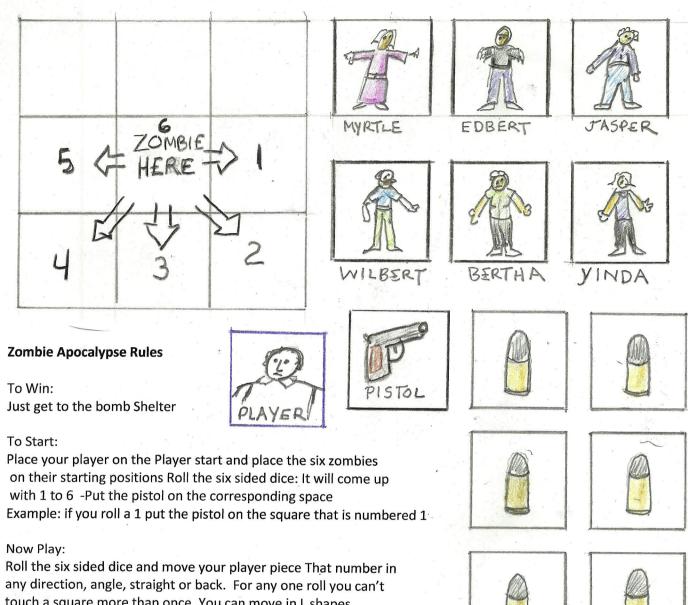


All you have to do is get to safety!

	TAPE OTE	ER BONRD T	TO MEET #X	15 LINE	
				5	
			4		
	2				3
	000		000		
FILO	MBI	ENTE			
APC)CA		SE	The state of the s	START

BOMB SHELTER "SAFETY"				
		ZOMBIE	Zombie 3	
20mb1E 5				
			ZOMBIE	
	ZOMBIE		. Σ	
	6	ZOMBIE		



touch a square more than once. You can move in L shapes, angles, around corners etc. You Just can't go back to any square you already touched in that move.

Now roll the six sided dice for each zombie and move each zombie.

The chart shows how the zombies move. If a six is rolled the zombie stays in the same square. If something is blocking the move then the zombie doesn't move that turn.

Getting the Pistol:

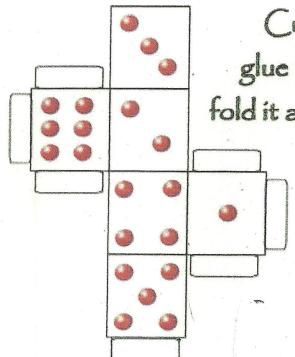
If you land on the pistol then roll the six sided dice. That is the number of Bullets you get. To shoot a zombie: If the zombie is in your line of sight with nothing blocking the view you Can shoot it, as long as you have a bullet. Roll the dice: If you roll a 1 thru 5 you have stopped the zombie. Remove it from the board. If you roll a 6 you have missed the zombie and it stays in game. Either way you remove a bullet From your possession.

BULLETS

Losing the Game:

If a zombie moves to a square adjacent to yours then it eats your brains and you die! Winning the Game:

If you get to the Bomb Shelter you have achieved safety and Won!



Cut out the dice and glue stick it to cardboard fold it and glue. You can tape it too.