|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1  Guards in room | 2  Switch | 3  Two paths and nice view outside | 4  Locked Door  Hallway | 5  Hallway |
| 6  Escape Pod | 7  Locked Door  Window of hanger with escape pods | 8  Hallway | 9  Hallway | 10  Armor in Arsenal |
| 11  Killed by Darth Vader | 12  Droid | 13  Hallway | 14  Hallway | 15  Sleeping guard |
| 16  Death  Danger ahead | 17  Key for Locked Door in empty command center - Plans | 18  Empty corridor | 19  Broken Blaster | 20  Hallway |
| 21  Droid | 22  Hallway | 23  Hallway | 24  Starting cell | 25  Blasters |

Premise

You are a rebel fighter and you were captured by imperial forces. You are trying to find your way off the ship with the aid of a rebel droid without getting caught or killed. Escape the imperial star destroyer with whatever you can.

# Game Name

Escape

## Map

|  |  |
| --- | --- |
| **Situation** | **Rule** |
| Blast door unlocks | Key required |
| Get past Guards in room 1 | Wear Armor or player will die |
| In room 15 with Sleeping Guard | Only can go in once or player will be shot unless guard is killed. |
| Arsenal | Only open if switch has been activated |
| The broken blaster can’t shoot | Only the blaster can shoot things |
| Darth Vader | Player dies if they enter room 11 |
| Only Blaster can shoot | You can only shoot objects with the blaster |

|  |  |  |  |
| --- | --- | --- | --- |
| **Object** | **Location** | **Visible** | **Movable** |
| Broken Blaster | 19 | Y | Y |
| Blaster | 25 | Y | Y |
| Radio | 17 | N | Y |
| Armor | 10 | Y | Y |
| Switch | 2 | Y | N |
| Plans | 17 | N | Y |
| Key | 17 | N | Y |
| Console | 17 | Y | N |
| Blast Door | 8 | Y | N |
| Arsenal Door | 5 | Y | N |
| Old Droid | 12 | Y | N |
| Droid | 21 | Y | N |
| Guard | 15 | Y | N |

## Special Rules

## Objects