# NO ESCAPE

*You recently arrived at your new post on the station Titan, when the unthinkable occurred. Now you must flee for your life through the maintenance corridors as toxic gas begins to flood the station. Your only hope for survival is finding the last escape pod through the darkened maze of maintenance catwalks and tunnels. Find that escape pod before there is No Escape.*

No Escape is a game for 2-8 players where each player is attempting to escape the maze of a heavily damaged space station about to explode. Each space-suited player is running for their life in an attempt to find safety. However, the catwalks themselves are changing as the station slowly falls apart.

## GAME PIECES

1 double sided Starting board the size of 9 game tiles.

42 Action tiles, which have various effects on yourself, your opponents, or the game board.

90 Maze tiles, which extend the size of the maze.

12 New Path tiles, a third the size of other tiles.

8 player pieces.

24 Energy tokens

Two six-sided dice, numbered 1-3.

## OBJECTIVE

The players are attempting to make it to the only remaining ship before the station explodes. The game ends when one player manages to get their piece off the board. Players will play tiles to try to extend their opponent's maze. Whoever escapes the game board first wins the game.

## SETUP

1) Place the starting board the centre of the table. Each side indicates the number of players for that side.
2) Place the new path tiles in a stack on the table.
3) Shuffle all the rest of the game tiles together, and deal three face-down tiles to each player. This forms each player's secret hand of tiles.
4) Place the rest of the tiles face-down in one or more piles where all players can reach. This is the Draw Pile.
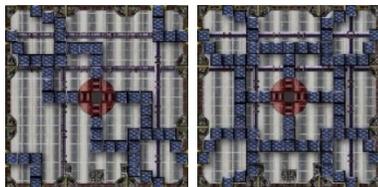
5) Each player takes 3 power tokens and placed them in front of them on the green side.
6) Each player chooses a game piece and places it in the red dot on the starting tile.
7) Each player rolls the dice; the player with the lowest roll starts the game. In the event of a tie both players should roll again to determine which of them plays first.

## GAMEPLAY

1) You may play one action tile from your hand. The action takes place immediately then the tile is discarded.
2) You <u>must</u> play one maze tile from your hand by placing the tile in any legal position. If you do not have a maze tile in your hand, you must discard your hand and flip tiles from the top of the draw pile into the discard pile until you reveal a maze tile. You then play the maze tile.
3) You may use one Energy token. Flip one token from the green side to the red side to gain +1 movement, and jump opponents. Only usable if you still have energy tokens on their green (full) side.
4) Roll both dice and move your piece along the board a number of spaces equal to the total number rolled. If you move into another player, your piece pushes the other playing piece ahead of you (if they are facing towards you they turn around).
5) If you have fewer than three tiles in your hand, draw tiles from the draw pile until you are holding three tiles.
6) Your turn ends, and play proceeds clockwise.

## NO DRAW PILE

If for any reason there is no draw pile remaining, the game ends immediately, the station explodes, and all the players lose.

# PLACING TILES (LEGAL TILE PLACEMENT)

Maze tiles are placed along the board edge at a maze exit. When placing a new tile, the maze exits must connect together. No tile can be placed to block off the exit of any tile with the side wall of another tile.

Maze exits can only be completely closed with tunnel end tiles (Control Room or Teleporter tiles). If there is no legal placement for the last maze tile in your hand, you must discard your hand and flip tiles from the top of the draw pile into the discard pile until you reveal a maze tile, then play it.

If you are given the opportunity to move or remove a maze tile from the board, you must leave a connecting path from all tiles back to the starting tile, and ensure tile exits align.
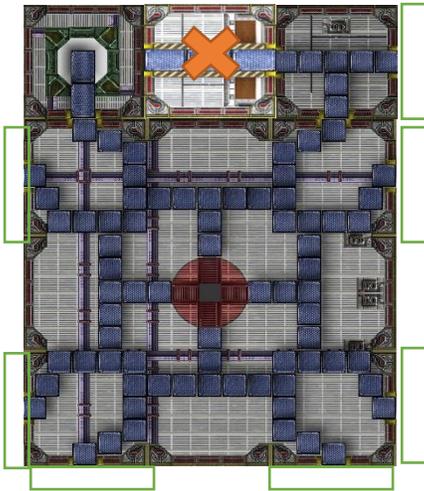


In the example shown here, the highlighted tile may not be placed in the indicated location as the tiles exits do not line up with the adjacent tile exits. It may however be placed along any other board edge, as shown by the green highlighted areas. These areas are also the current maze exits.

# TELEPORT MAZE TILES
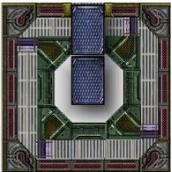


When a player moves onto the highlighted space on a teleport tile, they may immediately move to the highlighted space of any other teleport tile.
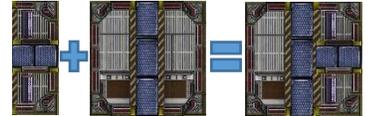
# CONTROL CENTER MAZE TILES
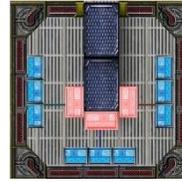


When a player reaches the highlighted space on a Control Center tile, they may do one of the following 2 options:

1) Refill power. Flip all your power tokens from the red (empty) side to the green (full) side.



2) Place a new path half-tile onto a straight one or 3 space maze tile.



# MOVING YOUR PIECE

Each blue catwalk square on the maze represents one space of movement. Player pieces must



always move in the direction they are facing. Only when a player's piece reaches a tunnel end is it turned around.

When a player's piece reaches a branch in the maze, the player must immediately turn their piece so it is facing one of the new paths (it may not face back the way it came).
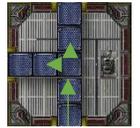


When coming into contact with another player's game piece, your piece will push the other piece ahead of it (except where noted below). This will turn the opposing piece to whatever direction the active piece is moving. If multiple pieces are all lined up, each piece is moved (and turned if movement is in the opposite direction from the piece is current facing). When an opponents piece moved in this way reaches an intersection, the player who owns the piece immediately decides which direction their piece will face. If that piece is pushed again, it will move in the chosen direction.



In the example above, if orange is moving, it will push black. When black reaches the intersection, its player immediately choses which direction it will go.

If blue is moving, it will push orange, which will push black.

During a player's turn, before they roll the dice, they may flip one power token from the green side to the Red side to use their jetpack, adding +1 to the result of the dice (only one token may be used per turn). When this is done, a player may also pass other pieces. If the movement would leave them on top of another player, keep moving the piece forward until on an empty movement space.

# GAME DEFINITIONS

**Action Tiles**: Action Tiles have a variety of effects on the game, described on the individual tiles. Maze tiles and Action tiles are shuffled together.

**Stop Action**: Stop action tiles may be played on any player's turn. Stop Action must be played immediately following whatever activity is listed on the tile. When a Stop Action is played it stops the listed activity from occurring.

**Board Edge**: The board edge is any tile not surrounded on all sides. If a player is able to replace a tile at the board edge, it must be in a legal position (see placing tiles).

**Draw Pile**: Action tiles and Maze tiles are shuffled together to make the draw pile. When the draw pile is empty, the game ends.

**Discard**: Tiles that have been discarded or removed from the board are placed face up in a single pile. These tiles are only accessible by certain Action tiles.

**Energy Token:** Once per turn, one power token may be flipped from green to red, adding +1 to the result of the dice and allowing a player to pass other pieces. If this movement would leave them on top of another player, keep moving the piece forward until on an empty movement space.

**Maze End:** When a player reaches a maze end that does not lead off the board, they turn around and finish their movement back the way they came.

**Maze Tile**: Maze Tiles add to the game board, and extend the maze players are attempting to escape. Maze tiles and Action tiles are shuffled together.
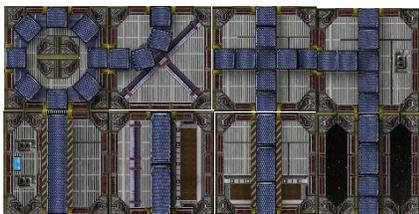
**Control Room Tile**: There are 6 Maze tiles with red control consoles. In addition to counting as tunnel End piece, these pieces have special rules depending on the Objective.

**Teleport Tile**: There are 6 Maze tiles that end in a circular room. When a player moves onto the teleporter space, they may move to any other teleporter that has been placed. If no other teleporter has been placed this tile acts like a maze end.

**Maze Exit**: Any point where the maze leads off the board.

**New Path Tile**: These are a third the size of a normal tile and are placed overtop of straight single or triple space maze tiles. The new Path tile now becomes part of the tile it has been played on for the rest of the game. If this combined tile is moved, the New Path tile moves with it. This combined tile may no longer be picked up and placed into a player hand.
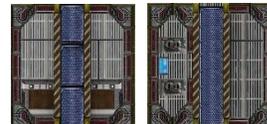
**Player Piece**: Each player has their own coloured piece. Each piece's front shows which direction the player is currently moving.
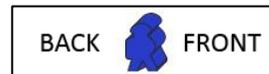
**Replacing or moving a tile**: A tile cannot be moved or replaced if it is occupied by a player or a new path tile.