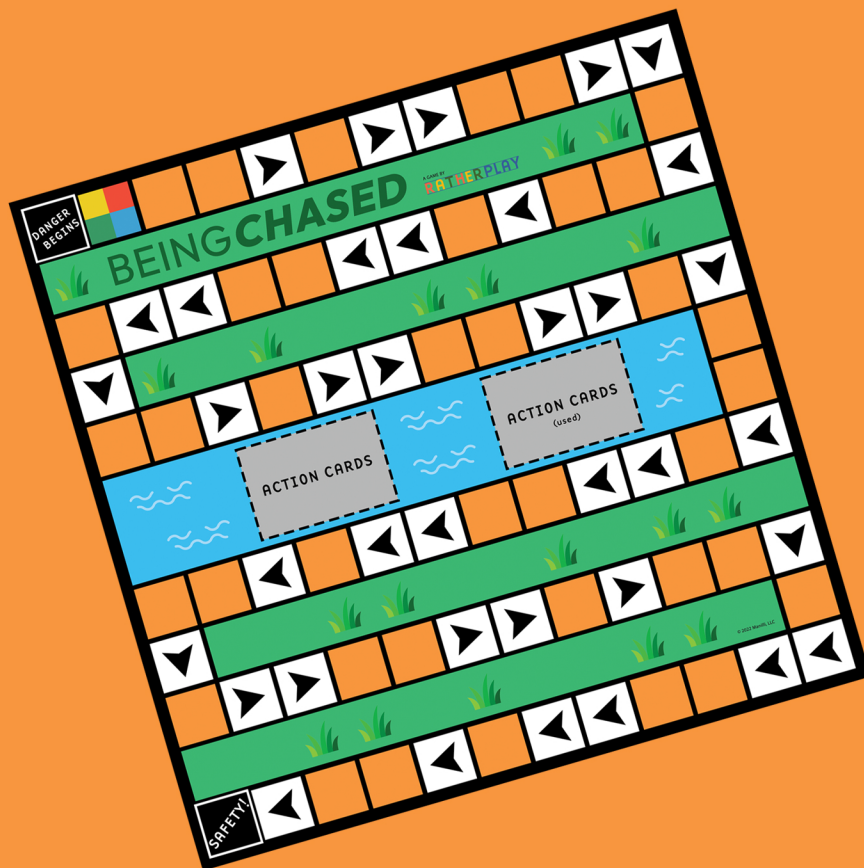


BEING CHASED

A GAME BY

RATHERPLAY

CAN YOU MAKE IT TO SAFETY
BEFORE THE **4 MONSTERS** ATTACK?



NOTHING GETS YOUR HEART
POUNDING LIKE BEING **CHASED**.

Game Guide



INTRODUCTION

Oh no! You have wandered into a sketchy part of the park. This part of the park is inhabited by 4 monsters. Everyone knows about the monsters and steers clear of this area...except you and your friends.

If you want to survive, you'll need to be aware of some rules. If you want to win, you'll need a strategy and some luck.

OBJECTIVE

Make it to **SAFETY** with at least 1 **LIFE CARD**, and you survive. Be the first human player to make it to **SAFETY**, and you win!

A human player loses when they have no more **LIFE CARDS**.

If all 4 monsters make it to **SAFETY**, any human players remaining on the game board lose.

If all human players lose all **LIFE CARDS**, there are no survivors.



GAME SETUP

Determine the number of human players from 1 to 4. Each human player chooses a pawn piece and receives the 3 **LIFE CARDS** corresponding with the color of their pawn piece. Place the pawn piece(s) on the **DANGER BEGINS** space of the game board.



Place the 4 monster pieces on the space with the 4 colors of the game board.

Shuffle the 40 **ACTION CARDS** and place the deck face down on the **ACTION CARDS** space on the game board.

Place the 2 white dice on the game board. Place the **green**, **blue**, **yellow**, **red**, and **black** dice in the dice cup.

GAMEPLAY

A **TURN** is defined as 1 or more actions performed by a human player or the monsters. A **ROUND** is defined as a sequence of 1 **TURN** for each human player or the monsters. After all human players have had a **TURN**, the monsters have their collective **TURN**. A **ROUND** is over after the monsters perform their moves.

Each human player rolls the 2 white dice once and moves the number of spaces totaled from the 2 white dice.

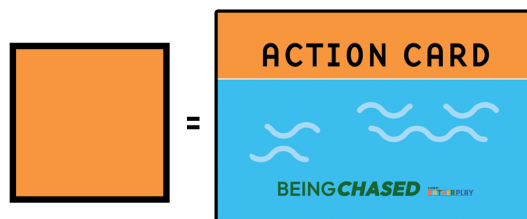
If a human player lands on a white space with an arrow, and there is no monster on the space, then nothing happens and it is the next human player's turn. If the space has at least 1 monster, then the human player must surrender a **LIFE CARD** or follow the instructions of a predetermined **ACTION CARD**. If all human players have had a turn, then it is the monsters' turn.

If a human player lands on an orange space and there is no monster on the space, then the human player takes an **ACTION CARD** from the top of the unused **ACTION CARD** stack. **ACTION CARDS** are divided into 3 types: **DO NOW**, **DO NEXT**, and **DO LATER**. Greater detail of **ACTION CARDS** is discussed in the **ACTION CARDS** section. If the space has at least 1 monster, then the human player must surrender a **LIFE CARD** or follow the instructions of a predetermined **ACTION CARD**. If all human players have had a turn, then it is the monsters' turn.

ACTION CARDS

ACTION CARDS with **DO NOW** at the top must be acted upon immediately by the human player that picked the **ACTION CARD**. **ACTION CARDS** with **DO NEXT** at the top must be the next action performed by the human player that picked the **ACTION CARD**. **ACTION CARDS** with **DO LATER** at the top can be held by the human player that picked the **ACTION CARD** until they desire to use it.

Most **DO LATER ACTION CARDS** need to be invoked before the dice roll of the human player who wishes to use it. Some **DO LATER ACTION CARDS** will allow a choice to be made after rolling the dice. Always follow the instructions on the **ACTION CARDS**.



HOW MONSTERS MOVE



=6



=8



=5



=6

For the monsters' turn, the **green**, **blue**, **yellow**, **red**, and **black** dice are rolled from the dice cup. Monsters move by combining the number of their dice roll with the number of the black dice roll. Monsters do not get **ACTION CARDS**, never move backwards, and never skip a turn.

SPECIAL NOTES

A human player can only lose 1 **LIFE CARD** per **TURN**. If a human player trades places with another human player and ends up on a space with a monster and has not lost a **LIFE CARD** for the **TURN**, then a **LIFE CARD** is surrendered.