

# ESCAPE FROM MAYHEM MANOR

By Casey Vande Hey

Inspired by:

Crypt Kickers by Captain Jim Blood

Dawn of the Monster Invasion by RandyLubin

## Preface:

This game is intended to be around a 1hr. 15min. Experience.

The game plays with a ten card deck with each card describing a room, however I will include additional cards for players to swap out if they want a different experience.

## Safety

This game is meant to be very lighthearted. However, a lot of this game revolves around the description of spooky rooms filled with supernatural events and scary creatures, and players will be the ones describing these rooms and the events that take place as they travel through them.

Before playing, clearly define what boundaries all players are comfortable with when describing events.

## Plot:

It is Halloween night! The most haunted day of the year, when supernatural energy fills the air. It is on this fateful night that five amateur paranormal investigators decide to explore the haunted manor at the edge of town.

As the clock strikes midnight, the clouds above part to reveal the full moon, glowing brilliantly in the sky. Its cursed light shines upon the manor, and the house erupts into chaos! Spirits begin roaming the halls, furniture flies across rooms, vampire bats take flight, and the floors and walls begin leaking ectoplasm.

The five friends, who find themselves on the highest floor of the manor, must make their daring escape, but with tensions high amidst the chaos, finding the right way out might be a little more difficult than they think.

## Objective:

Players must find a way through the manor as they escape to safety.

## Materials needed:

- Timer
- 5 players
- The 10 room description cards

## Play:

Escape from Mayhem Manor takes place over five rounds. Pairs for each of the rounds are as follows:

- Players 1&2
- Players 2&3
- Players 3&4
- Players 4&5
- Players 5&1

## **Start of the Round:**

The two players paired up for that round will each draw one of the ten cards from the room card deck (room cards found below to be printed). On the room card will be a prompt and a brief description of what the room contains.

ex. Room card says “Slime room! Ectoplasm seeps from all surfaces; the walls, ceiling, floor, even the furniture.”

## **Description/Interview**

Each player will read the description of the room that they “see” based on the card that they draw. That player will act as a describer. The other three players who did not draw one of the cards will act as the deliberators. Once the description of the room is read, players will start a five minute timer and the deliberators will have to ask the describer clarifying questions on what is in the room.

The description on the room cards act more as guidelines, it is up to the describers to shape the room how they see fit based on the deliberators’ questions.

ex. Deliberator: “How much slime covers the floor?”

Describer: “Almost two feet of slime, and growing rapidly.”

Deliberator: “Is the slime edible?”

Describer: “Let me check. Yup, it tastes like blue razzberry.”

Once the timer is up, the other describer will read off their description and the process repeats. When both rounds are over, it is time to make a decision.

**Decide Time:**

After hearing the pros and cons, the plights and perils of each room that lies before the group, the three deliberators will make a decision on which room the group will end up traveling through. Once a decision has been reached, the next numbered player (if players 1&2 are describers, player 3) will briefly describe what happens to the group as they travel through the room, and the aftermath of their decision.

ex. “The group decides that while it is very unpleasant, the room full of blue razzberry slime will be the safest to go through. They waded their way through the now waist-high ectoplasm, emerging on the other side with a lot more regret for their decision and with much more sweet-smelling, slippery shoes.”

They may not describe any player’s death, all players must be kept alive so that the turn order is not thrown off and everyone gets a chance to play.

At this point the groups rotate and the process repeats.

**End of Game:**

Once the last round is over and the group escapes the final room to the safety of the cool, now November air, players can take time to reflect on the experience. Describe how this experience has helped you all bond as friends, or how you now all have a collective disdain for anything blue razzberry flavored.

## **ROOM CARDS**

Furniture flies across the room. Tables rush from one side of the room and slam into the other, chairs fly up and crash against the ceiling.

Bats. There are so many bats, just an inordinate amount of bats everywhere.

Stands dressed in full suits of armor line either side of the room, halberds in hand.

The floor is a black and white checkerboard pattern, picture of a knight hangs on the opposite side of the room.

What appears to be a bottomless pit stretches across the width of the room.

The ceiling of the room has two very large closed eyes, and the walls are covered with many ears.

Instead of floor there is a large, deep pool that covers the entire room.

This room's floor is made of dirt, and a collection of tombstones are haphazardly strewn about.

A large, blue-green blob dangles from the ceiling, there are skeletons all over the floor.

There is a large cage with some kind of beast. There are tufts of brownish fur lying about and something is snoring.

Many disembodied arms float around the room, all preoccupied with cleaning.

The tiles on the floor are arranged in an 8x8 grid. The word "start" is written in blood pointing at one of the tiles.

This room looks crafted; there are cardboard props and motionless, life-size marionette puppet.

The entrance to this room looks like a mineshaft, the walls are lined with torches.

Ectoplasm seeps from all surfaces; the walls, ceiling, floor, even the furniture.

There are many large holes in the walls, and there is a hissing sound emanating from one of them.