

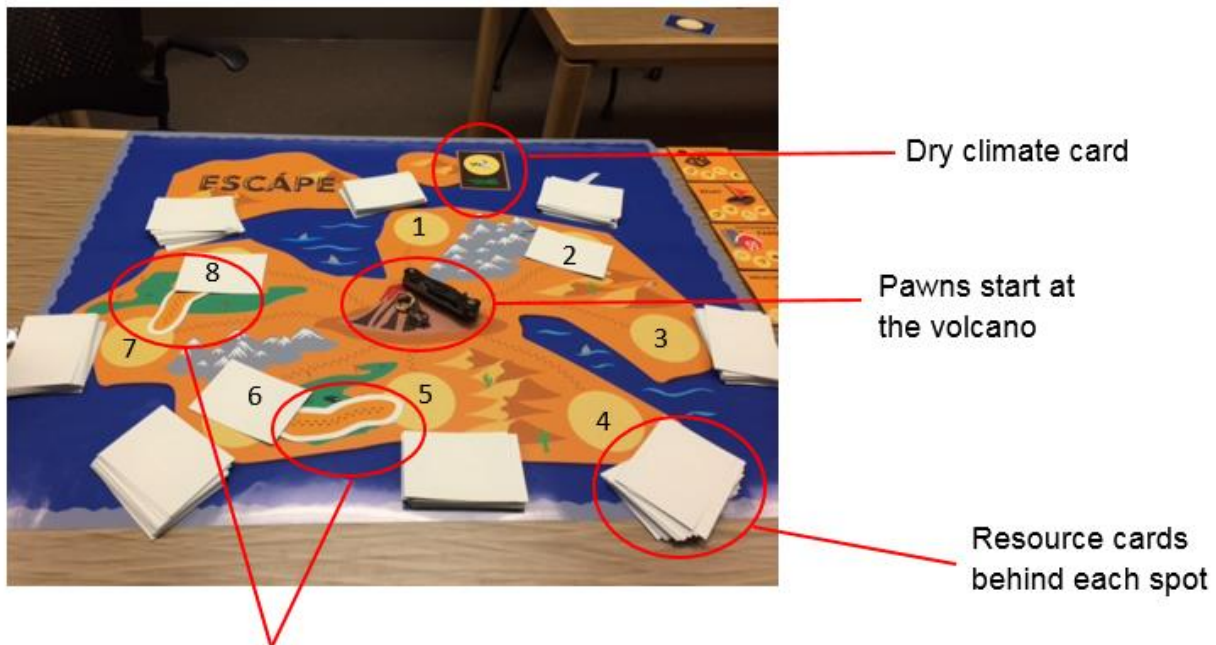
ESCAPE: Game Instructions

Goal of the Game: To escape the island first through collecting enough resource cards to build parts to achieve one of the five escape methods: building a communication tower to call for help, a boat to sail off the island, a helicopter to fly off the island, a catapult to fling yourself off the island, or a sustainable farm to at least escape the nightmare of being on a deserted island.

Materials: Each game comes with the board, an 8-sided dice, player pawns, climate cards, disaster cards, resource cards, part cards, and 5 goal cards. For more information on the different cards and their uses, see the *Types of Cards* section.

Set-Up:

1. Divide the resource cards into 8 separate piles so that each pile contains one resource (ex: there should be one pile of only wood, another pile of only bunnies, etc). The only resource that should have two piles is ore.
2. Flip each pile over so that they are now face down.
3. Have one player randomly shuffle the order of the resource piles while other players look away. Then have a second player randomly shuffle the order again while all other players look away so that now no player knows the order of the cards.
4. Place each pile of resource cards behind one of the 8 spots on the game board.
5. Roll the 8 sided dice and place a card from the resource pile at that spot number on the spot of the board face down. Repeat this 2 more times so that there are 3 resources randomly generated at spots before the game starts. (ex: if you roll a 3, take a resource card in the pile next to spot 3 and put it into the circle).
6. One player shuffles the climate cards, fans them out face down, and another player randomly picks one card. This is the starting climate of the game. See the “Climate Cards” section to set up the board appropriately for the climate you have chosen.
7. Have one player randomly deal 2 disaster cards and 2 climate cards to each player. These cards should not be shown to anyone.
8. Each player now takes a pawn that represents themselves and places it at the volcano (this is the starting point of the game!)



Bridges connecting spots between the swamps since this a dry climate

At the end of the set up, the board should look like this:

Playing ESCAPE:

1. Once the game is set up, designate one player to be the “resource regenerator”. This person is responsible for rolling the 8 sided dice after each player’s turn. Whichever number is rolled is the spot on the board that generates a resource. In this way, resources at certain spots can accumulate.
2. Each player takes a turn where they can move to different spots on the island. Each turn, a player is allowed to either stay where they are or move to a spot. They are also allowed to play either a disaster card or climate card at the beginning or end of their turn.
3. If a player lands on a spot that has a resource card on it, they take it and add it to their private hand.
4. If a player is on a spot when a resource is regenerating (from rolling the 8-sided dice), they automatically get that resource. For example, if a player is on spot 4 and a 4 is rolled on the 8-sided dice, they can automatically add the resource card to their hand.

5. To move to another spot, a player must first go to the center. Therefore, *moving from one spot to another takes 2 turns* (unless there is a climate condition that forms a bridge between two spots).
6. If there is a climate condition that forms a bridge between two spots, then moving between those spots only takes 1 turn. For example, if the climate was dry (as shown above in Figure 1), then swamps would be dried up and players could cross between spots next to swamps in 1 turn across the bridge.
7. Once a player collects enough resources to make a part, they must return to the volcano to craft it (in order to use its heat). They may then trade in the appropriate resources for the part. The parts that each player crafts are visible to all the other players (face up).
8. Once a part is made, it cannot be unmade.
9. There can be any number of players on the volcano at any time.
10. If two or more players are on the same spot and resource is generated for that spot, each player rolls the dice and the player with the highest number gets the resource card that round.

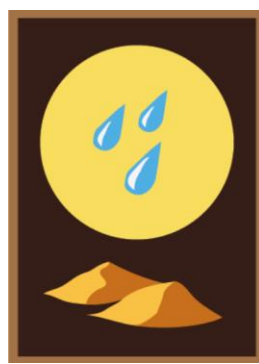
Types of Cards:

Climate Cards

There are four types of climate cards which affect the game board set up. One climate is chosen randomly at the beginning of the game. Players are also randomly given 2 climate cards which they can use during their turn (directly before or after moving) to change the climate in the game. Players do not have to use them at any point in the game if they do not wish to. The four climates are:



Cold Climate



Warm Climate



Dry Climate



Wet Climate

D

This card dries up the swamps. When this card is played, the bridge pieces (pictured in Figure 1) are placed on top of the swamps. This lets players cross between spots next to the swamps without first going back to the volcano.

Wet Climate

This card moistens the deserts. When this card is played, the bridge pieces (pictured in Figure 1) are placed on top of the deserts. This lets players cross between spots next to the deserts without first going back to the volcano.

Cold Climate

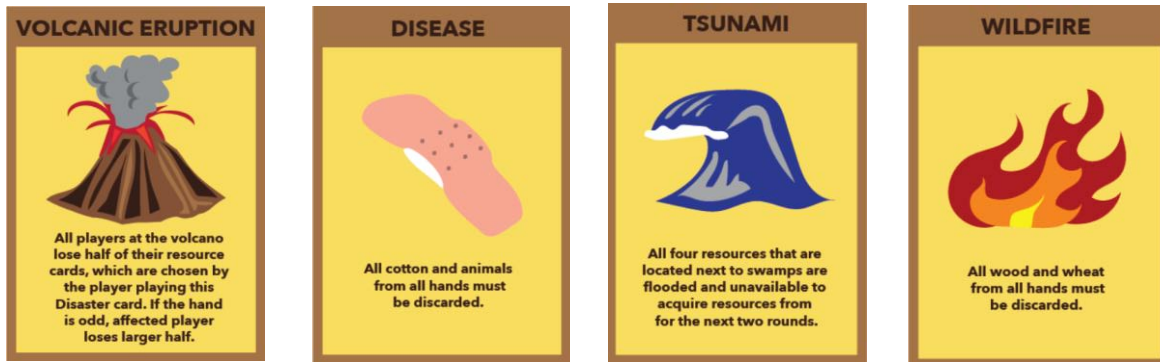
This card freezes the waterways. When this card is played, the bridge pieces (pictured in Figure 1) are placed on top of the waterways. This lets players cross between spots next to the waterways without first going back to the volcano.

Warm Climate

This card melts the snow on the mountains. When this card is played, the bridge pieces (pictured in Figure 1) are placed on top of the mountains. This lets players cross between spots next to the mountains without first going back to the volcano.

Disaster Cards

There are four different disaster cards in the game. Each player is randomly dealt 2 disaster cards at the beginning of game play and can use during their turn (directly before or after) to cause a disaster to affect the resource cards of all players. Players do not have to use them at any point if they do not wish to. The four disaster cards are:



Volcano Eruption

Island Disease

Tsunami

Wildfire

Volcano Eruption

This disaster card causes any player at the volcano to lose half of their resource cards, which are blindly chosen by the player playing this card. If the number of resources cards is odd, the affected player loses the larger half.

Island Disease

This disaster card causes all cotton and animals from all players' resource cards to be discarded. This includes the player playing this disaster card.

Tsunami

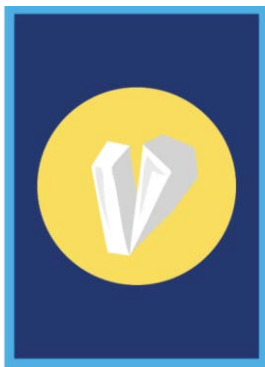
This disaster card floods all four spots located next to swamps. This means that all resources in these spots are discarded and these spots cannot generate new resources for the next two turns.

Wildfire

This disaster card destroys all wood. Any player with wood resource cards must discard them, including the player playing this disaster card.

Resource Cards

Resource cards can be collected by traveling to different spots on the island during a player's turn. They are used to build parts (see *Part Cards*) and to reach the end goal of escaping the island. There are 7 different types of resource cards broken up into 8 piles for each spot on the board (there are 2 piles of ore). The resource cards are:



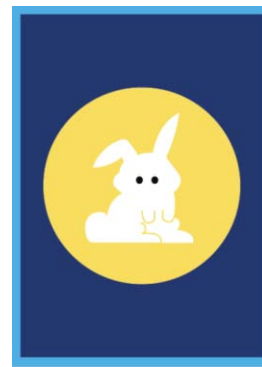
Diamond



Ore



Water



Animals



Grain



Cotton



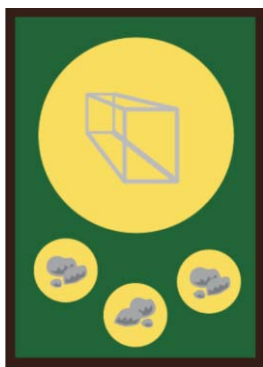
Wood

As stated in the *Set Up*, each pile of resources is randomly placed face down behind one of the eight spots on the Island. Over the course of the game, players will learn where the resources are, and use that knowledge to build their parts. The resource

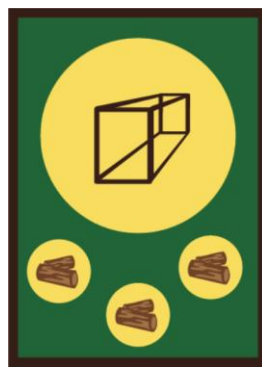
hand is not public, but when players create a part, the player must lay down the resources needed to trade in for the part they want. All part cards are public.

Part Cards

Part cards are cards that represent the parts or tools which can be collected to build one of the ways to escape the island. There are 9 different part cards that players can make with the resource cards that they collect. To “forge” parts from these resources, players must go to the volcano. Once at the volcano, players can trade in the appropriate resources for the part card they desire. Part cards are laid out for all players to see. The different part cards are:



Metal Frame



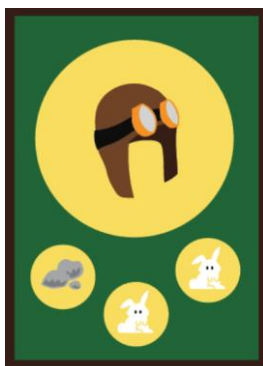
Wooden Frame



Antenna



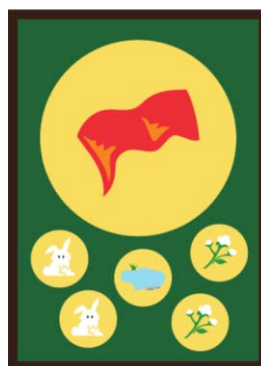
Fuel



Helmets



Food



Cloth

Barbed Wired



Hammer & Nails



Goal Cards

Goal cards are the way that a player wins the game. Once a player has the proper part cards to make a goal card, they win the game because they have developed a way to escape the island (or thrive in the case of the sustainable farm). The five goal cards are:



Recommended Strategies:

- Collecting the resources that are used most often (wood, ore, etc.) early
- Going to a resource area that is next to the terrain affected by the climate
- Competing for a resource you know someone else needs/wants
- Building parts that are used in multiple end goals (hammer + nails, cloth, etc.)
- Misguiding players into thinking certain resource areas contain the incorrect resource
- Utilizing the disaster/climate cards to sabotage other players

Educational Goals:

Escápe is designed to be played during the Global Economics Unit of a high school economics class. This game teaches the economic principles of geographical advantages, global market competition, and changing supply and demand. In Escápe, gameplay elements correlate to economic principles: the economic term of price can be compared to time, supply to the generation of resource cards, and demand to the desire to escape the island first (and win). Geographical advantages are taught through the effects of the climate cards. As a player changes the climate to create pathways across certain geographical regions, they are taking control of those regions and decreasing the price of adjacent resources by allowing the player to bypass the volcano.

Competition is taught in Escápe when more than one player occupies a resource space. When this happens, it takes more time for a player to acquire the resource, because the player must battle with the opponent every time a resource is generated at the location.

Supply and demand are affected by the natural disaster cards and the competition.

Disaster cards all directly affect the resource cards. Some, such as the tsunami card, deplete the supply of resource cards on the board while others, such as the disease card, deplete the supply of resources players have stock piled in their hand. These principles are evident through a few rounds of gameplay, but would be reinforced to students through a post-game worksheet. For example, a question could read “The tsunami disaster card was just played and wood was located near a swamp. Did the supply of wood change? Did the demand of wood change? What happens to the price of wood?” Since Escápe takes about 20-30 minutes to play, students would have plenty of time to play a few rounds and then discuss the correlations to economic principles.

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