

ROOM-25

RUN-SURVIVE-ESCAPE

In the near future, a reality TV show called Room 25 goes beyond the limits of good taste in an effort to increase ratings and shock viewers. Candidates are enclosed in a Complex of 25 rooms, with unexpected and dangerous effects. They will have to trust each other and work together to find Room 25 and escape together quickly. Sometimes, guards infiltrate the prisoners and try to prevent them from escaping by any means necessary ...

"Dear Candidates, hello! You have been selected by the Entertainment Ministry to be a part of our fabulous show! Broadcast worldwide in high definition, you will delight millions of viewers by surviving our Complex's deadly traps! You have limited time in which to escape! Let's get started! And don't forget to smile - you're on camera!"

SETUP

"Candidates! This is your thirty seconds of glory: who are you and what do you do?"

⇒ Each player chooses a character (there is no difference between characters, they don't have any special characteristics) and takes this character's material:

- 1 figurine
- 4 action tokens (Move, Watch, Push, Control)
- 1 turn marker
- 1 reminder token
- 1 character sheet

⇒ Place the reversible board on the side corresponding to the game mode chosen:

- SUSPICION, COMPETITION, or TEAM modes: 10 turns side
- COOPERATION or SOLO modes: 8 turns side

⇒ The player who most recently watched a reality TV show is the first player. The turn marker of the last player (the player sitting to the first player's right) is placed in the -10/-8 turn space of



A semi-cooperative game
for 1 to 6 players

Room 25 is an original game created by François Rouzé, inspired by science fiction cinema especially Cube, Tron, and Running Man. The figurines are liberally inspired by movies of the genre. Illustrations and graphics by Daniel Balage and Camille Durand-Kriegel.

» GAME CONTENT

- 32 room tiles
 - 1 reversible board:
 - one "8 turns" side
 - one "10 turns" side
 - 6 role tiles: 2 guard tiles and 4 prisoner tiles
 - 6 Control tokens
- For each character:**
- 1 figurine
 - 4 action tokens
 - 1 reminder token
 - 1 turn marker
 - 1 character sheets

the reversible board. Then, proceeding counterclockwise, each player places his turn marker to the left of the last player's turn marker. Therefore, the first player's marker is the first in line.

construction of the complex

The board is a square Complex of 25 rooms. Regardless of the game mode, follow the instructions below to create the board.

⇒ Choose the Complex composition you want to play with, depending on the mode and the difficulty (check Complex composition on the back of the rules).

⇒ Place the Central Room in the table center.

⇒ Set aside the Vision chamber and Room 25.

⇒ Shuffle the 22 remaining rooms and place 12 of them face down.

⇒ Then add the Vision chamber and Room 25 to the 10 remaining rooms, shuffle, and complete the board to create a square of 5 by 5 tiles. At the beginning of the game, Room 25 is therefore placed, hidden, along one of the edges of the board. The spaces thereby completed constitute the Exit Zones.



starting clue

All the players have a starting clue. During the first Turn, before the first Programming phase, each player secretly looks at one room which is adjacent (but not diagonally so) to the Central room, and replaces it face-down in its initial location.

Warning: Each player only looks at ONE room regardless of the game mode.

GAME CYCLE

Depending on the game mode, the game is composed of either 8 or 10 turns.

Each turn includes 3 different phases:

- **Programming** (each player chooses two actions)
- **Action** (in turn, the players resolve their first action, then the second)
- **countdown** (advance the turn marker and change the turn order)

1. Programming

Each player chooses two actions that he places in front of him, face down, on his character sheet in the dedicated boxes.

The order of the actions is important, the one placed at the top will be played before the one placed below.

The two remaining actions must be set aside in order to avoid confusion.

Note: Since the choice should be secret, the players choose their actions at the same time.

A player can also choose to program only one action. In this case, the programmed action is placed between the two programming boxes. During the Action phase he will be able to choose if he plays it during the first action turn or during the second one (see below).

2. ACTION

➔ The first player reveals his first action (the one placed on the top) and resolves it immediately.

➔ Then, following the turn order, the next player does the same and so on until all the players resolved their first actions.

➔ The players resolve their second action following the same process.

Every programmed action **MUST** be executed, even if it works against the player.

If one action cannot be completed, the action is lost (for example if a player programs the Push action and is alone in the room).

3. countdown

When all actions have been resolved, the **TURN ENDS**:

➔ Each player takes all of his actions back in hand (the actions used during the turn can be used again during the next turn).

➔ The first player becomes the last player; move his turn marker to the end of the line on the reversible board, thereby advancing the countdown.

➔ Announce aloud the number of remaining turns.



escape the complex

To escape the Complex the characters have to:

- Find Room 25
- Reach it
- Move it into one of the Exit Zones (see page 1)
- Use the Control action to move Room 25 out of the Complex when all the prisoners are together in it. It is **IMPOSSIBLE** to escape alone.

Note: Regardless of the game mode, the prisoners can move the exit out of the Complex even if opponents (guards included) are in the room.

Alert!

“Awesome! You have found the exit! Accelerate countdown! You only have 5 turns left before complete depressurization.”

In a mode using the 10 turns side of the reversible board (Suspicion, Competition and Team), if a character enters Room 25 during the first 5 turns of the game, the alarm is activated! Immediately move all the characters' turn markers in order to place the last player on the -5 space of the reversible board.



Action descriptions



→ LOOK

Choose and observe secretly a room adjacent to your character.

Once you have looked at it, replace it face down.

You are allowed to give indications about the room's danger level but you **CANNOT** show it to the other players or give the name of the room.



→ PUSH

Move a character standing in the same room as you to an adjacent room.

Your character stays put and the pushed character immediately applies the

effects of the room in which he lands.

If the room was still hidden it's revealed.

*Exception: It's **STRICTLY FORBIDDEN** to push from the Central room but it's possible to push into the Central room.*

Important: The rooms considered to be adjacent to a character are the rooms located next to the room he's standing on, **EXCLUDING** diagonals.



→ MOVE

Move your character to an adjacent room.

If the room is still hidden, reveal it when you reach it.

The room will stay revealed for the rest of the game.

In any case, apply the effects of the room immediately (see page 6).

A room effect applies every time a character enters it.



→ control

Move the line that includes your character's room one rank in the direction you choose (vertically or horizontally).

All the rooms slide one rank in the same direction, all the characters stay on the rooms they're standing on and slide with them.

The room at the end of the line exits the Complex and is replaced at the other end of the line (see below).



Afterwards, take a Control token and place it next to the line you just moved with the arrow pointing in the direction of the movement.



*1st exception: the Central room **CANNOT** be moved and always stays at the Complex's center. Therefore, it is **IMPOSSIBLE** to use the Control action to move a central line (containing the Central Room).*

*2nd exception: A line can be moved several times during the same turn but **ONLY** in the **SAME** direction.*

» » REMINDER TOKENS

Each player has a Reminder Token he can use at any time during his turn, in addition to his actions. He can place the token on any room still hidden anywhere on the board as a reminder. The token is recovered only when the room it's placed on is revealed. Once recovered, the player can use it again.



GAME MODES

"Room 25 is for each and every one of you and we cater to all tastes! Choose your mode!"

Room 25 offers 5 game modes:

- Suspicion (4 to 6 players)
- Cooperation (2 to 6 players)
- Competition (2 or 3 players)
- Team (4 or 6 players)
- Solo (1 player)

In every mode the prisoners' goal is to escape before the countdown ends (the end of the last turn).

SUSPICION MODE

➔ (starting with 4 players)

➔ Reversible board: 10 turns side

"Dear candidates, you are locked up in a dangerous maze and have to escape! But that's not all! Our team of trained guards is there to help you not escape! Isn't that great?!"

» » GOAL

ALL the prisoners HAVE TO reach Room 25 and move it out of the Complex. The guards have to keep the prisoners from escaping by all means necessary, including elimination.

» » GAME CYCLE

The game cycle is as indicated on pages 2-3 but with the following adjustments.

» » ROLE DISTRIBUTION: GUARDS AND PRISONERS

4 players: Shuffle 4 Prisoner tiles and 1 Guard card.

5 or 6 players: Shuffle 4 Prisoner tiles and 2 Guard tiles.

Note: With 4 and 5 players there is one more card than the number of players, allowing doubt as to the number of guards infiltrated. In a game with only 4 players there might be no guards at all.

Distribute one role tile to each player. After looking secretly at it, each player places his role tile face-down in front of him. Put any remaining role tile back in the box without looking at it.

» » EXPOSURE OF THE GUARDS

A guard can reveal his identity at any time during his turn. Starting the following turn and

for the rest of the game, a revealed guard won't have to program his actions. When it's his turn to play, he chooses one action, places the action token and plays immediately. For his second action, he cannot repeat the same action as his first one.

» » EXPOSURE OF THE PRISONERS

The prisoners MUST NOT IN ANY CASE reveal their identity during the game, except under special situations as specified in the rules below.

» » TAKE OFF THE MASKS

At any time during the game, if the absolute majority of the characters are in Room 25, the absent player(s) MUST immediately reveal their identities.

» » VICTORY CONDITIONS

The PRISONERS win the game:

- If ALL the prisoners are in Room 25 and they move it out of the Complex through the Control action, before the end of the countdown.
- If only one prisoner has been killed or didn't reach Room 25 in time, the others can still escape but ONLY during the LAST TURN of the countdown.

The GUARDS win the game:

- If two prisoners are killed.
- If the prisoners didn't escape before the end of the countdown.

» » A CHARACTER DEATH

If one character is killed, he keeps his identity secret.

If a second character is killed: The 1st killed MUST reveal his identity.

- If the 1st character is a guard, the game continues.
- If the 1st character is a prisoner, the 2nd character killed MUST reveal his identity.
- If the 2nd is a guard, the game continues.
- If the 2nd is also a prisoner, the game ends and the guards win.

TEAM MODE

➔ (4 or 6 players)

➔ Reversible board: 10 turns side

"Dear candidates, you have been selected for a team clash! That's my favorite, no holds are barred!"

» » GOAL

The players constitute two teams, with one prisoner per player. The first team escaping the Complex, or eliminating all the opponents, wins the game.



GUARD



PRISONER

» » setup

4 players: The teammates choose a character duo as specified in the Cooperation Mode (see Cooperation Mode – Setup)

6 players: The teammates choose three characters, one of each form of pedestal (1 character round, 1 character square and 1 character cross), and take one each.

The players sit at the table alternating players of different teams (example A1, B1, A2, B2, A3, B3).

» » game cycle

The game cycle is as indicated on pages 2-3.

However, at the beginning of the game, determine if the teammates can communicate with each other and if so, how they communicate.

» » victory conditions

The first team to escape with ALL of its prisoners wins the game.

If a character is eliminated, the rest of his team will only be able to escape the Complex during the last turn.

If none of the teams succeed before the end of the countdown, the one with the most prisoners in Room 25 wins the game.

cooperation mode

⇒ (2 to 6 players)

⇒ Reversible board: 8 turns side

“Dear candidates, you have decided to “stick together” and I congratulate you! In order to celebrate, the production offers a 20% discount on the time allotted to escape!”

» » goal

All the prisoners play together, without guards to trick them. However, they will only have 8 turns to find Room 25 and move it out of the Complex.

» » setup

For 2 and 3 players:

Each player chooses a character duo.

- the Scientist and the Nerd
- the Dude and the Bimbo
- the Colossus and the Little Girl

Figurines of the same team have an identical pedestal shape (round, square, cross).

Once the first player is set, follow the usual Setup for the turn order (page 1) with the following exception: instead of doing one placement turn of characters’ turn markers, execute a second one in order for the characters of a same player not to be next to each other.

For 4 to 6 players:

Follow the usual Setup page 1.

» » game cycle

The game cycle is as indicated pages 2-3. A player plays his characters independently from one other (each one has 4 action tiles etc.).

» » victory conditions

It’s a COMPLETE VICTORY if ALL characters reach Room 25 and escape the Complex before the end of the countdown.

It’s a PARTIAL VICTORY if only ONE character is eliminated.

As soon as more than one character is eliminated, all the prisoners instantly lose the game.

competition mode

⇒ (2 to 3 players)

⇒ Reversible board: 10 turns side

“Dear candidates, our guards are on vacation? What a blessing! You will be allowed to fight against each other to be the only one escaping! It’s even better!”

» » goal

Each player takes 2 prisoners. There are no guards.

All the players are against each other. The first player to have all of his characters escape the Complex, or who eliminates his opponents, wins the game.

» » setup

Follow Setup of the Cooperation Mode for 2 and 3 players.

» » victory conditions

A player wins:

- If he’s the first to have both of his characters escape.
- If his team is the last one alive.
- If one of your characters is eliminated, you have to wait until the last turn of the countdown to escape alone.

solo mode

⇒ (1 player)

⇒ Reversible board: 8 turns side

“Dear candidates, you developed a hive mind! One thought for four people: you’ll be only one!”

» » goal

Play four prisoners using the action tiles instantly without programming and escape before the end of the 8th turn.

» » victory conditions

If ALL the prisoners are in Room 25 and escape the Complex, you win the game.

As soon as one prisoner is eliminated, you lose. If, by the end of the 8th turn, the prisoners haven’t escaped, you lose.

ROOMS Description

The rooms follow a color code
green = safe / yellow = obstacle / red = mortal danger



central room

"Great! You're at the Complex center, sorry but no aggression allowed!"

Room in which all the prisoners start the game. Only the Look and Move actions are allowed. This room cannot be moved in any way and will stay at the center for the entire game.



ROOM 25

"If you're not alone, you're close to victory! Dive into the light and join me on stage, you're famous!"

Exit room. When all the prisoners have entered this room, one of them has to move it out of the Complex using the Control action.



vortex room

"Back to square one! Hurry up!"

Take your character figurine and place it on the Central room.



vision chamber

"Video screens, excellent! A good time to place your token!"

Look secretly at any room of the board then place it back where it was.



trapped chamber

"I love your style! You just activated a deadly trap! 5-4-3..."

You have to leave this room with your next action or you're executed.



Moving chamber

"Watch out it's shaking! And it's going to move!"

Place your character in this room after revealing it. Then, take the room with your figurine and exchange it with any hidden room on the board. The hidden room stays hidden. If all the rooms are already revealed, this room has no effect.



control chamber

"Terrific! Mechanisms and controllers! You look handsome with your hands all dirty!"

Slide any line of the board (except the central ones) in the direction of your choice. Slide all the rooms one rank following the same process as for the Control action (see Actions - Control).



TWIN chamber

"Great! Awesome! A molecular transporter... But, will it work?"

If the other twin chamber is already revealed, move your character to it. If it's not revealed, nothing happens.



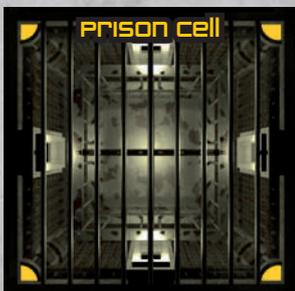
"Awesome, an empty room! Enjoy the break!"

This room is empty and has no effect.



"My favorite one! No season 2 for you!"

When you enter this room, you are instantly killed.



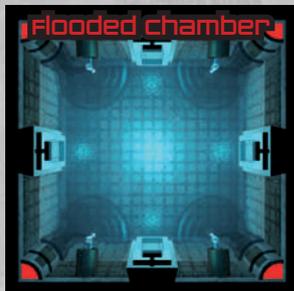
"A cell locked from the outside... I hope you have friends around!"

You can only leave this room by moving onto a character located on room adjacent to yours OR by moving onto the Central room, if it's adjacent to the Prison room when you want to leave it.



"Great! The room of your dreams, or at least, that's what it claims to be..."

Immediately exchange the Illusion room with any hidden room on the board. Reveal the new room, place your character in it and apply its effects. Therefore, the Illusion room is elsewhere on the board and will stay revealed for the rest of the game. If all the rooms are already revealed, this room has no effect.



"Hold your breath, water is coming! I would leave if I were you!"

As soon as you enter, this room locks itself from the inside and becomes inaccessible (no one can enter for the rest of the game). After your second action of the next turn, if your character is still there, you drown.



"An acid bath! Alone it's awesome, but it's even better to share it!"

As soon as two characters are in this room, the one who entered earlier is eliminated by the arrival of the second one.



"What I prefer in the cold chamber is the temperature! Am I right?!"

While in this room you can only program one action during the Programming phase.



"Wonderful, a dark chamber! Perfect for developing your sense of touch... if you have time!"

While you're in this room, you can't use the Look action.

COMPOSITION OF THE COMPLEX

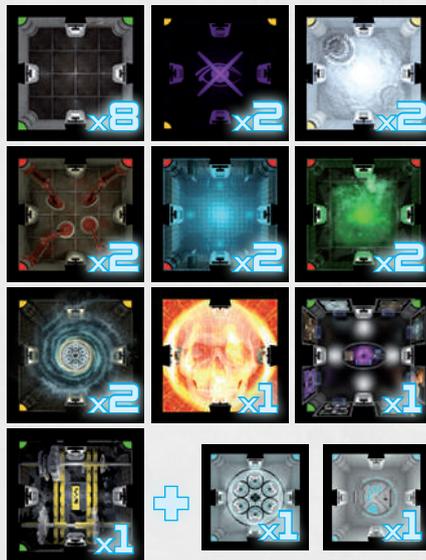
Check the lists below. Additionally to the Central room and Room 25, take the 23 rooms corresponding to the mode and the difficulty chosen.

Then go to Construction of the Complex on page 1.

- | | |
|--------------------|--------------------|
| 8 Empty chambers | 2 Prison cells |
| 2 Dark chambers | 2 Twin chambers |
| 2 Cold chambers | 1 Vision chamber |
| 2 Trapped chambers | 1 Control room |
| 2 Flooded chambers | 1 Illusion chamber |
| 2 Acid baths | 1 Moving room |
| 2 Vortex chambers | 1 Central room |
| 2 Mortal chambers | 1 Room 25 |

➔ **For advanced players:** In order to add some challenge to the game, you can choose yourself the composition of the Complex and/or play without the remainder tokens. *Note: It's NOT recommended that you play with the 2 Vortex rooms AND the 2 Mortal chambers.*

BEGINNER



Expert: competition mode



Expert: suspicion mode

