

LOCKDOWN: Break & Escape

Rulebook (Prototype v1.1) • Updated Key Rule • 2025-12-17

A cooperative 1v3 pursuit game where Runners collect Keys and perform rescues to outlast and escape the Pursuer.

1. Overview

This is an asymmetric, roll-and-move pursuit board game for four players. One player controls the Pursuer (James), while three players cooperate as Runners (Ben, Lewis, David). Runners manage health, positioning, and rescues to reach a shared escape objective. The Pursuer wins by capturing and containing (or eliminating) all Runners.

2. Components

Required

- 1 standard six-sided die (d6).
- Character cards: Ben, Lewis, David, James (with HP values).
- Action card deck (recommended 20-30 cards total): TELEPORT, SWAP, PUP, JAIL BREAK.
- Tokens/markers: HP trackers, Wanted markers (one per Runner), Key tokens (shared pool), Pup tokens (for PUP).

Recommended board

- A loop of 24 spaces (Monopoly-style movement).
- Special spaces: Jail (J), Gate (G), Safe House (S), Supply (C).
- All movement is clockwise unless a card effect says otherwise.

3. Objective and Victory Conditions

Runners win if (before the end of Round 12):

- Two Runners escape through the Gate, or
- The Pursuer's HP is reduced to 0.

Pursuer wins if:

- All three Runners are simultaneously in Jail, or
- All Runners are eliminated (a Runner is eliminated upon being captured a second time).

4. Character Stats

Use HP printed on the character cards:

Character	Role	HP
Ben	Runner	5
Lewis	Runner	7
David	Runner	12
James	Pursuer	20

Base damage

- Runner attacking James: 1 damage.
- James attacking a Runner: 3 damage.

5. Board Spaces

On a 24-space loop, place the following special spaces and spread them out evenly. All remaining spaces are normal spaces with no effect.

- Jail (J): 1 space.
- Gate (G): 1 space.
- Safe House (S): 3 spaces.
- Supply (C): 6 spaces.

Space effects

- **Supply (C)**: When you land here, draw 1 Action card.
- **Safe House (S)**: When you end movement here, heal +1 HP (up to your max HP).
- **Jail (J)**: Used for capture, rescue, and breakouts (see Section 10).
- **Gate (G)**: Used for Escape actions once opened by Keys (see Section 9).

6. Setup

- Place all four pieces on the start space.
- Shuffle the Action deck and place it face down near the board.
- Set the shared Key pool to 0 Keys.
- Each Runner draws 2 cards. James starts with no hand.
- Set Round counter to 1.

7. Round Structure

The game lasts 12 rounds. In each round, turns occur in the following order:

- Ben (Runner)
- Lewis (Runner)
- David (Runner)
- James (Pursuer)
- Advance the Round counter by 1.

8. Turn Rules

8.1 Runner turn (Ben / Lewis / David)

- Roll and move: roll 1d6 and move clockwise.
- Resolve the space you land on (C / S / etc.).
- Take ONE main action: Attack, Rescue, Rest, or Skip.
- You may play Action cards during your turn unless restricted by card text.
- Hand limit: at end of your turn, discard down to 5 cards if needed.

Main actions (Runner)

- **Attack:** Only if on the same space as James. Deal 1 damage to James.
- **Rescue:** Only if on Jail. Attempt a rescue (see Section 10).
- **Rest:** Only on Safe House. Heal +1 HP (in addition to Safe House healing if applicable).
- **Skip:** Take no main action.

8.2 Pursuer turn (James)

- Roll and move: roll 1d6 and add +2 movement.
- If James ends movement on a space with one or more Runners, choose ONE:
 - **Attack:** Deal 3 damage to each Runner on that space, or
 - **Capture attempt:** Choose 1 Runner on that space. If the Runner has 2 HP or less, capture them immediately (send to Jail).

James does not draw cards.

9. Escape and Keys

9.1 Keys (team progress)

Keys are shared team progress for the Runners. The Gate requires Keys to allow escape actions.

Key generation (updated): A Key is generated only when a Runner draws a **JAIL BREAK** card from a Supply (C) space. When this happens, place 1 Key token into the shared Key pool (*the drawn card remains in the Runner's hand*).

9.2 Opening the Gate

The Gate requires 2 Keys in the shared Key pool. Keys are not spent; once the pool reaches 2 Keys, the Gate is considered open for the remainder of the game.

9.3 Escaping

If a Runner is on the Gate (G) during their turn, they may use their main action to Escape, but only if the Gate is open. Escaping removes that Runner from the board permanently. Runners win immediately when the second Runner escapes.

10. Jail, Captures, Rescues, and Elimination

10.1 Getting captured

- A Runner is sent to Jail if their HP is reduced to 0 or below, or if James performs a successful Capture attempt.
- When a Runner is captured: move them to Jail (J), set HP to 1, and give them a Wanted marker if they do not already have one.

10.2 Eliminating a Runner

If a Runner who already has a Wanted marker is captured again, they are eliminated (removed from the game).

10.3 What a jailed Runner can do

- A Runner in Jail cannot move normally.
- On their turn, they may only attempt Breakout: roll 1d6; on a 6, escape Jail and move to the nearest Safe House (S) with HP=1.

10.4 Rescuing from Jail

- A free Runner standing on Jail may use their main action to Rescue: roll 1d6; on 4-6, rescue 1 jailed Runner.
- Move the rescued Runner to the nearest Safe House (S) with HP=1.
- Alternatively, a rescue can be guaranteed by playing JAIL BREAK (see Section 11).

11. Action Cards (Card Text)

All cards are discarded after use.

TELEPORT

Timing: Before or after you move.

Effect: Move your Runner to any space on board.

Restriction: Cannot be played while you are in Jail.

SWAP

Timing: Any time on your turn.

Effect: Choose two pieces on board (including James) and swap their positions.

Restriction: Cannot target a Runner currently in Jail.

PUP

Timing: On your turn.

Effect: Place a Pup token on your current space. The next time James enters that space, James must stop moving immediately and cannot Capture that turn (Attack still allowed). Then remove the Pup token.

Notes: Pup tokens do not affect Runner movement.

JAIL BREAK

Choose one:

1) **Guaranteed Rescue:** If you are on Jail, immediately rescue 1 jailed Runner (move them to nearest Safe House, HP=1).

2) **Last-Second Survival:** When you would be captured due to reaching 0 HP, play this card to stay on your space at HP=1 instead of being sent to Jail. You still gain a Wanted marker.

12. End of Game

The game ends immediately when any victory condition is met. If Round 12 ends and Runners have not achieved victory, James wins.

13. Quick Reference

Rule	Summary
Runner movement	Roll 1d6, move clockwise, resolve space.
Supply (C)	Draw 1 card.
Safe House (S)	Heal +1 if you end movement here (max HP).
James movement	Roll 1d6 + 2 movement.
James attack	Deal 3 damage to each Runner on his space.
Capture	If a Runner hits 0 HP (or is captured at 2 HP or less), send to Jail, set to 1 HP, add Wanted.
Elimination	A Runner captured while already Wanted is eliminated.
Rescue	On Jail, roll 4-6 to rescue 1 (or play JAIL BREAK to guarantee).
Keys	Only gained when drawing JAIL BREAK from Supply (C). Keys are not spent.
Gate	Opens at 2 Keys. Escape uses main action; second escape wins.

Appendix A. Character Card Mockups

Reference images from the original prototype card set.



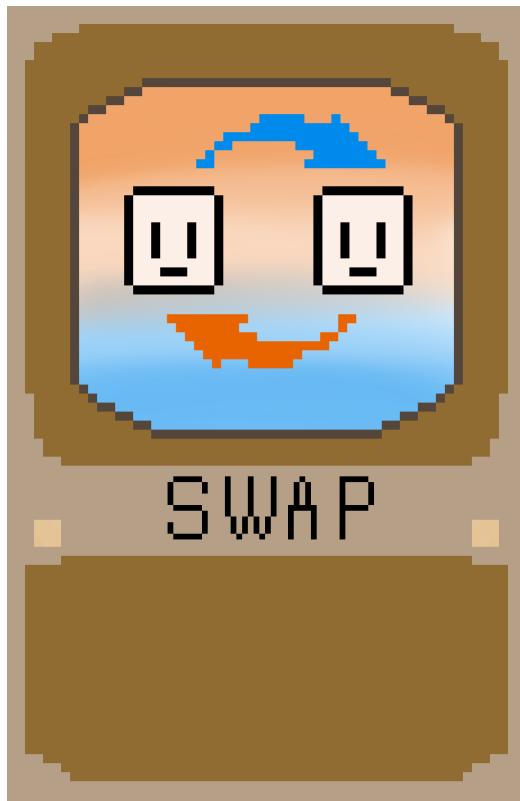


Appendix B. Action Card Mockups

Reference images for the Action deck.



TELEPORT



SWAP

