

SCARY ESCAPES



Visit www.english-able.com/board-games to select your desired questions and challenges. Once you have chosen what you want to use, go to your **“Board Game Studio”** page and assign topics to each of the coloured buttons. We have included two boards depending on how many topics you wish to use with your class. **Make sure that you assign “Scary Escapes” to the black button.** This is a special set of “Trick or Treat” cards created just for this game. **See recommendations below.**

Preparation

- Read all instructions carefully including notes on how to use **“The Ghost”** on the **Special Pieces** page below.
- Print and cut out one board, one die, and one ghost per group, as well as one Exit Gate and one set of Magic Pieces per player.
- Divide your class into groups of any size, though we recommend no more than 4 to optimise engagement. Players can play alone or, for larger or less confident groups, in pairs.
- Show your Board Game Studio QR code to the students. They will need one phone per group.

Game Play

- Each player/pair places their piece at the board's centre. Any small object can serve as a piece.
- The starting player/pair rolls the die and moves their piece the indicated number of spaces. They can move along any path in any direction.
- Upon landing on a coloured square, another player selects the corresponding colour button on the phone and presents the challenge/question. **Correct answer = Stay on that space - Incorrect answer = Go back to the previous space.**
- Landing on a black pumpkin means they press the black button and get a **“Trick or Treat”** card.

- If a player lands on any of the four corner squares and answers the question correctly, they receive the corresponding **“Magic Piece”**. They don't need to land exactly on the corner, just reach the corner square.
- The **“Magic Pieces”** have magic powers which are noted on the game board. Players will become more powerful the more they collect.
- Once a player has all four, they must return to the centre and face the final challenge (for example, answer one question from a topic of their choice). **See recommendations below.**
- If they are successful, they receive their **“Exit Gate”**, which they can place anywhere around the edge of the maze to create an exit. They can then begin heading for it. At this point they no longer have their magic powers.

Note: “Magic Pieces” are provided to print out and cut up, but this goes a little against the ethos of Englishable, so to save on resources, consider keeping track of who has collected which piece by having one student make a note.

Recommendations

- Depending on your class, the final challenge can be anything you like. Answer a question from the topic of the teacher's choice, answer a question from every topic, tell the whole class a joke, perform a grammar challenge, sing a song in English. Use your imagination.
- If using the four colour board, assign a challenge to the purple button. This could be used as an extra task to be done in order to achieve final victory!
- Consider using a mix of multiple choice quizzes and challenges to keep it varied.

SCARY ESCAPES

AIM OF THE GAME

COLLECT ALL FOUR "MAGIC PIECES" AND PUT THEM IN THE WITCHES CAULDRON. THEN COMPLETE THE FINAL CHALLENGE TO RECEIVE THE "EXIT GATE". PLACE YOUR GATE ANYWHERE AROUND THE OUTSIDE OF THE MAZE AND GET OUT FIRST TO BE THE WINNER.

MAGIC PIECES



MUMMY'S BANDAGES - IF YOU HAVE THESE EACH TIME YOU ROLL A 1 YOU CAN MOVE THE STONE WALL



ZOMBIE BRAINS - IF YOU HAVE THESE EVERY TIME YOU ROLL A 2 YOU CAN MOVE TWO SPACES AND ROLL AGAIN



WEREWOLF'S CLAWS - IF YOU HAVE THESE EVERY TIME YOU ROLL A 3 YOU CAN MOVE ANOTHER PLAYER 3 SPACES



VAMPIRE BLOOD - IF YOU HAVE THIS WHEN YOU ROLL A 4 YOU CAN MOVE 4 SPACES AND PASS THROUGH ONE WALL



THE GHOST CAN TRAVEL THROUGH WALLS IN ANY DIRECTION IF IT CATCHES A PLAYER THEY ARE FROZEN AND MISS THEIR NEXT TURN



THE EXIT GATE CAN BE PLACED ANYWHERE AROUND THE EDGE OF THE MAZE CREATING A WAY OUT. A PLAYER CAN ONLY PASS THROUGH THEIR OWN EXIT GATE



THE STONE WALL CAN BE PLACED ANYWHERE TO BLOCK A PATH BUT IT MUST NOT BLOCK THE ENTRANCE TO A CORNER SQUARE OR AN EXIT GATE



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WEREWOLF'S CLAWS - IF YOU HAVE THESE EVERY TIME YOU ROLL A 3 YOU CAN MOVE ANOTHER PLAYER 3 SPACES



VAMPIRE BLOOD - IF YOU HAVE THIS WHEN YOU ROLL A 4 YOU CAN MOVE 4 SPACES AND PASS THROUGH ONE WALL



THE GHOST CAN TRAVEL THROUGH WALLS IN ANY DIRECTION. IF IT CATCHES A PLAYER, THEY ARE FROZEN AND MISS THEIR NEXT TURN.



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THE STONE WALL CAN BE PLACED ANYWHERE TO BLOCK A PATH BUT IT MUST NOT BLOCK THE ENTRANCE TO A CORNER SQUARE OR AN EXIT GATE.



MAGIC PIECES



The **Exit Gate** can be placed anywhere around the edge of the maze, creating a way out. A player can only pass through their own Exit Gate.



The **Stone Wall** can be placed anywhere to block a path, but It must not block the entrance to a corner square or an Exit Gate. The stone wall can only be moved if a player draws a Trick or Treat card telling them that they can move it.

THE GHOST



The Ghost only joins the game after each player has had two turns. The Ghost starts from the middle of the maze.

Once introduced in round 3, on each turn the player must decide if they want to move their piece or the Ghost. They do this before rolling the dice. This adds a tactical element where players can advance themselves, or perhaps attack another player. This also helps to even things out if one player is far ahead of the others.

The Ghost can travel through walls in any direction. If it catches a player, they are frozen and miss their next turn.

