

MONSTER CHASE Rules

The goal of Monster Chase is simple: move about the game board while avoiding monsters for as many rounds as you can. The longer you survive, the more points you earn.

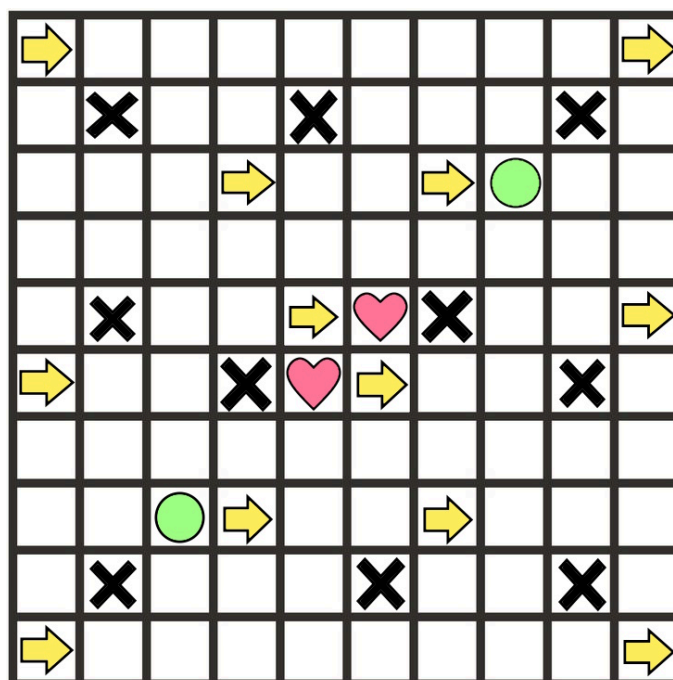
1. The Player begins in a space on the game board marked with a GREEN CIRCLE. The first Monster (your pursuer) begins in the other space marked with a GREEN CIRCLE.
2. As the Player, roll a six-sided die (d6), then move around the game board the number of spaces corresponding to the roll. When moving, you *cannot* move diagonally—only up, down, left, and right. The Player always goes first in every round, so try to predict each Monster's reach and create plenty of space between you and the Monsters on the board!
3. Then, one at a time, roll a six-sided die (d6) for each Monster on the game board and move the Monsters a number of spaces corresponding to each roll. When you move a Monster, it always moves toward the Player's current space *in the most efficient way possible*—including moving diagonally. Yes, the Monsters are faster than you!
4. If you end your movement in a space marked with a YELLOW ARROW, you can move two additional spaces in a direction of your choosing, *including diagonally* (this is the only time the Player can move diagonally). Monsters get no bonus on these spaces.
5. If you end your movement in a space marked with a RED HEART, you are protected from the Monsters for the *current* round, but you cannot use that space the next round. Monsters cannot enter RED HEART spaces while the Player is in them (they must stop in an adjacent space), but Monsters can move through these spaces any other time.
6. Spaces marked with a BLACK X cannot be moved through by the Player or the Monsters.
7. After the Player and the Monsters have moved, if no Monsters have reached your current space, you earn 1 POINT per Monster on the board and the next round begins from the current board state (do not reset to the GREEN CIRCLES). Try to think ahead!
8. After 5 rounds of the Player successfully avoiding the first Monster, a second Monster spawns on either of the GREEN CIRCLES (your choice). A third Monster appears after 10 rounds, a fourth after 15, and so on. Play continues until a Monster reaches the Player. Go for the high score!

You wake up in a dark forest with no memory of how you got there.

SNAP!

You hear the sound of something approaching.

Then you see it.



A horrifying monster with a visage you can't stand to look upon.

It lets out a bloodcurdling **SCREAM** before it rushes toward you.

You have no choice but to run...

MONSTER CHASE

HOW LONG CAN YOU STAY ALIVE?