



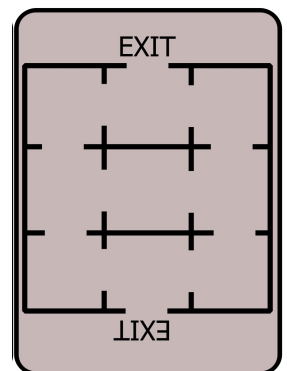
Strategy

Players: 2 Time: 2-5 minutes/round Ages: 5+

Exit strategy is a print and play game that fits on nine poker sized cards with one card, as seen to the right, being the game board.

The goal of this game is to get the pawn to your exit, every time you achieve this, you gain a point. The first player to three points wins.

The pawn can be any object from pocket lint to pennies to actual pawns borrowed from a chess set.



SETUP:

Assembly:

Print these instructions.

Cutout the cards from the second sheet.

Cutout the beacon template and the walls from the bottom of this sheet.

Put a slight crease in the middle of each wall to make them easier to handle.

Fold the beacon along the dotted lines and assemble.

Game:

Place the board between you and your opponent so that an 'EXIT' is pointed toward each of you. Shuffle the remaining cards.

To determine who deals first, start laying down the rest of the cards. The first person the arrows point at directly will be the first dealer.

Place the beacon in front of the non-dealer player.

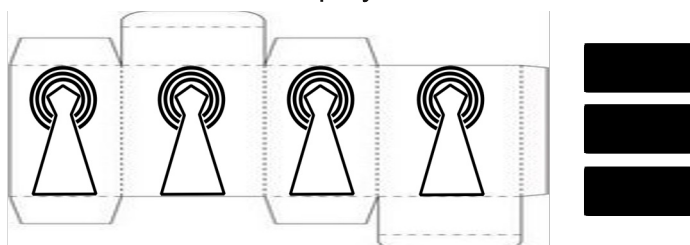
Place the pawn in the center position of the game board.

PLAYING:

Turns:

The dealer collects the cards and shuffles them.

The dealer deals both players three cards each, starting with the other player.



The extra cards are set aside.

Each player determines the order in which they want to play their cards.

The non-dealer lays their cards down first and moves the pawn accordingly.

Then the dealer may rearrange the order of their hand and does the same.

The other player now becomes the dealer and another turn is played.

Repeat this until a player is able to move the pawn out of the game area.

NOTES:

The pawn does not exit until a card is played to move it past the final door.

Walls cannot cutoff access to an exit. Walls cannot trap the pawn.

There are only three walls in the game. Once all walls are on the board, they may be rearranged as long as the placement rules above are maintained.

The beacon controls directionality of the cards, if you move the beacon then any single direction card has a different direction.

Play the '2x' card after any other card to repeat that action.

There is one card that allows movement in any direction, the '2x' action allows a second movement in any direction; i.e. you do not need to move the same direction a second time.

The swap beacon card moves the beacon from one exit to the other.

All cards must be played from each players hand on each turn. You cannot, pass. In the worst case scenario, this means that you may end up giving your an opponent a point, but this can be avoided, in most cases, by playing your cards in the right order.

Movement into a wall is acceptable, but it uses a movement card without actually moving the pawn. This can be helpful to keep from moving a pawn closer to your opponent's exit.

