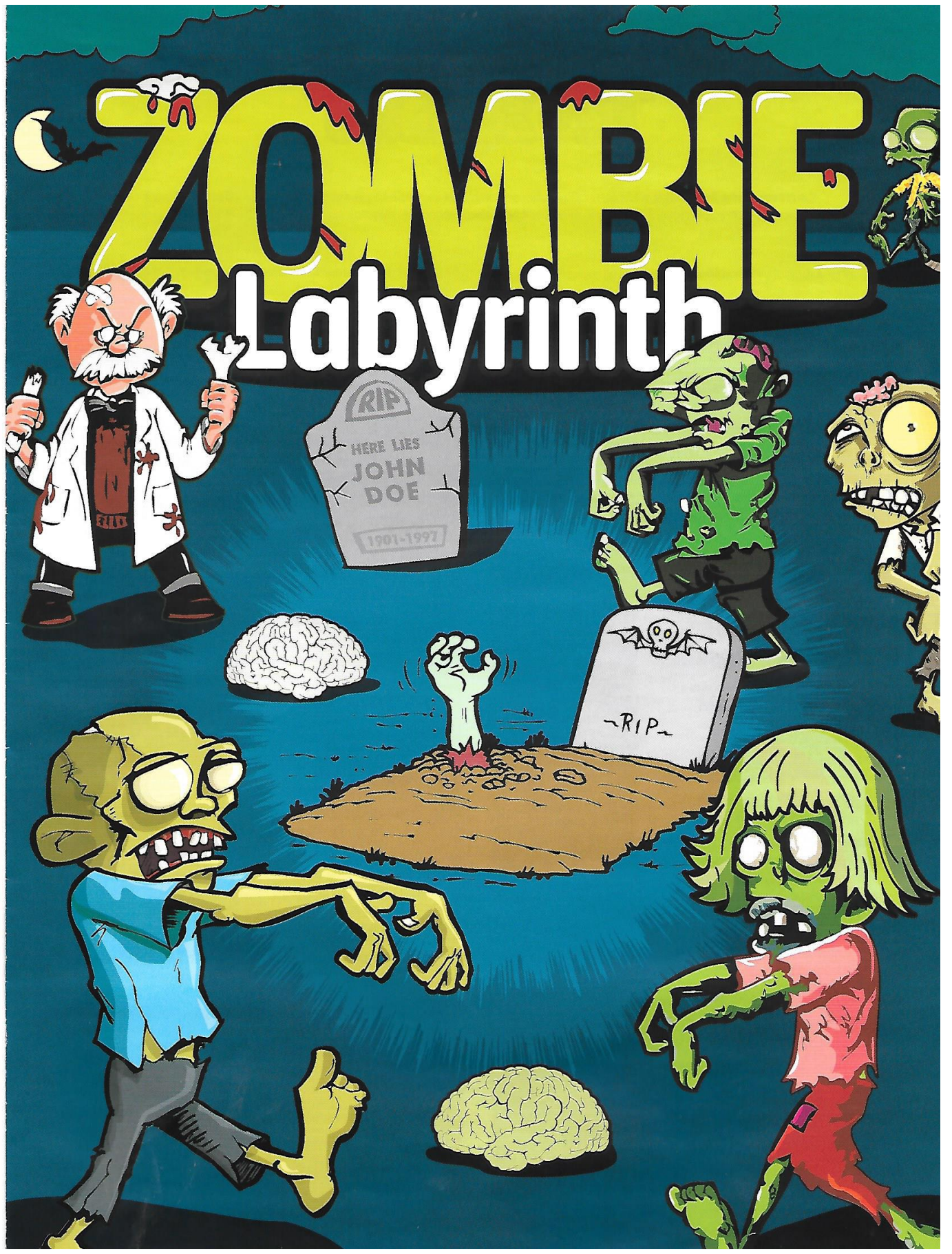
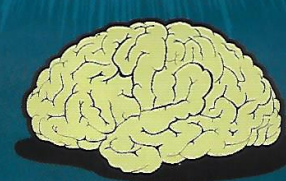
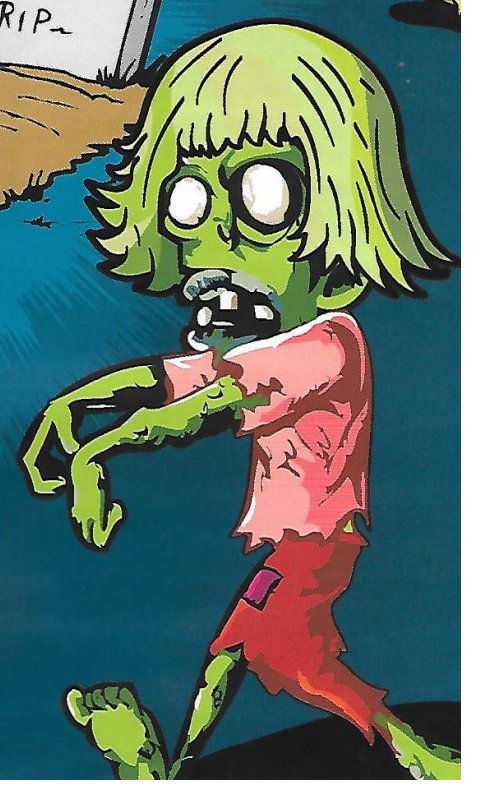
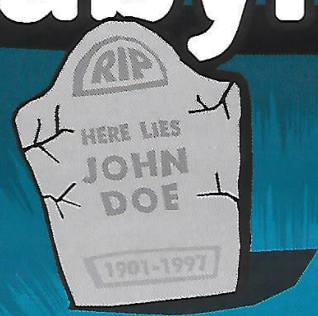
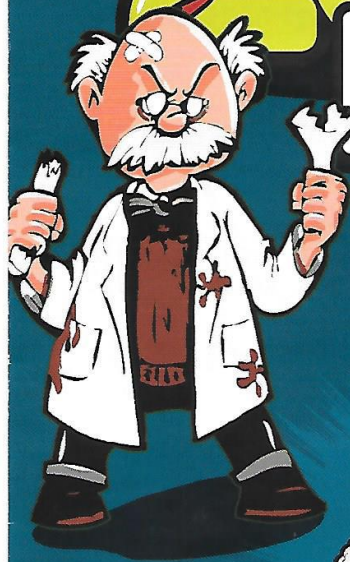


ZOMBIE

Labyrinth





5+
age

2-4
players

15+
min.

ZOMBIE LABYRINTH



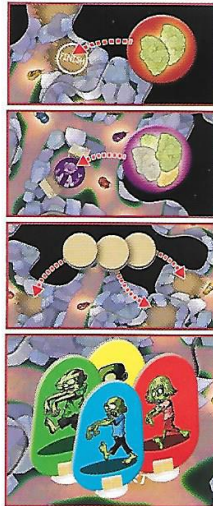
Contents: 12 labyrinth pieces, 4 zombie characters + plastic stands, 1 Dr. Bizarre character + plastic stand, 22 brain discs, 4 collecting boards, spinner base + arrow.

Aim of the game

To collect the most brains before someone reaches the finish space.

Setup

- Attach the plastic stands to the game characters.
- Attach the arrow to the spinner base before the first game.
- Assemble the labyrinth. Attach all 12 pieces to each other in any way you wish, but make sure it is possible to reach the finish space from the starting space!
- Place the double-sided brain disc onto the disc space on the finish piece.
- Place the double-sided Dr. Bizarre disc on Dr. Bizarre's purple home space, and place him on top of the disc.
- Place the rest of the brain discs brain side down on any disc spaces you wish. A few disc spaces will remain empty. If there are parts of the labyrinth that can't be reached, the disc spaces on them can be left empty.
- Each player chooses a character and a matching collecting board and places the character in the starting space.



How to play

Move along the spooky paths and try to collect the biggest amount of brains!

The youngest player starts.

On your turn

- Spin the spinner!
- Now you can move your character along any path until you come to a brain disc or the lantern the spinner points to. Several characters can stand on the same lantern!



→ If you end up on a brain disc without passing the kind of lantern the spinner points to, you can collect that brain disc and leave your character on the empty disc space. Place the brain disc face down on your collecting board. You can look at the discs you have collected, but don't show them to other players!

- The turn then goes clockwise to the next player.

Dr. Bizarre has hoarded the biggest collection of all, but it's hidden in his laboratory! To get his brain collection, you must venture to his home space while he's away – but remember that it may cost you a few brains!

- The players can collect Dr. Bizarre's brain disc just like any other disc, but not when he's standing on his own home space!

- **If the spinner points to Dr. Bizarre,** he moves! You can move him along any path until he reaches one of the other characters or one of the purple lanterns.



→ If Dr. Bizarre reaches a player's game character, that player has to choose one of the brain discs on their collecting board and set it aside from the game. The same happens if a player moves their character to the space where Dr. Bizarre is standing, or directly past it.

Dr. Bizarre is then returned to his own home space.

Note! If a game character is standing in Dr. Bizarre's home space when he is returned there, that player has to choose one of the brain discs on their collecting board and set it aside from the game.

→ If Dr. Bizarre reaches one of the purple lanterns, he stops there and moves again the next time the spinner points to him.

End of the game

When one of the players moves to the brain disc on the finish piece and collects it, the game ends. At this point all players reveal their brain discs, and count how many brains they have collected. There can be more than one brain on one disc. The player with the most brains wins the game!



There can be more than one winner!