

HI & WELCOME!

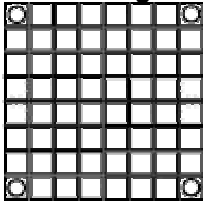
PRINT & PAPER: best on white paper, size A4 or Letter, portrait format, color.

When printing only black: the pieces have to be colored. (color them or take your own pieces).

TIP: print or stick all the necessary parts on thicker paper or cardboard!

CHECKLIST 'ESCAPE!': (contents for 4 players) - 6 pages

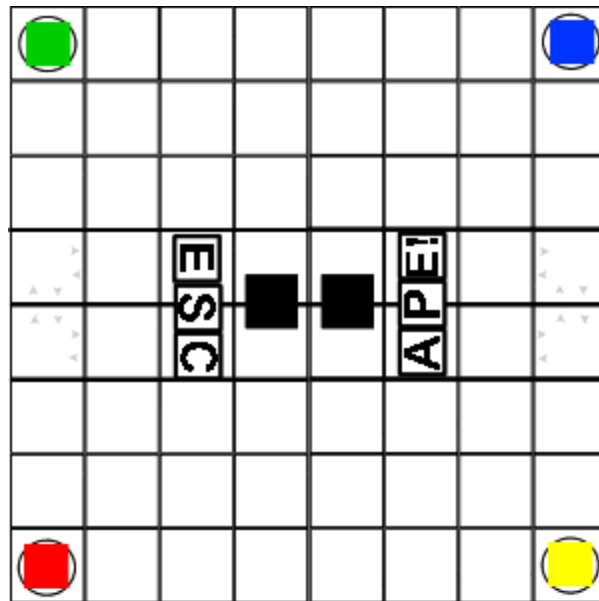
- checklist, game rules (3)
 - game board part 1 (1)
 - game board part 2 (1)
 - cards, pieces (1)
- Cut out the **game board** parts and fit to match. (You may use a chess board instead.)



- Cut out the cards: **6 Key-cards, 36 Escape-cards.**
- Cut the **pieces** or use your own pieces: must be one different color for each player.
- The **2 "guard"-pieces** should be different to the other pieces (another color).

ESCAPE! - Preparing the game

- Each player gets a **piece** and places it on a cornerfield. This is the player's "cell".
- Place the **36 Escape-Cards** face-up as piles on the table: pile with all E-cards, all S-cards, all C-cards,.....
- Place the **2 GUARDS** and the **6 KEYS** on the board like this:



ESCAPE! – Course and rules of the game (1)

Object of the game is to collect all keys on the board by moving the piece, the guards and the keys. But be careful: you can't escape through areas which are being watched by the guards - and if you get caught you have to go back to your cell! Other players may also send you back! First one who collects all keys – E, S, C, A, P and E! – wins!

Start of the game: choose a start player (the youngest, oldest,...). The start player starts moving the piece, guards or keys. Then her/his left neighbour moves piece, guards or keys,..... proceed clockwise.

MOVING: YOU HAVE TO MAKE 4 MOVES! (not less, not more)

- 1 move = move ONE field horizontally or vertically. (Not diagonally!)
- You can choose your **PIECE**, the **GUARDS** and the **KEYS** for your 4 moves:
e.g.: - 1 move with piece, 1 move with a guard, 1 move with key **A**, 1 move with key **P**.
 - 2 moves with piece, 2 moves with a guard.
 - 3 moves with a key, 1 move with a guard.
 - 4 moves with piece,.....
- Plan your moves before you start!
Because when you end a move, don't move this piece/key/guard anymore in your turn.

Keys **S and **P** and the 2 Guards **■** **■**:**

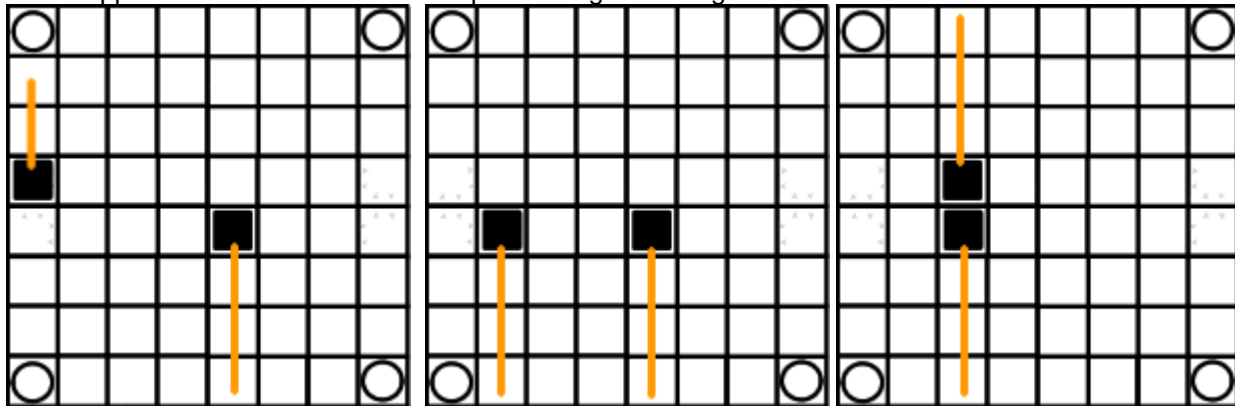
At the beginning S and P and the 2 guards are placed on the line between 2 fields.
Moving from the line to one of the 2 fields = 1 move.
(To move S and P: first move away with E, C, A or E!).

GUARDS: Move only in the 2 middle-rows, clockwise or counter-clockwise.
They can change row at the fields with the arrows – so they can move “in circles”.



Start the move clockwise or counter-clockwise. Both guards may stand in the same row.

GUARDED AREAS: are the fields with the guards AND the 3 fields from the guard to the closer opposite end of the board. Examples: orange lines = guarded area



Your piece must not move in or through guarded areas!
(But you can move a guard before moving your piece.)

ESCAPE! - GAME RULES (2)

GO BACK TO YOUR CELL (the cornerfield where you started from):

- when **another piece** lands on your piece!
- when a **guard** lands on your piece
- when your piece stands in a **guarded area**

This way you can send other player's pieces back to their cells!



(If you want, you can send your own piece back this way too.)

COLLECTING KEYS:

If your piece lands on a key, you take the card with the same letter from the escape-card pile and put it face down near you. The key stays on the game board!

(After that you cannot move further on with your piece – see rules on previous page)

If your piece lands on a key which you already have, you don't get another card!

 and  are 2 different keys!

- The other players should not see which or how many keys you already have!
So place the collected cards face down and not side by side.
- Don't tell the other players if you know which or how many cards another player has!
- Don't write down anything!

MOVING, JUMPING:

PIECES:

- A field must not be occupied by more than one piece.
- Don't move on a guard. Don't jump over a guard.
- You may jump over other pieces or keys.

GUARDS:

- A field must not be occupied by more than one guard.
- A guard may jump over the other guard.

KEYS:





- A field must not be occupied by more than one key.
- Don't move on a field where a guard stands.

CELL:

Only your own piece may move to your cell. No other pieces or keys may move to your cell.

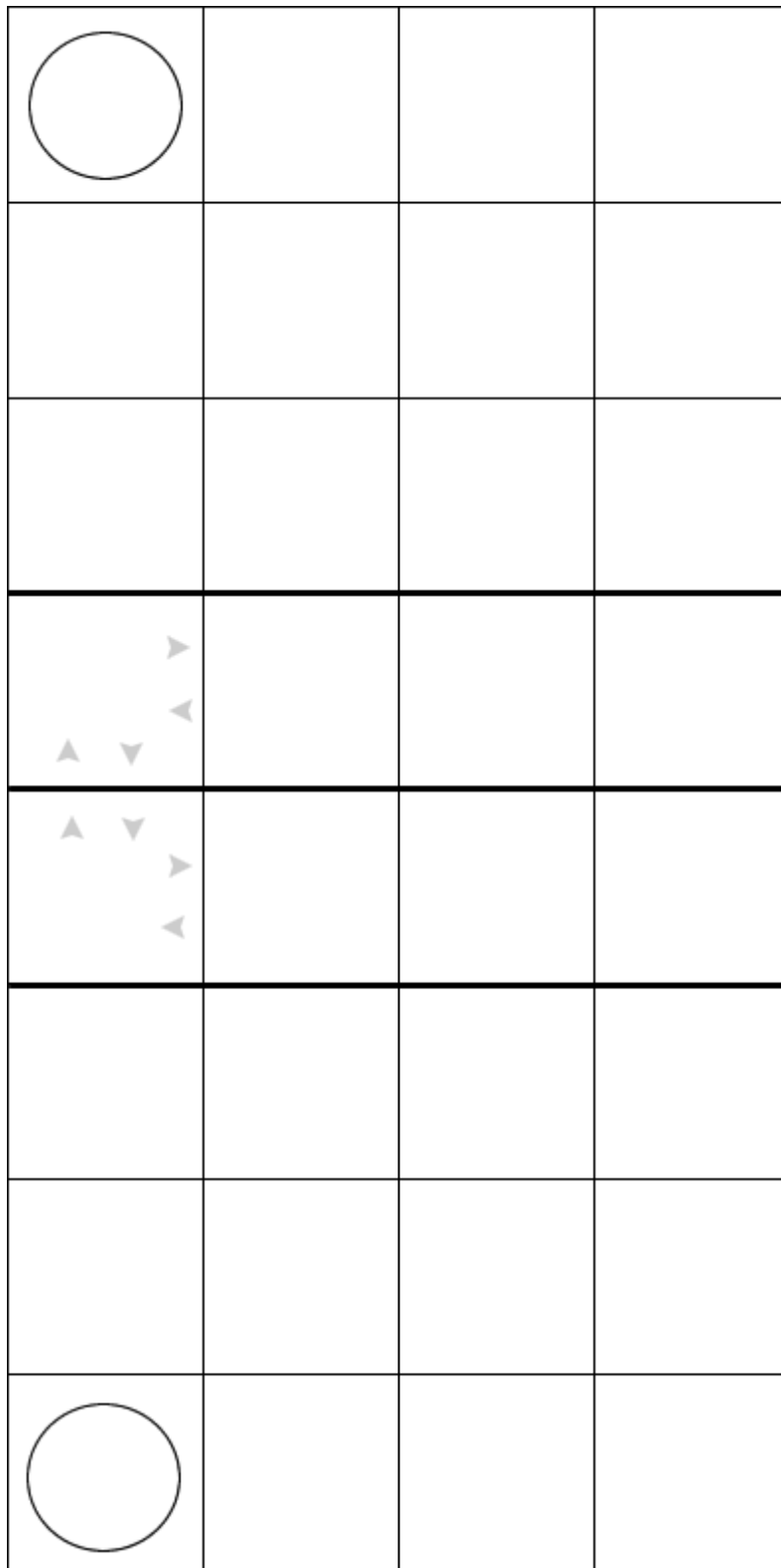
Apart from these rules: Keys and pieces may move on the whole game board (also the 2 middle-rows).

The first who collects all 6 cards – , , , ,  and  – wins!

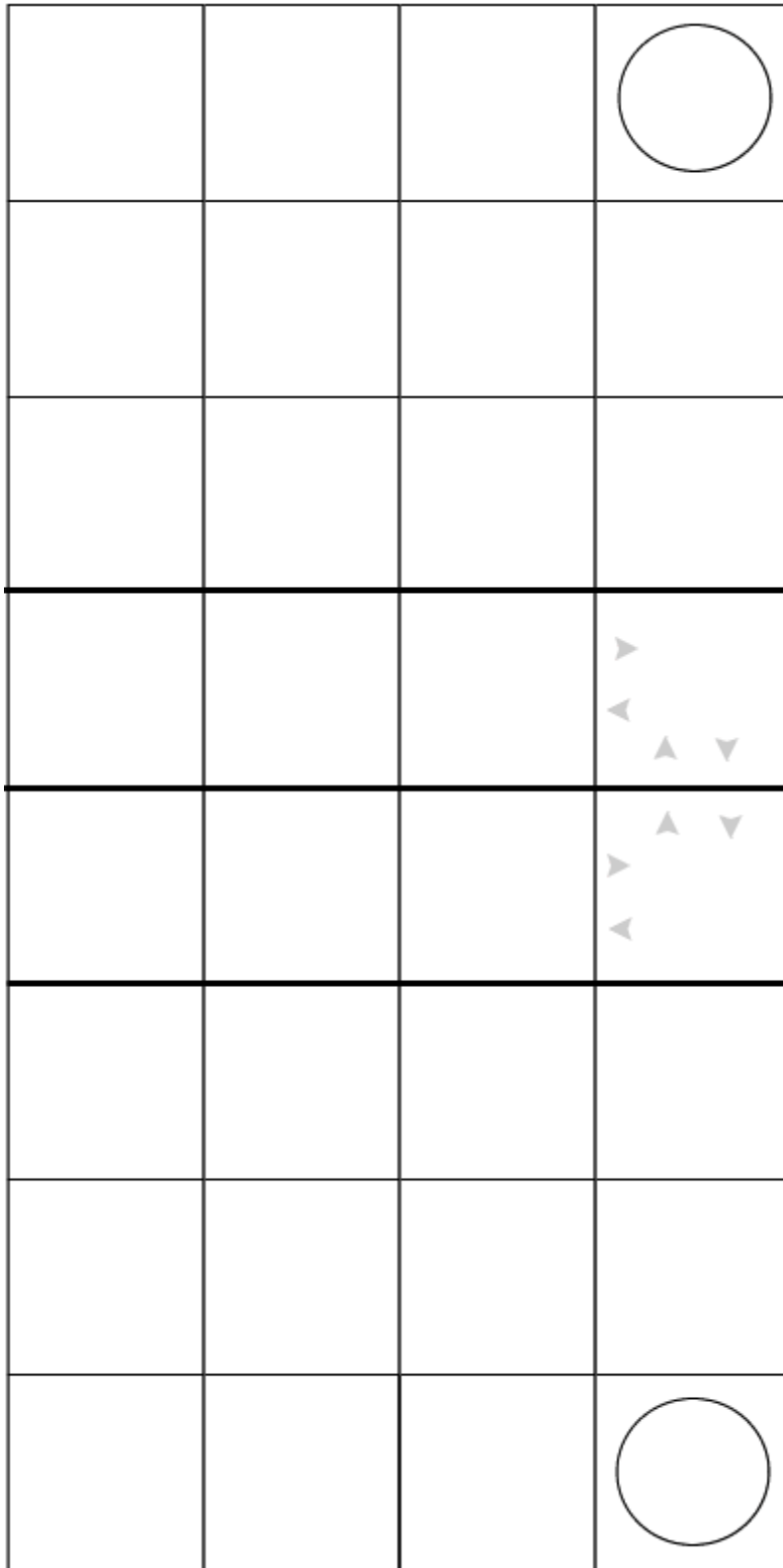
You have to reach  and  - not twice  or twice 

Playing time: 4 players - approx. 20 – 50 minutes.

game board part 1



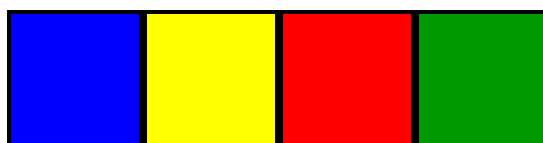
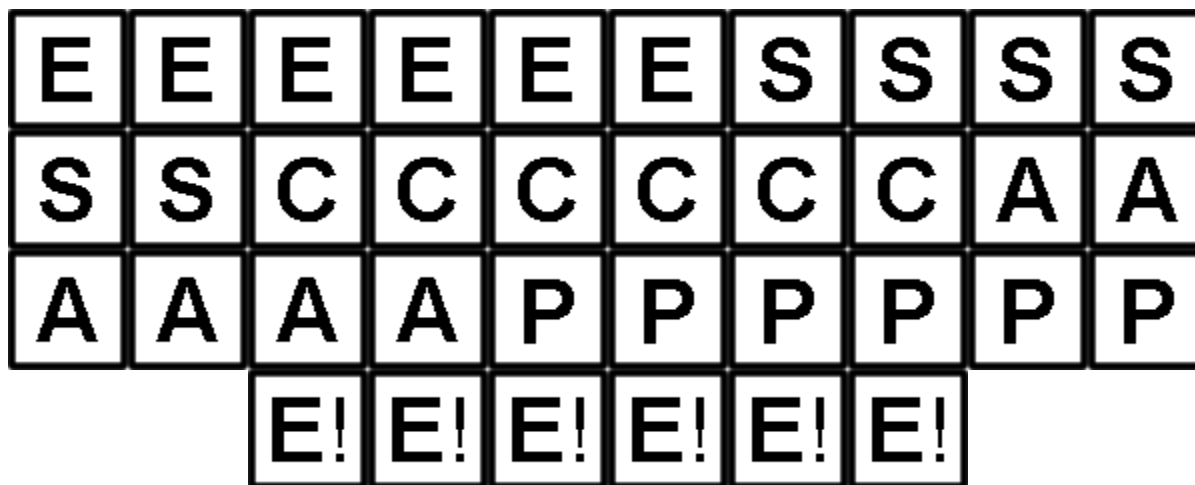
game board part 2



6 KEYS and 2 GUARDS:



Escape Cards:



Pieces:

Spare pieces and cards:



FINISHED! Thank you for using our services. HAVE FUN!