

PUTTING THE GAME BACK IN THE BOX

! IMPORTANT: PLACE THE CLUE CARDS BACK INTO THE ZIP-SEAL BAG IN THE EXACT ORDER THEY ARE CURRENTLY IN. DO NOT SHUFFLE THE CARDS AND DO NOT MOVE ANY PLAYED CARDS TO THE TOP OF THE DECK. THIS WILL ENSURE THAT EACH GAME HAS NEW CLUE CARDS. !

Once you've finished playing, you'll need to take the mystery house apart to fit it back in the box...



RACE TO ESCAPE

THE ESCAPE ROOM BOARD GAME



WARNING: Not suitable for children under 36 months. Choking hazard - contains small parts.

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INSTRUCTION MANUAL

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YOU'LL ALSO NEED:

- ☐ A timer to record your exit time
- ☐ A pen or pencil for each player
- ☐ A piece of paper for each player

FIRST TIME ASSEMBLY

- 1 Attach the clue windows to the clue card holder as shown. The top row of windows should be placed from left to right in order from CLUE 1 to CLUE 3. The bottom, slightly smaller, row of answer windows, must be placed from left to right in the following order; Red, Blue, Green.
NOTE: Ensure the windows are in the exact colour order shown.
- 2 Pop out the card character playing pieces and insert into the plastic character stands
- 3 Pop out the card clue coins.
- 4 Peel off the protective film from the mirror.

ASSEMBLY INSTRUCTIONS

- 1 Unfold the gameboard, and place on a flat surface with the floor and wall graphics facing upwards, as shown. Attach the plastic side clips to the gameboard sides, as shown
- 2 Next fold up the sides of the gameboard, attaching the corner clips as shown.
- 3 Next take the long wall and slot the ends into the slits on the side flaps of the gameboard, ensuring the blue and orange coloured wedges meet the same coloured wedges on the gameboard.
- 4 Now take the short wall and fold the end as shown to form the chimney breast. While holding it in this position slide it down into the slits on the long wall as shown. While doing this, ensure the other end of the short wall also slides into the slits on the side flap of the gameboard, with the green wedge on the wall aligning with the green wedge on the gameboard.
- 5 Once this short wall is in place, place the short wall cap on top, aligning the ridges in the short wall with the slots in the short wall cap as shown.
- 6 Now for the front door. Fold the front door wall section as shown, sliding it down into the slit on the short wall as shown, simultaneously ensuring the ends go into the slits on the gameboard side flaps. Ensure the purple and red coloured wedges meet the same coloured wedges on the gameboard.
- 7 The Mystery house is built, now it's time to get playing! Turn the page to read how...

SETUP

- 1 Place the clue cards in a pile with the challenge side facing up and the clue card cover on top. **Do not shuffle the clue cards.** Next place the plastic clue card holder next to these cards.
- 2 Shuffle the chance cards and place them in a pile within reach, along with the newspaper, magnifying glass and mirror.
- 3 Now deal out 30 of the clue coins evenly amongst the players. Place the remaining 8 clue coins in a pile within reach.
- 4 Finally, each player chooses a character playing piece and places them on the START space. Any unused characters are placed back in the box.



THE STORY BEGINS

The oldest player grabs the newspaper and reads the main article aloud. This will set the scene for you and your team...

OBJECT OF THE GAME

This is a team game in which you must race to escape the mystery house one room at a time. To escape each room you must find a given number of passwords. These passwords have been hidden amongst the contents of the rooms. To reveal them, you must solve clue cards. As you progress through the game your scorepad will keep track of your team's progress, and once you have all escaped, provide your team with a score!

! WARNING! READ THE FOLLOWING CAREFULLY BEFORE YOU START THE GAME. THE GAME IS SIMPLE BUT THERE A FEW THINGS YOU MUST FIRST UNDERSTAND... !

PLAYING THE GAME

The youngest player goes first, rolling the dice and moving their character playing piece the number of spaces indicated. They may only move in one direction. There are various types of spaces around the gameboard...



CHANCE SPACE. If a player lands exactly on a chance space they must pick up a chance card and read it aloud. **NOTE: Once a chance card has been used, place it on the bottom of the chance card pile, unless otherwise stated.**



CLUE SPACE. If a player lands on a clue space (the dice roll does not need to be exact) they may then pick up the clue card beneath the clue cover card and slide it into the clue card holder while keeping the clues and answers facing down and out of view. The player on the clue space may now begin to solve the challenge on the card.



NOTE: Only players within the dotted radius of the clue space that the player occupies may participate in helping to solve the challenge on the card.

Players may choose on their turn to move within the radius to help, or otherwise attempt to land on a chance space, or head towards another clue space ready for when the current clue card has been solved.

NOTE: Only two clue cards may be in play at any one time. If a clue card is already in the clue card holder, another player landing on a different clue space may pick up another clue card BUT must place it face down in front of them. They cannot reveal any clues or guess the solution UNTIL the clue card holder is empty, at which point this clue card can be placed into the clue card holder.

Play continues clockwise. On a player's turn they must roll the dice and move their character UNLESS they are on a clue space. If so, they may stay on the clue space until they choose otherwise. If your dice roll will leave you on the same space as another character, you must occupy the space after them. If there is no space after them, occupy the space before them.

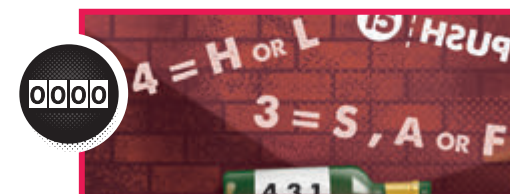
CLUE CARDS

! IMPORTANT! YOU MUST FIRST SOLVE THE PUZZLE ON THE CLUE CARD. THEN YOU CAN TRANSLATE THIS ANSWER INTO A PASSWORD USING THE ITEMS IN THE ROOM YOU ARE IN. !
! THE METHODS TO DO THIS ARE DESCRIBED AT THE BOTTOM OF THE CLUE CARDS, AND BELOW. !

You will notice that at the bottom of each of the clue cards there is a symbol, and a description of what type of answer you are trying to find from the card. There are 6 different types of clue cards, and each card has different types of answers, and a different way of turning it into a password:



CROSSWORD CODE. The answer to these cards is an item. Once solved, count up the number of these items in your room. This will give you the numbered clue on the newspaper crossword to solve. Down or Across? This is also on one of these items in your room. Solve the crossword clue to get the password!



NUMBER CODE. The answer to these cards is a four digit number. Once solved, use the number-to-letter code hidden on the walls of your room to translate this four digit number into a password!



ARTICLE CODE. The answer to these cards is an item. Once solved find that item in your room and there will be three numbers on it in the following order; 1. article number, 2. line number and 3. word number. Use these numbers in the newspaper to reveal your password!



COLOUR CODE. The answer to these cards is a colour sequence and an item. Once solved find these coloured items in your room. They will have parts of words on, which when arranged in this exact colour order will create your password!



LETTER CODE. The answer to these cards is a letter. Once solved, locate this letter on the floor grid of your room. Within that section of the floor will be a strange code. You'll find code sheets on the wall of the room you are in, use these to turn your strange code into a password by identifying the shapes in the code on these sheets. See image (left) for an example of how to do this.



MIRROR CODE. The answer to this challenge is a number. Once solved, find this circled number hidden in your room and place your mirror on the dotted line to reflect the strange symbols. The result will be your password!

USING CLUE COINS

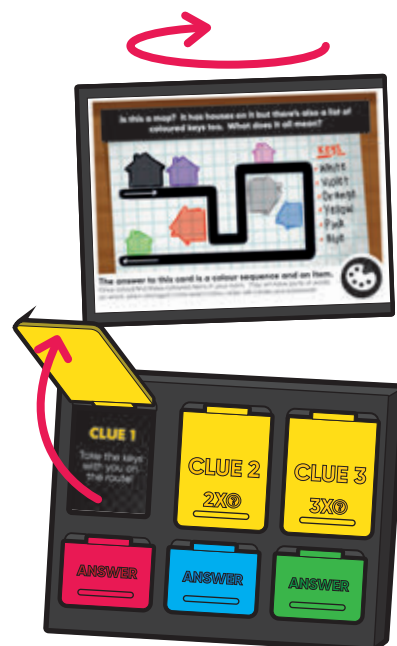
If you're struggling to make sense of the challenge on the clue card, you can exchange some of your clue coins for clues.

NOTE: Only the player on the clue space may buy a clue.

To buy a clue first turn over the clue card holder to reveal the clue and answer windows. You cannot buy CLUE 3 until you have bought CLUE 2, and you cannot buy CLUE 2 until you have bought CLUE 1.

To buy a clue, you will see on the window how many clue coins it will cost. Pay this number of clue coins back to the clue coin pile.

Once a clue has been purchased open the clue window to reveal the clue. You can read this aloud, and open and close the window as many times as you like once it's been paid for.



SOLVING A CLUE CARD

So you think you've solved the challenge on the clue card? You now need to turn it into a password.

1

The information on the bottom of your card will help you with how to do this in the room you are in.

2

**VIOLET...PINK...
....BLUE...KEYS?**

Once you've translated it into a password, write it on your scoresheet in the corresponding box for the room you are in.

3

Now to reveal if you were correct. Turn the clue card holder over so the clue and answer windows are on show. Now lift the answer window for the room that you are in (this will be the same colour as the playing spaces in that room)

RACE TO ESCAPE

TEAM NAME **DAREDEVILS**

ROOM	1 CORRECT PASSWORDS REQUIRED
ROOM 1	LOCK
ROOM 2	PASSWORD
ROOM 3	PASSWORD

4 Got it right? Great work. Put a tick next to your answer on your scoresheet and move on.

ROOM 1

LOCK

✓	✗
---	---

Incorrect? Unlucky! Put a cross next to your answer on your scoresheet and move on.

ROOM 1

OPEN

✓	✗
---	---

! NOTE: ONCE A CLUE CARD HAS BEEN CORRECTLY OR INCORRECTLY GUESSED, REMOVE IT FROM THE CLUE CARD HOLDER AND PLACE IT AT THE BOTTOM OF THE CLUE CARD PILE. !

NOTE: To pick up a new clue card a different player must occupy a different clue space. The same clue space may not be occupied twice in a row, nor can the same player occupy a clue space twice in a row.

UNLOCKING A DOOR

The number of correct passwords you require for each room is detailed in two places; 1. On the scoresheet, and 2. On the gameboard next to the door you are attempting to exit. Once you have enough correct passwords you may exit the room. To do so each player must head towards the door, and upon landing on the arrow space in front of the door may go 'through the door', placing their character onto the playing space on the other side of the door, and in the next room.

NOTE: Any correct passwords you obtain in one room cannot be used to exit a different room.

GAME OVER

Once you have escaped the final door, and all players have reached the finish space, stop your timer. You can now reveal your team's score. To do this, first complete the four boxes, A, B, C & D on the scoresheet.

A EXIT TIME
This is the time (in minutes) it took for you to escape. Don't forget to add or subtract any chance cards you may have received along the way.

B INCORRECT PASSWORDS
Count up the number of crosses on your scoresheet.

C NUMBER OF PLAYERS

D COINS REMAINING
Count up the number of coins your team has. The coins in the centre pile are not included.

EXIT TIME (MINUTES)		INCORRECT PASSWORDS	
A	44	B	1
NUMBER OF PLAYERS		COINS REMAINING	
C	5	D	21

FINAL SCORE

$44 + 10 + 25 - 21 = 58$

A 10XB 5XC D

★★★★-45 ★★★★★45-55 ★★★★★55-65 ★★★★★65-75 ★★★★★75+

FINAL SCORE
Use the simple sum to turn all these numbers into your score, as well as revealing a star rating for how well your team did.

READY?

Now you know how to play you're ready to race to escape. Get your pens and paper at the ready, grab your timer, and press start. We wish you good luck!