

Escape From Spiderhead

Overview

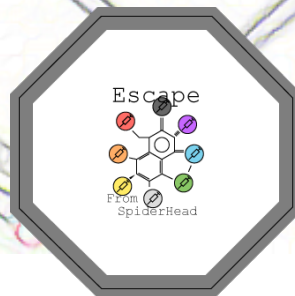
- 8 patients, 8 victims. At the center of this freakish testing facility is the 8-legged Spiderhead. A control room that watches over the twisted experiments performed on convicted criminals. Here there are no rules, only the pursuit of new and more powerful drugs to control society. You the player are one of these subjects. You know what you and your co-victims did was wrong, but you can't accept that anyone deserves the dehumanizing attacks of sanity that you have all had to endure. You are beyond escaping, all that remains is to make your way to the dreaded Spiderhead and make the ultimate sacrifice, corrupting the data of the experiments and saving your peers from the terror that awaits them.

Goal

- the goal of the game is to be the first player to enter the Spiderhead space with a full willpower meter.

Setup

- Shuffle the deck of cards and place them to the side of the board.
- Shuffle the small "experiment" cards and place one on each test chamber space.
- Place all the game pieces on the Spiderhead space in the center of the board



The Spiderhead space

What you can do on your turn:

- Move your piece
 - A player's game piece may be moved as many spaces as indicated by his/her sanity (eyeball) meter. A player may only move as indicated by the board. Player in Spiderhead must make their next move based on the small player symbols at the edges of the spider head space. Player's may not occupy another's room. If a player moves onto his/her own room, their next move must be to Spiderhead.
- Experiments



An experiment card with different rule sets for same-gender and multi-gender tests.

- If a player's move causes two players to occupy the same room, they are considered to be engaged in an experiment. In this case players each place a card face down in front of them, and then simultaneously reveal their card. Players use the drug triangle symbols to determine the winning card. If the characters are of the same gender, they follow the blue/blue figure

symbol. If they are of a different gender, they follow the blue/red figure symbol. The player which plays the winning card according to the triangular symbols move's his/her courage meter up one space, while the losing player move's his/her sanity meter down one space. Both cards are discarded.



The Willpower(fist) and Sanity(eye) symbols.

- In the event of a tie, neither player gains or loses anything. The cards are still discarded.
- If a player's last move causes an experiment, the two players do not have to engage in an experiment at the beginning of the other player's turn. Only a move into a space can cause an experiment. Players may continue to move if they have movement left in their turn, an experiment does not necessarily end a turn.
- Restock on Drugs



The Red Male Player's Room

- When a player moves into his/her room, they may draw as many cards from the deck as necessary to again have 7 cards in their hand. The player's next move must be to the Spiderhead space.
- SpiderHead
 - When a player moves to the Spiderhead space, they are considered to be engaged in an experiment with a player of their choice. The two players play as though both are occupying the test chamber and follow the chamber's rules of play.

Winning

- the first player to achieve maximum willpower and move to spider head via their room is declared the winner.