

PHASE 2: The Escape

Escape the Asylum III Game

3 7-Minute Games
One Team in Castle
2 Teams on Ground

Points:
5 points per live player that makes it into the check point area.
10 points per live player that makes it over escape line.
10 Bonus points per live player that makes it over the escape line, that has also passed through check point area

Netted Area for Escaped players to be debriefed (counted)

Escape Line

Netted Area for Eliminated Castle Players

Miscellaneous:
Teams escaping are working together.
Each team receives all points from escaping players regardless of what team they are on
Escaping team does not go into Castle

Not a recommended route.....LOL

Escaping Players Starting Area

Castle Team does not exit Castle
Shot anywhere including gun, player is eliminated
Objective: Keep as many escaping players from escaping.

Optional Check Point for Escaping Players (additional points)

Escaping Teams: Lethal Shot Only
Non- Lethal is Gun, elbow to fingertips, knee to toes
Objective: To accumulate as many points by getting as many players across escape line. Additional points if those same player go through check point first. Scoring above

