

# ESCAPE THE DEATH

This game is about going from home to end in least number of steps passing through forest filled with danger. The player starts from the “Start” square and rolls a die to move forward. Landing on a “fire” block sends him a block behind, “poison” block sends him 2 blocks behind while the “death” block sends him back to starting of the level. The level end block and level start blocks are denoted by numbers. At the end of a level the player can go to a level where the starting block has a number less than or equal to that on the level end of finished level. Some levels give special powers on completion.

## Home

|       |      |        |       |  |  |               |
|-------|------|--------|-------|--|--|---------------|
| Start | Fire | Poison | Death |  |  | Level end (2) |
|-------|------|--------|-------|--|--|---------------|

## Optional level: Gain fire immunity on completion

|                 |  |      |  |      |  |      |       |  |      |       |               |
|-----------------|--|------|--|------|--|------|-------|--|------|-------|---------------|
| Level start (1) |  | Fire |  | Fire |  | Fire | Death |  | Fire | Death | Level end (2) |
|-----------------|--|------|--|------|--|------|-------|--|------|-------|---------------|

## Optional level: Gain poison immunity on completion

|                 |  |  |        |        |       |  |       |        |       |  |               |
|-----------------|--|--|--------|--------|-------|--|-------|--------|-------|--|---------------|
| Level start (1) |  |  | Poison | Poison | Death |  | Death | Poison | Death |  | Level end (2) |
|-----------------|--|--|--------|--------|-------|--|-------|--------|-------|--|---------------|

## Forest

|                 |       |        |        |      |        |        |  |
|-----------------|-------|--------|--------|------|--------|--------|--|
| Level start (2) | Fire  | Poison | Death  | Fire | Poison |        |  |
| Level end (3)   | Death |        | Poison | Fire | Death  | Poison |  |

## Hell (Player should start the level again if he doesn't finish it in 3 moves)

|                 |  |       |       |  |       |  |       |       |         |
|-----------------|--|-------|-------|--|-------|--|-------|-------|---------|
| Level start (3) |  | Death | Death |  | Death |  | Death | Death | The end |
|-----------------|--|-------|-------|--|-------|--|-------|-------|---------|