Board Game Jam – Rules Template

Game name	ESCAPE
Creators	KRISH BHATIA Léopoldine Bardo Claire Keenan Michaela Turner.
Summary:	TURN BASED ESCAPE A DISASTER GAME AGAINST CLOCK.
Number of players	2 – 4
Age range	8+
Duration(mins)	30 MINS
Resources needed (dice, counters, board, cards, etc.)	CARDS ~~DICE~~
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Rules

1. ALL PLAYERS START MIDDLE, EACH PLAYER SELECTS AN IDENTITY CARD. (DESTINATION TO ESCAPE, + RESOURCES + SPECIAL SKILL – ADJUSTED TO LANDSCAPE ZONE)
2. PLAYERS CAN MOVE (4 SPACES) OR (2 MOVES + TRADE) TRANSPORT MEDIUM → ~~CAN~~ IF ON STOP CAN MOVE TO NEXT STOP RAPIDLY.
3. TRADES — WITH EACH OTHER
   — OR AT A BASE LOCATION / CHECK POINT WITH DESIGNATE EQUIPMENT.
4. ~~TRANSPORT~~

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THEME - ESCAPE A DISASTER GAME

SETTING - FICTIONAL WORLD WITH DIFFERENT ZONES - FROZEN
- JUNGLE
- MOUNTAIN
- DESSERT.

MECHANICS - ① DECK BUILDING
② Co-op PLAY
③ DICE

