

Get Out Alive

Concept:

You awake in a dark room that you do not recognize. The hard stone floor is cold against your skin. You hear the rhythmic drops of water against the stone and movement beyond the walls of your room. You realize you are not alone as others in the room awaken just as confused as you. Explore the maze of winding hallways and find the key, but you can only trust yourself. You do not know who wants to help or who brought you here in the first place. Get Out Alive.

Mechanics:

Requieres:

- Game Pieces
- Room Cards
- Player Cards
- Key
- Damage Tokens

Ages 12+

Rules:

Player cards are shuffled together with the following criteria:

- Victim cards will always be equal to the number of players
- 4-5 players: 1 traitor card will be in deck
- 6 players: 2 traitor cards will be in deck

Player cards will then be dealt. These cards must be kept hidden until the time of the player's death, or the game is over.

If there are two Traitor Cards shuffled into the deck, then before play, everyone must close their eyes. At this point, one of the players will say, "Traitors, open your eyes." This will allow the traitors to know who they are working with, or if they are alone. After a few seconds, the same player will say, "Traitors, close your eyes." A couple more seconds will pass by before the same player says, "Everyone, open your eyes."

The card deck should be arranged with 4 Trap Cards per number of players and the rest are blank. Key Cards, Exit Cards, and Switch Cards should not be in the deck yet.

The Starting player will place a Blank Room Card face-up. This will be the Starting Room Card. All players will choose a game piece and put them on this card. The next player will then place a Room Card treasure-side down on the Starting Room Card, or another player's Room Card, so long as the hallways/ doorways connect. This will continue around the table until each player's hand is empty.

At this point, the Key Cards, Switch Cards, and Exit Cards will be shuffled into the Room Card deck. 1 of each card will be shuffled in for 4-5 players, and two will be shuffled in for 6 players. Each player will once again be dealt 4 Room Cards.

The Starting Player will then place a Room Card, following the same rules as before, and may then move their game piece to any room connected to the one they are currently in. When the player enters an un-explored room, the card will be flipped to reveal the treasure that is inside.

This will continue around the table until a player finds the Key Card. When this happens, that player will be given the Key game piece. Once this player takes their key to an exit, the game is over, and the surviving victims win. If however, all of the victims die, then the surviving traitors win.

Types of Room Cards:

Trap Room Cards: These cards hold some sort of trap that will harm victims. When entering one of these rooms, the player will take 1 Damage Token. When a victim receives 4 Damage Tokens, that player is considered dead and is out of the game. The traitor does not die from Damage Tokens, but can still obtain them.

Doom Room Cards: These cards are only usable by the traitor, and only once a majority of the surviving victims have discovered who the traitor is, but have not killed them yet. Once discovered, the traitor may move to this card and activate it. Once activated, the room card furthest from the most recently discovered exit will be “destroyed” or removed from the table into a discard pile and replaced with the Traitor Card. This action will reveal without doubt who the traitor really is. When the traitors turn comes back around, any Room Card that is connected to the Traitor Card will be “destroyed” as well, and the Traitor Card will replace any Room Card of the Player’s choosing. If a player is in one of the rooms when it is destroyed, that player will be dead. This process will continue even after the traitor is dead.

Player Conflict:

Victims need to be aware of the dangers of a potential traitor, and may vote to kill players who they suspect of being a traitor. If half of the surviving players vote to kill another player, and they are in the same room, then that player will be considered dead. The traitor is equipped with a knife, and may cause damage to any player that they are in the same room with.

Traitors are also able to take the key whenever it is found. Players may vote to kill the traitor in order to retrieve the key. In this event, players must decide who obtains the key. If a key-holder dies in a trap room, the Key Piece should be placed on that card until another player moves to that room to retrieve it. If both keys are destroyed from doomsday switches, then the game is over as victims are trapped inside.