

Escape The Plates

A game of Earthquakes and betrayal

Goal of the game: escape an unknown planet, that much resembles earth. Find rocket ship pieces to build a rocket and be the first to escape the planet.

Game pieces: Player tokens, gridded board, tectonic landmark tokens, research deck, tectonic deck.

Contents:

1. On your turn
2. Trading in cards
3. Card list
4. Tips

Starting the game

For each player, place a player token on the board at the crash site. Then draw the top 2 cards in the tectonic deck and follow the instructions. If there are 4 people playing, draw 3 cards instead. After the setup, use whatever means you would like to decide who goes first.

1. On your turn:

1. Roll 2 dice and move spaces equal to the roll. You cannot move diagonally.
2. Choose one action: build rocket, take a card from the research deck, or use a card. (NOTE: Cards that say "usable at any time" do not need an action to play.

At end of the round: draw 2 tectonic cards and follow the instructions on the cards. If you are playing with four people, draw 3 instead.

CONSTRUCTING THE ROCKET: if you have 3 rocket pieces, you can use your action on your turn to build a rocket.

2. Trading in cards

You may trade in evidence cards at any time to do stuff.

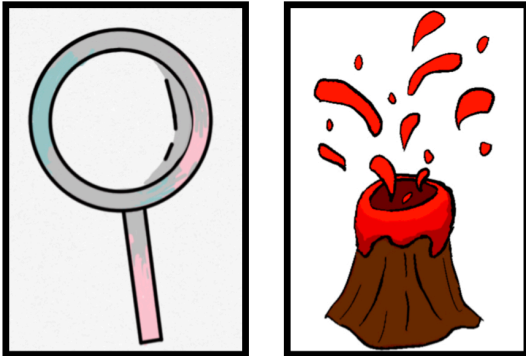
- 2- this turn, you may move over volcanos and mountains without extra movement.
- 3- you may walk on water this turn. Add 4 to your movement.
- 3- Use water gun.

3. Card list:

There are 2 decks of cards. A research deck, and a tectonic deck. This list has instructions for each card. The number before each card represents the number of copies of that card are in the deck.

-Research cards have a magnifying glass on there back.

-Research cards have a volcano on there back.



Research Card types:

12x Location card:

When you draw a location card, put it directly into your hand. As an action, you may use this card, but only if you are at the coordinates shown on the card. To use, discard the card and get a rocket piece.

24x Evidence card: Secretly look at the the top 2 cards of the tectonics deck.

8x Car: discard to use. When used, roll 2 extra dice while moving on your next turn.

8x Boat: discard to use. Add 8 spaces to your next movement roll. You may move over water next turn.

8x Water Gun: Target opponent cant move on there next 2 turns.

6x Hitch a ride: steal someone's movement. Usable at any time. You move spaces equal to the amount they would have, and they don't move. You may move over water if they use a boat.
NOTE: If you use hitch a ride, you may not move on your next turn!

Tectonic Card Types:

4x Hot spot: a volcano appears at the coordinates on the card. You cannot move over a volcano.

4x Continental drift: Each Player moves the player token of the Person on their left 15 tiles.

4x Volcanic eruption: the nearest volcano erupts. If you are in within 4 tiles of it, discard your hand. If there are no volcanos, then this card has no effect. Shuffle it back into the deck.

4x Continental crust: Fun fact card. It has no effect

4x Earthquake: all players that are within 4 tiles of a subduction zone skips the movement step on there next 3 turns. You may then discard 2 cards to make it 1 turn.

4x Epicentre: After 2 turns, a giant earthquake appears. Each player can't move on there next 2 turns.

4x Sea floor spreading: Fun fact card. It has no effect.

4x Layers of earth: Fun fact card. It has no effect.

4x Ridge push: When drawn, everyone within 2 tiles of ocean water gets 1 research card.

4x Transform plate boundary. Everyone rolls a dice. Each player who rolled an odd number move 5 tiles in a random direction.

4x Slab pull: Create a subduction zone at the shown coordinates. Subduction zones can be moved over.

4x Fault line: Create a mountain at the shown coordinates. Mountains can be moved over, but with it costed double the movement.

4. Tips

Some things to keep in mind while playing:

-Each round, The chance of a volcano appearing at the exact place you are standing is $1/7200$, So don't be worried about this.

-The chance of getting an evidence card from the research deck is $3/8$, so they are quite common.

-The chance of getting a safe card from the tectonic deck is $1/4$.

-Using a hitch a ride card will cost you your movement, so use it when an opponent is using car or boat, so that you get the best value out of it.

-Trading in evidence cards is a good way to get an edge over your opponents.

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