

# CHUPACABRA:

survive the night™

**The Chupacabras are on the hunt!  
Can you survive the night?**

This game includes these rules, 24 glow-in-the-dark dice, and the cup. Two, three, or four can play.

All the dice are the same. Each die has a Chupacabra (red eyes), and pictures of a chicken, two chickens, a goat, and a cow.

## Starting the Game

Each player takes six dice. The first player will be the one who won the last game, or the one who makes the best Chupacabra noise.

## How To Win

During the game, you will try to steal your opponents' dice by having your Chupacabras eat their animals. Players who lose all their dice must drop out of the game. The winner is the player who takes all the dice!

## How To Play a Round

All players roll their dice at the same time. Don't get them mixed up! Each die will either show a Chupacabra (which can attack) or an animal (which might get eaten by your opponents).

Divide your dice by type. Your Chupacabras will go on the attack. Place each kind of animal together to form "herds" (or, for chickens, "flocks"). All chickens, whether rolled singly or in pairs, go into one flock. The bigger a herd or flock is, the safer it is.

Keep your dice in front of you until the end of the round. You won't roll them again until the next round.

After everyone has rolled, the first player may now attack (see below), or pass. If he has no Chupacabras, he cannot attack, so he must pass.

When the first player finishes his turn, the next player to the left may now attack (if he has any Chupacabras), or pass.

Continue until each player has attacked, passed, or been eliminated. Any player who loses all his dice is out of the game, even if he hasn't attacked yet on that round!

When one player takes all the dice, the game is over. Otherwise, the survivors start another round, beginning with the player to the left of the one who started the last round. (If you need a reminder of who started the round, put the cup's lid in front of the first player and move it each round.)

If you want the dice glow to last longer, charge them up for a few minutes in a bright place before you play.



## How to Attack

If you rolled any Chupacabras, you can use your turn to attack. Send them against your opponents and eat their animals!

Your Chupacabra dice can attack singly or together, but each Chupacabra can only attack once per turn.

Choose an opponent to attack, and declare which of his herds or flocks you are attacking. You must have enough Chupacabras to eat the whole herd/flock – you can't take some animals of one kind and leave others of the same kind.

One Chupacabra can kill up to two chickens.

One Chupacabra can kill one goat.

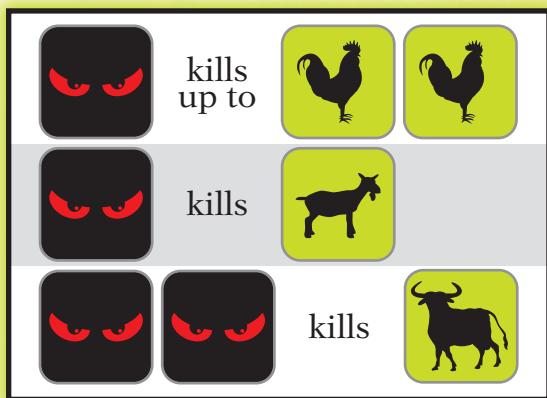
It takes two Chupacabras to kill one cow.

So, for instance, if you roll two Chupacabras, you could kill a flock of up to four chickens, but no more. Or you could kill a herd of one or two goats, but no more. Or you could kill a single cow, but you can't touch a herd of more than one!

Take the animals that you killed. You now own those dice, and you can roll them next turn. No one can take them away from you this turn!

If you have any Chupacabras left, you can attack another kind of animal. You may attack the same player you attacked before, or someone else.

When you are out of Chupacabras, or when you have no legal targets left (for instance, if you have one Chupacabra and your opponents have nothing but cows), then your turn is over.



## iChupacabra Loco!

When a player rolls *all* Chupacabras, they go *loco*! They can be used to kill any one herd or flock from any player, no matter how many animals it contains. The player only takes a single herd/flock, no matter how many dice he rolled.

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