

INTRUDER ESCAPE

CONTENTS



18 Life Cards



7 Identity Cards



1 Die



38 Action Cards

OVERVIEW

(4 player game)



Action Cards in Play

Die



Discard pile/
Center Deck



Life Card Set Up



Identity Card



GAMEPLAY

Set Up:

Each player selects 1 of the 6 characters and claims that character's 3 life cards.

Place the 3 life cards face-up in front of each player. The life card with the tombstone on the back should be last.

Based on the player count below, pass out 1 identity card to each player face down. Players can look at their identity card but cannot reveal their identity at any time and will keep that identity for the entire game.

6 players = 2 or 3 Intruders and 3 or 4 Innocents.

5 players = 2 Intruders and 3 Innocents.

4 players = 2 Intruders and 2 Innocents.

3 players = 1 Intruders and 2 Innocents.

Objective:

Innocent players - to kill the Intruder(s) or escape by having one innocent player obtain all 4 escape items.

Intruder(s) - to kill the innocents or by having one intruder obtain all 4 escape items with each innocent having lost at least 2 lives.

Pregame with 4+ players:

At the beginning of the game, all players must close their eyes and bow their heads. After someone counts to 3, only the Intruders "wake up", acknowledge each other and go back to bowing their heads with their eyes closed. After a few moments, everyone awakens and the blood bath begins.

Rounds:

Each player takes a maximum of 3 turns per round. At the beginning of each round, everyone is dealt 5 action cards. Each player chooses to keep 3 of those 5 action cards. The 2 action cards each players wishes to discard are added to the bottom of the remaining action card deck located in the center. This becomes the center deck.

A random player rolls the die to begin the round. Whichever character (that is in play) the die lands on starts the round and then turns continue clockwise. This is repeated each round to randomize who goes first.

On each players turn, simply place the action card the player wants to play from their hand in front of the player they wish to play on including themselves. Place the action cards from left to right.

- Each player can only have a maximum of 4 cards played on them per round (excluding escape items).
- The same card cannot be played twice in a row on the same player.
- Players may skip any or all of their 3 turns by simply saying "skip" and play continues.
- Players cannot play healing cards until they or someone they will be playing the healing card on has been damaged. This prevents "banking" of any health cards.
- You can play action cards on anyone including yourself.
- If Escape items are played, they are kept in front of the player during the game and never added back into the deck. Escape items do not count toward the 4 card maximum.
- If at the end of a round a player skipped their turn and has cards left in their hand the remaining cards are discarded.

After each player has had the opportunity to take 3 turns, the round is over and damage is assessed.

Assess the Damage:

Assess the cards from left to right for each player. The player with the most damage at the end of the round loses one life card and flips one life card over.

- Players cannot heal wounds from prior rounds unless using the **MED KIT** card.
- If a tie, the players roll the die until it lands on one of the tied players then that player must lose a life card. If nobody incurred damage, great but roll the die as someone must lose a limb each round!

Deliberating:

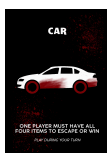
After a player has lost a limb (a life card), players are free to debate and share their thoughts on who they believe the Intruder(s) or innocents are.

New Round:

After deliberating, start a new round. Shuffle and add the discard pile to the bottom of the center deck. **Do not** shuffle the center card deck and pass out 5 new cards to each player. Each player selects 3 new cards, discard the 2 cards they wish to discard to the bottom of the center deck. The round continues after a random player is selected by rolling the die.

Game Over:

When a player has all life cards flipped over, that player is dead and no longer in the game. At that point, they may reveal their true identity or chose to keep it a secret. If all the innocent players are dead, the intruder(s) win. If all intruders are dead, the innocent players win. If an innocent player has all 4 escape items and is alive at the end of the round, innocents win. If an intruder has all 4 escape items, is alive at the end of the round and all innocent players have lost at least 2 lives, the intruder(s) win.



KEYS, CAR, GASOLINE, LICENSE x1

The 4 escape items. Play during your turn. Items can be played on anyone. Once played, these cards never go back into the deck unless a player wielding any of these items dies, then shuffle back in.



BASEBALL BAT x7

Play during your turn. Card can be played on anyone. Damages the player by 1.



BANDAGE x4

Play during your turn. Card can be played on anyone. Heals the player from damage incurred during that round by 1.



FLASHLIGHT x2

Play during your turn. Discard in the discard pile. Expose the top card of the center deck by flipping it over.



SECURITY CAMERA x1

Roll the die. The player the die lands on must reveal their hand to every player. Card can only be played ONCE per game. Discard card in the discard pile.



ROULETTE x1

Roll the die. The player the die lands on must lose a limb/ life card immediately. This does not effect the round. Discard card in the discard pile. Can only be played ONCE per game.



UNDER THE BED x1

Play during your turn. Card can be played on anyone. Nullifies the previous card played on this player. Cannot nullify *Nobody's Home*, *Escape Items*, or *Barricade*.



BARRICADE x1

Play during your turn. Card can be played on anyone. Nullifies the next card played on this player. Cannot nullify *Nobody's Home*, *Escape Items*, or *Under the Bed*.



DOUBLE SCRATCH x1

Play during your turn. Card can be played on anyone. Doubles the previous damage or healing card excluding *MED KIT*.



KNIFE x3

Play during your turn. Card can be played on anyone. Damages the player by 2.



SYRINGE x3

Play during your turn. Card can be played on anyone. Heals the player from damage incurred during that round by 2.



MED KIT x1

Play during your turn. Heals a life card/ limb from a previous round. Can be played on anyone. Each player can only use the cards power ONCE per game.



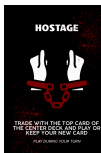
BROKEN MIRROR x1

Roll the die. The player the die lands on loses their next turn. If it they do not have any turns remaining, the card is nulled. Discard card in the discard pile. Can only be played ONCE per game.



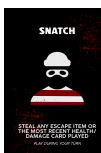
NOBODY'S HOME x1

Reveal immediately at the start of the round. Each player can only use this card ONCE per game. The player using this card must discard all cards in hand and can no longer play for the remainder of the round. Player is immune for the round including from *ROULETTE*. If this card is drawn and they cannot or wish not to play it, card is nulled for the player and added to the discard pile.



HOSTAGE x4

Play during your turn. Trade with the top card of the center deck, play new card immediately or keep in hand. Discard this card in the discard pile.



SNATCH x3

Play during your turn. Steal escape items or the most recent card health or damage card played on any player and play immediately or keep. Cannot steal *Med kit*. Discard this card in discard pile.