takes it.
 - Red doors cannot be opened until the Red Objective has been taken.
 - The Green door cannot be opened until the Green Objective has been taken.
 - The Blue door cannot be opened until the Blue Objective has been taken.
- **They are coming!** The Green Spawn Zone is inactive until the Green Objective is taken. The Blue Spawn Zone is inactive until the Blue Objective is taken.
- **Closed rooms.** Rooms are separated with internal doors. They are considered as separate buildings for Zombie spawning purpose only.



3V	4V	8R	1V
2R	5R	7R	9V

