

A thrilling, real-time experience!

Opposing teams are either fighting for justice to prosecute a known criminal or working together to free an innocent friend.

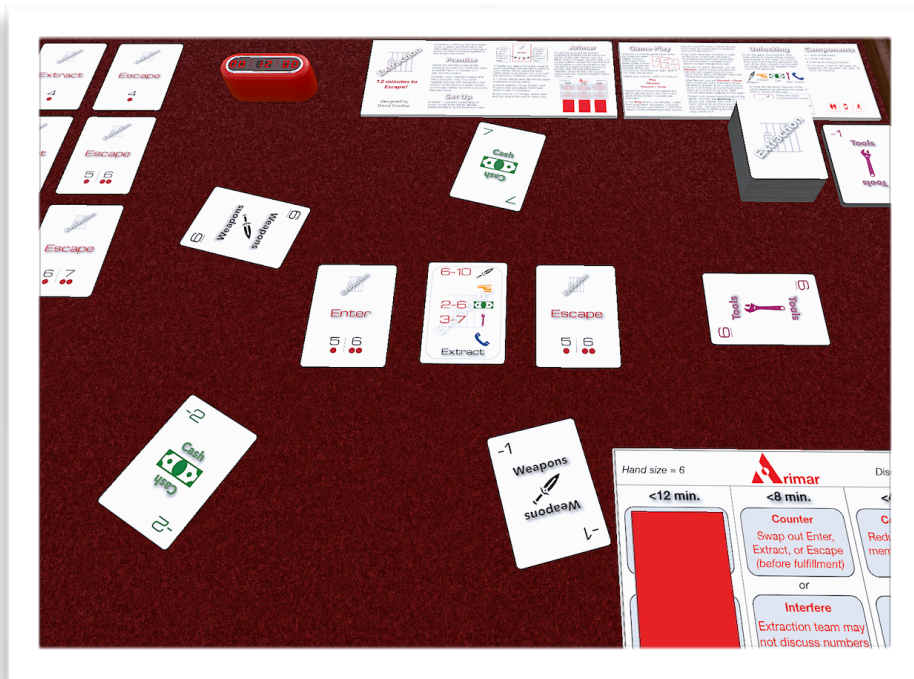


12 minutes to Escape!

Premise

Arimar has arrested a high-profile individual accused of a crime and plans to transfer her in 12 minutes to a high-security location.

Extraction team members believe that she is innocent. They must work together and use their resources in the correct combinations to: Enter, Extract, and Escape before the clock runs out to free their friend.



Game Play

Once the 12-minute game clock starts, the Extraction team begins trying to unlock each of 3 levels (Enter, Extract, Escape) to free the prisoner. If they are successful, the Extraction team wins; if not, then Arimar wins.

Game play consists solely of 3 actions:

Play

Reclaim

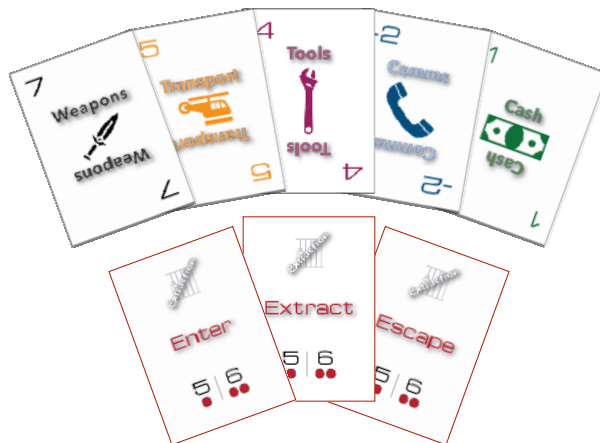
Discard + Draw

Repeat the 3 actions throughout the game until the clock runs out or all 3 goals (Enter, Extract, Escape) are unlocked.

Features

- quick, exciting experience lends itself to several consecutive plays: play testers consistently ask to play again right away
- family friendly & party game: easy to learn and accessible
- simultaneous action ensures fun miscommunications
- suspense builds as clock winds down
- system lends itself to easy modularity

Play tests & demos available on Tabletop Simulator



Components

- 1 small Arimar board
- 1 small rule book
- 3 Arimar blocking punch-outs
- 3 sand timers / 1 timer / app
- 6 level tiles (7x3)
- 90 cards (2.5x3.5)

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