

HALLWAY OF DEATH

Tiles Needed: 1B, 2B, 2C, 3C, 4B, 4C, 4E, 4D.

Survivors: 4-6

Difficulty: ??

Time: ??

We thought we were safe.

We were holed up in the very back of an apartment block. We kept quiet and stayed indoors. The only door out was locked, the windows were all boarded up. Then one night, they just showed up out of nowhere. Must've broken through a window, or found a way up through the basement. We don't know. All we do know is - we're trapped, and we have to get out. Now.

OBJECTIVES:

1. **Get the key** - Some idiot left the only key to the front door in a drawer somewhere. We have to grab it. *Take the blue objective token (see special rules).*
2. **Get out** - This place is a death trap, we have to move out. *All survivors must reach the exit zone. Once all survivors are standing on the zone, and it is clear of zombies - the mission is successful.*

SPECIAL RULES:

- * **They're all over the place!** At the beginning of the game, spawn zombies for the rooms on tiles 3C, 4D and 1B. Once any player enters tile 1B for the first time, spawn zombies for the rooms on tiles 2C, 4C, 4B and 4E.
- * **Keep Moving Forward!** The red doors are walls and cannot be opened, destroyed or moved through.
- * **What do you mean you don't have the key?!** Take one blue objective and 2 red objectives and randomly place them (red face up) in the indicated locations. Once a player reaches the room with the exit door, flip the objectives over. They **cannot** be taken before this point. To open the door, a survivor with the blue objective needs to be in the exit room (one action, no noise).
- * **Where are they coming from?** Once the blue objective token has been picked up, the blue spawn point activates.

