

Escape House

Players: 6-8, recommended 6

Overview

Escape house is a semi-cooperative card game where players attempt to solve puzzles and escape a house they were abducted to before the cultists return for them, like an escape room but more dangerous. Players can choose to be cooperative or selfish as they try to escape. Any number of players might find their way out, or instead be sacrificed to the cult.

Setup

Make sure all cards are shuffled. Place 7 obstacle cards face down in the main room (add 1 card per extra player over 6). Next, place a side obstacle card face down at each of 6 (add 1 room per extra player) other rooms. Give each player a 'Betray' card, then shuffle the deck and draw 3 more cards per player. Then divide the rest of the draw deck evenly between the side rooms. Finally, shuffle the penalty cards and place them to the side.

Gameplay

Escape house is organized by rounds. Each round consists of an *explore* phase, an *action* phase, and a *resolve* phase.

Explore

At the start of the explore phase, each player chooses a room to move their token to. Next, there are 2 actions players can choose to take (or not) during explore in any order, *draw* and *trade*.

Draw

A player draws the top card of the deck of the room they are in. If it is a trap, they must follow the rules of the card. If the room's puzzle is solved, the player can search through the entire deck and choose a card instead of drawing from the top. A player can also choose to draw from the discard pile in the center room. If they do, they will draw 3 cards and then choose 1 to keep. If an effect is letting a player draw multiple cards, choose from 3 separate cards from the discard for each card drawn.

Trade

A player can choose to give one card to another player in the same room. A trade does not have to be reciprocal, and there is no limit on the number of cards a player can receive. A specific card can be traded no more than once per round.

Hand Size Limit

Players can hold no more than 5 cards in their hand. If a player has excess cards at the end of the explore phase, they must discard down to 5 cards by placing cards into their current room's deck. Cards may be placed at any point in the deck.

A Note on Trap Cards

Trap cards only activate if drawn from an uncleared room. Whether it activates or not, put it into your hand like any other card (do not show the other players). Trap cards can be discarded like any other card, and have the potential to be drawn and activated again.

Action

At the start of the action phase, players again choose a room to move their tokens to, and can also declare a player to follow into whatever room they choose. Each player can then select a card from their hand and play it face down in their room. Select a character token to place underneath the card, even if the card does not require a target. When everyone has played a card, reveal them.

Resolve

First, check to see if any players are being sacrificed this round by following the instructions on any action cards played. Next, see if any main or side puzzles are cleared. Note that a sacrifice in any room will clear the main puzzle, but item cards only count towards the puzzle in the room they are played in, and that cards played by sacrificed players still count. Follow any instructions on cleared puzzle cards, then discard them to the side. Place all cards played, as well as sacrificed players' hands, *face down* into the discard pile in the center room. Finally, if the main puzzle was cleared, flip the next one over. If it was not cleared, draw a penalty card and follow the directions on it.

Note: Discards

If an effect requires you to discard a card, place the discards in the center room unless directed otherwise

Ending The Game

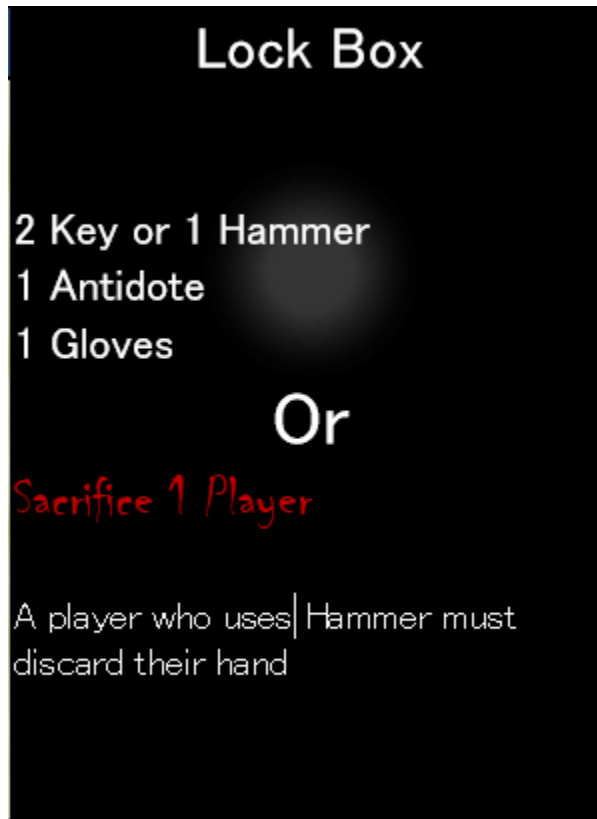
If all main puzzles are cleared, the game ends, and all living players win. However, if 3 clock cards are drawn from the penalty deck, the cultists return to the house, and all players lose.

Player Interactions

Throughout the game, players can talk freely to each other, and are encouraged to. Players may not look at each others' hands, and can lie about which cards they own.

Cards

Cards with a black background are *main puzzle* cards. At the top is the name of the puzzle along with a picture. The bottom contains the conditions necessary to clear the card, along with any special instructions. All main puzzle cards have “sacrifice 1 player” as a clear option



Cards with a green background are *side puzzle* cards. These are identical to the main puzzle cards, except they can only be cleared with items.

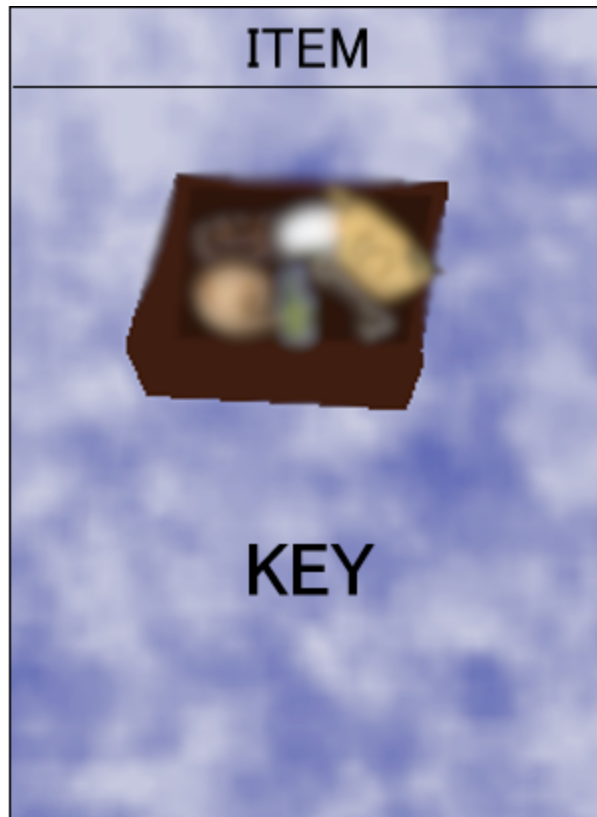


Cards with a red background are *penalty* cards. 3 of these are clocks, which mark the game over condition when they are all drawn. The rest of the cards have instructions to follow when they are drawn.



All other cards have a blue background. These are split into *item* cards, *action* cards, and *trap* cards.

Item cards have a blue color scheme on the front. These are the components of solving puzzles, and have no additional effects when played.



Action cards have a red color scheme on the front. These cards include ways to sacrifice players or avoid being sacrificed, as well as support cards that affect the way you play the next round or the state of the game.



Trap cards have a yellow color scheme on the front. These cards have negative effects when they are drawn, and have no effect when played.

Trap

Door Slam

You cannot move to a
room this action phase