

# Ape City Escape

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## Overview

In this game, the players take on the roles of jungle explorers racing through an ancient, abandoned city that has been taken over by man-eating apes. They must pick up what gold and artifacts they can while dodging the apes' attacks.

## Object of the Game

At the end of the game, the player with the most gold wins.

## Components

- **Board Tiles.** The four tiles make up the track along which the players race. They are divided into spaces, some of which give the players gold, while others help the ape chase them down.
- **Movement Cards.** These cards have numbers printed on them, and players play them in order to move their pawns. Some also have ape icons on them; when these cards are played, the player also moves the ape. (In this prototype, the ape icon is a large letter "A".)
- **Artifact Tokens.** These tokens represent valuable artifacts which are worth gold. The number printed on each one shows how much gold it's worth.
- **Player Pawns.** There are four pawns, one for each player.
- **Ape Pawn.** There is one ape pawn, representing the vicious ape trying to stop the players from escaping.
- **Gold Tokens.** Use these to keep track of how much gold a player has.

## Setup

1. Place the four board tiles end-to-end (in any order) to create the board. (Note that each has a gray arrow on it indicating the direction the pawns move. Make sure that all the arrows are facing the same way.)
2. Place the player and ape pawns just off the board, in front of the first tile. (They will come into play when they first move.)
3. Shuffle the artifact tokens face-down and put three of them back into the box without looking at them. Place one random face-down artifact token on the first two tiles, on the spaces with square icons. On the third tile, in square icon space, place two random face-down artifact tokens. On the fourth and last tile, place three tokens.
4. Shuffle the movement cards and deal five to each player.
5. Place the gold tokens into a pile where they can be easily reached. This pile is the "bank."
6. Randomly choose a first player.

# Game Play

Starting with the first player, the players take turns playing movement cards and moving their pawns.

## Turn Sequence

During your turn, you must perform the following steps in order:

### **Step 1. Play at least one movement card.**

You may play as many cards as you want, but must play at least one.

### **Step 2. Move your pawn.**

Total up the numbers on all the cards you played, and move your pawn that number of spaces in the direction of the arrows. If your pawn *moves through* or *lands on* the ape token, resolve the ape encounter (as detailed below).

Note that you bring pawn into play with your first movement.

### **Step 3. Collect gold.**

If your pawn lands on a space with a circle icon, collect one gold from the bank.

### **Step 4. Collect artifacts.**

If your pawn lands on a space with any artifact tokens on it, collect those tokens. You may look at them, but keep them face-down and don't let other players see them.

### **Step 5. Move the ape.**

Total up the numbers on all the cards you play with ape icons on them. Move the ape pawn that number of spaces in the direction of the arrow. Note that the ape can use Secret Passages to get around the board (as detailed below). If the ape lands on or passes through a player's pawn, resolve the encounter.

When your turn is over, play passes to the player to your left. Play continues clockwise around the table until the game ends.

## Game End and Victory

The game ends when a player moves his or her pawn off the end of the last tile.

Players reveal their artifact tokens and add up their total gold (tokens plus artifacts). The player with the most gold wins.

## Ape Encounters

Encountering the ape is bad news.

### **Passing Through**

If the ape passes through a player's pawn, or a player's pawn passes through the ape pawn, that player must choose and discard a card from his or her hand.

### **Landing On**

If the ape lands on a player pawn, or if a player pawn lands on the ape, that player must discard either three cards of his choice or a random artifact token.

## Secret Passages

The city of the apes is riddled with secret passages known only to its simian masters. On the board, these are represented by triangular icons. All spaces with these icons are considered adjacent when moving the ape pawn. This means that the ape can move onto one triangle space on the first tile, emerge on a triangle space on the fourth tile, and keep moving. It also means that the ape can effectively move "backwards" by moving to a triangle space behind its current position.

Note that if the ape moves off the board (that is, past the end of the fourth tile), it is immediately placed on the first triangle space on the first tile.