

# オフトン からの 脱出 Escape from the Futon

Players: 1-5  
Ages: 13+  
Length: 10min

## Contents

**Futon cards:** 10 (5 mattress and comforter sets)



These are used repeatedly to indicate the current stamina level (see example under section "0-1. Futon Selection").

**Rise cards:** 20 (4 types x 5 ea)



**Lesson cards:** 27 (6 types)



## Standard Rules: Multiplayer

### 0. Setup

#### 0-1. Futon Selection

Each player chooses a matching pair of futon cards and sets their stamina to 5.



#### 0-2. Starting Hand

Give each player the 4 starting cards: Wake Up Early, Wake Up, 5 More Minutes, and Skip Lesson.



You have insufficient college credit and decided to make up the shortage with an intense one week course. However, this course starts on the first day of spring break. Having proven unable to attend regular classes, will you be able to make it this time?

You make a bet with your classmates to see who will get the best grade of the course. Now, one question remains, will competition push you to more diligently attend class?

#### 0-3. Prepare the Lesson Deck

Thoroughly shuffle the **lesson cards** and place them in a face down pile in the center of the play area.

#### 0-4. Determine Who Will Be the Dealer

The last player to get out of bed that day becomes the dealer.

### 1. Lesson Phase

The process from steps 1-1 to 1-3 is defined as one round.

After four rounds, proceed to the Exam phase and Victory Conditions.

#### 1-1. Lesson Card Display

Reveal cards from the lesson deck equal to the number of players (reveal 3 cards during a 2 player game).



If there is a "Cold Day" card in play, carry out its effect.

#### 1-2. When to Get Up

Each player chooses a **rise card** from their hand and places it face down on the table in front of them. When ready, all players simultaneously reveal their card.

If there is a "Drink After Class" card in play, carry out its effect. This does not apply to those who played "Skip Lesson".

#### 1-3. Arrival Order and Choosing Lesson Cards

Players now determine the order to choose a **lesson card**:

- 1st - Players who used their "Wake Up Early" card.
- 2nd - Players who used their "Wake Up" card.
- 3rd - Players who used their "5 More Minutes" card.

If a player had their stamina reduced to '0' during a previous round, they are required to select their "Skip Lesson" card. Any player using "Skip Lesson" does not receive a lesson card.

When a **rise card** is duplicated, the order for those players to choose is determined by their current stamina (from highest to lowest). If there is still a tie, then players choose in clockwise order, beginning with the one closest to the dealer. After each player has taken a card, the one who chose last becomes 'dealer' for the next round.

After choosing, each player adjusts their stamina level using their futon cards according to the heart values on their **rise** and **lesson cards** from the round.



When adjusting stamina, please note that it cannot go lower than '0' or higher than '10'.

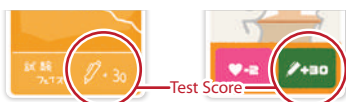
Players now take their **rise card** back into their hand.

## 2. Exam Phase

Players carry out the effect of any "Energy Drink" cards they've collected.

After four Lesson phases, the Exam phase takes place. Each player performs the following steps to calculate their final test score:

1. Collect the **rise cards** from every player and shuffle them together.
2. Draw **rise cards** from the pile equal to their current stamina.
3. Calculate the total number of points written on the drawn **rise cards** and the **lesson cards** earned during the Lesson phase.



## 3. Victory Condition

The player with the most points in the Exam phase is the winner. In the case of a tie, the player with the most **lesson cards** wins.



### Variant Rules: Single Player

After completing that intensive course without issue, the new school term sees a return to normalcy. Reflection convinces you to avoid ending up in a similar situation and simply do your best this term, starting from the first week. After hopping into your futon, you make a vow to have no absences this term...

## 0. Setup

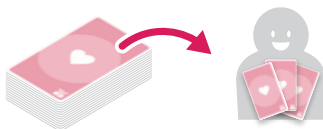
### 0-1. Futon Set

Choose a matching set of futon cards and set the stamina to 10.



### 0-2. Preparation of the Rise deck and your hand

"Skip Lesson" cards are not used in the single player game and should be placed back in the box. All the other **rise cards** are carefully shuffled face down to form the **rise deck**. Then draw three cards to form your starting hand.



### 0-3. Preparing the Lesson Deck

Shuffle all of the **lesson cards** face down together to form the

**lesson deck**. Draw three cards from the deck and place them face up in a row next to the deck.

One turn is comprised of steps 1-1 to 1-3, which are repeated until an end condition (see section "2. End Condition") is met.



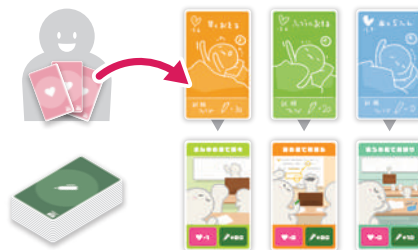
## 1. Turn Progression

### 1-1. When to Get Up

Choose one **rise card** from your hand. This becomes your time to get up for this turn.

### 1-2. Collecting a Lesson Card

The position of a **lesson card** in the row determines which one the player obtains. Starting from the deck and moving right, they correspond to the following cards: "Wake Up Early", "Wake Up" and "5 More Minutes". The player takes the **lesson card** corresponding to the position that matches the **rise card** they played.



After that, stamina is adjusted based on the **rise card** used and the **lesson card** collected.

The effect of "Energy Drink" cards are not used in the single player game.

### 1-3. Replenish your hand and the Lesson cards

The used **rise card** is put on the rise discard pile. A replacement is drawn from the **rise deck** and added to your hand. Move the remaining **lesson cards** from the line to the lesson discard pile (do not mix with the rise discards), draw three new cards from the **lesson deck**, and create a new lesson row. If there are no **lesson cards** left in the deck, reshuffle the discards to form a new **lesson deck**.

## 2. End Condition

Turns end when one of the following conditions are met:

- Your stamina is reduced to 0.
- The deck of **rise cards** is depleted.

## 3. Score Calculation

Your score is calculated using the method below.

Points from acquired lesson cards + remaining stamina x 10

## Credits

"Escape from the Futon" first edition:

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Game by: HLKT Kobo

Game design: Nagi Tenku

Artwork: Nekodenkyu

The latest version of the rules can be found here

