

Zombonis!

by E. Forney and Matthew Glisson

Zoinks and jinkies! A culprit is terrorizing the ice skating rink... with real zombies! You catch a glimpse of him jumping into his car and peeling out of the parking lot, but before you chase him you must escape yourself! He will be long gone by the time you escape... but maybe we can find a clue?

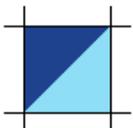
Rules of the game:

- You start on the square with the green circle
- You can move up, down, left, or right—no diagonals
- When you move in a direction, you slide along the ice in that direction until you hit something
 - If you run into a wall, you stop in front of that wall
 - If you touch (including sliding over) the X space near a living zombie, the zombie catches you—GAME OVER
 - If you run into a zombie but not its X, you stop in front of it and stab it, causing it to die
 - Once the zombie is dead, remove it and its X from the board
 - If you touch cracked ice, you fall in—GAME OVER
 - If you run into a Zamboni, it activates and moves forward until it collides with an obstacle
 - If the Zamboni runs you over, you die (maybe don't start it from its front)—GAME OVER
 - If the Zamboni hits another Zamboni or a wall, it stops in front of that obstacle
 - If the Zamboni hits a zombie, it crushes it and continues along its path (remove the zombie and its X from the board)
 - Zambonis are not affected by the zombies' X marks
 - If the Zamboni touches cracked ice, you kill a Zamboni (uh, how dare you?)—GAME OVER
- There are four zombies; after you have killed the last one, you win
- The edge of the board stops you like a wall would

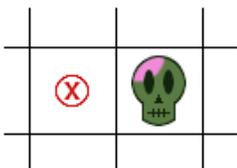
Key of symbols:



Your starting point



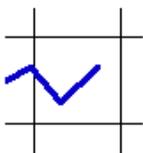
Section of wall



Zombie and the square it is facing (x)--in this example, the zombie can only reach out to the left in order to grab you



Zamboni--yellow prongs denote its front (this example is facing to the right)



Cracked ice

