

## ESCAPE FROM HELL

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### Theme:

A group of five people who somehow ended up in Hell, have decided to escape. Having gained the ability to alter paths (in this case, rotatable tiles) in their favor, they venture on a journey towards the gateway to their world. A demon on discovering their plan is not too happy about it. Using the power of possession, it aims to possess all of them and bring them back to Hell, never to see the light of their lives ever again.

### Number of Players: 5

**Required Accessories:** One 6-sided dice, 5 player tokens, 5 rotatable tiles.

### Rules:

- The game consists of **5** players who are trying to escape from hell.
- The board consists of a **Starting** tile and an **Ending** tile, connected by a path that consists of **loops** and **rotatable** tiles.
- Initially, each player takes turns rolling dice, until a player rolls a **1**.
- The first player to roll a 1 becomes the **initial demon/possessed player**, and the remaining players are considered **free players**. The initial demon has to wait for two rounds to complete before they can make their first move.
- After the initial demon is decided, the remaining players can now take turns moving on the board via dice roll.
- There exist certain tiles that can be rotated **AFTER** a free player has crossed it. Possessed players do not have the ability to rotate these tiles.
- After the second round, the possessed player is finally able to move. If they roll a **6** however, it is considered invalid and they are unable to move during their turn.
- A free player gets possessed if a possessed player moves across or lands on the tile that they're on. If multiple free players are on this path/tile, they too become possessed.
- A possessed player is purified if a free player moves across or lands on the tile that they're on. If multiple possessed players are on this path/tile, they too become purified.
- If there are no possessed players on the board, the first player to roll a **1** becomes possessed. If there is only one player left on the board, and they are a free player, this rule is invalid.
- If a free player reaches the end tile, they are off the board and can no longer make any moves.
- If a possessed player reaches the end tile, the game is over and is considered a loss.

**Victory Condition:** All the players are "free" and make it to the end tile.

**Loss Condition:** All the players that are present on the board are possessed OR A possessed player makes it to the end tile.

**Estd. Gameplay Time:** From a couple of minutes to up to an hour (Based on our playtests).