

ZOMBIE CHASE

YOU'RE GONNA NEED
BRAAAAAAINS
TO SURVIVE!

2 to 6 Players • Ages 7 & Up

CONTENTS

Game Board, 2 6-Sided Dice, 6 2-Sided Characters, Janitor Zombie, 7 Stands, 27 Tiles: 8 Flashlights, 4 Cotton Candies, 3 Zombie Slimes, 6 Manholes, 6 Keys

OBJECT

Be the first to escape the amusement park OR—if you end up as a zombie before you escape—prevent the escape of the final human player by infecting them!

SET UP

- Spread out the Game Board.
- Place each Character into the Plastic Stands; the player Characters should have the human sides facing out.
- Each player must pick a human character and place it on one of the six gates around the edges of the board.



- Place the Janitor Zombie on the Maintenance Shed in the middle of the board.
- Separate the 6 Key Tiles from the other item Tiles and place them on the Maintenance Shed. Randomly place the rest of the item Tiles face down on the dark pink spaces across the board.

PLAY

The youngest player is the first to roll the two Dice.

Move your Character the number of spaces shown on the white Die, then move the Janitor Zombie the number of spaces shown on the green Die.

- ALWAYS move your Character first and the Janitor Zombie second.
- You CANNOT double back (e.g. move two spaces forward, then one space back).
- You must move your Character as many spaces as you roll on the Die. However, you do not need an exact roll to enter the maintenance shed or exit through the gate.
- If you end up on the same space as a zombie, you then become a zombie yourself! Flip your Character to the zombie side! If two zombies land on the same space, nothing happens.
- You CAN choose to stay in your space and not move if you are in danger of landing on a space with a zombie.
- You can also choose to join the zombie team by turning into a zombie.

Your goal is to find a flashlight by landing on and flipping the item tiles. If you land on an item tile, turn over the tile, and see what the item is. Each one has a different function:

- **Flashlight:** A Flashlight will help you see in the dark maintenance shed. You will need one of these before you can collect a key from the shed. If you land on one, collect it and then begin heading toward the shed. If you already have a flashlight, leave the new one face up on the spot you found it. Zombies do not collect Flashlights.
- **Zombie Slime:** No one knows what happens when a human touches zombie slime, so it's best to avoid it. If a human lands on this, they lose a turn (but still move the Janitor Zombie). If a zombie lands on this, they get to roll and move

again! After you turn over a zombie slime tile, leave it in its place.

- **Cotton Candy:** Zombies hate cotton candy! If a human lands on cotton candy, they can't be flipped by a zombie until they move off the space. If a zombie lands on cotton candy, they lose a turn. If you turn over a cotton candy tile, leave it in its place.
- **Manhole:** Anyone, human or zombie, who lands on a manhole goes right to the maintenance shed. When a Manhole Tile is revealed, it stays in its place. Humans are safe in the Maintenance shed and can not be infected or flipped while in there.

Play continues with the player on the left taking a turn and so on.

ESCAPING THE PARK

Once you have acquired a Flashlight and then a Key, you can proceed to any exit to escape the park!



WINNING THE GAME

- There's two ways to win *Zombie Chase*!
- Find a Flashlight, grab a Key from the maintenance shed, and be the first to escape through one of the gates.
 - If you get turned into a zombie, you can still win by being the one to infect the final human player.

We wanna hear about how much fun you had! Get in touch at:

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