

Red Carpet Race

OBJECTIVE

The winner is the player in the Theater with the most Stars when the show starts (tbd by players).

BOARD

Limousine: Starting space for all player/escort figures. No figures may enter during game.

Carpet: Path to Theater. Figure limit of one couple (and/or two Zombies) per space.

Rope Lines (6): Count as single space adjacent to three carpet spaces. All figures must end move upon entering. No limit to number of figures in space. Players/escorts in space roll for stars at end of turn.

Interview Areas (5): Count as single space adjacent to two carpet spaces. No Zombies may enter Area. No Players/escorts may enter if Area on commercial break. Players/escorts in space at start of turn must leave during their move. Players/escorts must end move upon entering. Limit of one player (w/escort) in space at end of turn. Players/escorts in space roll for stars at end of turn - modifier to Area's die roll (if any) shown on space (see board drawing).

Theater: Ending space where stars are tallied/scored. No Zombies may enter. Players/escorts may not leave after entering. Add one star if swag bag still held, add one star for every five zombies killed (round down), subtract one star for each hit marker held, and subtract stars if player entered without escort: -2 Stars if Date, -4 Stars if Spouse, and -6 stars if Mother.

PIECES

Players: Move 3. Interview Area: -1 from roll if no escort, star on 6. Rope Line: gain star on 5,6.

Escorts:

- Date: Move 4. Interview Area: -1 from roll, no star*. Rope Line: gain star on 5,6.
- Spouse: Move 3. Interview Area: +1 to roll, gain star on 6*. Rope Line: gain star on 6.
- Mother: Move 2. Interview Area: +2 to roll, gain star on 5,6*. Rope Line: no star gain possible.

* Escorts may not enter Interview Areas alone

Zombies: Move 1. Spawn in Rope Lines. May not enter Interview Areas or Theater.

Interview Tickets: Five per player (one each per Area). Player loses ticket upon rolling for star(s) in the appropriate Interview Area. Interviews in Area without ticket done at -2 penalty to roll(s).

Swag Bags (one per Player): Use (once only) to prevent all zombie attacks in a single move.

Stars: Gain in Interview Areas, Rope Lines, and/or Theater. May use/pay to modify initiative die roll or to remove hit marker (one per star) on self or escort (may be done any time during one's own turn).

Hits: Suffered in Interviews or Zombie attacks. Each hit subtracts one from move allowance. There is no limit to the number of hits that can be placed on any one figure. Hits may be given to either player or escort (if present), but may not be transferred after being allocated.

TURN SEQUENCE

- 1. Spawn Zombies:** Roll (d6) to determine number, then roll (d6 each) for location (Rope Line 1-6).
- 2. Commercial Breaks:** Roll (d6) for each Interview Area: result of '1' = commercial. Any player may choose to cancel a (single) commercial break if the number of stars held by the player is greater than or equal to the distance in spaces (as counted in a normal move) from the player to the area.
- 3. Initiative:** Players roll to determine order of moves. Stars may be paid to adjust roll (up or down).
- 4. Moves:** Players take turns (in initiative order –low to high) completing the sequence below.

A) Move self / escort.

- Move up to allowance *or* Roll d6: 1 = trip (move 1 space)*, 2-6 = move up to 2x allowance.
* may pay one star to avoid trip and move normally (not 2x)
- Any hits on figures subtract from move allowance.
- Only one diagonal move is allowed per turn (two if rolled 2-6 above).
- Move through two player and/or escort figures in single space by couple costs 2 spaces.
- Move into occupied Interview Area may be made if current player holds more stars. Displaced player/escort is placed in adjacent space of his/her choosing (if already moved).
- Move out-of or ending-in space with zombie(s) triggers attack. Roll d6 for each zombie: 1,2 = zombie killed, 6 = player hit (escort variable). Player may give hit(s) to escort (if present).
"Look, over there! It's Brad...!" = May move attacking zombie into other player/escort space if succeed in rolling (d6) less than or equal to total of other's stars minus distance in spaces.
(This may be attempted only once per attacking zombie)

B) Move Zombies (optional).

- Roll d6 and move up to that number of zombies.
- No attacks are triggered by zombie movement.

- 5. Roll for Stars:** Players in Interview or Rope Line spaces roll for stars. Gains are simultaneous.

A) Interview.

- Pick any other player to act as interviewer, roll one d6 each – modify as appropriate – and if player rolls higher he/she gain star(s). (Two are gained in 'VH1' and three are gained in 'Style', and one is gained in other three areas.)
- Modifiers: Interviewer adds/subtracts modifier noted on space, player subtracts one from roll if alone and subtracts two from roll(s) if no ticket paid for that Area.
- If escort present, player rolls a second die (modified by escort type) and takes the highest roll.
- If interviewer beats (not ties) the player's roll(s) the player suffers a hit.
- Regardless of outcome, player gains star(s) for each natural 6 (or 5,6 for mother) rolled.

B) Rope Line.

- Roll (d6) for player and/or escort and gain star if figure-appropriate result rolled.