

# ESCAPE FROM SPIDERHEAD



A Game Designed by Laurence Menor  
Based on a Short Story by George Saunders

# OVERVIEW

ESCAPE FROM SPIDERHEAD is a card game based on a short story of the same name by George Saunders. The story is about wanting to commit suicide and having no agency because you are being controlled by a psychopath using drugs, so ideally, playing this game should make you feel the same way (unless you're playing as Abnesti).

# LIST OF GAME PIECES

- 1 Pen
- 2 Dice
- 8 Who-Fucked-Whom Charts



- 16 Character Cards
  - 1 "Abnesti" Card
  - 3 "Jeff" Cards
  - 3 "Heather" Cards
  - 3 "Rachel" Cards
  - 3 "Keith" Cards
  - 3 "Rogan" Cards



- 90 Love Cards
  - 18 "Jeff" Love Cards
  - 18 "Heather" Love Cards
  - 18 "Rachel" Love Cards
  - 18 "Keith" Love Cards
  - 18 "Rogan" Love Cards



- 1 Sex Deck of 28 Sex Cards
  - 7 "Super-Friendly Puppy Sex" Cards
  - 4 "Cuddling Vis-a-Vis Fucking" Cards
  - 1 "Fucking Like Bunnies" Cards
  - 3 "Fierceness" Cards
  - 1 "Focus" Cards
  - 12 Sex Drive Cards



- 1 Mobipak™ Deck of 20 Cards
  - 6 "ED289/290" Cards
  - 2 "Darkenfloxx™" Cards
  - 2 "Vivistif™" Cards
  - 2 "Verbaluce™" Cards
  - 2 "Veritalk™" Cards
  - 2 "InstaRaje™" Cards
  - 2 "DocilRyde™" Cards
  - 2 "SpeedErUp™" Cards
  - 2 "SexRooner™" Cards

- 12 Verbaluce Cards

## VICTORY CONDITIONS



ABNESTI'S GOAL is to prove that ED289/290 has the power to make love and take it away. In order to do this, he first needs to **collect at least 95 Love Points**. He does this by using ED289/290 to make his prisoners have Sex with each other, which produces Love Points; and then by turning off ED289/290, which allows him to take the Love Points from the prisoners.

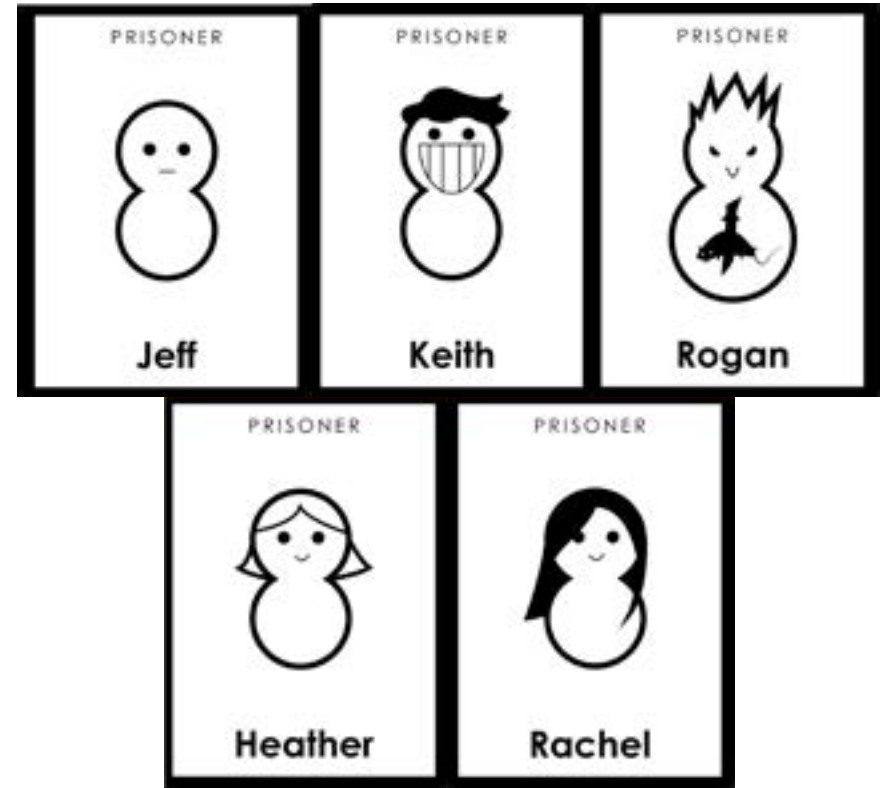
In collecting these 95 Love Points, **Abnesti must also ensure that all of his prisoners engage in Sex with at least two other prisoners**. This means that over the course of the game, the prisoners must collectively engage in Sex at least 6 times.

After collecting 95 Love Points, Abnesti must ensure that his prisoners have no feelings of love for each other left over after having ED289/290-assisted Sex. **For this reason, Abnesti should try to keep the total of Love Points kept by each character after Sex as close to 0 as possible.**

To confirm whether his prisoners have any feelings remaining for the prisoners they had Sex with, Abnesti must conduct an experiment. He will instruct each prisoner to roll two dice, one for each of the partners he had Sex with. **If the number on each dice is greater than the number of Love Points the prisoner kept from each of his partners, then it is confirmed that he no longer feels love towards his partners.**

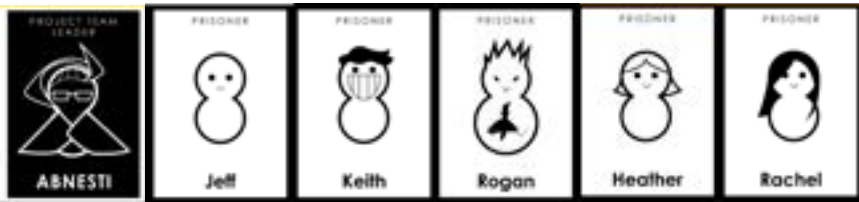
**If Abnesti can confirm this for all five of his prisoners, he wins the game.**

## VICTORY CONDITIONS



THE PRISONER'S GOAL is to enjoy having Sex as much as possible; in other words, **to collect as many Love Points as possible**. **If a prisoner manages to take away all of his partner's Love Points, he wins the game**. This is because the prisoner has produced a love so strong that it becomes impossible for ED289/290 to take it away.

## GAME SETUP



Start the game by finding one of each of the 6 Character Cards (Abnesti, Jeff, Heather, Rachel, Keith, Rogan). Randomly distribute these cards face-down to each player. Each player should then flip his Character Card face-up to reveal it to the other players. It will remain face-up for the duration of the game.

Shuffle the the Sex Deck and the Verbaluce™ Deck and place them at the center of the table.

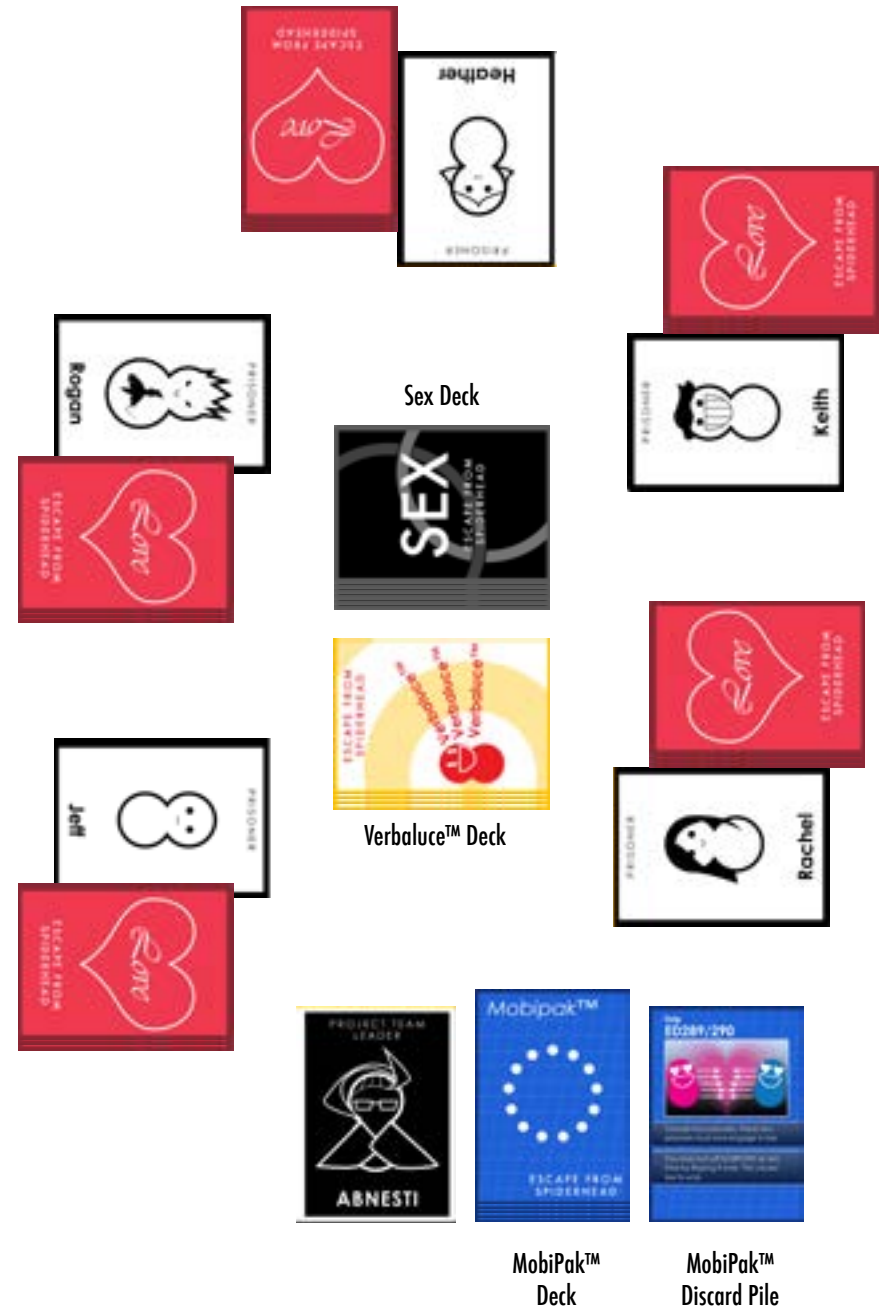


The player playing as Abnesti should place the Mobipak™ Deck face-down in front of him.

Each prisoner should take the deck of 18 Love Cards with their character's name written on the front of the cards. They should place these decks face-down next to their character cards.



## TABLE LAYOUT: SETUP



## PLAYING AS ABNESTI



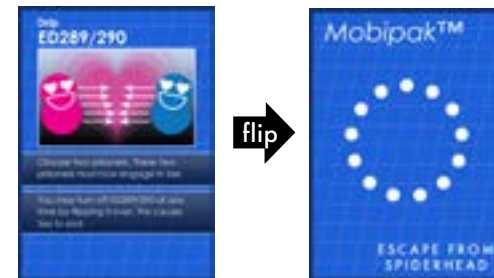
Abnesti acts primarily through the use of MobiPak™ cards. He can look through the MobiPak™ Deck and use any of its cards at any time. However, **he can only use each card once**. Afterwards, it goes to the MobiPak™ Discard pile, which is placed to the side of the MobiPak™ Deck.



The most important card Abnesti uses is ED289/290. Abnesti uses this card to make his prisoners engage in Sex. By engaging in Sex, the prisoners produce Love Points, which Abnesti can take for himself once Sex is over.

**The game always begins with Abnesti playing the ED289/290 card at the start of the first turn.**

## PLAYING AS ABNESTI



After Abnesti uses a MobiPak™ card, he can flip it over at any time to turn it off and end its effect. **Therefore, any card that says that its effect lasts "until Sex ends" should actually say "until this card is flipped."**

**Abnesti can also use the MobiPak™ Cards at any time when prisoners are engaging in Sex.** By doing this, he should attempt to keep the amount of Love Cards each player gains in balance with the amount gained by his opponent.

# ENGAGING IN SEX

Sex is a confrontation between two prisoners that takes place when Abnesti uses the "ED289/290" card. It is divided into two phases: the **Buildup Phase** and the **Climax Phase**.

## BUILDUP PHASE

1. The Buildup Phase begins with Abnesti shuffling the Sex deck. After shuffling, **he draws 3 cards from the top of the deck and removes them from play.**
2. One prisoner **draws two cards from the Sex deck** and places them face-up on the table.
3. The prisoner who drew the cards can **choose from one of two options:**
  - A. He can take into his hand one of the two cards and give the other to his opponent.
  - B. He can give both of the cards to his opponent, then draw two more cards. He places the first card face-up on the table, where it is removed from play until the end of Sex. Then he takes the second card into his hand without showing it to anyone.
4. Once the prisoner has made one of these two choices, **the other prisoner does the same thing:** he draws two cards from the Sex deck, places them face-up on the table, and chooses from one of the two options listed above.
5. Repeat steps 2-4 until the Sex Deck runs out of cards. Once this has been completed, Sex proceeds to the Climax Phase.

# TABLE LAYOUT: SEX BUILDUP PHASE



Sex Deck



Cards Removed From Play

Character Card



Love Cards

Acquired cards are kept hidden, either in your hand or face-down on the table



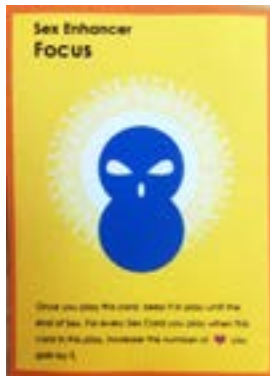
# TYPES OF CARDS USED IN SEX



**Sex Action Cards** are your means of attacking your partner in Sex and taking his or her Love Points. To use them, you need to discard a certain number of Sex Drive Cards. **In most cases, Sex Action Cards can be played only once per turn.** These cards have a **bright red border**.



**Sex Drive Cards** are the resource you need to play Sex Action Cards. The more Sex Drive Cards you have, the more times you'll be able to attack. These cards have a **purple border**.



**Sex Enhancer Cards** strengthen the effects of Sex Action Cards without taking away from your Sex Drive. You can only play them once per turn, and you cannot use a Sex Action Card and a Sex Enhancer Card in the same turn. These cards have an **orange border**.

# DIAGRAM OF A SEX ACTION CARD



**Card Category:**  
Indicates the type of card (Sex Action, Sex Enhancer, etc.).

**Amount of Love Points Taken:**  
Take away this many Love Cards from your opponent's Love Deck upon using this Card.

**Amount of Love Points Gained:**  
Add the Love Cards you removed from your opponent's Love Deck into the pile of Love Cards you have acquired from other players (this pile is separate from your Love Deck).

**Sex Drive Cost:**  
You must discard this many Sex Drive cards in order to use this card. If you do not have enough Sex Drive cards, you cannot use this card.

# ENGAGING IN SEX

## CLIMAX PHASE

During the Climax Phase, Abnesti increases the amount of ED289/290 in the prisoner's MobiPaks™ so that they start fucking really hard.

1. Abnesti begins the Climax Phase by calling out a number between 1 and 18.

**This number is Abnesti's estimate of how many Love Cards both prisoners will gain.** Abnesti will take that number of Love Cards away from the prisoners when he ends Sex, so the higher the number is, the more points he can take away.

However, he doesn't want it to be too high, because Abnesti will be penalized if the number he calls is higher than the number of Love Points gained by either player.

2. After announcing the number, Abnesti must say "Drip on?". Then the two prisoners engaged in Sex must say "Acknowledge" to confirm that they have heard the number.

<example>

Abnesti says, "The number I choose is 9. Drip on?"

The prisoners say "Acknowledge."

3. The two prisoners must now place any Sex Drive Cards they acquired during the Buildup Phase face-up behind their Character Card.

4. The two prisoners now will begin taking turns attacking each other with their Sex Action Cards, with the player who has more Sex Drive cards attacking first. Their goal is to take as many Love Points from their opponent as possible.

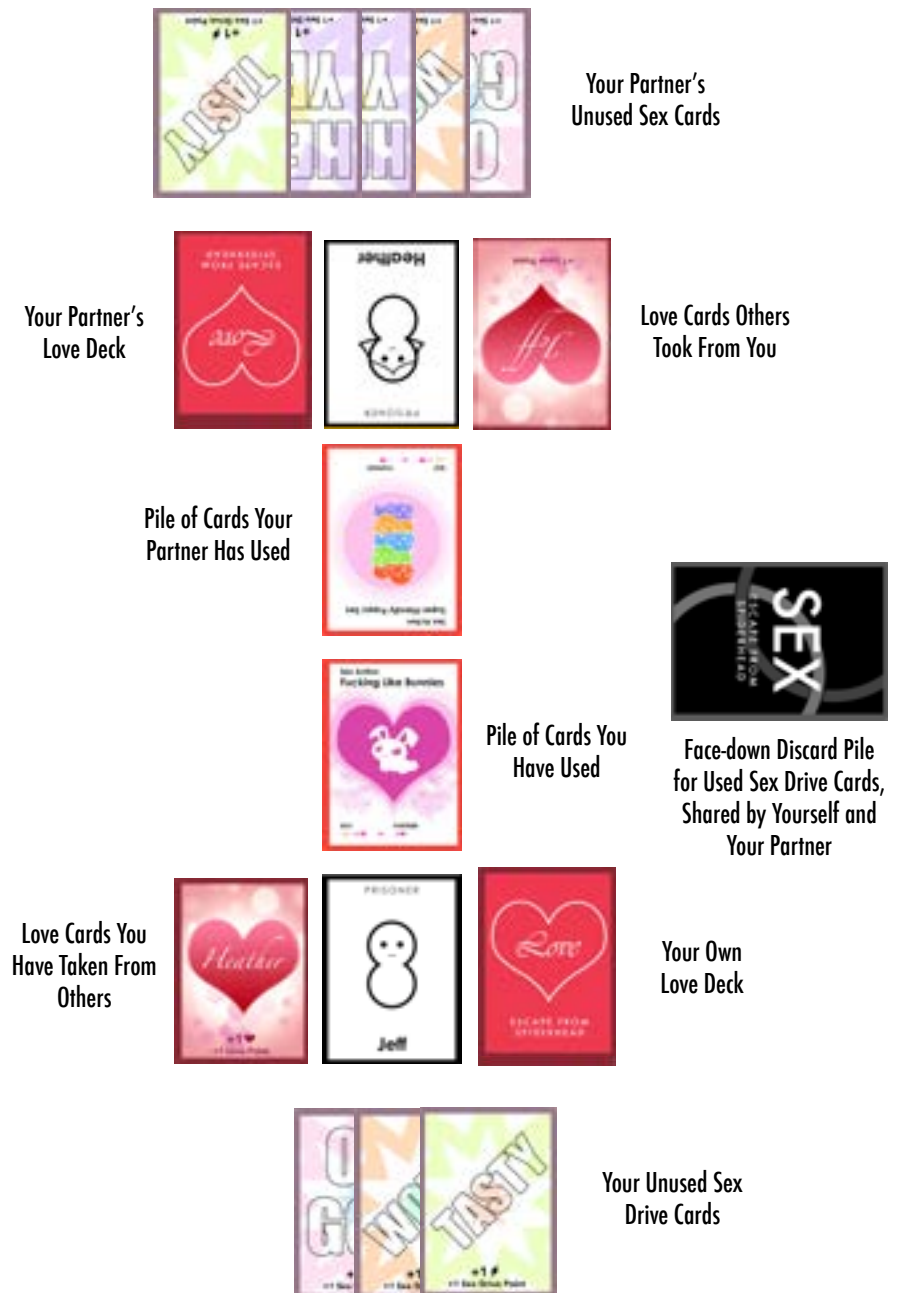
**Each Sex Action Card costs a certain number of Sex Drive Points; to use them, you must discard that number of Sex Drive Cards.** You may then take from your opponent's Love Deck the number of Love Cards indicated on the Sex Action Card.

Prisoners may also use Sex Enhancer Cards in place of Sex Action Cards. This strengthens the effects of their Sex Action cards without taking away any Sex Drive Points.

Once a prisoner plays a Sex Action Card or a Sex Enhancer Card, his turn is over, and it is his partner's turn to move.

5. Once a prisoner has used up all of his Sex Action Cards and Sex Enhancer Cards, he picks them back up into his hand again until he runs out of Sex Drive cards.

# TABLE LAYOUT: SEX CLIMAX PHASE





## ABNESTI'S ROLE IN SEX

When prisoners are engaged in Sex, Abnesti can do any of the following at any time:

1. He can flip ED289/290, thereby ending Sex.
2. He can play a MobiPak™ card to intervene in the prisoners' Sex.
3. He can flip MobiPak™ cards face-down, which permanently disables their effects.

By using MobiPak™ cards, Abnesti can change the outcome of Sex. He wants to do his best to ensure that the prisoners engaged in Sex take an equal number of Love Points from each other. Below are a list of cards and their impact on the course of Sex:

- Docilryde™: Allows Abnesti to control a prisoner's actions for one turn.
- InstaRaje™: Allows a prisoner to attack if he only has Sex Drive cards and no Sex Action cards.
- SexRooney™: Allows Abnesti to disable a a prisoner's Sex Enhancer cards.
- SpeedErUp™: Forces a prisoner to use all of his Sex Action Cards in one turn.
- Verbaluce™: By using Verbaluce, Abnesti can prevent one player from moving while the other continues to move. This will allow the other player to gain more Love Points if he is falling behind the other player.
- Veritalk™: Allows Abnesti to see what cards a prisoner is holding, making it easier to predict his actions. For example, if the prisoner is hiding a powerful card, it could easily jeopardize the outcome of Sex according to his expectations.
- Vivistif™: Allows a prisoner to keep attacking if he doesn't have enough Sex Drive cards to do so.

For reference, Abnesti has 2 of each of these cards, so he can use each one twice over the course of the game.

## WHEN DOES SEX END?

Sex can end in any of these ways:

1. Abnesti can end Sex at any time by turning off ED289/290, by flipping the ED289/290 card. When he does this, both prisoners must surrender to Abnesti a number of Love Cards equal to the number Abnesti announced at the start of the Climax Phase.

**WARNING:** If the number Abnesti called is higher than the number of Love Cards gained by either prisoner, that prisoner will not surrender any Love Cards to Abnesti. He also will become permanently incapacitated from having any further sex. Abnesti must record this by crossing out the character's name on the Who-Fucked-Whom Chart.

2. Sex ends if both prisoners run out of Sex Drive. It works the same way as flipping the ED289/290 card: both prisoners must surrender to Abnesti a number of Love Cards equal to the number that Abnesti called at the start of the Climax Phase.

3. If either prisoner runs out of his or her own Love Cards, his partner wins the game.

---

After Sex is over, Abnesti must draw a line connecting the names of the two prisoners who just had Sex on the Who-Fucked-Whom Chart.

He should then collect Sex Cards the players were using, as well as the cards that were removed from play during the Buildup Phase. He should collect them all back into one single Sex Deck and then place it back at the center of the table.

Abnesti must then keep making different prisoners have Sex with each other until each prisoner has had Sex with at least two other prisoners.

This portion of the game, in which Abnesti uses ED289/290 to make his prisoners engage in Sex, is called Phase I. If Abnesti has acquired 95 or more Love Points after each prisoner has had Sex with at least two other prisoners, the game proceeds into Phase II.

# PROGRESSION OF GAME PHASES

## PHASE I: IT'S SEX TIME

In Phase I, Abnesti must make each of his prisoners have Sex with two other prisoners. **If he accomplishes this and achieves 95 Love Points in doing so, the game proceeds to Phase II.**

## PHASE II: THE DARKENFLOXX™ TEST

To confirm whether his prisoners have any feelings remaining for the prisoners they had Sex with, Abnesti must conduct an experiment.

He will instruct a prisoner to roll two dice, one for each of the partners he had Sex with. **If the number on each dice is greater than the number of Love Points the prisoner kept from each of his partners, then it is confirmed that he no longer feels love towards his partners.**

**If Abnesti can confirm this for all five of his prisoners, he wins the game.** In other words, all five of the prisoners must successfully roll two dice—one for each of their Sex partners—in order for Abnesti to win.

## PHASE II: DEATH BY DARKENFLOXX™

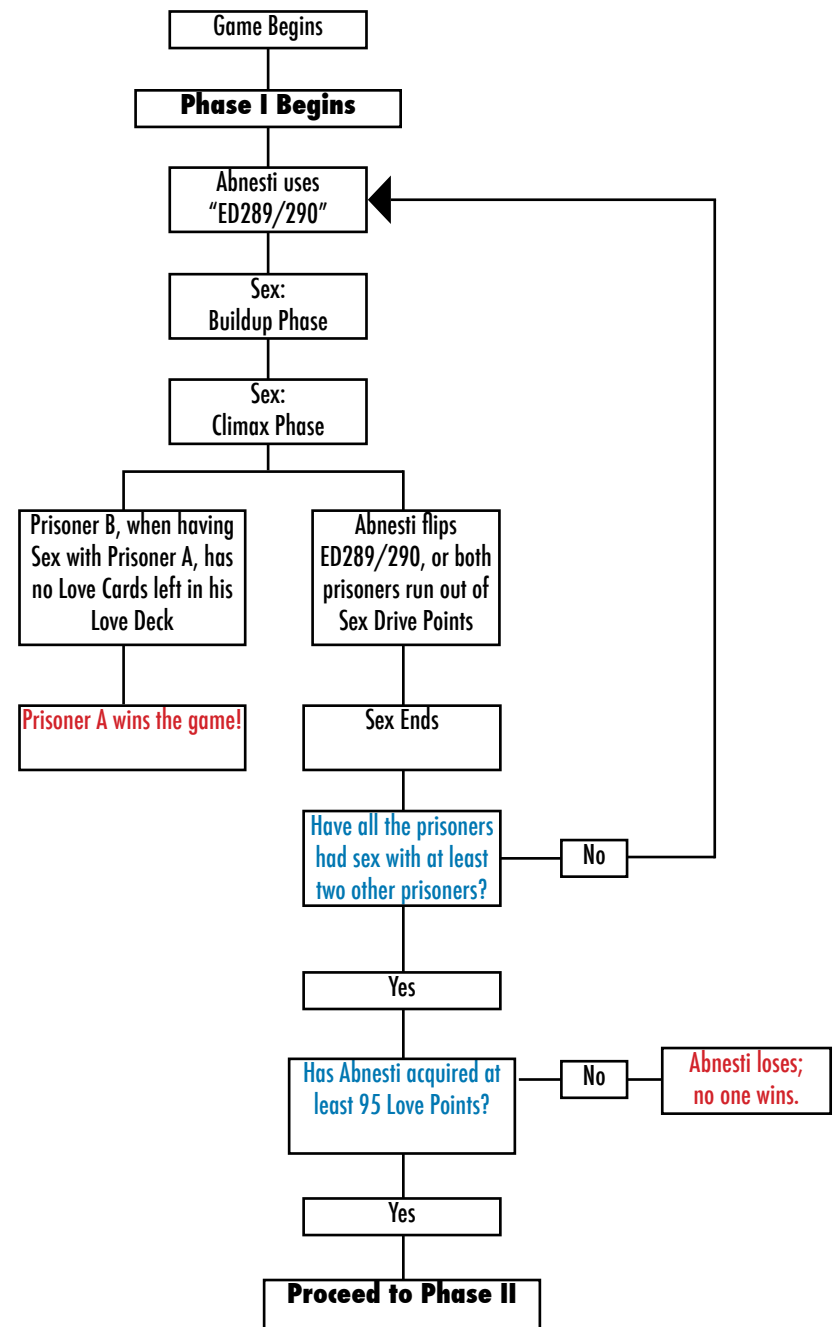
If any of the prisoners fail Abnesti's test in Phase II, the game proceeds to Phase III.

In **Phase III**, the prisoner must watch each his two Sex partners, one by one, being Darkenfloxxed™. **Abnesti wins the game if he successfully Darkenfloxxes both the prisoner's Sex Partners.** The prisoner, however, can prevent this from happening.

If the observing prisoner should somehow get his hands on the Darkenfloxx™, he can use Darkenfloxx™ on himself to kill himself and end the game. There are no rules regarding the manner in which he needs to do this; **all the prisoner needs to do is to physically take the Darkenfloxx™ card from Abnesti before Abnesti places it in the discard pile.** Abnesti, likewise, can do anything he wants in order to prevent this from happening.

The prisoner will not win the game by Darkenfloxxing™ himself, but neither will Abnesti. He will have saved the life of the last prisoner, but it won't make any difference in terms of winning or losing.

# GAME FLOWCHART: PHASE I



# GAME FLOWCHART: PHASE II AND III

