



Introduction

Where am I, meow? Who am I, meow? Why do I meow keep saying meow? Am I going mad? Oh, yes. I remember meow. We crashed our ship on this meowy island... and we are cats, meowy obviously!

Here is meow crew. Wait! Why is one of them jumping on his hands? Why are the others talking to their hands? Have they gone insane as well? And what is this junk all over this island? It must be cursed. Cursed with madness. We gotta meow out of here. And fast!

Overview

Escape from Junk Island is a quick cooperative game for 3 to 6 players who, in order to escape the cursed Junk Island have to repair their zeppelin just well enough so they can fly it escaping together (before going mad) or failing to do so perish together. Meow.

Players have a single day to repair their zeppelin and escape. Each player tries to fix parts of their ship and the day consists of three turns - the morning, noon and evening. The job is hard but luckily the players (who, remember, are cats) have 9 lives to spare.

Components

15 Quirks Cards

6 Shields (a pile of junk) and 6 toolbox cards/boards

42 dice, 7 dice of each 6 colors each. The black a junk

Junk board

A bag (of parts)

A sand-timer (of death)

Cat standees (because why the meow not?)

This rulebook

9 life tokens



Setup

1. Take as many sets of dice of each color as there are players plus one.
 - * **For three players**, take 4 sets of 6 differently colored dice, a total of 24.
 - * **For four players**, take 5 sets of 6 differently colored dice, a total of 30.
 - * **For five players**, take 6 sets of 6 differently colored dice, a total of 36.
 - * **For six players**, take 7 sets of 6 differently colored dice, a total of 42.
2. Put them in **The Bag of Parts** and shuffle.
3. Each player takes a **shield** and a **toolbox card** which they hide behind the shields.



4. Every player is dealt a **quirk card** at random which they put face up in front of their shield so their teammates can see it. While repairing their piece of the machine, they will need to follow strictly these quirks.
5. Each player draws blindly five dice from the bag which they place on their **toolbox cards**, behind their shields. Five more dice are drawn and put in a pile in the middle of the junk board. A few dice remain in the bag (equal to the number of players).

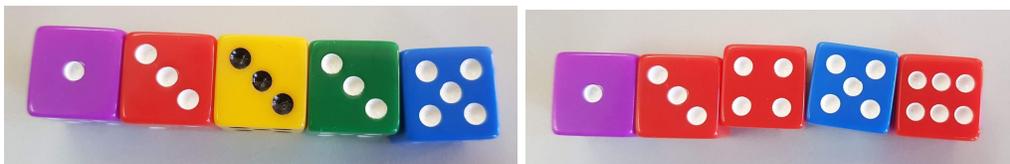
How to Play

Flip the **sand-timer** (of death). Time is running out. Players have 2 minutes to repair their pieces.

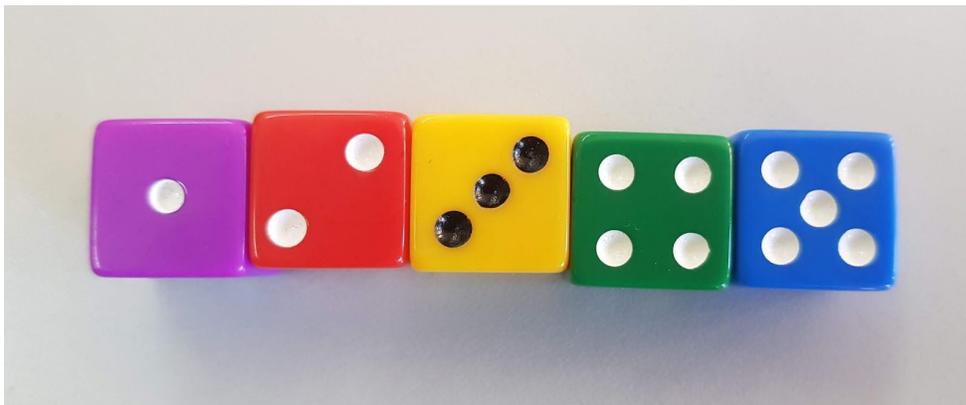
Each player can swap one of their dice with another from the board in the middle. They must have 5 dice in front of them and also 5 remain in the middle board.

The goal of each player is to repair their part of the zeppelin. A repaired part consists of 5 dice of different color and 5 differing values. Having the same colors or the same numbers means the part is not yet fixed!

These are broken:



This is fixed:



Players are allowed and encouraged to communicate with each other as it would be hard or sometimes impossible for them to repair their parts on their own.

Colored dice are ideal but if a die is missing players can resort to junk - which are the black dice. They can replace one of the fun colors but doing so comes at a cost - one life is lost for each black die used.

If the time runs out and any player is not yet ready with their repairs, flip the sand timer of death, you now have 2 more minutes but also collectively lose three lives.

The morning and noon phase are similar but in the evening, time is running out, you got more nervous and weird. Each player is dealt randomly one more Quirks Card. Follow both cards now!

The game ends in an epic win at the end of the third round if the cats, I mean players, have at least one life remaining.

Quirks Cards

My Precioussss - Everytime you take a die from the middle you have to put it close to your eyes and say :”My precious”

Mamma’s boy - Every sentence of yours should begin with “My mamma said...”

Sound Affect - Every time you interact with dice you have to make sound effects

Two Excited - Every time you get a two from the middle, you raise your hand for a high five. someone. You can not move on until someone high fives you

Junk Junkie - At the end of each round, if you have used a junk die, you lose two lives per die, instead of one.

Insecure - If you want to speak, you have to raise your hand. If someone allows you to speak - you may speak until you stop. After that you have to raise your hand again.

Whisperer - You have to whisper the whole game.

Just a cat - You have to use the word meow after each other word.

OCD - You have to rearrange and sort the dice in the middle of the table for the rest of the game, so they always look in a logical arrangement.

Sixness - You are afraid of the sixes. Everytime you see a six, you have to act scared or startled. Also, you cannot use sixes. Ever.

The Big Mouth - You have to narrate everything. At all times.

The Puppeteer - If you want to take a die from the middle, you have to finger walk to reach there, then take the die with the same hand and finger walk back to your board.

The Feeble - The dice are too heavy for you. You cannot lift the dice (except to put them on your board once they are next to it). You have to push them, instead of lifting.

Cry Baby - If you want something and nobody helps you with it you have to whine about it for the rest of the round.

Hail Kitty - You have to keep two of your fingers below your nose as a mustache during each of the timed rounds.

Credits

Art and Graphic Design:

Mariangela Angiuli (https://www.instagram.com/mushy_myce/)

Game Design:

Boris Yankov (<https://borisyankov.com/>)

Gerasim Vityakov

Grigor Petrunov

Deyan Georgiev (<http://bigboxgamers.com/>)

Plamen Dimov