

RULES FOR ESCAPADE

GAME OVERVIEW:

ESCAPADE IS A GAME THEMED ON ESCAPING A MUSEUM. YOU SOLVE PUZZLES AND EVENTUALLY MEET EITHER STUNNING VICTORY OR AN UNTIMELY DEMISE. YOU'RE ON THE CLOCK, SO LET'S BEGIN!

SETUP:

YOU SET UP BY PICKING A GAMEMASTER. HAVE THE GAMEMASTER SEPARATE THE CARD DECKS (STORY CARDS, ANSWER CARDS, AND PUZZLE CARDS). THE GAMEMASTER CONTROLS THE ANSWERS AND TELLS THE PLAYERS HINTS. HE HOLDS ONTO THE ANSWER DECK. AFTER SEPARATING THE CARD DECKS, HAVE THE GAMEMASTER START A TIMER (60 MINUTES FOR BEGINNERS OR CHOOSE YOUR OWN TIME TO CHALLENGE YOURSELF).

HOW TO PLAY:

YOU TAKE STORY CARD A AND READ IT. IT WILL HAVE YOU MAKE A CHOICE. WHEN YOU WIND UP ON A RIDDLE CARD, SOLVE THE RIDDLE AND TELL THE GAMEMASTER THE ANSWER. HE WILL SAY CORRECT OR INCORRECT. IF YOUR ANSWER IS CORRECT, PULL THE NEXT STORY CARD IN THE DECK AND FOLLOW THE INSTRUCTIONS. EACH TIME YOU SOLVE A RIDDLE, PULL A NEW CARD FROM THE DECK UNTIL ALL 5 PUZZLES HAVE BEEN SOLVED.

IF THE TIMER GOES BEFORE YOU SOLVE ALL THE RIDDLES, YOU LOSE.

ENDING THE GAME:

YOU WIN THE GAME BY SOLVING ALL THE RIDDLE CARDS. HOORAY!