

Escape From Infinity

Introduction:

Escape From Infinity is a strategy race game where each player has the opportunity to choose the movement for each player's piece. The challenge and fun begins as each player determines how far to move each piece and when to move them so they can be the first to escape infinity.

Game Components: (Print & Play Version)

- Game Board (1 pg w/starting loc 3 w/o starting loc), 56 Cards (7 for each color), 16 Player Boards, 72 small color counters for players boards (9 of each), 8 large color counters/player pieces. 79 Lap Tokens, and 1 Starting Player Token.

Set Up:

- Arrange the board in the center of the table so the main track forms a circle.
- Each player chooses a color, taking the cards and bits appropriate to that color.
- The oldest player goes first; give the first player token to the oldest player.
- Player boards are placed in front of each player.
- Players take their movement cards as listed below, cards not listed will not be used:
 - 3 Players : 1, 2, & 3
 - 4 Players : 1, 2, 3, & 4
 - 5 Players : 1, 2, 3, 4, & 5
 - 6 Players : 1, 2, 3, 3, 4, & 5
 - 7 Players : 1, 2, 2, 3, 4, 4, & 5
 - 8 Players : 1, 1, 2, 2, 3, 3, 4, & 4
- Determine the number of laps that will be required to win. Each player takes a number of lap counters equal to the number of laps required to win.
 - It is recommended that the number of laps be equal to the number of players.

Game Play:

Each round of play consist of two phases; 1) Assigning Movement, and 2) Revealing / Fulfilling Movement. Rounds are repeated until one player completes the predetermined number of laps required to win.

Game Board:

The game board consists of a main track that moves clockwise and 4 smaller detour tracks that move counter clockwise. If a player ever lands on a RED detour space then they must follow the detour with their next assigned movement, EVEN IF they have already gone around the detour this lap any number of times.

All players start on the BLUE space, any number of players may occupy any space at any given time; there is no penalty for landing on an occupied space. A player completes a lap whenever they land on OR move pass the BLUE starting space.

Player Boards:

A player's board consists of 4-8 spaces that are used to assign movement cards. Each player should have a colored marker of every player to place on their board. Movement cards are placed in the spaces assigned to each player during phase 1 of the game round.

Game Rounds:

- Phase 1) Assigning Movement
 - All players' take their movement cards and lays them FACE DOWN on their player board, assigning one movement card to each player's piece. Any movement card may be assigned to any player, however movement cards may not be exchanged until all movement cards have been carried out and the next round of play begins.
 - Players may NOT discuss the numbers that they will assign to any players piece.
- Phase 2) Revealing / Fulfilling Movement
 - Starting with the first player and moving clockwise around the table each player chooses any single movement card on their player board that has not yet been revealed. The movement card is revealed and the assigned piece is moved the number of spaces shown on the card. Each player continues to reveal and move the pieces as they choose until all movement cards have been revealed and completed.
 - If after any move a player has completed a lap they immediately discard a round counter. If a lap is completed and the player has no lap counters left then the game is over and that player wins.

If no player has won the game after phase 2 has been completed then, all cards are picked up, the first player token is passed clockwise and another round begins. Rounds continue until a player has completed all the necessary laps to win.

Credits:

Game Design: Daniel Hadlock aka Uncle Dragon

Game Art: Greg Squire

Play testing & Development: Daniel Hadlock, Greg Squire, John Duerig

Escape From Infinity was designed and developed in participation of Global Game Jam 2012.