

# Hotel Escape

**Hotel Escape** is a dice-rolling race-game. Players are trying to escape a burning hotel as quickly as they can. They must roll a die that has both positive and negative numbers on the faces to determine if they go down towards the lobby or back up into the hotel.

Players can play "*Classic Edition*", "*Zombie Edition*" (zombies are chasing you), and "*Rescue Edition*" (take other guests with you).

This game is intended to help introduce or increase familiarity with the concept of negative numbers and the conventions of the number line.



**Ages 8+**



**2-5 players**



**10-15 min.**



## **What You Need to Play**

In the following pages you will find:

- The *Hotel Escape* game board
- Templates for four-sided (d4), six-sided (d6), and eight-sided (d8) dice that have both positive and negative numbers on their faces
- Player tokens
- Zombie tokens
- Encounter tokens

If you want more multi-sided dice, you can make numbered or custom d4, d6, d8, d10, d12, and d20's using our game dice templates: <http://playgames2learn.com/printables/>

## **Getting Started**

When getting ready to play this game you must:

- Have a custom d4 with "-2", "-1", "+1", and "+2" on its faces
- Place the tokens for each player in their starting locations on the 7<sup>th</sup> floor
- Determine who goes first: everyone rolls the die and whoever has the lowest roll (eg: the most negative) goes first
- Choose to play "*Classic Edition*" (pg: 2), "*Zombie Edition*" (pg: 3) or "*Rescue Edition*" (pg: 4)

## **Classic Edition**

In the *Classic Edition* of this game, players are trying to escape from the burning hotel as fast as possible.

## **Taking Turns**

On your turn, you will roll the die and move your piece accordingly; to a lower floor if the value is negative, to a higher floor if the value is positive:

- This movement follows the vertical number line along the sides of the hotel
- You may not move your token higher than your starting location on the 7<sup>th</sup> floor
- If your move will take you lower than the 1<sup>st</sup> floor, you have escaped!

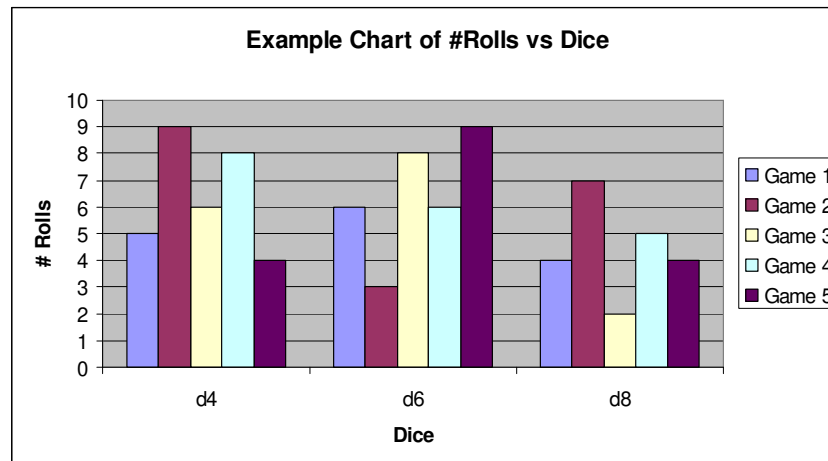
## **Winning**

The first player to reach the bottom floor escapes the hotel and wins.

## **Additional Rules**

Once you are familiar with the basics of the game, you can increase the complexity of play by using a d6 or d8. Does this make it easier or harder to escape?

For added mathematical fun, track your data (# rolls) over a number of games, using the different dice, and make a graph. The more data, the more likely you will see a trend.



## **Up the Challenge**

Increase the challenge of the game by requiring players to escape the hotel in a certain number of moves or less, eg: 10 or less.

## **Zombie Edition**

In the *Zombie Edition* of this game, not only is the hotel on fire but there are also zombies roaming the halls. Players must escape as fast as possible without getting caught.

## **Taking Turns**

Take your turns just as with the *Classic Edition*, however there are now zombies to consider. After all players have had their first turn, zombies appear in the hotel:

- Place 1 zombie in the hotel for every odd-numbered player (eg: 3 zombies for 5 players). A different player must choose the starting location of each zombie
- Zombies cannot be started in the same location as a player token

After all players have had their next turn, the zombies get to move (and so on):

- Roll the die for each zombie
- Zombies can be moved up, down, or across the hotel; where a positive number is to the right and a negative number is to the left

If a zombie moves onto a player or if a player lands on a zombie, that player is out of the game.

## **Winning**

Surviving is winning—everyone who escapes the hotel wins.

## **Up the Challenge**

Increase the challenge of the game by having the players get infected and "turned" when they encounter a zombie. Players turn over their tokens to show they are infected.

Infected players now chase the other players, trying to turn them into zombies as well.

Anyone who gets out of the hotel before becoming a zombie wins.

## **Rescue Edition**

In the *Rescue Edition* of this game, the players must rescue as many other guests as they can before time runs out.

## **Getting Started**

Encounter tokens must be placed on the game board before play starts:

- The encounter tokens must be placed facedown (3 guests, 2 fires)
- A different player must choose the location for each encounter token
- Encounter tokens cannot be placed in the same location as a player token

## **Taking Turns**

Just as in the "Up the Challenge" version of *Classic Edition*, you must escape the hotel in a certain number of moves or less, eg: 10 or less.

You may now move up, down, or across the hotel; where a positive number is to the right and a negative number is to the left (just like the zombies in *Zombie Edition*).

When you land on an encounter token, turn it over:

- If the token is a guest, they will follow you in hopes you will lead them out of the hotel in time
- If the token is a fire, you must miss a turn to recover from smoke inhalation

## **Winning**

The player who escapes the hotel with the most guests before time is up wins.

## **Up the Challenge**

Increase the challenge of this edition of the game by:

- Adding additional encounter tokens and/or adding more fires than guests
- Adding the zombie tokens and rules from *Zombie Edition*. You decide what happens when a zombie lands on an encounter token!

## **Thanks for Playing!**

Game designed by Jasmine Atkins & Trevor Atkins  
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### Player Tokens

(cut out block, fold & glue, then cut to separate)

Player <b>A</b>	Player <b>Za</b>
Player <b>B</b>	Player <b>Zb</b>
Player <b>C</b>	Player <b>Zc</b>
Player <b>D</b>	Player <b>Zd</b>
Player <b>E</b>	Player <b>Ze</b>

### Encounter Tokens

(cut out block, fold & glue, then cut to separate)

e		e	
e		e	
e		e	
e		e	
e		e	

### Zombie Tokens

(cut out block, fold & glue, then cut to separate)

<b>Z</b>	<b>Z</b>
<b>Z</b>	<b>Z</b>
<b>Z</b>	<b>Z</b>

### Game Dice

(cut out & fold, then glue or tape)

