

ESCAPE THE RAT RACE



RULES ARE BORING!
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A game of cash, careers, and the occasional burglar

HOW TO WIN

Rat Race /rat reis/ noun Informal

A way of life in which people are caught up in a fiercely competitive struggle for wealth or power.

To successfully Escape the Rat Race, be the first player to collect three experiences for each decade of your working life; 20s, 30s, 40s and 50s. Once paid for, place them in front of you as Memories for the world to see.



ON YOUR TURN

1. Draw a Salary Card from the Salary Deck and receive the salary based on your character; either a professional or entrepreneur. Place face up in your Bank. (If using coins the same rules apply, each side of the coin holds a different salary; £ for entrepreneur and ₤ for professional.)
2. Draw one card from the Draw Deck and add this to your hand. If starting your turn with fewer than five cards you may still only draw one.
3. Play Action Cards and /or buy experiences from your hand using the Salary Cards in your Bank. Play as many cards as you wish /can afford on your turn.
4. Finish your turn with five cards in your hand by either discarding down to, or drawing up to five.

Top Tip: No change is given when spending Salary Cards, but one salary card can buy multiple experiences.

THE CARDS

Playing card - Experience

Collect experiences from the decades of your working life; 20s, 30s, 40s and 50s. Once paid for place them in front of you as Memories. Experiences can be collected in any order.

Playing card - Timeless

A Timeless experience can be played on any started decade but cannot start a new decade or be later moved. If stolen from another player it can be placed on any started decade.

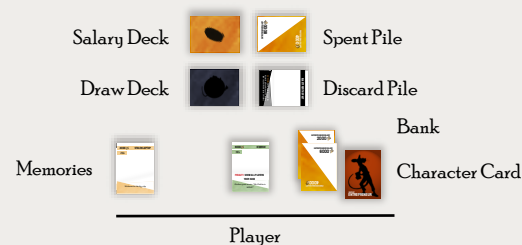
Playing card - Action

To play, place in the Discard Pile on your turn and carry out the Action written on the card. Free to play, you may use as many as you like on your turn.

SETTING UP

1. Separate out the Salary Cards, Character Cards and Playing Cards. Shuffle each well. Place the Salary Cards face-down in the centre of the table. This is the Salary Deck. (If using version with coins, remove all salary cards and replace with coins using the coin bag.)
2. Deal five Playing Cards to each player and place the rest face-down in the centre of the table next to the Salary Cards. This is the Draw Deck.
3. Deal one Character Card to each player face-down and place the rest back in the box, you won't need them this game.
4. All players reveal their Character Card together.
5. When you're ready to start, the oldest person goes first (lying about your age is encouraged).

Layout:



THE CARDS

Salary card

Collect a Salary each turn and place face up in your Bank. To spend, move from your Bank to the Spent Pile next to the Salary Deck. If you do not wish to spend your salary you can save it each turn.

Character card - Entrepreneur

You're an Entrepreneur, you've made your own path but it's not always smooth sailing. The pay cheques are irregular with highs and lows... you're holding out for the jackpot.

Character card - Professional

As a Professional you have followed the well-trodden path and collect a regular salary. Your parents are chuffed and you pay the bills. Very sensible, not boring at all...

Cost: to play this experience you must pay 6000

Decade: the set this experience belongs to

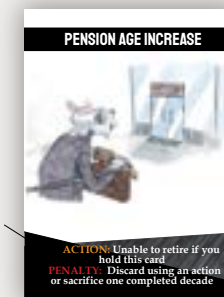
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Action: description of what the action card enables you to do



Title

Penalty: if card holds a penalty it must be completed before adding to Memories



Title

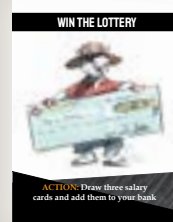
Penalty: if card holds a penalty it must be completed to play action

ACTION CARDS

FURTHER YOUR STRATEGY



WIN THE LOTTERY



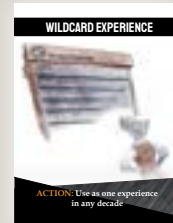
Draw an additional three Salary Cards. This does not end your turn so go wild with your new-found cash.

BLAST FROM THE PAST



Turn back through the Discard Pile for a maximum of ten cards and add one card to your hand. Once you have gone past a card you cannot return to it.

WILDCARD EXPERIENCE



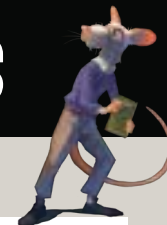
Play this card in front of you in your Memories where it counts as one experience from any decade. You can start a decade with this card and move it between decades.

ON SECONDMENT



Once played, for the rest of your turn all Salary Cards in your Bank are switched to the opposite career salary. You can play this at any time in your turn.

BLOCK YOUR OPPONENTS

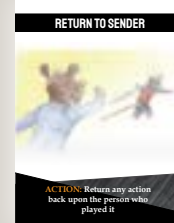


OUT OF OFFICE



You can play this at any point in the game to stop an action played against you. However, you cannot play this to block another block.

RETURN TO SENDER



Play this card at any point in the game to stop an action played against you and instead force it on the person who played it. You cannot play this to block another block.

ROUND THE WORLD



This Round The World Trip counts as an entire decade and can change decades once played. Play it on an empty decade or where you already have experiences. When played you must discard your remaining hand, your turn is over. Do not pick up five cards, you must wait until your next turn.

HIT THE JACKPOT



SABOTAGE THEIR PLANS



PANDEMIC



Play this card on top of the Character Card of an opponent. On their next turn they will be unable to add any experiences to their Memories (including wildcards).

AMNESIA



This card can only be used on a completed decade. Once played, place your opponent's decade and your remaining hand on the Discard Pile. Your turn is over, don't pick up until your next turn.

HOUSE SWAP



At any point in your turn (and with any number of cards remaining in your hand), swap your hand with an opponent.

PENSION AGE INCREASE



You cannot win the game if you hold this card. It can only be given to another player by using an action card (e.g. House Swap) or discarded by sacrificing an entire decade. Blame the Government, not us...

AVOID AVOID AVOID

AND STEAL THEIR STUFF



PICK POCKET



Steal any card from an opponent's hand without looking. Bit of a gamble, but it might just pay off.

BURGLAR



Steal any card from an opponent's hand, you can take a peek before you do.

HEIST



Play on an opponent to steal all of the Salary Cards in their Bank. Remember, when in your Bank you can only use the salary aligned to your career. This could be marvellous... or devastating.

IDENTITY THEFT



Steal an opponent's incomplete decade (completed are off limits) and add to your Memories. Timeless cards can be reassigned to a different decade, any unwanted cards can be discarded.