

DIG OUT

YOUR WAY

You are inmates, sentenced to life in Blackgate prison. None of you intend to stay here forever though. You've got a plan: dig a tunnel to escape!

However, at the first evasion, security will be tightly reinforced. For sure, no one will be able to escape after that. That is why you need to be the first to dig your way out!

In order to do that, you need tools, those you can built from scratch, buy or extort from other prisoners. The tools will need to be brought back to your cell to dig your hole.

version 1.4

ELEMENTS

BOARD

5 PRISONER BOARDS

5 PRISONER STANDEES

Labels for the board elements:

- Gang cards
- Search deck
- Discard pile
- Spoon cards
- Shovel cards
- Pick cards
- Knife cards

SEARCH CARDS			WEAPON CARDS		TOOL CARDS	CIGARETTES
5 Containers	6 Pikes	14 Links	10 Blades	12 Knives	8 Spoons	50 Cigarette tokens
12 Accessories	3 Rare items	11 Actions	1 Die	8 Shovels	5x Cigarettes tokens	5x Cigarettes tokens
8 Backgrounds cards	3 Bikers	3 Crew	3 Cartel	3 Bratva	8 Picks	6 Beating tokens

BEATINGS CARDS

SETUP

1. On their dedicated locations on the board, place in 4 different piles, face up, all the Spoon, Knife, Pick and Shovel cards.
Every Spoon, Knife, Pick and Shovel card discarded are replaced on top of their original pile.
2. For every Gang, shuffle and place all its Gang cards, face up, as a pile on their dedicated location on the board.
3. Shuffle all the Search cards and form a deck, face down, placed on the dedicated location on the board.
Next to it, is the discard pile where all discarded Search cards are placed, face up.
4. Place all Cigarette and Beating tokens next to the board, where everybody can reach them.
5. Each player chooses a Prisoner board and takes the corresponding Prisoner standee. They place their Prisoner board in front of them and their standee on the Cell block.
6. Each player draws a Background card and keeps it hidden from the other players. Each player can look at their card whenever they want.
7. Each player draws 3 Search cards to constitute their hand.

GOAL

As soon as a player reaches the necessary number of Tunnel points, this player wins and the game ends. This prisoner is the only one to escape before the alarm is triggered.

The other prisoners aren't so lucky, the guards proceed to a general search of the cell block, finding all the unfinished tunnels. They win a ticket to the high security prison!

Number of players	2 or 3	4	5
Tunnel points needed to win	12	10	8

HOW TO PLAY

The player with the more impressive scar is the first player.

Beginning by the first player, players take turns clockwise until one of them wins and the game ends.

When it's your turn to play, you can accomplish up to 2 actions.

There are two kinds of actions: Free actions, that can be accomplished regardless of the Place you're in; and Place actions, that can only be accomplished if you are in a specific Place.

In addition to these 2 actions per turn, you can reveal your Background card and, eventually, use the ability granted by the Gang you join.

FREE ACTIONS

Search

This action can only be performed once per turn.

Draw the number of Search cards indicated on the Place you're in.

If the Search deck is empty, shuffle the discard pile to form a new deck.

Example: a player in the Cell block draws 1 Search card. If they are in the Cafeteria, they draw 2 cards.

A player can't have more than 10 cards in hand at the end of their turn. If they have more than 10 cards at the end of their turn, they immediately have to choose and discard enough cards to drop to 10 cards.

Move

Roll the die to determine where you can go. Each score allows you to move to 2 different Places indicated on the board.

Choose one of those 2 Places and move your standee in it. If your standee is already on one of those Places, you can't stay in the same Place and you have to go to the other Place available.

Example: if a player rolls a 1, they can choose to go to the Cell block or the Cafeteria. If they are already in the Cell Block, they have to go to the Cafeteria.

Cautious move: Before rolling the die, you can decide to use 2 actions to move to the Place of your choice without rolling any die.

Join a Gang

Choose the Gang you want to join among those available on the board.

To join a Gang, you need to have in hand a certain number of **different** Accessory cards associated with the Gang. You can't use the several cards of the same Accessory to join a Gang.

Gangs	Crew	Cartel	Bikers	Bratva
Accessories	Chain Cap Bandana	Cap Watch Boots	Bandana Boots Ring	Chain Watch Ring
Quantity	2	2	2	2

Discard the necessary Accessory cards, then draw the Gang card on top of the pile corresponding to the Gang you join. Place this card face up next to your Prisoner board.

Unless specified otherwise, the Gang cards abilities are not considered as actions and there is no limit to their utilization. The moment when an ability is activated is indicated on each Gang card.

You can only have one Gang card at the same moment. If you join a Gang while you have already a Gang card, you must first leave your previous Gang and discard this Gang card.

Extort a Prisoner

This action can only be performed once per turn.

You need to have at least one Weapon card in your hand to extort someone.

Target another player whose standee is on the same Place as yours.

Intimidation

Announce the Tool you want to extort your target from: a Spoon, a Pick or a Shovel, and play before him a Weapon card from your hand.

If the targeted player has the wanted Tool in hand, they can cooperate and give it to you right away. In this case, there is no combat and the extortion ends here.

If the target doesn't have it or if they don't want to cooperate, a combat immediately starts. You are the attacker and your target is the defender.

Combat

Taking turns, the two players play before them Weapon cards from their hand, beginning by the defender. Once a player can't or won't play a Weapon card, they lose the combat.

The loser receives a Beating.

If the defender loses, they have to give to the attacker the Tool they were asked for. If the defender doesn't have this card in hand or if the loser is the attacker, the winner picks one card, randomly chosen, from the loser's hand (if they have some left).

All Weapon cards played during an Extortion are discarded. Knives cards are put back in the dedicated pile on the board, the other Weapon cards go to the Search discard pile.

Example: Player A wants to extort player B. She plays a Weapon card from her hand in front of player B, asking (with some authority) "Gimme a Pick!"

Player B, having a Pick card in hand, can choose to cooperate. In this case, he would have to give his Pick card to player A and the extortion would end there.

Nevertheless, he decides not to give it away willingly so a combat begins. Player B, being the defender, must play a Weapon card first, which he does right away.

Player A then plays a new Weapon card from her hand. Player B does the same again. Player A has one Weapon card left in her hand and plays it without flinching. Player B, having no Weapon card left, loses.

Because he indeed has the card requested by the attacker, player B has to give his Pick to player A, in addition to taking a Beating. If he hadn't got the requested card, or if the player A had lost, the winner would have taken a card at random in the defeated player's hand.

Craft

This action can't be performed in the Cell block or the Showers.

This action can't be performed if the player has received 1 or 2 Beatings.

Perform one and only one crafting. Discard the necessary cards from your hand, then draw the crafted card(s) from their corresponding pile on the board.

If the Knife, Pick or Shovel pile is empty, this item can't be crafted until its pile is filled again.

Crafted card(s)	2 Knives	1 Pick	1 Shovel
Necessary cards	1 Link + 1 Blade	1 Link + 1 Pike	1 Link + 1 Container

Play an Action card

Play an Action card from your hand.

Apply its effects then discard it.

PLACE ACTIONS

Each of these actions can only be performed by players actually in the specified Place.

CELL BLOCK: Dig

This action can't be performed if the player has received 2 Beatings.

Place one and only one Tool card (Spoon, Pick or Shovel) from your hand on your Prisoner board. You immediately score the number of Tunnel points indicated on the card.

RECREATION AREA: Sell

Discard any number of cards from your hand. Gain as much Cigarette tokens as their total value.

RECREATION AREA: Buy

Perform one transaction: discard 2 Cigarette tokens to take 1 Knife card from the board.

Or discard 5 Cigarette tokens to take 2 Knife cards from the board.

Or discard 6 Cigarette tokens to take 1 Pick card from the board.

Or discard 8 Cigarette tokens to take 1 Shovel card from the board.

If any of the Knife, Pick or Shovel piles is empty, no one can buy this item until its pile is filled again.

INFIRMARY: Heal

Remove 1 Beating received.

CAFETERIA: Steal a spoon

Take one Spoon card from the board.

This action can't be performed if the Spoon pile is empty.

BEATINGS

A player can receive up to 2 Beatings. Regardless of the number of combat they loose, a player can't have more than 2 Beatings at the same time.

There is one Beating token per player. One face is used to indicate that the player has received 1 Beating, the other face to indicate they have received 2 Beatings.

A player with 1 Beating can't perform the Craft action.

A player with 2 Beatings can't perform the Craft or Dig actions.

BACKGROUNDS

Each player keeps their Background card hidden until they reveal it.

Each Background card specifies when it can be revealed. Reveal ones Background card never counts as an action.

The effects indicated on each Background card is applied when it is revealed. A player can only reveal their Background card once per game.

When their Background card is revealed, if the player has joined the Gang specified on the card, they can apply the second special effect associated.