

Lockdown in Cell Block Nine

The original board game

Materials

- 8 Pawns
 - 4 prisoner pawns
 - 6 guard pawns
- 12 Map Tiles (parts of the jail)
- 22 Map tokens
 - 6 camera tokens (to be placed on camera spaces)
 - 12 Unlock tokens (to be placed on locked doors)
- 8 fail badges
- 1 bag for Guard Surprise Cards
- 6 Guard Surprise Cards
 - +2 optional Guard Surprise Cards
- 1 Item Deck containing 24 cards
 - 4 Snitches
 - 6 Lockpicks
 - 3 Spoons
 - 3 Forks
 - 6 Moneys
 - 2 Energy Bars
- 1 D6 die
- 1 Jail Automation Counter
- 4 Keys

Setup




We encourage you to start playing as you read these instructions. Playing and reading the instructions at the same time is helpful for first-time players.

1. Take the hub with cells 1, 2, 3, and 4, and lay it on the table. Place as many other Map Tiles as you want around the hub and connect them as you like. There must be a connected path from the hub to each exit, a connected path from the hub to the guard office, and a connected path from the guard office to each exit.
 - a. Use 9 Map Tiles for a small jail.
 - b. Use 12 Map Tiles for a big jail.

2. Allow each player to choose one prisoner token.
3. Shuffle the *Guard Surprise Deck* and put it in the bag. Only put in the *Guard Surprise Cards* which correspond to **guard spawn points** in your jail. For example, if you never used the Map Tile with Guard Spawn #7, don't put the 7 card into the bag!
Shuffle the *Items Deck*. Players start with zero item cards.
4. The number of **Guard Pawns on duty** starts at 2 (if in a small jail) or 3 (if in a big jail).
 - Leave **Guard Pawns** that aren't **on duty** in the box.
 - Take **Guard Pawns** that are **on duty** out of the box.
 - There is a maximum of 6 **Guard Pawns on duty**.

Object of the Game

Be the first one to complete the following:

1. From your cell, move to the  where you will pick up a **Key**.
2. From the , move to the  where you will be allowed to pass because of your **Key**, and move onto the FREEDOM space.
3. Along the way, don't get too close to **guard pawns**, avoid being **CAUGHT** in a **Lockdown**, and use *Item Cards* to help you.

Things You Must Know

We use the word **CAUGHT** in a special way.

When you are **CAUGHT**, you must:

- Return any Item Cards and Key that you have to where they came from.
- Take a **fail badge** (maximum of 2 per person)
- Go back to your cell
 - If you have fewer than 2 **fail badges**, go to the cell you started in.
 - Otherwise, go to Solitary Confinement (on the space that says "respawn here")
- Increase the number of **Guard Pawns on duty** by 1, for the future, but only if the jail is not in **Lockdown** this turn. There is a maximum of 6 **Guard Pawns on duty**.

A **Guard Pawn** can “see” you if:

- Your Prisoner Pawn is within 2 spaces movement from the **Guard Pawn**.

AND:

- There are not walls between you and the **Guard Pawn**.
- There are not **locked doors** between you and the **Guard Pawn**. Keep in mind that **Guard Pawns** can see through **unlocked doors** which have **Unlock Tokens** on them.
- You are not within your cell, solitary confinement, or the FREEDOM space.

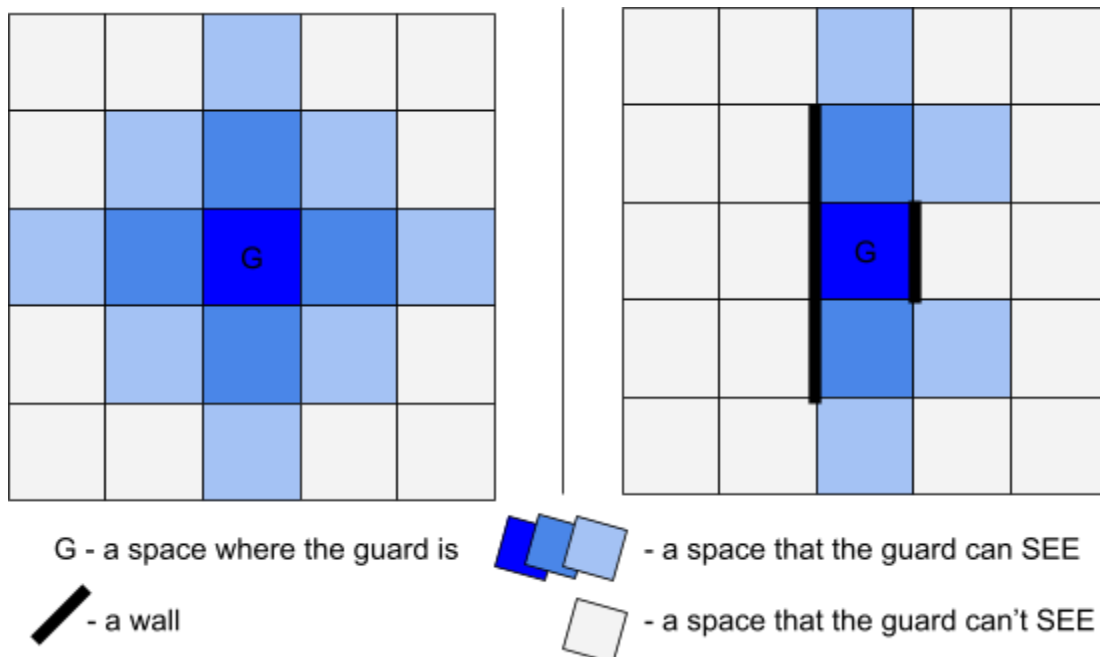
When a Guard Pawn can see you, you will get **CAUGHT**, *unless*:

- You are not finished moving on your turn.

OR:

- You play a Money card and roll above 4 on the D6 die.

See the below examples:



We also use the word **Lockdown** in a special way.

If the jail is in **Lockdown**, it means that:

- By the end of the round, all prisoners must *either* be in one of the 4 cells in the hub, *or* be in the Map Tile of solitary confinement, *or* be on the FREEDOM space, *or* be **CAUGHT**.

- Money cannot be used to avoid being **CAUGHT** due to **Lockdown**. Money can only be used to avoid **Guard Pawns**.
- The number of **Guard Pawns on duty** will increase by 1, for the future. This will happen once every **Lockdown** until all **Guard Pawns** are on duty.

Gameplay

One round of gameplay has three phases.

1. JAIL AUTOMATION is when cameras and **Lockdown** will change.
2. PLAYER ACTIONS is when players can walk around the jail and use cards.
3. JAIL SECURITY is when players can be **CAUGHT**.

Below are listed the rules for each phase.

JAIL AUTOMATION

On the first round of the game, reset the **Jail Automation Counter** to 7.

On any other round of the game, turn the hand of the **Jail Automation Counter** clockwise so it counts down from 7 to

Lockdown.

- If the hand of the **Jail Automation Counter** points to ON, cameras are ON, so it becomes dangerous to walk on a *camera space*.
- If the hand of the **Jail Automation Counter** points to OFF, cameras are OFF, so it is harmless to walk on a *camera space*.
- If the hand of the **Jail Automation Counter** points to **Lockdown**, the jail is in **Lockdown**, and players must be in their cells at the end of the turn or suffer the penalty.

If you decide to play with Bartering, barter now!

PLAYER ACTIONS

The player who went last on the previous round goes first in this round. (This is to decrease advantages and disadvantages that come from going first or last, but if you want, you can have the same person go first every time.)

Play proceeds clockwise, with each player taking a turn.

Each player's turn consists of playing cards and moving. Each card can be played at different times, so it is noted in parentheses when it's appropriate to play each card. These parenthetical phrases are *optional*.





(Play a Spoon, and skip **steps 1 and 2**)

1. **Step 1**

Roll the D6 Die. If it is above 3 (in other words, 4, 5, or 6), you can move 6 *or fewer* spaces this turn. Otherwise (1, 2, or 3) you may only move 3 *or fewer* spaces this turn.

2. **Step 2**

Take these moves horizontally or vertically, but not diagonally.

- a. Movement through a doorway uses one move
- b. Movement across a dotted line uses one move
- c. Movement through a  uses one move and a Lockpick.
(Use a Lockpick. Place an **Unlock Token** on the **locked door**. It will be locked at Jail Security.)
- d. Moving into a space with the symbol  gives the player one card. Similarly,  gives two cards, and  gives three cards. You aren't allowed to take any more items if you already have 12.
(Every time you move off of and then back onto these spaces, you get the same number of cards again! You can keep going back and forth on the same turn to get a lot of cards quickly.)
- e. If you move onto a camera space when the **Jail Automation Counter** says that cameras are ON, place the **camera token** onto the *camera space*. This shows that the alarm has been set off by moving into the camera.
- f. You can let a **Guard Pawn** *see* you while moving, or even walk on a space where a guard is, but if it *sees* you at the END of your movement, you will get **CAUGHT** unless you successfully use a Money.
(Use a Money)

(Play an Energy Bar, and take 2 more moves according to **Step 2**.)

(Play a Snitch, and influence the guards' movement)

(Play a Fork, and steal an item)

JAIL SECURITY

Jail Security will be different based on **Lockdown**.

If the jail is in **Lockdown**, follow these instructions:

All prisoners in the 4 cells, in the Map Tile of Solitary Confinement, or on the FREEDOM space are safe.

All prisoners outside of the 4 cells are **CAUGHT** with no further opportunity to escape.

Increase the number of **Guard Pawns on duty** by 1, for the future. There is a maximum of 6 **Guard Pawns on duty**.

If the jail is not in **Lockdown**, follow these other instructions:

For each **camera token** on the board at the moment, put one **Guard Pawn** in place of the **camera token**, removing the token.

Reach into the blind bag containing *Guard Surprise Cards* and draw 1 card for each **Guard Pawn on duty** that is not occupied with investigating **camera token** alarms. Put the **Guard Pawn** at the **guard spawn point** indicated by the number on the *Guard Surprise Card*.

If a **Guard Pawn** can see a Prisoner Pawn, that Prisoner Pawn is **CAUGHT** unless he/she successfully uses Money. Don't forget to increase the number of **Guard Pawns on duty**.

Remove all **Unlock tokens** for the next round, after the *Guard Surprise Cards* are drawn.

Remove all **camera tokens** from the board for the next round.

Bartering

Some people like to play this game with bartering. You can play with or without it.

If you decide to play with bartering:

- You can barter items in the JAIL AUTOMATION phase.
- You can trade any number of items for any number of items.
- You can barter **Keys** or item cards.

Game End

The first player to get out of the jail by moving to the FREEDOM space wins.


If other players can do the same in the same round, they also win, and it's a tie!

Special Item Cards



4 Snitches

To use a Snitch, you put it in the blind bag containing the *Guard Surprise Cards*. When *Guard Surprise Cards* are pulled from the bag, wait and see if your card is pulled out! If it's pulled, YOU get to say where the **Guard Pawn** will appear. You can choose from any of the **guard spawn points** on the board.

6 Lockpicks

When passing through a locked , you must play a Lockpick to unlock it. Otherwise, you will not be allowed to pass through.

This does not allow access to the .

After using a Lockpick, place the **Unlock token** with the 
icon on top of the , which demonstrates unlocking it.

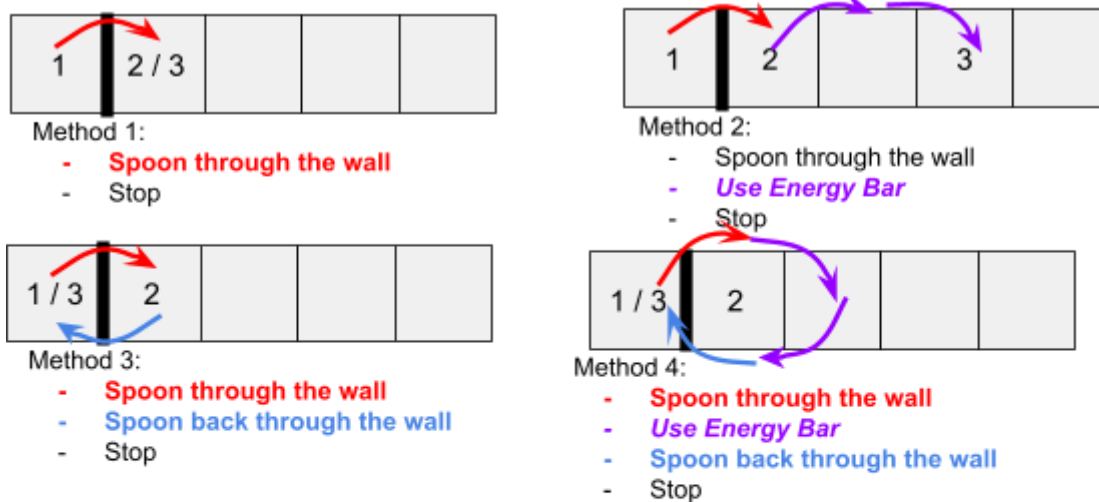
The lock will remain unlocked until the end of the round (JAIL SECURITY) when all locks will re-lock. So, others may be able to follow you through a door once you unlock it. Be wary of this possibility.

3 Spoons

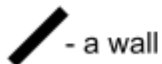
To use a Spoon, play it before you take any movements. You will **not get to move** about normally this turn (unless you add an Energy Bar). The Spoon lets you do two things.

- Move through a wall at the beginning of your turn. If desired, use an Energy Bar to move 1 or 2 spaces.
- If, at the end of your turn, you are still on the space that you Spooned to at the beginning of your turn, you may pass through the wall to go to the space where you were before you used the spoon.

See the below examples of Spoon usage:



1 - the space where the prisoner was at the beginning of the turn



2 - the space where the prisoner Spooned to

3 - the space where the prisoner finishes his/her turn

3 Forks

To use a Fork, play it after moving. Take a card of your choice from another player. You may not use it to steal a **Key**.

You *must not* use an item stolen with a Fork on the same round when you stole it.

After using the Fork, place it in the discard pile.

6 Moneys

To use a Money, wait until a **Guard Pawn** can see you.

Roll above 4 (in other words, 5 or 6) to avoid being **CAUGHT**.

After using the Money, place it in the discard pile.

You are allowed to repeatedly use Moneys if you fail to avoid being **CAUGHT** on your first try.

2 Energy Bars

To use an Energy Bar, play it while moving. You can move two spaces in addition to your regular movement. You can combine Energy Bar with Spoon.

The names of game designers have been removed for their privacy.