

MONSTER CHASE

In Monster Chase, one player is the survivor and one player is the monster. The survivor flees from the monster for as long as they can. Then the players switch roles and compare scores.

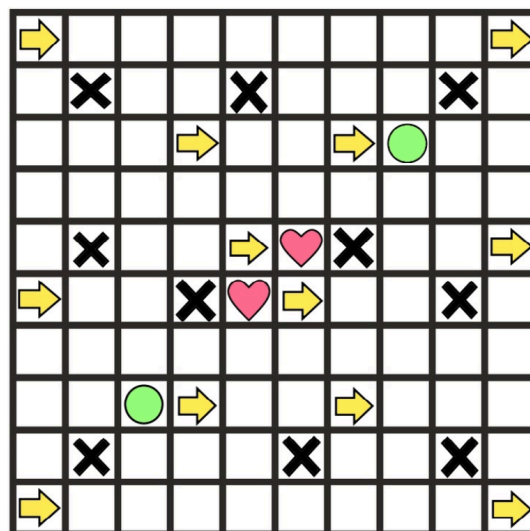
1. Player One, the "Survivor," chooses a starting space on the game board marked with a GREEN CIRCLE. Player Two, the "Monster," begins in the other space marked with a GREEN CIRCLE.
2. The Survivor goes first each turn. They roll a six-sided die (d6), then move around the game board the number of spaces corresponding to the roll. When moving, the Survivor *cannot* move diagonally—only up, down, left, and right. The Survivor's goal is to avoid the Monster and create as much space between them on the board as possible.
3. The Monster goes second, rolling a six-sided die (d6) and moving around the game board a number of spaces corresponding to the roll. When moving, the Monster is faster than the Survivor, and can move diagonally, in addition to being able to move up, down, left, and right. The Monster's goal is to catch the Survivor, always moving toward the Survivor's current space.
4. If the Survivor ends their movement in a space marked with a YELLOW ARROW, they can move two additional spaces in a direction of their choosing, *including diagonally* (this is the only time the Survivor can move diagonally). Monsters get no bonus on these spaces.
5. If the Survivor ends their movement in a space marked with a RED HEART, they are protected from the Monster for the *current* round, but they cannot use that space the next round. The Monster cannot enter RED HEART spaces while the Player is in them (they must stop in an adjacent space), but the Monster may move through these spaces any other time.
6. Spaces marked with a BLACK X cannot be moved through by the Survivor or the Monster.
7. After both the Survivor and the Monster have moved, if the Monster has not reached the Survivor's current space, the Survivor earns 1 SURVIVAL POINT and the next turn begins from the current board state (do not reset to the GREEN CIRCLES). Try to think ahead!
8. If the Monster has reached the Survivor by the end of the turn, the round ends. Tally the Survivor's total Survival Points, then the players switch roles and start a new round. After both players have had a chance to be the Survivor for three rounds, compare the player's total Survival Point Scores. The highest Survivor Point Score wins!

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...

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HOW LONG CAN YOU STAY ALIVE?