

Welcome to...

ESCAPE FROM SEA OAK

Players (as many as you want; the game is fairly high-attrition) begin the game with \$200 in cash (can be represented with tokens in \$10 increments or written down on a notecard) and an Archtype, chosen by them. The Archtypes are detailed below:

- **NARRATOR (N):** The Narrator works at Joysticks, a male strip bar. At Aunt Bernie's request, he has begun to prostitute himself for extra cash. The Narrator is the baseline character, earning a fairly large amount on Opportunity cards and losing appropriate amounts on Challenge cards.
- **JADE (J):** Jade works at Andersen Labels, on Fifth and Rivera. To get ahead she exploits her sex appeal, most specifically to her boss, Len. She is the second baseline character, functionally the reverse of the narrator: she earns more on cards where the narrator earns less, loses more where the narrator loses less, and vice versa.
- **MIN (M):** Min is a babysitter and cook. Although she has no steady job, she takes care of the kids for the other two characters. Thus, she earns less from opportunity cards, but can voluntarily enter a PARTNERSHIP at any point in time. During a PARTNERSHIP, she protects another player from fallout and lowers their mutual rent, giving the other player +\$10 on Opportunity cards and protecting them from \$10 of losses on Challenge Cards. However, in return, she gains \$20 extra on Opportunity Cards and loses \$20 less on Challenge Cards, and the partnership cannot be broken except for a special space! Therefore, a player rooming with Min must be careful not to give her too much of an edge up!
- **AUNT BERNIE:** No player can start out as Aunt Bernie, but any player that goes below \$0 automatically becomes the Aunt Bernie Archtype. Aunt Bernie functions much like Min, providing the same benefits that Min does to other players. However, the Aunt Bernie does not have her own turn on which she moves around, nor can she win traditionally. However, unlike Min, she can win vicariously through her roommate, chosen upon death.

Additionally unlike Min, she must verbally cajole or abuse her chosen roommate for at least one (1) minute each turn before her benefit takes effect. If Aunt Bernie's host has not won in 7 turns, she falls apart and leaves the game, and her host loses her benefits.

- Special Rule: If a Min player with a roommate becomes Aunt Bernie, her host must be her roommate.

THE MECHANICS

Aside from the detailed above, the mechanics go as follows: All players begin at a "level up" space, designated by an arrow, on the "Sea Oak" board with \$200.

Movement goes clockwise, and is rolled on 2d6 (two six-sided dice added together).

On an "O" Space, draw an Opportunity Card (white) and earn the amount designated for your archetype, plus any Min or Bernie bonuses.

On a "C" Space, draw a Challenge Card (grey) and lose the amount designated, minus any Min or Bernie protection.

On a "\$" Space, the player landing on the space may re-attach or unattach any one Min or Bernie player. An unattached or reattached Bernie continues on the same "lifespan" of turns.

When passing a level up space (as opposed to landing on one), a player can go up an income level if they have the requisite amount of cash:

- Sea Oak board to Craphole Board: \$400
- Craphole board to Mansion Board: \$800
- Mansion Board to Winning the Game: \$1400

At the Craphole board, amounts gained and lost are doubled, and at the Mansion board tripled, including Min and Bernie factors. For example:

- Jade is on the Sea Oak Board, and earns \$30 and is rooming with Min: she earns \$40 (30+10)
- Jade receives the same amount on the Craphole Board: she earns \$80 (60+20)
- Jade receives the same amount on the Mansion Board: she earns \$120 (90+30)

Even if a player drops below the cash threshold for his or her level, she never goes down a level. Thus a player is likely to fail quicker if they receive a spat of bad luck on higher levels.

A player wins when he or she passes the Level Up space on the Mansion Board with \$1400.