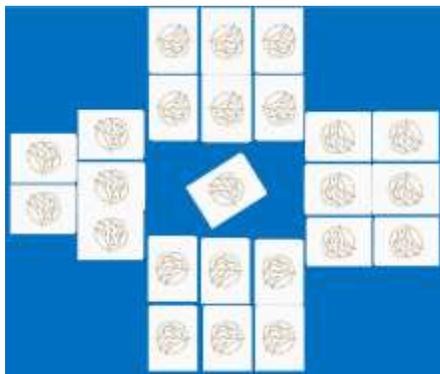


Rules for ESCAPED (3-8 players, ages 'readers' and up)

One of the prisoners at Guantanamo Bay Prison has escaped !!! Since the rest of the prisoners at Gitmo are all liars and deceivers, they are covering up for the escapee. So the only way we can figure out who has escaped is by a process of elimination.

THE PATRIOTS NEED YOUR HELP ! Each of you will need two things to do your investigation – **a pencil and a copy of the ' ESCAPED' game form (download on Game Rules page)**



Suspect FOR 'ESCAPED'		Suspect FOR 'ESCAPED'	
Name	Name	Name	Name
1 Abu Saif	16 Ali F. Alwan	1 Abu Saif	16 Ali F. Alwan
2 Anthony Pagan	17 Louis B. Quinn	2 Anthony Pagan	17 Louis B. Quinn
3 David T. Peterson	18 Michael Murphy	3 David T. Peterson	18 Michael Murphy
4 Jesse Bell	19 J. J. Shahan	4 Jesse Bell	19 J. J. Shahan
5 Craig Reed	20 Wade Wilson	5 Craig Reed	20 Wade Wilson
6 Barry Jackson	21 David C. Cook	6 Barry Jackson	21 David C. Cook
7 Lee Johnson	22 Marco Castellano	7 Lee Johnson	22 Marco Castellano
8 Wally O'Connell	23 Barry O'Rourke	8 Wally O'Connell	23 Barry O'Rourke
9 Mark Miller	24 Raymond Palmer	9 Mark Miller	24 Raymond Palmer
10 Mark D. Gurnham	25 Andy Latta	10 Mark D. Gurnham	25 Andy Latta
11 Tom Langford	26 Andy Robinson	11 Tom Langford	26 Andy Robinson
12 Lee Bell	27 Tony Quinonez	12 Lee Bell	27 Tony Quinonez

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6 Barry Jackson	21 David C. Cook	6 Barry Jackson	21 David C. Cook
7 Lee Johnson	22 Marco Castellano	7 Lee Johnson	22 Marco Castellano
8 Wally O'Connell	23 Barry O'Rourke	8 Wally O'Connell	23 Barry O'Rourke
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10 Mark D. Gurnham	25 Andy Latta	10 Mark D. Gurnham	25 Andy Latta
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ESCAPE SET UP & INSTRUCTIONS

The object of the Game is to be the first to identify the missing prisoner.
Download & Print the Suspect Card Sheet above Needed to play Escape
Each player needs a pencil

Only the 24 Traitor cards from the Basic Deck are needed for this game.

Have one player select a card from the shuffled deck of 24 Traitor cards, and **discreetly place that card face down** in the center of the table. That will be the missing prisoner.

Dealer then deals out all the rest of the cards to each player, **face down**. **All cards remain face down throughout play**. If there is an uneven number of cards dealt, it doesn't matter as cards will soon be 'traveling' around from player to player. If only 1 player is short a card (which is what happens with 4 players, **as shown in the set-up diagram above**), that player gets to play first.

Players **discreetly look at and check off each of the Traitor cards they have been dealt on their suspect list**, thus eliminating those traitors from being the missing prisoner. **Then they arrange their cards in two rows face down in front of them, as shown in diagram above**).

PLAYING

Player 1 randomly **selects 1 card that is in front of any other player and slides it discreetly to themselves**, looks at the card, **checks it off their suspect card** and **then places that card in one of his own two rows**. **Note: Always keep your suspect card face down on the table so nobody can see your progress and discreetly pick it up to check off each Traitor card** (Players should **maintain 2 rows** throughout play and are **not allowed to 'shuffle' their cards around to try to deceive other players.**)

All players follow suit **selecting one card discreetly** from any other player, **checking it off their suspect card** and then putting it among **their own cards face down**. **Players continue checking off traitors on their suspect card, until someone believes they know the identity of the missing prisoner**. This might be when any player has solid evidence after checking off 23 traitor cards, or it may be that one player has only a few unchecked traitors and wants to jump the gun (**at anytime in the game when it's their turn**) and take a chance at naming the missing prisoner.

After player (on their turn) says they know the escaped traitor they believe to be in the middle, that player looks discreetly at the card, and if they are correct, they win the game. If not, the player **places the card back in the middle and does not reveal the name**, and is now out of the game. Remaining players continue until someone is successful in identifying the missing prisoner.