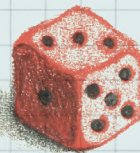
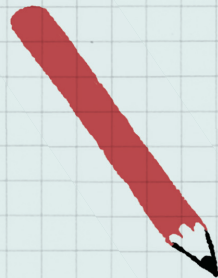


MOONBASE ESCAPE

**AN ADVENTURE BOARD GAME
BY KEVAN DAVIS, VIVIANE SCHWARZ
AND YOU**



PAVILION



MOONBASE ESCAPE

MOONBASE ESCAPE

2 + PLAYERS



TIME TO MAKE
30 MINS
AND PLAY



You Will Need

A pen or pencil – one per player



Pawns – one per player



A six-sided die



Five little tokens – coins, buttons, anything!

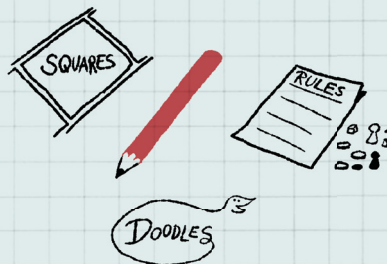


Create Your Game

We've come up with a way to make board games called 'snaddering' – all you need are squares, rules and doodles to start playing!

Before you and your friends can play this game, you need to fill some more squares in. Have everyone write a few each until you've added seven or so squares between you. Squares can say anything you like – they can be variations of the squares already on the board, simple 'roll again' or 'miss a turn' effects, or absolutely anything you can think of.

Add doodles to illustrate the squares, or to generally decorate the board. When everyone's happy with how the board looks, you're ready to play the game.



This is an edited extract from *Board Games to Create and Play* by Kevan Davis and Viviane Schwarz, published by Pavilion. © Kevan Davis, Viviane Schwarz & Pavilion Books.

Play Your Game

Find a pawn for each player, and put them all on the MEDBAY square. Put tokens on to the door squares numbered 1, 2, 3, 4 and 5 to show that those doors are closed.

To play the game, take turns to roll a die and move your pawn that many squares. If you reach a junction during your move you can decide which way to go (you just can't go back the way you came, during that move). If you land on a square that says to do something, do it!

Rules

DOORS: The numbered door squares on the moonbase are where the doors open and close. If a door square has a token on it, it's closed – if your move would go through it, it ends at the square before it instead. If you start your turn next to a door square, you can skip your turn to open that door (pick up the door token and put it on a different door square) or to close it (take a door token from another door and put it on this door square). If someone gets caught in a closing door, they go to the MEDBAY square.

How to Win

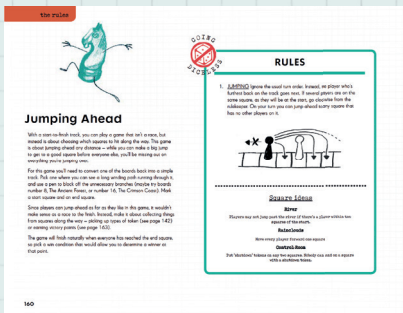
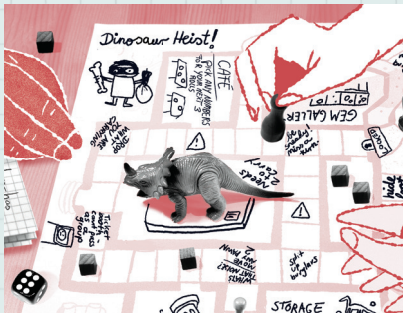
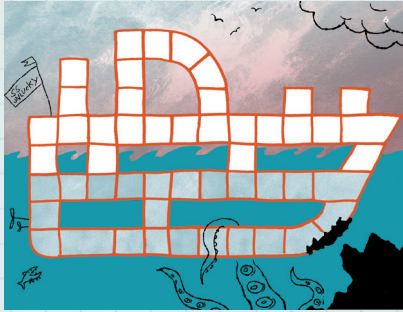
The first player to reach the escape pod square (either landing on it exactly or moving over it during their turn) wins.

#SNADDERING

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- 1 score track

About the Authors



Kevan Davis is a designer of board, street, web and escape room games whose work includes the zombie browser game Urban Dead and the housework tracker Chore Wars.



Viviane Schwarz is an award-winning author and illustrator of interactive books, picture books, graphic novels and craft books. She teaches illustration and game design and is a former associate lecturer at Plymouth University.