

# Escape From Horrible Mountain 2: The Second Escape

2 players • 20 minutes • Ages 10+

*Why did you go back to Horrible Mountain??? There wasn't anything interesting there the first time--no treasure, no ancient artifacts. It's just a mountain... a pretty horrible mountain. Well, whatever. I guess you better escape again. Oh, but the Evil Master of Horrible Mountain (you forgot about him, didn't you?) won't let you leave until you defeat him in an epic battle! Of cards! And cubes!*

## Objective

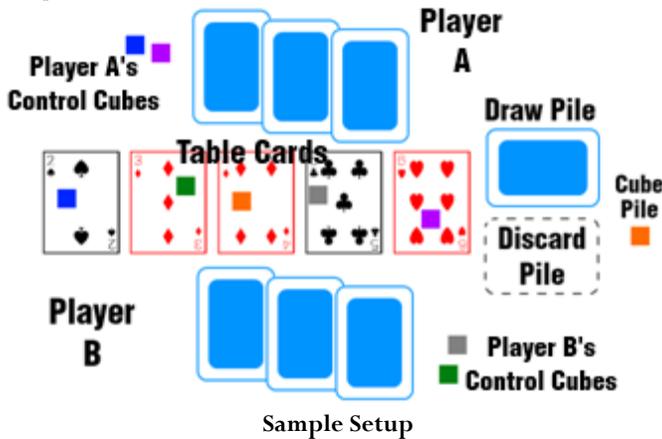
Players take on the roles of the Evil Master and an unwitting adventurer who engage in a tumultuous battle of card and cube manipulation. At the end of the game, each player will earn points in two ways:

- by having a strong poker hand, and
- by controlling cards on the table.

## Components

20 Poker Cards in 4 suits, ranks 2 through 6 of each  
10 Cubes in 5 colors, 2 of each color

## Setup



1. Set aside room in the center of the table for 5 Table Cards, one Draw Pile, one Discard Pile, and one Cube Pile.
2. Shuffle all 20 cards face down. Reveal cards from the top, one at a time. If the revealed card's rank is not present among the Table Cards, add it to the Table Cards. Repeat this until there are 5 Table Cards (2, 3, 4, 5, 6), then reshuffle the other 15 cards.
3. Give each player four cubes in two colors. Set one of the two cubes of the remaining color on the Table Card with rank 4. Place the other unselected cube aside in the Cube Pile.
4. Deal one card of the remaining 15 face down to each player. Set aside the other 13 cards face down as a Draw Pile.
5. The evilest player is the Evil Master and goes first. The other player is an unwitting adventurer and places two of his cubes--one of one color and one of another--on either the 2 and 6 Table Cards or the 3 and 5 Table Cards.
6. The Evil Master then places two of his cubes--one of one color and one of another--on either the 2 and 6 Table Cards or the 3 and 5 Table Cards. He may not place his cubes on Table Cards which already have cubes.
7. At this point, each player will possess two cubes of different colors. Cubes in a player's possession are referred to as Control Cubes.
8. Deal two more cards face down to each player from the Draw Pile, giving each player a hand of three cards.

## Play

Players alternate turns, beginning with the Evil Master. On his turn, a player must perform exactly one of these actions:

Action	Reminder Icon	Description
Draw a Card		Draw a card from the Draw Pile.
Swap a Card		Swap a card from his hand with a Table Card of matching rank.
Take a Table Card		Discard one of his Control Cubes to the Cube Pile and take the Table Card under the matching cube into his hand. Then replace the missing Table Card with the top card of the Draw Pile.
Take a Discard		Discard one of his Control Cubes to the Cube Pile and take the top card of the Discard Pile into his hand. If the Discard Pile is empty, a player may not take this action.
Swap Cubes		Discard two cards of any rank from his hand face up to swap cubes on two Table Cards of ranks matching the discarded cards.  <b>Example:</b> The player discards a 2 and 3 from hand and swaps the cubes on a 2 and 3 Table Card. <b>Example:</b> The player discards two 4s from hand and swaps the cubes on the two 4 Table Cards.
Claim a Cube		Discard two cards of the same rank from his hand face up to claim a cube from the Cube Pile. This cube becomes one of the player's Control Cubes. If the Cube Pile is empty, a player may not take this action.

In order to perform an action, a player must be able to perform *all* of the action. For instance, a player may not Take a Discard if he has no Control Cubes or if the Discard Pile is empty.

Discarded cards are placed face up on top of the Discard Pile. Ensure only the top card of the Discard Pile is visible at any time.

Each player has a hand limit of five cards. If a player takes a sixth card into hand, he must then *immediately* discard down to five cards in hand.

When the Draw Pile runs out, immediately reshuffle the cards in the Discard Pile to form a new Draw Pile. If a player must discard a sixth card from hand, the discard is *not* included in the reshuffle and becomes the first card of the new Discard Pile.

Anytime the Table Card under a cube is changed (via swap or draw), the cube that was on top of the original Table Card is replaced on top of the new Table Card. In this manner, there is *always* one cube of each of the five colors on a Table Card.

The game ends at the end of the turn during which the Draw Pile runs out for the third time.

### Scoring

At the end of the game, each player receives points for their highest valued poker hand:

Best Poker Hand	Points
Straight flush of 5 cards	14
Four of a kind	10
Full House	8
Straight of 5 cards	6
Three of a kind	5
Two pair	4
One pair	2
None of the above	-1

For each Control Cube a player possesses, he also receives points equal to the rank of the Table Card under the matching-colored cube.

**Scoring Example:** At game end, the Evil Master's hand is 3, 3, 5, 5, 5 (a full house, worth 8 points). The Evil Master has an orange Control Cube; the other orange cube is on a 3 Table Card (worth 3 points). The Evil Master earns 11 points total.

The unwitting adventurer's hand is 2, 3, 4, 5, 6 of different suits (a straight, worth 6 points). The unwitting adventurer has red and blue Control Cubes; the other red cube is on a 2 Table Card and the other blue cube is on a 6 Table Card (worth  $2 + 6 = 8$  points). The unwitting adventurer earns 14 points total.

The player with the most points wins. In the event of a tie, the player with the best poker hand wins. In a further tie, the player with the most Control Cubes wins. In a still further tie, the Evil Master and unwitting adventurer stay in Horrible Mountain together, forever. Everybody loses. None of that shared victory crap. Shared loss, losers.

### Optional Variant

In addition to the usual six actions, each player has an additional action which can be used *only once* per game and only on his turn in place of one of the normal actions:

- **Evil Master:** Examine the other player's hand. This action may not be taken if the other player's hand is empty.
- **Unwitting Adventurer:** Examine the Discard Pile, take any card from the Discard Pile into hand (without revealing which card was selected), and then reorder any remaining cards in the Discard Pile as desired. This action may not be taken if the Discard Pile is empty.

*Also be sure to check out Escape From Horrible Mountain 1: The Unsubtitled Adventure, coming never.*

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