Slenderman

# Objective

Slenderman’s objective is to prevent the player from collecting all eight notes. The player’s objective is to collect all eight notes while avoiding Slenderman’s sneaky ability.

# Materials Needed

15 Wall Pieces

Hexagonal play board

A Slenderman pawn, A player pawn

One d4, two d6

## How to Play

Step 1: The player takes 10 of the wall pieces and creates an environment on the hexagonal board by placing wall pieces around the board in any manner.

Step 2: The player places his player pawn in the middle of the board.

Step 3: The player then lets Slenderman know if he turns on his flashlight or not. If the player has no flashlight on, he/she rolls a d6 for movement. If the player does turn on his/her flashlight, the player may roll two d6’s for movement.

Step 3.1: Slenderman is allowed to perform after the player’s movement. If the player has a flashlight on, Slenderman cannot move any walls around or add walls. If the flashlight is off, Slenderman may move any wall piece one space over or add a wall piece that Slenderman has.

Step 4: After rolling for movement, the player then rolls to see if he/she spots Slenderman. If he/she has a flashlight on, then a roll between 1-5 spots Slenderman (Go to step 5a). If there is no flashlight on, a roll between 1-4 spots Slenderman. (Go to step 5b)

Step 5a: If the player spotted Slenderman, he/she has three chances to evade Slenderman. To evade Slenderman, the player must roll a 5 or a 6 to evade. Otherwise, the player loses the game.

Step 5b: If the player did not spot Slenderman, then the player is safe and may start back at step 1.

## Flashlight Rule

* The flashlight can be turned on, but once used it enters a two turn cooldown and must wait before using it again.