

**RÈGLES DE JEU**  
**RULEBOOK**  
**SPELREGELS**  
**SPIELREGEL**



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EDITIONS

# CONTENT

1 WARDEN  
STANDEE



66 TOKENS

10 CORRUPTION  
tokens



10 BANDAGE  
tokens



10 SPY  
tokens



6 TRAUMA  
tokens



10 WORKOUT  
tokens



10 PLANNING  
tokens



10 SKILL  
tokens



7 NEW PLACES



## MODULAR PLACES

Each Place is positioned on the board to **replace another Place** and introduces new rules.

Before each game, players can decide together to play with all or part of these new Places.

At the start of the game, on each new Place, all the tokens specific to this Place are stacked in a pile on the appropriate location (shuffled and face down for the Trauma tokens).

Discarded tokens are always returned to their pile.

There is no limit to the number of tokens a player can accumulate. But it is not possible to take anymore of a type of token if there are no more of it on the board.

All rules and Action, Background or Gang cards referring to a specific Place refer to the replacement Place if one is used.

*Example: If the **Solitary Confinement** Place has been replaced by the **Psychiatric Ward**, the **Solitary Confinement** Action card now sends a player to the **Psychiatric Ward**.*





## LIBRARY

Replaces SHOWERS

In the **Library**, players can perform the actions **Rehabilitate** and **Study**. Note that the **Craft** action is allowed in the **Library**, unlike in the **Showers**.



### Rehabilitate



*Library only.*

Discard your **Background card** and draw a new **Background card**.

If you have already used your **Background**, just draw a new **Background**.



### Study



*Library only.*

Take a **Spy token**.

During your turn, at any **Place**, you may discard a **Spy token** to look at the hand of another player anywhere, without revealing it to other players.

This does not count as an action.



## WORKSHOP

Replace CAFETERIA

In the **Workshop**, the **Steal a spoon** action is replaced by the **Develop skills** and **Improve tool** actions. The **Spoon cards** are not placed on the board when the **Workshop** replaces the **Cafeteria** (the **Cafeteria Key card** still yields a **Spoon card**).



### Improve tool

*Workshop only.*

You can either discard a **Pickaxe card** to draw a **Shovel card**, or discard a **Shovel card** to draw two **Pickaxe cards**.



### Develop skills

*Workshop only.*

Take a **Skill token**.

The next time you perform the **Dig** action, roll the die.

On a result of **4 or more**, place one of your **Skill tokens** on the **Tool card** you just played.

It earns you **1 additional Tunnel point**.

On a result of **3 or less**, the token is discarded with no effect.





## GAMBLING CELLS

Replaces  CELLS

At the **Gambling cells**, in addition to the **Dig** action, players can perform the **Bet** and **Plan** actions.



### Bet

*Gambling cells only.*

Bet 1, 2 or 3 Cigarette tokens, announce a figure between 2 and 6, then roll the die.

If the result is greater than or equal to the announced figure, you recover your bet, multiplied by the announced figure. Otherwise, you lose your bet.



### Plan

*Gambling cells only.*

Take a **Planning** token.

When you make a **Cautious Move**, you may discard a **Planning** token.

In that case, this **Cautious Move** only costs you one action instead of two.



## GYMNASIUM

Replaces  RECREATIONAL AREA

In the **Gymnasium**, in addition to the **Buy** and **Sell** actions, players can perform the **Brawl** and **Workout** actions.



### Brawl

*Gymnasium only.*

You must discard a **Weapon card**. In turn, all other players in the **Gymnasium** must immediately choose between discarding a **Weapon card** as well or suffering a **Beating**.

Then, in turn, and **except for the player who started the brawl**, every player who discarded a **Weapon card** to avoid the **Beating** must roll the die.

On a result of 2 or less, that player is immediately sent to **Solitary Confinement**.



### Workout

*Gymnasium only.*

Take a **Bodybuilding** token.

During a fight, when it is up to you to play a **Weapon card**, you can discard a **Bodybuilding** token then roll the die.

On a result of 4 or more, you are exempt from playing this **Weapon card**.

On a result of 6, you can also immediately take back your **Bodybuilding** token.

On a result of 3 or less, the token is discarded with no effect and you must play a card as usual.





## LAUNDRY

Replaces  INFIRMARY

In the Laundry, in addition to the Heal action, players can perform the Change style and Steal bandage actions.



### Change style

*Laundry only.*

Perform the **Join a Gang** action.

For this action, you need **one less Accessory** to join the Gang of your choice.



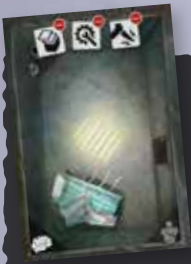
### Steal bandage

*Laundry only.*

Take a **Bandage** token.

When performing the **Craft** action, you may discard a **Bandage token** instead of discarding a **Link card**.

Alternatively, you can discard a **Bandage token** to perform the **Heal** action, at any Place, as if you were at the Infirmary.



## PSYCHIATRIC WARD

Replaces  SOLITARY CONFINEMENT

In the Psychiatric Ward, players cannot perform **Search**, **Extortion** and **Craft** actions. Note that players still benefit from **two actions**, unlike in **Solitary Confinement**.



As soon as a player arrives in the **Psychiatric Ward**, they immediately take and reveal the **Trauma token** from the top of the stack.

A player can only have one **Trauma token** at a time.

If they already had one, they draw a new one and discard the previous one.

When a player has the opportunity to remove a **Beating**, they may instead discard their **Trauma token**.

Discarded **Trauma** tokens are placed back under the stack, face down.

Each **Trauma** token imposes a restriction to the player until the token is discarded:



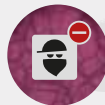
When you perform the **Search** action, you draw **one less card**, down to a minimum of 0.

You can no longer perform the **Extortion** action.



Your **maximum number of cards in hand** is 5.

You can no longer perform the **Buy** action.



You can no longer perform the **Join a Gang** action. In addition, if you already have a **Gang card**, it is discarded.

You can no longer perform the action **Play an Action card**.



# THE WARDEN

Before the game starts, if the players agree to play the **Warden**, a new Place is positioned next to the board, adjacent to the **Cells**: the **Warden's Office**.

At the start of the game, the **Warden standee** is then placed in the **Cells**. **Corruption tokens** are stacked in a pile on the appropriate location on the **Warden's Office**. Discarded tokens are returned to the pile.

## REPRESSION

The Warden intervenes when a player performs, on the same Place as her, one of the following illegal actions:



Extortion



Craft



Dig



Buy



Sell



Steal a spoon



Bet



Improve tool



Steal bandage



Brawl

After performing one of these actions on the same Place as the Warden, a player is sent directly to **Solitary Confinement** and their turn ends.

**It is up to the other players to make the Warden intervene in case of an illegal action. If no one reports the illegal action, the player walks away without repression!**

*A player starting their turn in Solitary Confinement can only perform one action and cannot perform the Search, Extortion and Craft actions.*

Note that the Warden does not do prevention, she only intervenes once the illegal action has been carried out. So the player keeps the benefit of the action they have just performed.

*They can therefore perform a Dig action and win the game if this gives them all the necessary Tunnel points.*

## MOVEMENT

The Warden does not move on her own. Players have access to a new basic Action to move her:

### ATTRACT THE WARDEN NEW BASIC ACTION

Move the Warden's standee to the Place you are in.

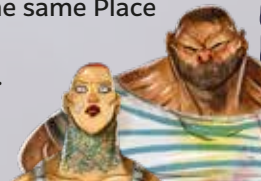


## MICHEL & MICHELLE

Even Michel and Michelle keep it cool when the Warden is not far away.

Michelle and Michel never extort players who are in the same Place as the Warden.

Their Extortion phase is simply not resolved if they are in the same Place as the Warden.



When a player performs the Move action, if the result obtained is one of those corresponding to the Place they're already in, the player can choose to move their standee on the Warden's Office.



## THE WARDEN'S OFFICE

### New Place

Players in the Warden's Office have access to the Bribe action but they cannot perform Extortion, Craft and Join a Gang actions.



### Bribe

*Warden's Office only.*



You must have and discard 2 **Cigarette tokens** to perform this action.

Take a **Corruption token**.

During any player's turn (including yours), without it counting as an action, you can discard a **Corruption token** on one of the following occasions and apply the corresponding effect.

**Freepass:** After you performed an illegal action on the same Place as the Warden, **you are not subject to the Warden's Repression.**

**Punishment:** After a player finished any action on the same Place as the Warden, choose: either they suffer a **Beating**, or they must **randomly discard half of their cards** (rounded up), or they **lose all their cigarettes.**

**Move:** After a player (including yourself) performed the **Move** action, **move the Warden to the Place of your choice.**

*Only one player can cause each effect for each occasion. The active player has priority, then the other players, clockwise.*



## TEAM MODE

The **Gambling cells** cannot be used.  
If the **Warden** is used, she is placed in the **Showers** and her **office** is placed in contact with the **Showers** rather than the **Cells**.



**Dig In** est une extension pour **Dig Your Way Out**. Le jeu de base est nécessaire pour utiliser Dig In. Cette extension comprend plusieurs jetons, 6 nouveaux Lieux modulables, la Directrice et le Bureau de la Directrice.



**Dig In** is an expansion for **Dig Your Way Out**. The latter is necessary in order to use Dig In. This expansion includes several tokens, 6 new modular Places, the Warden and the Warden's Office.



**Graaf je Vrij: Tunnelvisie** is een uitbreiding voor **Graaf je Vrij**. Het basisspel is nodig om Graaf je Vrij: Tunnelvisie te kunnen spelen. Deze uitbreiding bevat verschillende fiches, 6 nieuwe locaties, een gevangenisdirecteur en het kantoor van de gevangenisdirecteur.



**Radau im Bau** ist eine Erweiterung für **Grab' Dich Frei**. Letzteres ist erforderlich, um Radau im Bau zu verwenden. Diese Erweiterung enthält mehrere Plättchen, 6 neue modulare Orte, die Gefängnisdirektorin und das Büro der Gefängnisdirektorin.

