

# ESCAPE FROM THE HIDDEN CASTLE™

## BOARD GAME



AGES  
7+



30  
MINUTES



2-8  
PLAYERS

If you'd prefer to learn to play by watching a short video, please visit [www.amigo.games/game/escape](http://www.amigo.games/game/escape).

Can you escape from the Phantom? Race around the board, trying to find a chamber to hide in. But beware, other players can push you out of chambers, and the Phantom moves faster as the game goes on. In the end, only one player will escape ...

### OBJECT OF THE GAME

To avoid being captured by the Phantom. Players add points to their scores when the Phantom captures them; the player with the lowest score wins and escapes the Hidden Castle.

NOTE: The game includes a double-sided game board. Use these rules when playing the new version of the game on the side with the scoring track. If you'd like to play the original version (which was called "Midnight Party"), use the other side of the board with the rules at the end of these instructions.

Although this game is designed for ages 7 and up, the components listed in red are a choking hazard. Please take special care to keep these components away from young children.

### CONTENTS



30 Castle Guests



8 Scoring Tokens



1 Game Board



1 Phantom



1 Phantom Token



2 Phantom Clips



30 Stands

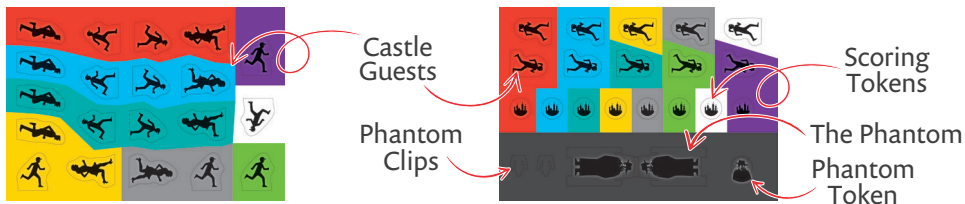


1 Die

Instructions

## SET UP

- When playing for the first time, punch out all of the Castle Guests, the Phantom, the Scoring Tokens, the Phantom Token, and the Phantom Clips.

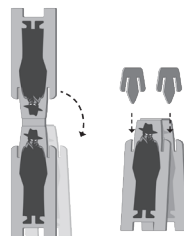


- Each player chooses a set of Castle Guests. The colors and number of Guests that each player gets depends on the number of players:

Number of Players	Number of Guests	Colors
2	6	Red or blue
3	5	Red, blue, or turquoise
4	4	Red, blue, turquoise, or yellow
5	3	Red, blue, turquoise, yellow, or gray
6-8	2	Red, blue, turquoise, yellow, gray, green, white, or purple

- Place the game board on the table with the side showing the scoring track face-up.

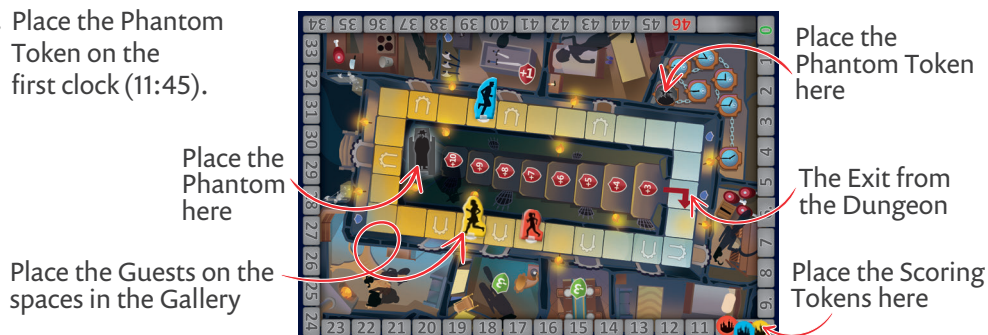
- Fold over the Phantom and slide one Phantom Clip onto each of the Phantom's shoulders. When you're done, the Phantom will stand up on its own, and you'll be able to squeeze the bottom part of the Phantom together to make a "grabber."



- Place the Phantom on the bottom door of the dungeon staircase in the center of the board, just past the "+10" space.

- Place all of the Scoring Tokens on the number "10" on the Scoring Track.

- Place the Phantom Token on the first clock (11:45).



- Starting with the youngest player and moving to the youngest player's left, take turns placing one Guest on any empty space in the Gallery. Each player places one Guest at a time, continuing until all of the Guests in the game have been placed. Players may not place Guests on the dungeon staircase.

HINT: You may want to avoid placing Guests on the spaces in front of the arrow on the exit from the dungeon. Once play begins, the Phantom will leave the dungeon, start moving in this direction, and begin capturing Guests.

### PLAYING THE GAME

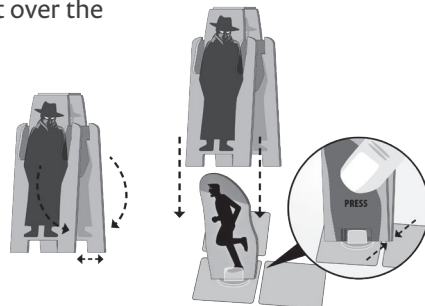
- MOVING GUESTS AND THE PHANTOM:** On each turn, roll the die and move one of your Guests the number of spaces shown on the die in a clockwise direction (the direction shown by the arrow on the exit to the dungeon). Unlike during Set-up, more than one Guest may end a move on the same space. You must move one of your Guests on every turn.

When you roll the Phantom, move the Phantom the number of spaces shown on the clock that the Phantom Token is on. For example, when the clock is on midnight, move the Phantom 3 spaces (this will increase as the game goes on, as explained in “#4 Increasing the Phantom's Speed,” below). The Phantom starts by moving up the dungeon staircase toward the exit. Once the Phantom passes the exit, it turns to the right (following the direction of the arrow) and continues to move around the Gallery.



Once the Phantom enters the Gallery, it may not go back to the dungeon. You may not move your Guests on a turn when you move the Phantom.

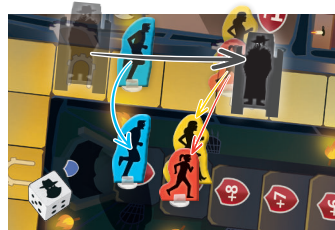
- BEING CAPTURED BY THE PHANTOM:** Once the Phantom is in the Gallery, it captures a Guest every time it passes a Guest or ends its move on the same space as a Guest. When the Phantom captures one or more Guests, use the Phantom as a “grabber”—pick up the Phantom, place it over the captured Guest and squeeze the bottom together to grab the Guest.



Then lift up the Guest and place it onto the dungeon staircase, starting with the step with the highest number that doesn't have a Guest on it. So, place the first Guest captured on the "+10" step, the second Guest captured on the "+9" step, and so on. Then move that Guest's scoring token that number of spaces along the Scoring Track.

When the Phantom captures Guests that are on the same space in the Gallery, they are moved to the same space on the dungeon staircase.

*For example, the Phantom passes Landry's piece and moves it to the "+10" step on the dungeon staircase. The Phantom lands on Jonah's and Claire's pieces and moves them to the "+9" step.*



When all of the dungeon staircase steps have Guests on them, put any newly captured Guests on the "+10" step. This continues until one or more Guests leave the dungeon (opening up steps—see Rule #3 below to learn how to leave the dungeon). As more Guests are captured, put them on the open step with the highest number. Whenever the steps are full, put newly captured Guests on the "+10" step.

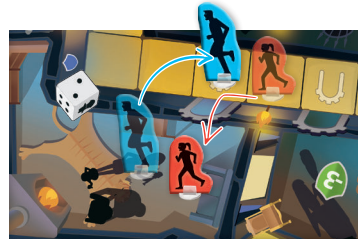
The Phantom does not capture your Guest if you move it past the Phantom. However, the Phantom does capture your Guest if your Guest ends your turn on the same space as the Phantom.

- 3. HIDING IN CHAMBERS:** In addition to moving your Guests to try to stay ahead of the Phantom, you may hide your Guests in any of the 9 castle chambers off of the Gallery. You may not start moving into chambers until after the Phantom has left the dungeon and is in the Gallery. The Phantom may not enter these chambers, and only one Guest may be in a chamber at a time. Guests enter the chambers via the spaces marked with a doorway.



A chamber counts as one space when moving. If you move into a chamber that has another player's Guest in it, you get to boot that Guest out of the chamber—pick up that Guest and move it onto the doorway space right outside of the room. You must have an exact roll to move into a chamber with another player's Guest. You may not move into a chamber that has one of your own Guests in it.

For example, Claire moves her red Guest into the chamber with Landry’s blue Guest. She moves his Guest out of the chamber onto the doorway space right outside of that chamber.



If you move into a chamber with one of the “-3” Coats of Arms, you get to move your scoring token back 3 spaces (deducting 3 points from your score), but you may not move further back than “0.” If you move into the chamber with the “+1” Coat of Arms, move your Scoring Token one space forward.



“-3” Coat of Arms

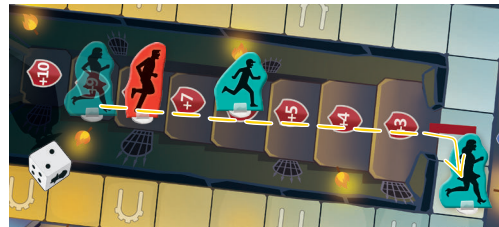


“+1” Coat of Arms

You must have an exact roll to move into a chamber with a “-3” Coat of Arms (just like when you boot another Guest out of a chamber). For all other chambers you do not need an exact roll (you only need a number on the die equal to or greater than the number of spaces required to reach the chamber).








On your turn, you may move one of your Guests off of the dungeon staircase. To do this, start moving your Guest from the exit space (with the arrow on it) regardless of which step your Guest is on. Count the exit as the first space of your move. If you have more than one Guest on the dungeon staircase, you must move the Guest on the step with the highest number. Since you must move on every turn, if all of your Guests are in chambers and/or on the dungeon staircase, you must move one of your Guests out of a chamber or off of the dungeon staircase.

For example, Rivka-Simone has two Guests on the dungeon staircase, one on the “+9” step and one on “+6.” She rolls a “2,” and decides to move a Guest out of the dungeon. She must move the Guest on the “+9” space, starting on the exit space.



- 4. INCREASING THE PHANTOM’S SPEED:** To start the game, the Phantom moves three spaces every time it’s rolled on the die (unlike the Guests, the Phantom climbs up the steps one at a time). When the Phantom reaches the exit, move the Phantom Token from the first clock (the one that reads “11:45”) to the second clock (the one

that reads “12:00”). Every time the Phantom lands on or passes the exit space, move the Phantom Token to the next clock in the chain. The number below the clock shows how many spaces the Phantom will move when it’s rolled on the die.

	11:45	12:00	1:00	2:00	3:00	4:00	5:00
<b>Time</b>							
<b>The Phantom</b>	3 spaces	3 spaces	4 spaces	5 spaces	6 spaces	7 spaces	Game Ends

**5. WINNING THE GAME:** The game ends when the Phantom token reaches the last clock or when one of the Scoring Tokens moves on or past “46,” whichever comes first. The player with the lowest score wins, and escapes the Phantom’s Hidden Castle. All other players are banished to the dungeon forever!

### PLAYING THE ORIGINAL “MIDNIGHT PARTY” VERSION

*Escape from the Hidden Castle* is based on a classic game called *Midnight Party*. If you’d like to play the original game, use the side of the board without the scoring track and change the rules as written below. The player with the highest score wins. In most games players will have negative points, so the winner is the player with the score closest to zero (for example, if one player has -23 points and one player has -9 points, the player with -9 points wins the game).



### SET-UP

1. Place the Phantom on the “-10” space on the dungeon staircase.
2. Put the Phantom Token and the Scoring Tokens back into the box; you won’t use them in this version of the game.

### CHANGES TO THE RULES

1. This game is played in three rounds.
2. The Phantom’s speed doesn’t increase. When there are 2-6 players, the Phantom moves 3 spaces when it shows on the die. When there are 7 or 8 players, the Phantom moves 2 spaces.

3. When you move a Guest into a chamber, it stays there until the end of the round. You cannot boot Guests out of chambers.
4. During a round, you cannot move captured Guests off of the dungeon staircase. After you put a Guest onto the staircase, that Guest stays there until the end of the round.
5. When you only have one Guest left in the Gallery, you can choose not to move your Guest after you roll.
6. If all of your Guests are on the dungeon staircase or in chambers, you still roll the die even though you can't move your Guests. If you roll the Phantom, move the Phantom.
7. A round ends when there are no Guests left in the Gallery or when all of the chambers have Guests in them. When a Guest moves into the last open chamber, move all remaining Guests to the “-2” step on the dungeon staircase.
8. Total your points based on where your Guests are:
  - a. Guests on the dungeon staircase subtract the number of points shown on the steps they occupy from their scores.
  - b. Guests in chambers with a “-1” Coat of Arms subtract 1 point from their scores.
  - c. Guests in chambers with a “+3” Coat of Arms add 3 points to their scores.
9. After scoring:
  - a. Move all of the Guests in chambers to the doorway spaces in front of those chambers.
  - b. Starting with the Guest on the “-10” dungeon staircase step, move your Guests from the dungeon staircase to any open space in the Gallery. The player on the “-9” space goes next, and so on, until you've moved all of the Guests into the Gallery.
  - c. If there are steps with more than one Guest, the player with the lower score (the larger negative number) moves first.
10. Place the Phantom on the “-10” space, then start the next round.
11. After the third round, the player with the lowest score wins the Midnight Party and escapes the hidden castle.

If you have questions on these rules or on any of our products, please call us at

**844-962-6446**

**M-F 9:00 – 6:00**

CENTRAL TIME

We'll do our best to help you.

#### **GAME DESIGN COUNCIL**

From time to time, we ask our customers to review games for us and give comments on the gameplay, packaging styles, and other attributes in return for free games. If you're interested in helping us, please visit [www.amigo.games/contactus](http://www.amigo.games/contactus) to sign up or send an email to [info@amigo.games](mailto:info@amigo.games) with "Game Design Council" in the subject line.

#### **OUR NEWSLETTER**

If you'd like to sign up for our email newsletter so you can learn about our other games, please visit [www.amigo.games/newsletter](http://www.amigo.games/newsletter).

---

©2018 AMIGO Spiel + Freizeit GmbH. Escape from the Hidden Castle and Midnight Party are trademarks of AMIGO Games Inc., Round Rock, TX 78664. Item # 18411 V1-0918