2-6 · 45min · 16+

ILLUSTRATIONS
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DIG YOUR WAY OUT

BORDERLINE EDITIONS

CONTENT

12 PRISONER STANDEES

1 DOUBLE-SIDED GAME BOARD

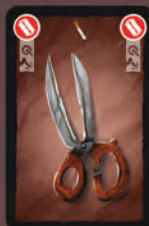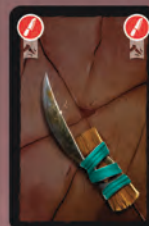## 6 DOUBLE-SIDED PRISONER BOARDS

77 SEARCH CARDS

5 Containers

6 Pikes

14 Links

30 WEAPON CARDS
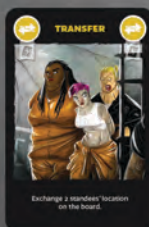
10 Blades

20 Knifes

18 BACKGROUND CARDS

55 CIGARETTE TOKENS

5 x 5 Cigarettes

50 x 1 Cigarette

18 Accessories

6 Rares items

18 Actions

TRANSFER

Exchange 2 standees' location on the board.

33 TOOLS CARDS

11 Shovels

11 Pickaxes

11 Spoons

6 BEATING TOKENS

1 DIE

24 GANGS CARDS

4 Bikers

BIKERS

MASTER KEY

During your turn, as 1 Action :
you can move to an adjacent Place instead of rolling the die.

4 Bratva

БРАТVА

UNTOUCHABLE

During other players' turn,
you can't be targeted by Action cards.

4 Cartel

Cartel

FURY

When you win a combat,
the defeated player receives 2 Beatings instead of one.

4 Crew

CREW

COLLECT

At the end of your turn,
if you don't have any Cigarette tokens, gain 2, otherwise gain 1.

4 Queers

QUEERS

SUCCESSFUL SEARCH

When you search,
Draw one more Search card.

4 Triad

TRIAD

VERSATILE LINKS

When you craft,
Cap, Golden chain and Bandana cards

can be used as Links.

8 MICHEL(LE) CARDS

MICHEL & MICHELLE

2 MICHEL(LE) STANDEES

SETUP

1 On their designated locations on the board, place 4 different piles, face up, for all the Spoon, Knife, Pickaxe and Shovel cards.

Every Spoon, Knife, Pickaxe and Shovel card discarded its replaced on top of their original pile.

2 For every Gang, shuffle and place all its Gang cards as a pile on their designated board location.

Discarded Gang cards are replaced at the bottom of their original pile.

3 Shuffle all the Search cards and form a deck, face down, placed on the designated location on the board.

Next to it, is the discard pile where all discarded Search cards are placed, face up.

When the Search deck is emptied, shuffle the discard pile to form a new deck.

4 Place all Cigarette and Beating tokens next to the board, where everybody can reach them.

5 Each player chooses a prisoner standee. They place the prisoner board corresponding to this prisoner in front of them and its standee on the Cell block.

6 Each player draws a Background card and keeps its face hidden from the other players. Each player can look at their Background card at any time.

7 Each player draws 3 Search cards to constitute their starting hand.

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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 as 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	2-3	4	5-6
Tunnel points needed to win	12 pts	10 pts	8 pts

HOW TO PLAY

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

Beginning with 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 perform **up to 2 actions.**

There are two kinds of actions:

Basic actions, that can be performed in different Places;

and **Place actions**, that can only be performed 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 joined.

BASIC ACTIONS

SEARCH

1x *This action can only be performed once per turn.*

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

1 / 2 / 3

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 she is in the Cafeteria, she draws 2 cards.

A player can't have more than 10 cards in hand at the end of their turn.

If you have more than 10 cards in hand **at the end of your turn**, you have to choose and discard **immediately** enough cards to equal 10 cards.

MOVE

You can move in two different ways:
Simple move or **Cautious move**.

SIMPLE 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 in one of those Places, you **can't** stay in the same Place and you **have to** go to the other Place available.
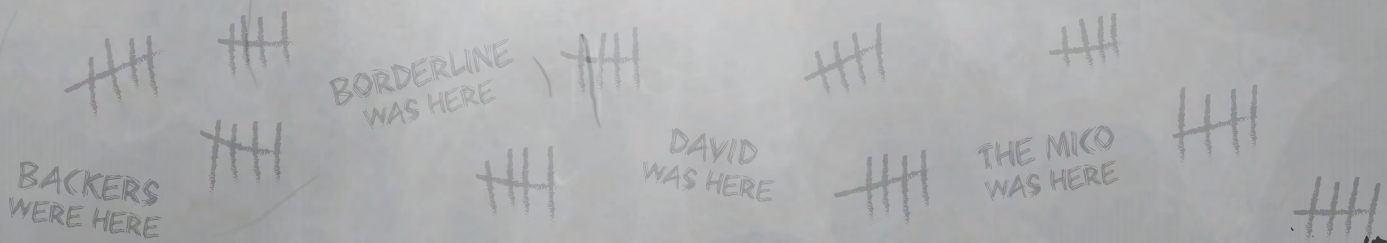
Example:
If a player rolls a 1, she can choose to go to the Cell Block or the Cafeteria.
If she is already in the Cell Block, she must go to the Cafeteria.

CAUTIOUS MOVE

Instead of 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 multiple cards of the same Accessory to join a Gang.

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 (the same one or a new one) while you already have a Gang card, the previous one is discarded.

A discarded Gang card is placed under the pile of the corresponding Gang.

Gang	Accessories			Quantity
CREW	🧢	🦉	📿	2≠
Cartel	🧢	⌚	👟	2≠
BIKERS	🦉	⭕	👟	2≠
БЯДТVД	⌚	📿	⭕	2≠
TRIAD	ALL			3≠
QUEERS	ALL			3≠

PLAY AN ACTION CARD

Reveal an **Action** card from your hand.

Apply the card's effects then discard it.

SOLITARY CONFINEMENT

Move target player's standee to the 🛏 Solitary confinement Place.
Players beginning their turn in Solitary Confinement can only perform one action and can't Search, Extort and Craft.

VISIT

Draw 3 Search cards and gain 3 Cigarette tokens.

EXTORTION

1x *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 from your target -a Spoon, a Pickaxe or a Shovel- and lay 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 a Weapon card form their hand, beginning by the defender.

Once a player can't or doesn't want to play a Weapon card, this player loses the combat and receives a **Beating**.

The victor takes one card from the loser's hand: the Tool the attacker was asking for if the defender had it and lost; or a card randomly drawn from the loser's hand in any other case.

All Weapon cards played during an Extortion are discarded.

Knifes 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 Pickaxe! »

Player B, having a Pickaxe card in hand, can choose to cooperate.

In this case, he would have to give his Pickaxe card to player A and the extortion would end there.

However if he decides not to give it away willingly, 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.

If he indeed has the card requested by the attacker, player B has to give his Pickaxe to player A, in addition to taking a Beating.

If he hadn't got the requested card, or if player A had lost, the winner would have taken a card at random in the defeated player's hand.
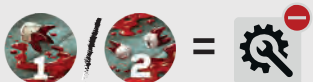
WEAPON CARDS :

CRAFT

🏚 / 🚿 = 🔧⊖

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

🩸1 / 🩸2 = 🔧⊖

You can't perform this action if you have 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, Pickaxe or Shovel pile is empty, this item can't be crafted until its pile is filled again.

Necessary cards	Crafted card(s)
🔗 + ⛏️ →	⛏️
🔗 + 🏈 →	🔨
🔗 + 🔪 →	🔪 🔪

BACKGROUNDS

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

Each Background card specifies when it can be revealed.

Revealing a Background card does not count as an action. The effects indicated on each Background card are 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 also can apply the second special effect associated.

"ARE YOU REALLY GOING TO THROW THIS AWAY?"
You grew up in the street before making a name for yourself. You learned to work miracles with nothing.
When another player crafts, take the discarded cards.
TRIAD
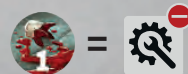*Instead of the cards, you can take the crafted item(s).*

BEATINGS

A player can receive up to 2 Beatings.

Regardless of the number of combats lost, 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 that they have received 2 Beatings.

🩸1 = 🔧⊖

A player with 1 Beating can't perform the **Craft** action.
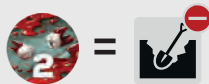
🩸2 = 🔧⊖ + ⛏️⊖

A player with 2 Beatings can't perform the **Craft** nor the **Dig** action.

PLACE ACTIONS

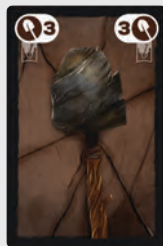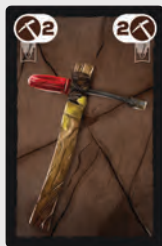**Each of these actions can only be performed by players who are actually in the specified Place.**
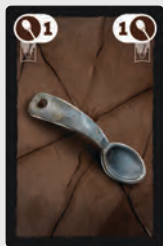
DIG
Location : **Cell Block**

🩸2 = 🚫⛏️

You can't perform this action if you have received 2 Beatings.

Place **one and only one Tool card** *(Spoon, Pickaxe or Shovel)* from your hand next to your prisoner board, face up.

You immediately **score the number of Tunnel points** indicated on the card.

STEAL A SPOON
Location : **Cafeteria**

Take one 🥄 Spoon card from the board.

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

HEAL
Location : **Infirmary**

Remove 1 Beating you received.

SELL
Location : **Recreational Area**

Discard any number of cards from your hand.

Gain as many **Cigarette tokens** as their total value, i.e. the number of cigarettes shown on all the cards sold.

BUY
Location : **Recreational Area**

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 ⛏️ **Pickaxe** card from the board.

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

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

MICHEL & MICHELLE

Michel and Michelle form an optional expansion, especially appropriate for two player games, because it multiplies interactions and extortions.
With more players, the prison becomes more dangerous than ever!

There are two Michels, but there is only one of them in the prison at any moment.
This prisoner is not under the control of any specific player.

If players agree to play Michelle or Michel, the corresponding standee is placed in the Showers during setup.
Michel cards are shuffled to constitute a deck, face down, next to the board, near the Showers.

Discarded Michel cards are placed face up beside this deck.
When the Michel deck is empty, the corresponding discard pile is shuffled to form a new deck face down.

MOVE

At the end of their turn, in addition to their action, each player can move Michel(le) by rolling the die.

This move is done as a simple move and the player having rolled the die chooses in which Place Michel(le) moves if there are two possibilities.

EXTORTION

Everytime Michel(le) ends a move, they extorts automatically every players on the same Place as theirs.
If there are several players in that Place, Michel(le) extorts them one at a time, clockwise from the player having made them move.

Likewise, when a player ends a move on the same place as Michel(le), they extort that player automatically.

When Michel(le) extort a player, this player draws a Michel card and reveals it.

• **If the card doesn't show any Knife**, the player manages to avoid confrontation and the extortion ends there.

• **If there is a Knife,** the player can eventually cooperate by discarding from their hand one of the Tools shown on the Michel card (if they are able to). If the player doesn't have any of the Tools shown, or if they don't want to discard it, a combat starts.

The player **must** play a Weapon form their hand, then a new Michel card is drawn and revealed.

If the card shows no Knife, the combat ends and the player wins.
If not, the player must play another Weapon, and a new Michel card is drawn, etc.

If, at any moment, the player **can't** or doesn't **want** to play a Weapon, they **lose** the combat and take a **Beating**.
In addition, they **must** discard, if able, one of the Tools shown on the initial Michel card.
If not, they must discard one card randomly picked from their hand.

If the player wins, they can **draw 1 Search card**.

All Michel cards revealed during an extortion are discarded.

TEAM MODE

The Team mode can only be played with an even number of players.

Players must divide themselves evenly between team A and team B.

The other side of the board is used, the one on which two distinct Cell Blocks A and B are shown. Each Block is considered as a separate Place for rules purposes, but still counts as the Place Cell Block for any game effect.

Usual rules apply, with the following exceptions:

GOAL :

Tunnel points are scored and victory decided for each team and not for each player.

Number of players	4	6
Tunnel points needed to win	16 pts	20 pts

SIMPLE MOVE :

Results of 1, 2 or 3 on the die allow players to move to Cell Block A as well as to Cell Block B.

EXTORT :

During any combat, any players can help a teammate (attacker or defender) on the same Place as theirs by playing a Weapon card in place of this teammate. However, at the end of the combat, all players having helped the loser must take a Beating too, and the winning player having originally initiated or suffered the extortion can take a card at random from the hand of each losing participating player.

CRAFT :

Players can craft in the Cell Block of the other team but not in theirs.

DIG :

Players can only dig in the Cell Block of their team and not in the other team's Block.

EXCHANGE :
NEW BASIC ACTION

The player can give any number of cards from their hand to a teammate in the same Place as theirs and receive any number of cards from this same teammate.

The player can also give or receive any number of Cigarette tokens from this same teammate.

GANGS :

During a simple move, instead of rolling the die, a player can go to the same Place as a teammate belonging to the same Gang.

🇫🇷 **Vous êtes des prisonniers incarcérés à perpétuité dans la prison de Blackgate.**
Mais aucun de vous n'a l'intention de finir ses jours ici. Vous avez un plan : creuser un tunnel pour vous évader !
Cependant, vous savez qu'à la première évasion, la sécurité sera renforcée, rendant toute fuite impossible pour les autres détenus. **C'est pourquoi vous devez impérativement être le premier à creuser votre trou !**
Pour ce faire, vous allez devoir récupérer des outils, en les fabriquant, en les achetant, ou même en les rackettant aux autres prisonniers, puis revenir dans votre cellule pour creuser.

🇬🇧 **You are inmates, sentenced to life in Blackgate prison.**
None of you intend to stay here forever. You've got a plan: dig a tunnel to escape!
However, after the first escape, security will be tightly reinforced. It will be impossible to escape after that.
This is why you need to be the first to dig your way out!
In order to do that, you need tools, those you can build from scratch, buy or extort from other prisoners. The tools will need to be brought back to your cell to dig your hole.

🇩🇪 **Ihr seid Knackis, die zu lebenslanger Haft im Knast von Blackgate verurteilt wurden.**
Doch Niemand hat die Absicht, für immer hier zu bleiben. Euer Plan: einen Tunnel zu graben und zu entkommen!
Allerdings werden die Wachen nach dem ersten Ausbruch auf der Hut sein. Ziemlich sicher wird danach keiner mehr entkommen können. **Nimm keine Rücksicht und sei der Erste, der sich seinen Weg nach draußen gräbt!**
Dazu brauchst Du Werkzeuge, die Du selbst herstellen, kaufen oder von anderen Häftlingen erpressen kannst. Diese Werkzeuge müssen in Deine Zelle gelangen, um von dort Deinen Fluchttunnel graben zu können.

🇮🇹 **Siete detenuti condannati all'ergastolo nel penitenziario di Blackgate.**
Nessuno di voi ha intenzione di rimanere qui per sempre. Avete un piano: scavare un tunnel e scappare!
Tuttavia, dopo la prima evasione, la sicurezza verrà potenziata e sarà impossibile fuggire di nuovo.
Per questo motivo devi assolutamente scavarti una via d'uscita prima di tutti gli altri!
Per farlo avrai bisogno di strumenti: puoi costruirli da zero, comprarli o estorcerli agli altri detenuti. In ogni caso dovrai sempre portarli nella tua cella, dove li userai per scavare il tunnel.

🇪🇸 **Sois presos condenados a cadena perpetua en la cárcel de Black Gate.**
Pero ninguno de vosotros piensa terminar sus días aquí dentro. Tenéis un plan: ¡cavar un túnel para escapar!
Sin embargo, sabéis que si alguien se fuga se reforzará la seguridad, acabando con los planes de huída de los demás. **¡Por eso tienes que ser el primero en terminar tu túnel!**
Para ello necesitarás herramientas. Puedes fabricarlas a mano, comprarlas, o robárselas a otros prisioneros. Deberás llevarlas hasta tu celda para poder cavar el túnel.