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24 glow-in-the-dark Chupacabra dice, starter chip, and reference card.

THE GLOW-IN-THE-DARK DICE

If you are going to play in the dark, allow the dice to charge in direct light for at least 30 minutes. Glow time and intensity will vary depending on the amount and type of light exposure.

SETTING UP THE GAME

- Each player takes six Chupacabra dice.
- Decide who will be the first attacker; this player takes the starter chip.
- Place the reference card near the playing area.

HOW TO PLAY A ROUND

- Each round starts with all players rolling all of their dice at the same time.
- The player with the starter chip will attack first (see attack rules on right).
- After the first player attacks, the next player attacks going clockwise.
- Play continues until all players have attacked.
- The starter chip now goes to the next player going clockwise.
- Add the dice you earned from attacking to the rest of your dice.
- The round is now over. Play continues this way until one player has won (see below).

¡CHUPACABRA LOCO! (OPTIONAL RULE)

For a longer game - If you are down to three or fewer dice, and you roll ALL Chupacabras, your Chupacabras are now LOCO! With these Chupacabra Locos, you may choose and automatically kill the largest single pack of one animal type regardless of what kind and how large. ¡Chupacabra Loco!

ELIMINATION AND WINNING

When a player has lost all of their dice they are eliminated and must sit out until the game is over.







The first player to earn ALL of the dice wins the game.

ATTACK RULES

You can only attack if you roll one or more Chupacabras:
If you did not roll any Chupacabras, your turn is over.

You can attack any opponent with your Chupacabras. Pick your weakest opponent and take them out following the **Kill Rules below**. If you have enough Chupacabras, you can attack multiple opponents by having one or more of your Chupacabras attack one opponent while the other Chupacabras attack another opponent. Or, if you can, you may attack multiple animal packs of the same opponent. When you attack an opponent, take the dice you killed and place them to the side of your rolled dice. These dice are out of play until the round is over (these dice cannot be attacked until the next round). Once the round is over, these dice are added to the rest of your dice and are rolled.

The more you kill, the more dice you will have to roll in future rounds!

KILL RULES	
1x 	kills up to 2x 
1x 	kills up to 1x 
2x 	kills up to 1x 

REMEMBER, SAFETY IN NUMBERS.

You must have enough Chupacabras to kill an entire pack of the same kind of animal at once. For instance, if you have one Chupacabra and your opponent has three chickens, these chickens survive the night.

You cannot kill only two of the three chickens. You must kill them all at once.

 Cannot kill    These chickens survive the night!

  Kills    These chickens are dead!

2-4 PLAYERS - AGES 8+

CHUPACABRA: SURVIVE THE NIGHT.®



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The Centre for Fortean Zoology, for providing us with his classified document.
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