

Alles läuft!

2-5 players, approx. 10-20 min., 10-99 years



## CONTENTS

- ✓ 13 coasters (1x start field, 1x target field, 10x running field, 1x championship coaster)
- ✓ 1 punching board with 15 game tokens: 1 running figure each in 5 player colors  
+ 10 number tokens
- ✓ 2 spot dice [1-6]

**Championship:** The Championship coaster shows the rules for a game variant of the game. Please just sort out by playing the normal game.

## SET-UP & OBJECT OF THE GAME

From the coasters the start field (zombie hand) and the target field (hut) are selected out. The start field will be laid open first. Then all running fields are placed one after the other in any order (from the start field) as a continuous course, always edge to edge. Finally, the target field is placed to the last running field. Every player chooses 1 running figure and places it on the start field. Remaining running figures come out of the game. The number tokens are mixed loosely and placed open on the running fields as desired (with the yellow side open), so that exactly 1 number token is left each running field. The two dice are laid ready. The game is turn based, this means all players will play the same number of times (last round is always finished). The game is played clockwise. A starting player is determined (highest sum on both dice); this player starts the first round.

## HOW TO PLAY

The player rolls the dice and can move his figure forward (towards the target) as the

shown number of the next coaster is rolled. The player rolls both dice, then he always has another possible roll (again with both dice). The second roll always replaces the result of the first roll. The pending number can be fulfilled alone (with only one dice) or as the sum (of both dice).

**Example:** Number 3: 3 alone or 1+2 / Number 6: 6 alone, 1+5, 2+4, or 3+3 / Number 7: 1+6, 2+5 or 3+4

**Object of the game:** To reach the target field in front of all other players. If there are several players (at the end of a complete round), there are also several winners!

**Info 1:** The players always roll with both dice!  
**Info 2:** You're forced to play! If a player can do something (at least after the second roll), he must (only if possible)!

After a player has reached a new coaster, he always has the choice to continue (again up to 2 rolls to get to the next coaster) or secure himself on the current coaster. Then the number token will be turned to the red backside and the player must finish his turn immediately.

**Game strategy:** The more the foremost player secures, the easier it is for the back players to catch up.

Generally, every number token can be turned to the red backside to secure. Then this action takes place instead of rolling the dice! A secured number token

is saved forever and applies in the rest of the game for all participating players! However, if a player likely rolls the dice and then fails to move on a next coaster (= miss), his figure flies back towards the start field. He has to move back so far, until he reaches a secured coaster or maximum to the start field itself.

**Double special function:** If the player rolls a double (2x equal number, no matter which one), he can use a special function here. He may immediately move to the next coaster, secure the local number token (if still possible) and finish his move immediately thereafter.

**Attention:** The target field (hut) can only be reached with any double (2x equal number, no matter which)!