Prison Break

A game for 2-4 players

SET UP

Each player is given their own individual gameboard or "track" and a prisoner pawn. Each prisoner pawn starts on JAIL. Play progresses with each player's track and pawn location hidden from the other players. Players are also given pawns to try to track the movements of their fellow players.

EXIT	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
JAIL	1 2 3 4

Place a number of offer cards face up in the middle of the table equal to the number of players ("P").

Distribute 3 guard tokens to each player as well as Accept and Reject tiles.
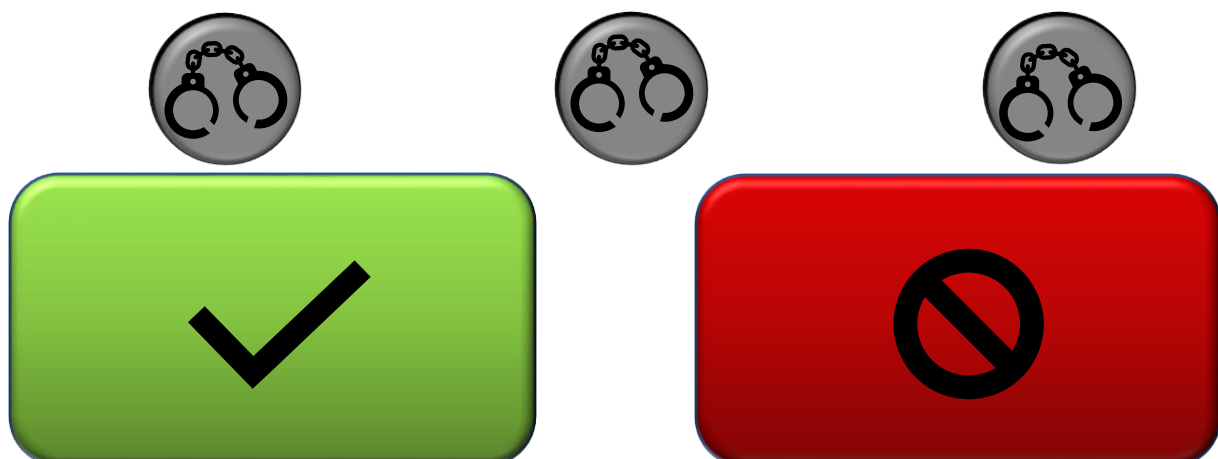
Decide on who is the first Warden. For example, whoever rolls highest on a six-sided die.

ROUND ORDER
1. Sneak Phase
2. Lights Check
3. Offer Phase
4. Guard Checks

SNEAK PHASE
One by one, starting with the turn Warden, each player publicly declares the number of spaces they will move that turn: 0, 1, or 2. *Players are permitted and encouraged to lie about the number of spaces they move. For example, Player A could declare they are moving 2 spaces, but only move 1.*

LIGHTS CHECK
Roll a six-sided die. On a roll of 5 or 6 all players must reveal their position on the game board.

OFFER PHASE
The Warden may choose one of the offers face up on the table and present it to two players of their choosing (note: they may choose themselves). Once the offer has been made, the two chosen players choose to either Accept or Reject the offer by placing their respective choice face down in front of them, in view of the other players. Once both votes are in, flip them face up and proceed according to the rules on the Offer. Once and Offer has been made, flip it face down. Once all Offers on the table have been flipped face down, shuffle them back into the Offer Deck and deal out *P* new offer cards face up.

GUARD CHECKS
In turn order, players may now choose to expend one of their guard checks by turning in a Guard token. The player performing the check declares one of the numbered tiles on the board. Any player with their pawn on that tile is immediately sent back to their JAIL tile. A player sent back to JAIL in this manner skips their next Sneak Phase.

HOW YOU WIN:

The first player to reach the Exit and stay there through the end of the round (after guard checks occur) wins.

OFFER CARDS

OFFER: ADVANCE

IF: ✔ ✔

Both players move forward 2 spaces

IF: ✔ 🚫

✔ Advance 0 spaces
🚫 Advance 3 spaces.

IF: 🚫 🚫

Both players move back 2 spaces.

OFFER: LIGHTS ON

IF: ✔ ✔

Reveal all player positions.

IF: ✔ 🚫

✔ Reveal your position.
🚫 Remain hidden.

IF: 🚫 🚫

Both players move back 1 space.

OFFER: EXTRA PATROLS

IF: ✔ ✔

All *other* players move back 1 space.

IF: ✔ 🚫

✔ Move back 2 spaces.
🚫 Advance 1 space.

IF: 🚫 🚫

Both players move back 2 spaces.

OFFER: LOCK DOWN

IF: ✓ ✓

Skip the next round's Sneak Phase.

IF: ✓ 🚫

✓ You may not move next round.

🚫 Advance 3 spaces.

IF: 🚫 🚫

Both players move back 4 spaces.

OFFER: BRIBE THE GUARDS

IF: ✓ ✓

Skip the next Guard Check phase.
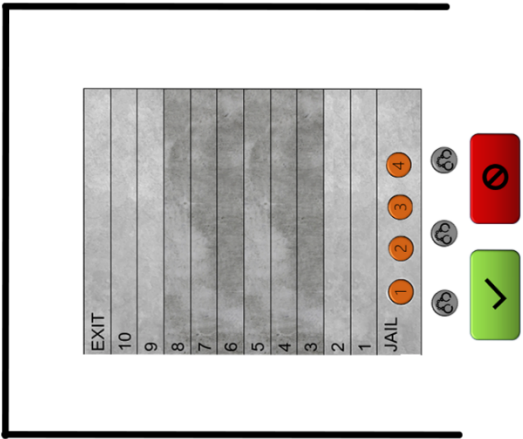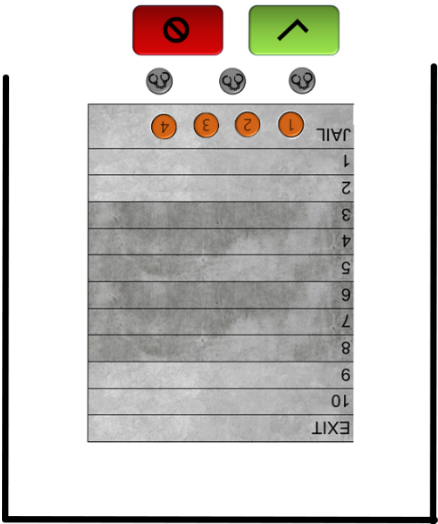
IF: ✓ 🚫

✓ Lose a Guard Check token.

🚫 Gain a Guard Check token.

IF: 🚫 🚫

Both players lose a Guard Check token.

SET UP EXAMPLE

OFFER: ADVANCE
IF ✓✓
Both players move forward 2 spaces
IF ✓✗
✓ Advance 0 spaces.
✗ Advance 3 spaces.
IF ✗✗
Both players move back 2 spaces.

OFFER: LOCK DOWN
IF ✓✓
Skip the next round's Sneak Phase.
IF ✓✗
✓ You may not move next round.
✗ Advance 3 spaces.
IF ✗✗
Both players move back 4 spaces.

OFFER: LIGHTS ON
Reveal all player positions.
IF ✓✗
✓ Reveal your position.
✗ Remain hidden.
IF ✗✗
Both players move back 1 space.

OFFER: BRIBE THE GUARDS
IF ✓✓
Skip the next Guard Check phase.
IF ✓✗
✓ Lose a Guard Check token.
✗ Gain a Guard Check token.
IF ✗✗
Both players lose a Guard Check token.
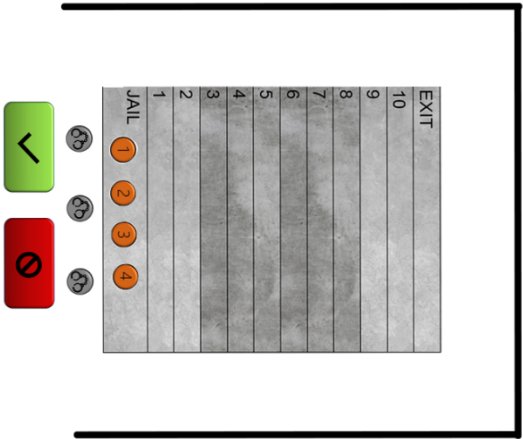
GAME BOARD

EXIT
10
9
8
7
6
5
4
3
2
1
JAIL

PLAYER TOKENS FOR PRINTING (for up to 4 players)