Free Print-and-Play: ***Get Out***

Release Year: 1996
Stock Code: CAG 006
Game Type: Board Game
Designer: James Ernest
Players: 2 to 8
Playing Time: 2 Hours
Components: Board, Cards, Rules
You Need: One pawn and 20 matching counters for each player, two 6-sided dice, and money

You're a listless teenager living in your parents' basement. Your goal is to get a job, get an apartment, and perhaps even get a life.

Get Out was in development for several years before Cheapass Games was a thing. The looping track board has three loops: one for jobs, one for apartments, and one for the adventures of living on your own. The worse your job, and the cheaper your apartment, the harder it is to get all the way through the center ring. But that's what you'll have to do if you want to win.

Get Out is fun, but somewhat long. It's filled with good jokes and some interesting strategy, and is a prime example of super-early James Ernest design.

Printing Instructions:

The *Get Out* 2019 Print and Play contains the following files:

- GetOutBoard: A full-size PDF of the game board.
    - You can print this on a large-format printer, or use Acrobat's tiling function to print it as several smaller pages.
- Cards (various files): Comic Page and Plot Twist decks, front and back.
    - Each deck is 2.5 pages of 16 cards, for a total of 40 cards in each deck.
    - The backs are optional, but you should print the two decks on different colors of paper.
- GetOutEnvelope: This is the game's original packaging.
- GetOutRulebook: This is a single 8.5 x 11 double-sided page, designed to fold in half.

In addition, you will need one pawn and 20 matching counters for each player, two 6-sided dice, and money.