



# EMERGENCY EXIT ONLY

## GAME RULES

WEEEEWOOD! WEEEEWOOD! The building's emergency alarm is ringing! Finding your way out of this concrete maze isn't going to be easy. Was that supposed to be a left turn, or a right turn? I think the map is upside down. Didn't we already come this way? Oh dear... I think we're lost.


## OVERVIEW AND AIM OF THE GAME

In **EMERGENCY EXIT ONLY**, you'll need to work together to find the way out without getting lost... which is easier said than done. **Memorize** your escape route correctly and be the first to signal when you think the group has lost its way to win the round!



## COMPONENTS

### ➔ 38 DIRECTION TILES

These tiles will form your escape route. Some feature  icons with a specific symbol.

1 Start tile



7 straight lines



6 left turns



4 right turns



5 double left turns



3 double right turns



6 intersections



6 repeats



## → 5 LOST TILES

These tiles tell the other players that you think you're lost.



(If you're playing this game for the first time, remove the protective film from these tiles before you begin).

## → 5 SCORE TILES

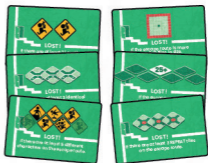
These tiles indicate your victory points.



## → 7 FLOOR CARDS

These cards determine which conditions mean your group is lost.

**STARTING FLOOR CARD** →



## → 7 DANGER CARDS

These cards are used when playing in **DANGER mode**.



If you're **playing for the first time**, we do not recommend playing with **DANGER mode**. Put these cards back into the box and ignore the yellow **DANGER** sections when reading the rules.

## SETTING UP THE GAME

1

Each player takes 1 **LOST** tile and 1 **SCORE** tile in the same color, placing them in front of them.

7

The first person to point at the exit of the room you're playing in becomes **first player**. They place the **START** tile facing them.



EXAMPLE SETUP FOR A 3-PLAYER GAME

Shuffle the **DANGER cards** into a face down deck. Reveal the first card.

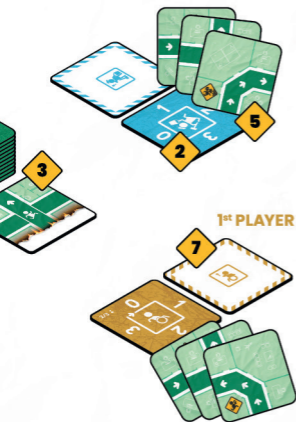


6

Place the **Starting FLOOR card** on the edge of the table, face up. Shuffle the remaining **FLOOR cards** into a face down deck, placing it close to the Starting Floor card.

2

Place your **SCORE** tile on the relevant side (2/3 players or 4/5 players) and turn it so that the 0 is at the top, facing the right way up.



3

Place the **STARTING** tile face up in the center of the table to form the pile's starting point

*This tile is easily identified by the fact that it is identical on both sides.*

4

Shuffle the **DIRECTION** tiles together into a face down deck.

5

Each player draws **3 DIRECTION** tiles from the deck.

## GAMEPLAY

A game of **EMERGENCY EXIT ONLY** takes place over several rounds. During each round, **work together** to create your escape route until all players except one have played their LOST tile, or all of the DIRECTION tiles have been played. Starting with the 1<sup>st</sup> player, each player will play their turn, moving clockwise around the table.

### THE TURN

On your turn, you can play either 1 DIRECTION tile, **OR** your LOST tile.




### PLAYING A DIRECTION TILE

1. Choose 1 DIRECTION tile from your hand. Place it face up on the pile in the middle of the table, **so that it completely covers the previous tile**. Position the tile so that its exit arrow matches up with that of the previous tile, to ensure that your escape route continues in a logical way.





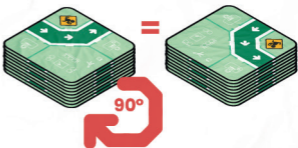
2. Draw 1 DIRECTION tile to bring the number in your hand back to 3. If there are no tiles left to draw, ignore this stage and continue the round as normal.

## DANGER CARDS

Each time you play a DIRECTION tile with the  icon containing a symbol matching the one on the round's visible DANGER card, immediately apply that DANGER card's effect.

### Example:

1. On their turn, player 1 plays a Left turn tile onto the pile, that has the  symbol.
2. This is the same  as the one shown on the current DANGER card. As a result, the player immediately applies its effect, pivoting the pile 90° clockwise.



## PLAYING A LOST TILE

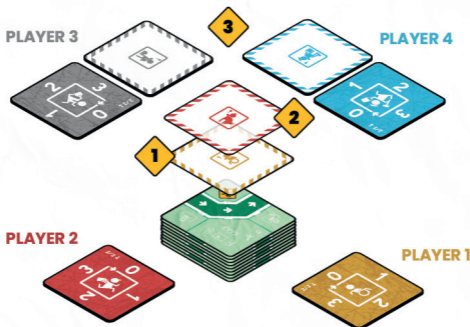
1. If you think that your group is lost (see the **LOST** section p.11), play your LOST tile onto the pile.



2. Starting with the player to your left and moving clockwise around the table, each player who still has their LOST tile can then choose whether or not they wish to play it. The final player who still has their LOST tile cannot play it during this phase.

Once all players have chosen, if **only one player** still has their LOST tile, the round ends immediately. If at least 2 players still have their LOST tile, the round continues as normal. Players who have played their LOST tile no longer play in this round.

**Example:** On their turn, player 1 is convinced the group has lost its way. They play their LOST tile onto the pile **1**. Player 2 also thinks they're lost, and plays their LOST tile **2**. The third and fourth players think their escape route is still valid and decide to keep their LOST tiles **3**. Player 1 and player 2 stop playing this round. It's now player 3's turn to continue the round.



**Note :** It is possible to completely empty the deck of DIRECTION tiles and play them all during a round.



It's now the player **to your left's** turn. If you played your LOST tile, you're out of the round.

**▲ Clarification:** IT IS STRICTLY FORBIDDEN TO LOOK AT OR REVEAL THE TILES IN THE PILE BEFORE THE END OF THE ROUND.

## END OF THE ROUND

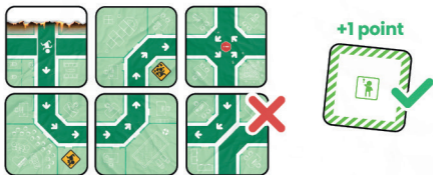
Once all of the players **except one** have played their LOST tile, or once all of the DIRECTION tiles have been played, it's the **end of the round**.

## REVEAL PHASE

It's time to reveal your escape route, and discover if you made it out! Starting with the **START tile**, lay out the tiles one by one to reveal the route you created.



→ As soon as you get lost (see next page), stop revealing the escape route. Check the remaining tiles in the pile: the first player who played their LOST tile gains **1 point**. If more than one player played it in the same turn, they all gain **1 point**. They then rotate their SCORE tile to reflect this. Proceed to the **NEW ROUND** stage.



→ If one or more players played their LOST tiles before the group was truly lost, then those players do not gain any points. Put their LOST tiles to one side and continue revealing the escape route.



→ If the route remains **valid** all the way to the end of the pile, you managed to escape! All players who did not play their LOST tiles all gain 1 point, pivoting their SCORE tile. Go to the **NEW ROUND** phase.



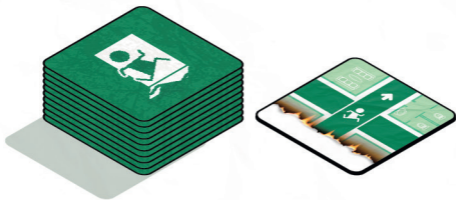
## NEW ROUND

To begin a new round, set up the following elements:

- 1 Each player **takes back their LOST card**, placing it in front of them.



- 2 **Shuffle the DIRECTION tiles** (except for the START tile) into a new deck.





**3** Reveal 1 additional **FLOOR** card. Its effect is added to those of any other previously revealed **FLOOR** cards for the round ahead.

**Reveal 1 additional DANGER card.** Its effect is added to those of any other previously revealed **DANGER** cards for the round ahead.



**4** The player who played their **LOST** tile first during the previous round becomes **first player** for this round. They turn the **START** tile to face them.

## END OF THE GAME

The first player to reach **3 points** (in a 2 or 3-player game) or **2 points** (in a 4 or 5-player game) wins the game.

## CLARIFICATIONS

### Double turn cards and Intersections

Some tiles have two paths. The first is the one with an arrow indicating the escape route's direction **1**. The second path might be used depending on the escape route created during the Reveal phase **2**.



***Example:** During the Reveal phase, Double turn tiles and Intersection tiles can be part of the escape route more than once.*

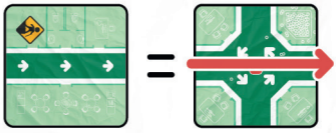


### Repeat tiles

During the Reveal phase, Repeat tiles always **copy** the direction of the previous tile revealed.



When a Repeat tile is played, the next player can position their tile facing **in any direction** to destabilize their opponents. Its real direction will be determined during the Reveal phase.



**Example:** Player 1 has just played a Double left turn tile (1). On their turn, player 2 plays a Repeat tile, which copies the Double left turn tile (2). The next player then positions their tile so as to confuse their opponents.

During the Reveal phase, the escape route circles back around to the **Repeat tile**. As a result, it copies the **Straight line tile**, causing the route to double back in the opposite direction. The group is lost (3)!



Opposite direction

## DID YOU KNOW?

ISO 7010 is an international standard invented in 2003 that standardizes safety symbols to ensure clear, universal communication of risks and safety measures.

**The aim is simple:** to ensure that warning and safety signs are immediately understandable, whatever the language spoken. Whether you're in France, Japan or even on Mars, the symbols are universal. That way, in the case of an emergency, even extraterrestrials will know where the emergency exit is!



**EMERGENCY EXIT ONLY** is a game that was originally published in Japan by the publisher Locogame, in an edition illustrated by TopeconHeroes. Some modifications to the rules have been made by IELLO.



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