

ESCAPE DA BOX!

Rules, Regulations, Stipulations, and Ad Hominim Attacks

Setup

Separate the Player Cards from the deck. Each Player selects a Player Card. Fight one-another, if necessary, to get your favorite. Set aside the remaining Player Cards.

Separate the Attribute Cards (Guts, Moxie, Spunk) if you actually have a mythical Attribute Deck. Set up appropriate number of Attribute Cards according to the values on each Player Card. If you don't have a separate Attribute Deck (and, no, you don't) then just use a piece of paper, beads, a smart device, or your eidetic memory to keep track.



Guts - your Courage



Moxie - your Smarts and Brains



Spunk - your Zest for Living

Shuffle the remaining cards in the main deck. Each Player draws 7 (seven) cards.

How to Win!

If any one of your attributes reaches 0 (zero), your Goblin Player is unable to continue, and fails in his/her/its valorous attempt to Escape da Box. And you're a Loser.

If any one of your attributes reaches 21 (twenty one), your Goblin eructates to the point of turning inside-out (or just explodes) in a method most appropriate to the exceeded attribute. (Feel free to act this out. Loudly.) And... you're a Loser.

Last Goblin standing Escapes da Box! And they call you the Winner!

How to Play?

Action Turn - Each Player takes an Action Turn. This allows the Player to play (aha!) any or all cards in his/her/its hand, depending upon the card types (Offense, Defense, Gadget, Critter, etc.). Once a Player's turn is complete, the Player to the left of the aforementioned Player gives it a shot.

To determine who actually starts the game, each Player draws a card from the Attribute Deck, unless you don't have one, in which case you just give up and go home. (No! Do not give up! Find another way to choose. Paper, Rock, Scissors. Random number generation. Or take a vote. Do not give up.) Anyway, if you have an Attribute Deck, the first person to draw a Moxie card (you got Moxie, kid) gets to go. If two Players draw a Moxie card, the next Player to draw another Moxie card gets to take a stab at it. (And so on, as needed.) Reshuffle the Attribute Deck, just because, and begin the game.

Reaction Turn - This happens when a rival Player plays a card against you during his/her/its Action Turn or a Chaotic Turn. You are allowed (and encouraged) to defend yourself, unless the card played against you states otherwise. During a Reaction Turn you can play a card to counter a card. So, for every card played against you, you can counter with a Defense card, Gadget card, or Critter card (if you have one).

Chaotic Turn - This kind of situation allows you to interrupt or enhance the action of a rival Player. A Chaotic Turn can be taken at any time utilizing Critter cards.

Playing Cards - Once you play a card, you discard it into the discard pile, unless the card states otherwise. The discard pile is reshuffled back into the deck as needed. You redraw your hand to 7 (seven) cards at the start of your Action Turn. At the start of your Action Turn you may discard any cards in your hand that displease you, and draw back up to seven cards. You cannot, nay, shall not, have any more than seven cards in your hand at any given time. This is the Law, and is incontrovertible.

Card Types...

- O** Offense. These are cards that can only be used at the start of your Action Turn in an offensive capacity. These cards are limited to your own Goblin.
- D** Defense. These are cards that can only be used to counter Offense cards. These cards are limited to your own Goblin.
- G** Gadget. These cards may be played in Offense or Defense of any Goblin Player. These cards may be used on any Player. Any. Player. (Including your own.)
- C** Critter. These cards may be played any time for any reason on any Goblin. These are wild cards, and a lot of fun.
- P** Player. This is you, bucko, so don't slouch. Don't get too excited, either. Everyone else is someone, too.

Try to spell something with the letters O, D, G, C, and P. I sure as Hell couldn't.

