The Axe-Man Cometh!

By Nathan Russell (created between 6.39pm – 6.53pm, July 2, 2009)

A homicidal maniac is on the loose and coming your way! Get to safety before he gets you!

Players place their tokens on the start space. Place the Axe-Man token on the Axe-Man space.

Starting with the player most likely to be killed by an axe murderer, players take it in turns to roll a die and move a token;

The Turn

On your turn roll a die (standard d6). On a 1, 2, 3, 4 or 5 move your token that many spaces. On a 6 you do not move your own token – instead choose to either move the Axe-Man token one space forward or any other player's token one space backward. If you land on a space occupied by another player's token, move their token back one space.

Getting Caught

If the Axe-Man token is moved onto a player's token, that player is caught by the manic! If a player's token is moved backward onto the Axe-Man, that player is caught by the maniac!

A player who is caught by the maniac is not out of the game. When it is their turn they can choose to move the Axe-Man one space forward or any other player's token one space backward, just as if they had rolled a "6".

Winning

To escape the Axe-Man you must roll the exact number to land on the "Escape" square. If you do not roll the correct number, do not move your token. First player off the table is the "winner".

The board and tokens are on the next page. Coloured squares for players. Black circle is the Axe-Man.

Escape

The
AXE-MAN
COMETH!

Start

Axe-
Man