

ESCAPE *from the* CONVENTION

ESCAPE FROM THE CONVENTION: a game of strategy, cunning and luck for two or more people based on "The Captive".

THE SETTING: The board represents "The Convention" in which the Captive has been trapped.

THE PLAYERS: The basic game requires two players; The Captive and the new Number Two. A more elaborate (and confusing) game can be played by choosing greater numbers of Captives and/or Number Twos.

THE OBJECT: For the Captive - To travel from one corner of the board (Start) to the other (Finish) without being recaptured by Number Two. For Number Two - To recapture the Captive before he can escape.

HOW TO PLAY: And this is where it gets confusing so pay attention. There are two ways to play the game - the basic version is played with one Captive and one Number Two. Both start from the START square, the Captive always being the first to move. Each player takes it in turn to throw a dice and then moves the appropriate number of squares in a vertical or horizontal direction, or a combination of both - i.e. two squares up and three across. Neither player can move diagonally. Number Two chases the Captive across the board and attempts to recapture him by landing on the same square as him with his final move of a throw. He cannot make a capture in the middle of a move.

The black squares represent "Safe Houses". While the Captive is on a black square, he cannot be captured, even if Number Two lands on the same square.

The grey squares represent "Risks". Any player landing on these must take a Risk card, which could apply to either the Captive or Number Two. The player designated must obey the instructions of the card.

The various parts of the Convention, "Con Hall", "Room Party" etc are to be considered "Delays" and any player landing on these misses a turn.

The game finished when

- Number Two lands on the same square as the Captive on the last move of a throw (in which case Number Two wins), or
- The Captive makes it to "Finish" on his final move of a throw (in which case the Captive wins), or
- Everyone gets fed up with the game and goes down the put (in which case the landlord wins).

The "advanced" game is played with the same objects as the basic game but with more players. With, say, two Captives and two Number Twos. In this case, the Captives begin from the "START", but the Number Twos start from the other, unmarked corners, one on each. When a Risk card is picked up, if it applies to the player, he must obey the instructions, but if it applies to an opponent, the player can nominate which of the opposition must move.

Any number of Captives and Number Twos can play, although it obviously provides for a better game if they are reasonably evenly matched.

ESCAPE FROM THE CONVENTION: RISK CARDS

Cut out these cards, shuffle well and place in a pile, face down on centre of the board.

CAPTIVE: You feel peckish. Go to food square for a curry and miss a turn while you wait two hours to be served.

NUMBER 2: Go to the nearest Room Party and give Joseph Nicholas a copy of your zine. Miss a turn while he rips it to shreds.

CAPTIVE: In a fit of insanity you volunteer to look after the Art Show. Go there and miss TWO turns

NUMBER 2: You suspect the Captive is hiding on the balcony at the furthest away Room Party. Miss a turn while you discover the room doesn't have a balcony....

CAPTIVE: Go to nearest Room Party and miss a turn while you draw on Joseph Nicholas.

NUMBER 2: In the nearest Room Party, you engage Dave Langford in conversation. Miss a turn while he tries to understand what you're saying.

CAPTIVE: You eat a Burgess pork pie. Go to nearest Toilet and miss a turn while you're very unhappy.....

NUMBER 2: Go to Fan Room and miss a turn when you attempt the Astral League initiation ceremony and fail.

CAPTIVE: You have a sudden urge to read a good Robert Hale novel. Go to Book Room and miss a turn while you try to find one.

NUMBER 2: In the Bar, Kev Smith introduces you to the "Death Wish" (Southern Comfort, Pineapple Juice, Double Vodka). Nuff said. Miss a turn.

CAPTIVE: In the Bar, you attempt to drink Bob Shaw under the table. If you can throw a six you succeed and have an extra turn. Otherwise miss a turn.

NUMBER 2: You go to the disco in the Con Hall. Miss a turn while you try to persuade the DJ to play some decent music.

CAPTIVE: To escape a passing patrol, duck into the Video Room. Stay watching episodes of SPACE 1999 until you throw a six.

NUMBER 2: Go to the room party nearest the exit and miss a turn while Ian Williams tells you about his novel, his novel.

CAPTIVE: In the Fan Room, you get involved in a game of British Bulldog. Miss a turn while the bruises heal.

NUMBER 2: You discover that the person looking after the Artshow has died of loneliness and boredom. Take over and miss two turns.

CAPTIVE: In the Fan Room you have to mime "The Incredible Blergs That Devoured Pittsburgh" in the charades. If you can throw a six, you succeed and have an extra throw. Otherwise miss a turn.

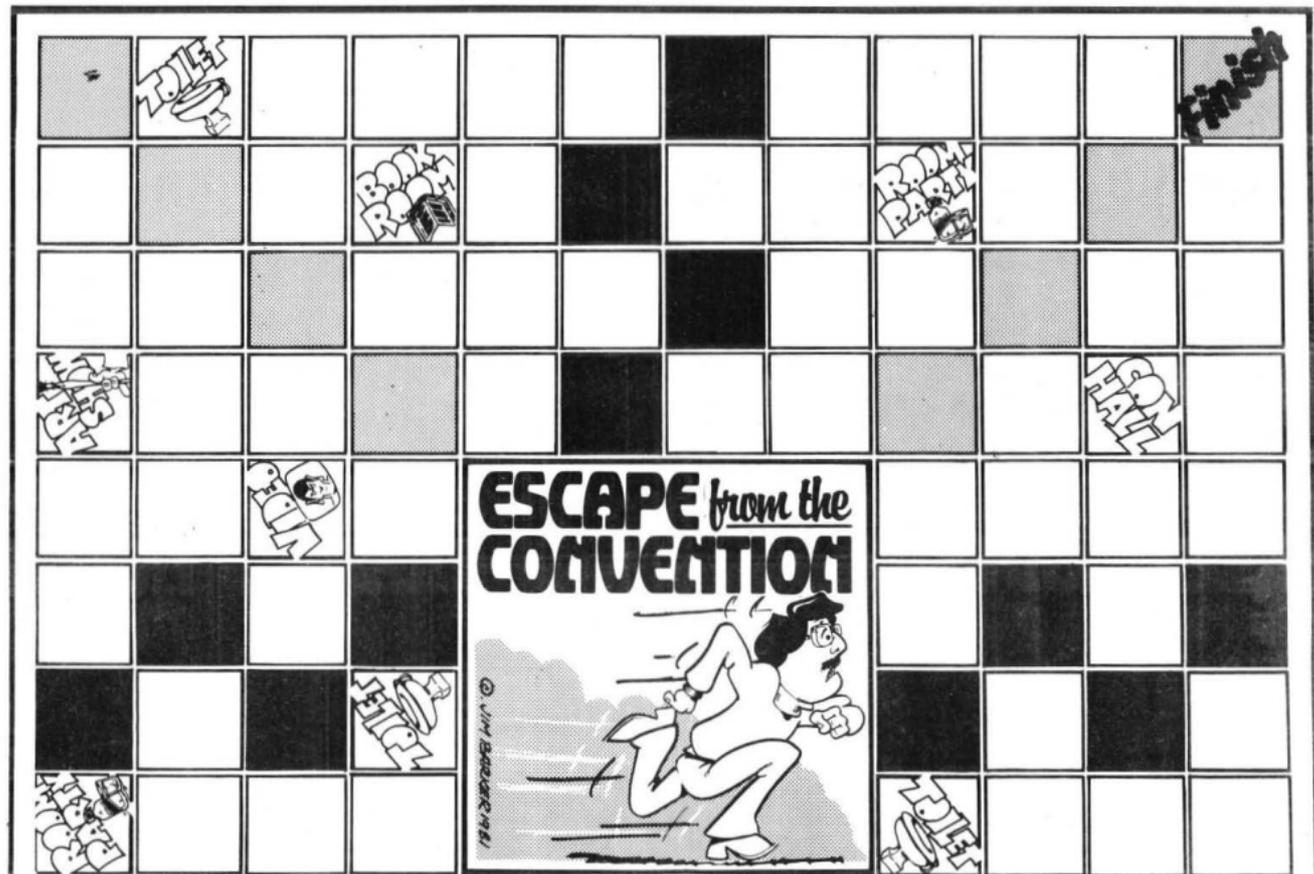
CAPTIVE: You cough at an auction in the Con Hall. Miss a turn while you figure out what to do with the collected works of Robert Silverberg in Japanese.

NUMBER 2: You take a party of twelve to the Food square for a curry. Miss two turns while you try to figure out the bill.

CAPTIVE: You feel hungry and go to Food for a Chinese. Miss a turn when he objects to you biting his leg.

NUMBER 2: You find them showing blue movies in the Video Room. Miss a turn while you try to find the SF content in "Black Emmanuelle 5 Joins the BSFA".

CAPTIVE: Go to the nearest Room Party and end up being groped by D West. Have an extra turn



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