THE WALKING HAT

INSTRUCTIONS

EQUIPMENT
1 board, 29 cards, 5 tokens, 1 die, 1 instructions

STORY
Imagine you are one of the few survivors in a zombie apocalypse. One day, your group meets a man who was a small-town sheriff's deputy before the zombie apocalypse had started. His uniform, and especially his hat, make him a serious, trustworthy person – an authority nobody would question. Thus, he soon becomes the leader of your group. But rumor has it that – as soon as he loses or takes off his hat – he won't be in charge anymore and situations will go awry.

OBJECT
The object of the game is to survive the zombie apocalypse. To do so, you have to evaluate dangerous situations that might go awry and proof that you know your leader, Rick Grimes, well.

PREPARATION
- Place the board on a table and put the cards with the hat symbol on top on the allotted space on the board. The hat symbol on each card indicates, whether Rick Grimes is wearing a hat or not.
- Each player chooses one token (red, green, yellow or blue) that represents him/her on their journey to survive. The tokens are placed on the space marked "Start".

THE PLAY
- Each player in turn throws the die. The player with the highest number starts.
- Throw the die and move your token the number of spaces indicated by the die (1-20).
- Now take the top card from the deck and read the text that describes the situation shown by the screenshot on the card.
- Decide whether you think that the situation on the card will go awry or not. If you choose "Yes", place the golden token on the space marked "Yes", so the other players know your decision. If you choose "No", place the golden token on the space marked "No".
- Now turn the card and read out loud the answer, so the other players can check, whether your decision was right or wrong.
- According to the space your token lands on and depending on whether your answer was right or wrong, you are either rewarded by moving forward or punished by moving backwards.
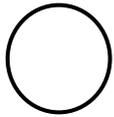
A simple, white space without a bonus. Move **1 space forward** if your answer was right. Stay at the space if it was wrong.

A space with meat rewards you with a bonus if your decision was right, but punishes you if it was wrong. Move **2 spaces forward** if your answer was right. Move **1 space backward** if it was wrong.

A space with a water bottle rewards you with a bonus if your decision was right, but punishes you if it was wrong. Move **2 spaces forward** if your answer was right. Move **1 space backward** if it was wrong.

A space with a first aid kit rewards you with a bonus if your decision was right, but punishes you if it was wrong. Move **3 spaces forward** if your answer was right. Move **1 space backward** if it was wrong.

A space with a weapon rewards you with a bonus if your decision was right, but punishes you if it was wrong. Move **4 spaces forward** if your answer was right. Move **1 space backward** if it was wrong.

A space with a gas tank rewards you with a bonus if your decision was right, but punishes you if it was wrong. Move **5 spaces forward** if your answer was right. Move **1 space backward** if it was wrong.

A space with a zombie on it rewards you with a bonus if your decision was right, but punishes you if it was wrong. Move **1 space forward** if your answer was right. Move **2 spaces backward** if it was wrong.

- After moving forward the number of spaces indicated by the space your token stood on, chances are that you might land on another rewarding space. If that is the case, take another card and make your decision. Take the bonus if you were right, deal with the consequences if you were wrong.
- If you land on a white space that provides no bonus, your token remains on the space occupied and proceeds from that point on the player's next turn. (Two or more tokens may rest on the same space at the same time).
- After you have completed your move, the turn passes to the left.

END OF THE GAME

The first player to reach the space marked "Finish" survived the zombie apocalypse and has won the game. The player has proven that s/he can evaluate dangerous situations correctly and knows his/her leader, Rick Grimes, well.

- Winning the game can be easy if your die indicates the exact number needed to reach the space marked "Finish" (e.g. 4, if your token is 4 spaces away from the finish). In this case, you do not have to take another card. Instead, you are directly allowed to move forward and finish the game.
- If you land on the space with a gas tank on it, which is 5 spaces away from the finish, you are also allowed to finish the game, if your answer was right, since it rewards you with the bonus of moving 5 spaces forward. If not, move 1 field backward.
- In case your die indicates a number, which asserts that your token will definitely reach the space marked "Finish" (e.g. 17, although you are only 9 spaces away from the finish), you have to take a final card and make a decision before you move your token. If your decision was right, you have finished the game. If your decision was wrong, you have to move backwards the number of spaces indicated by the die. The turn passes to the next player.

Thank you for playing *The Walking Hat*!