

STANISLAV KORDONSKIY

LOCKUP

A ROLL PLAYER TALE

RULEBOOK

Overview

During the Dragul Invasion of Nalos, King Taron's loyal soldiers throw captured minions into Kulbak Prison, where enchanted gates and Construct guards make escape all but impossible. Once each year, Taron releases the toughest gang of war prisoners into the royal Colosseum.

You command a squadron of these captured Dragul. Gather goons and craft contraband to raise your reputation. Keep your suspicion with the guards low while establishing yourself as the most powerful crew in Kulbak. In six short days, Taron may offer you the chance to fight for your freedom.

Objective

Lockup: A Roll Player Tale is a competitive worker-placement game for one to five players. In the game, players manage groups of minions -- gnolls, kobolds, bugbears, goblins, or insectoids -- locked up in Kulbak Prison.

Each round, players try to keep their suspicion from the guards under control while allocating their crew to different locations within Kulbak. The player with the strongest crew in each location at the end of each round gains the most resources, hires the most powerful crew, and builds the most powerful items, increases their reputation. The player with the highest reputation at the end of six rounds, wins the game.

Components

1 Rulebook

1 Game Board

31 Tokens

- 30 Crew Tokens (6 or each player)

- 1 First Player Token

5 Holding Cells (1 per player)

5 Crew Boards (1 per player)

1 Guard Board (for solitaire variant)

1 Round Marker

5 Reputation Markers (1 for each player)

65 Resource Markers

- 25 Green Scrap Markers
- 15 Grey Iron Markers
- 15 Blue Potion Markers
- 10 Yellow Gold Markers

22 Power Markers

12 Suspicion Markers

127 Cards

- 30 Item Cards
- 29 Goon Cards
- 22 Tome Cards
- 16 Goal Cards
- 8 Location Cards (For solitaire mode)
- 22 Guard Cards (For solitaire mode)



Game Board

The game board represents Kulbak Prison. There are eight locations on the board for the players to assign their crew – the Exercise Yard, the Sewers, the Infirmary, the Smithy, the Commissary, the Chow Hall, the Cell Block, and the Library. Each location provides the players with different rewards and benefits. One side is designed for 3-5 players, while the other is designed for 1-2 players.

Crew Tokens

Each player has a crew of six minions in their player color represented by crew tokens. The crew's lookout is designated by an "eye" icon, while the crew's enforcer is designated by the "fist" icon. The remaining crew tokens are numbered 2-5. These tokens are placed on the game board each round to indicate which location on the board each player intends to influence.



Holding Cells

Each player has a holding cell to hold their crew tokens. Before playing the first time, be sure to insert the cardboard panel into the bottom of the holding cell so the images of the crew show through the bars.

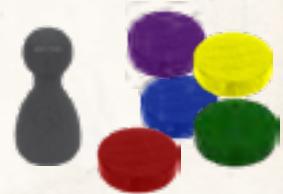


Crew Boards

Each player has a crew board to track the power of their crew's enforcer and the amount of suspicion they have attracted from the guards. The crew board also helps organize any built items, hired goons, and gathered resources.

Round Marker / Reputation Markers

The round marker is used to keep track of the six game rounds. It advances on a track on the game board at the end of each round. Players record their reputation on the reputation track along the outside of the game board with the reputation marker in their player color.



Resource Markers

Players gain and spend four different resources during the game – scrap (green), potion (blue), iron (grey), and gold (yellow). These are represented by colored wooden markers. When gaining a resource, players take the matching colored marker from the supply and place it on the player's crew board. Players spend resources to hire goons or to build items. Spent resources are returned to the supply.

Power Markers / Suspicion Markers

Each player's crew has a power and suspicion rating. Power represents the overall power of the crew and the power level of the crew's enforcer. Suspicion represents the amount of suspicion the crew has attracted from the guards. These are tracked by placing red power markers and black suspicion markers on the designated spaces of the player's crew board.



Item Cards



During their stay at Kulbak Prison, each crew has the opportunity to turn gathered resources into contraband items to increase their reputation, gain symbols, and gain additional resources. They can be built at the Cell Block location.

- Reward:** Immediately gain any rewards listed here. Symbols can also appear here, which can influence end game scoring and earn goal card rewards ().
- Reputation Value:** Immediately gain reputation equal to this value on the reputation track after building the item.
- Item Name**
- Required Resources:** Displays which resources must be returned to the supply to build the item.



Goon Cards

Goon cards represent other prisoners in Kulbak Prison not associated with any player's crew. They come out each round and determine which areas of the prison the guards are monitoring. They can be recruited on the Chow Hall location. Once a player has hired a goon, they often receive an immediate benefit, and provide scoring opportunities for the end of the game.

- Reward:** Immediately gain any rewards listed here when hired. Symbols can also appear here, which can influence end game scoring and earn goal card rewards (, ,).
- Goon Name**
- Suspicion Icon:** Indicates a suspicion marker is placed on the nearby location during the Patrol Phase.
- Scoring Information:** This area details any additional reputation the goon provides at the end of the game.

Tome Cards

Tome cards break the rules of the game in a variety of ways. Players gain them from the Library location. They are kept secret until played. They can be played in any phase of the game, unless specifically noted otherwise, and are worth reputation at the end of the game if not played. When played, they are discarded to a discard pile next to the game board.



Goal Cards

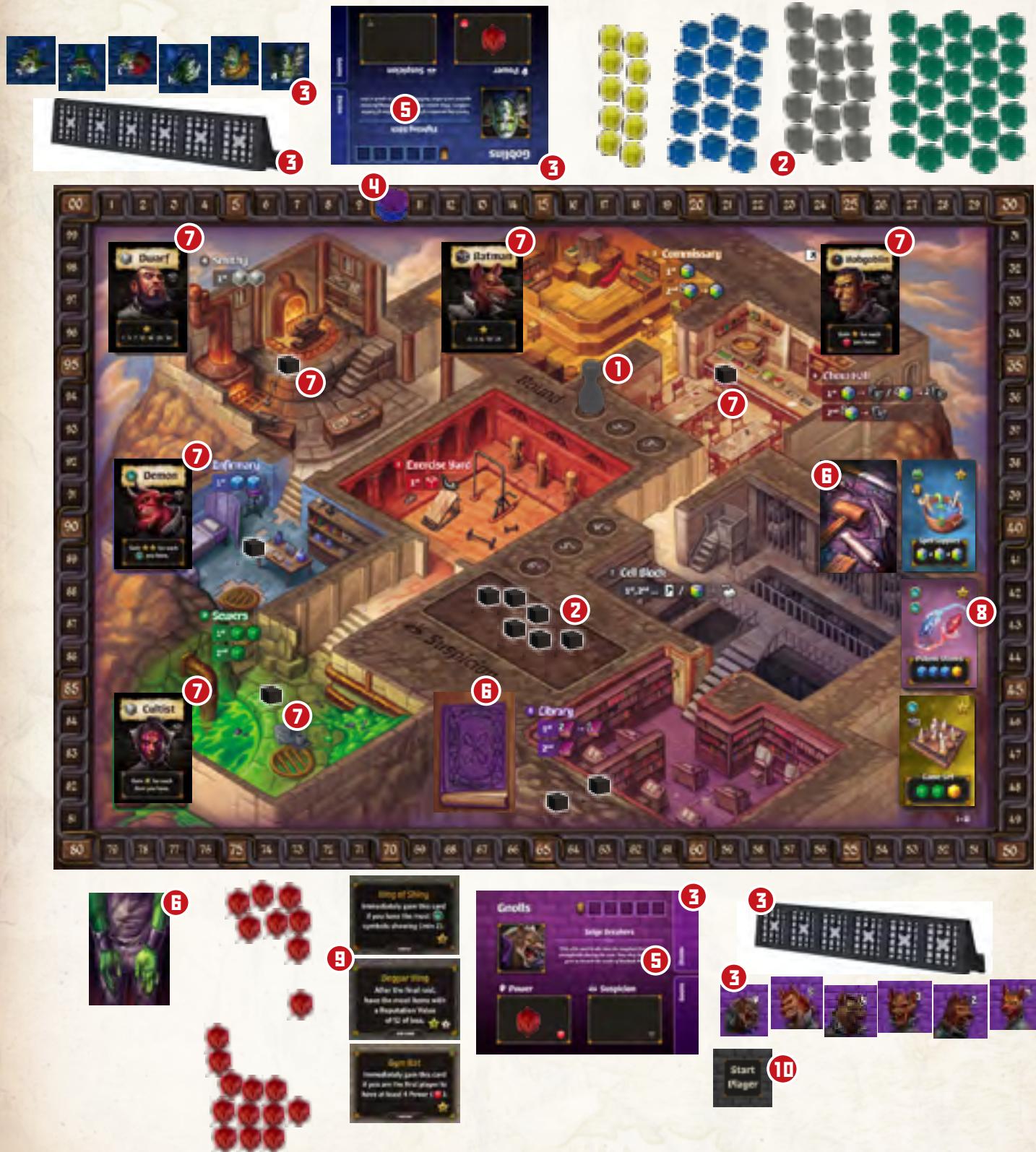
Goal cards are divided into three types – Award, Instant, and End Game. They are randomly chosen at the beginning of each game and provide different opportunities to increase a player's reputation.

Setup

- Place the **game board** in the middle of the table with the 1-2 player indicator or 3-5 player indicator showing based on the number of players, and place the **round marker** on the 1 space of the round track.
- Sort the **power markers**, and **resource markers** by type and place them near the side of the game board. Place the **suspicion markers** in the suspicion space on the game board.
- Each player chooses a player color and takes the corresponding **reputation marker**, **crew tokens**, **holding cell**, and **crew board**. Return all other player pieces to the game box. *Exception: When playing with five players, also return each player's crew token with 2 strength to the game box. When playing with five players, only five crew token are used.*
- Place each player's reputation marker on the 10 space of the reputation track.
- Place a power marker on the power space of each player's crew board.
- Shuffle the **goon cards**, **item cards**, and **tome cards** separately. Place the item and tome cards face down on the game board in their designated spaces to create the item deck, and tome deck. Place the goon cards face down near the game board to create the goon deck.
- Reveal five goon cards from the top of the goon deck and place them on the designated spaces on the game board by the Sewers, Infirmary, Smithy, Commissary, and Chow Hall locations. If a placed goon card has a suspicion icon, place a suspicion marker or markers on the location next to the goon.
- Reveal item cards from the top of the item deck equal to the number of players plus one and place them on the designated spaces on the game board near the Cell Block location. *Example: In a three player game, four items will be revealed.*

- Shuffle the three types of **goal cards** separately – Award, Instant, and End Game. Randomly select one from each type. Place each of the selected cards face up near the side of the game board and return all other goal cards to the game box.
- Give the **first player token** to the biggest trouble-maker, who takes the first turn.

Example Setup



Gameplay Overview

Lockup is played over six rounds. Each round is divided into three phases and performed in order:

- **Roll Call Phase**
- **Lights Out Phase**
- **Patrol Phase**

ROLL CALL PHASE

During the Roll Call Phase, players take turns placing their crew tokens on the game board in different locations within Kulbak Prison, starting with the player with the first player token and moving around the table in a clockwise fashion.

- Any number of crew tokens may be placed on a single location in a turn.
- A player may not place crew tokens on a location that already has one or more of their crew tokens already on it. So, a player may not place crew tokens to a location over multiple turns.
- Two of a player's six crew tokens may be placed face down over the course of the round and are hidden information. All other crew tokens must be placed face up and are public knowledge. *Exception: In a two player game, each player may place three tokens face down each round.*
- Once a crew token has been placed, it cannot be moved to another location
- Players may not place crew tokens on the Library location during the Roll Call Phase.
- If a player no longer has crew tokens to place, or chooses not to place any additional crew tokens, they must pass and do not participate in the Roll Call Phase any longer.
- Once a player has passed, they can no longer play tome cards in this phase.

LIGHTS OUT PHASE

During the Lights Out Phase, players evaluate the strength of each crew at each location in a specific order. Players gain rewards and remove their crew tokens, returning them to their holding cell.

Resolve each location in the following order, one at a time — Exercise Yard, Sewers, Infirmary, Smithy, Commissary, Chow Hall, Cell Block, and Library. See "Locations" on page 10 for additional details. At each location, follow these steps:

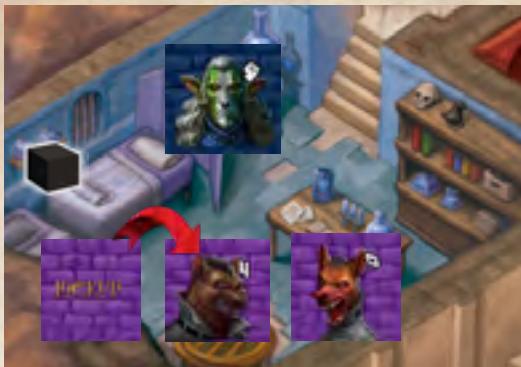
1. **Determine Crew Strength:** Reveal any face down crew tokens on the location. Each player then totals the strength of their crew and compares their crew's strength to other players strength who have crew tokens on the location. If a player's enforcer is on the location, the enforcer's strength is equal to the number of power markers on that player's crew board. If a player's lookout is on a location, the lookout's strength is considered to be 0. If a player only has their lookout at a location may still collect rewards.

Example: In a four player game, if Stan has his lookout on the Sewers location, and no other player has placed crew tokens there, he gains three scrap markers, as his crew has the greatest strength. A crew having 0 strength is considered higher than having no presence at a location.

In the case of a tie for strength, the order of strength is determined by the position of the first player token and going around the table clockwise.

Example: Vera, Stan, Isaac, and Claire all have crew tokens on the Infirmary location. Vera has a strength of six. Stan, Claire, and Stan all have a strength of four. Vera gains three potion markers as she has the highest strength. Stan has the first player token, so he has the next greatest strength among the tied players, going around the table to Isaac, and then to Claire. Since Claire is considered to have the least strength, she gains one potion marker. Isaac and Stan get no reward and their tokens are moved to the Library location.





In this example, Vera is playing as the Goblins (blue), and Isaac is playing as the Gnolls (purple). It's time to resolve the Infirmary. Vera has her enforcer on the location and has four power markers on her crew board, giving her a strength of four. Isaac has two tokens on the location – a face up lookout token and another face down token. He reveals his face down token which has a strength of four, giving him a total strength of four as well. Isaac has the first player token, so he is considered to have the greatest strength.

2. **Gain Suspicion:** If there are suspicion markers on the location, the player with the greatest strength gains the suspicion markers and places them on their crew board, unless they also have their lookout crew token on the location. In this case, the next player in order of strength without a lookout crew token on the location gains the suspicion markers. If there are no crew tokens on a location, or all players on the location have a lookout crew token, no player gains suspicion markers. A lookout crew token present at a location makes that player ineligible to receive suspicion markers.

Continuing the previous example, there is a suspicion marker on the Infirmary location. Isaac has the greatest strength, but he has his lookout on the location, making him ineligible for the suspicion marker. Vera has the next greatest strength, so she gains the suspicion marker and places it on her crew board.



3. **Gain Rewards:** In order of strength, each player with crew tokens on the location gains rewards specific to the location. See "Locations" on page 10 for more detail on how rewards are gained at each location. Once a player has gained a reward, return that player's crew tokens to their holding cell. Players may choose not to receive a reward from a location.

NOTE: In the case in which the there is only one player's lookout crew token on a location, they are considered to have the greatest strength. Having a crew token in a location makes a player eligible for the location's reward, yet ineligible for the suspicion marker.

4. **Move Stragglers to the Library:** If a player did not receive a reward and their crew tokens remain on the location, move that player's crew tokens to the Library location. If the player chose not to receive a reward from a location, their crew tokens are also moved to the Library location. If the Library is the current location being resolved, return the crew tokens to the player's holding cell without receiving a reward.

If it is the sixth round of the game, move to Game End to complete the final raid and final scoring. Otherwise, move to the Patrol Phase and play the next round.

PATROL PHASE

During the Patrol Phase, players prepare the game board for the next round of play and check to see if a raid occurs.

Check Resource Limit

- Each player verifies how many resources (scrap / potion / iron / gold) they have on their crew board. If any player has more than five resources, they must return resources of their choice back to the supply until they have five. *NOTE: This limit can be raised by building items that have the  symbol.*

Replenish Item Cards

- Replace any item cards that were built or reserved in the previous phase by revealing the top card of the item deck and placing it face up in the designated spaces on the game board.

Replenish Goon Cards / Check for Raid

- If there is a goon card at the Chow Hall location, move it to the goon card to a discard pile beside the game board. If there isn't a goon card discard pile, start one.
- Advance all remaining face up goon cards clockwise to the next available goon card space on the board, so that goon cards are as close to the Chow Hall location as possible.
- Replenish any remaining open goon card spaces by revealing the top card from the goon deck and place it face up on the open goon card space closest to the Chow Hall location.
- All suspicion markers remaining on the game board stay at their locations.
- Place a suspicion marker on each location next to a goon card with suspicion icons. If there are not enough suspicion markers in the supply to complete this step, a raid immediately occurs. See "Raids" below.

Raids

When a raid occurs, all players compare the number of suspicion markers they have on their crew board.

- The player with the most suspicion markers immediately loses eight reputation and the player with the second most loses four reputation. Adjust reputation markers on the reputation track to record this.
- If there is a tie for the most suspicion markers, each tied player loses four reputation, and reputation is not lost for having the second most suspicion. If there is a tie for the second most suspicion markers, each tied player loses two reputation.
- A player may never have less than 0 reputation. Ignore any lost reputation that would move their score marker below 0.

Exception: In a two player game, instead of losing eight reputation, the player with the most suspicion markers loses six reputation. No reputation is lost for having the second most suspicion. If the two players are tied for the most suspicion markers, neither player loses reputation.

Once reputation has been lost, return all suspicion markers from the player's crew boards and locations to the supply on the game board. Complete the Replenish Goon Cards step of the Patrol Phase with the replenished supply of suspicion markers.

Game End and Final Raid

Once the sixth round is complete, the Final Raid occurs. No matter how many suspicion markers remain in the supply, all players compare their suspicion markers and lose reputation as in the "Raids" section above. Then players move to final scoring.

Final Scoring

1. The players evaluate the Award goal card to ensure that the player who claimed the card has at least two of the symbols or goon type indicated and has the most or is tied for the most of the specific target on the card. The player who has this card gains eight reputation.
2. The players evaluate the End Game goal card. Players gain reputation based on the card's requirement. See "Goal Cards" on page 9 for more detail.
3. Each player gains (or loses) reputation awarded by the scoring information on their goon cards. See "Goons" on page 12 for more detail.
4. Each player gains one reputation for each scrap, potion, or iron marker on their crew board.
5. Each player gains two reputation for each gold marker on their crew board.
6. Each player gains one reputation for each tome card they have that was not played during the game.
7. The player with the first player token gains two reputation.

The player with the most reputation is declared the winner!

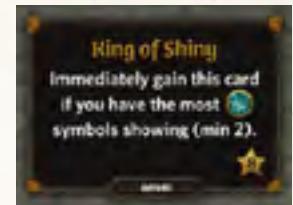
If the case of a tie, the player among the tied players with the most items in their play area is the winner. If there is still a tie, the tied players share the victory.

Goal Cards

During setup, three goal cards are randomly chosen to be in effect in the current game. The three types of goal cards are labeled on the middle bottom of the goal card – Award, Instant, and End Game. Reputation gained from Award and End Game goal cards are added to the reputation track during final scoring, while Instant goal cards are scored immediately when achieved.

AWARD GOAL CARDS

Award goal cards are claimed by players as the game progresses. If a player meets the requirement on the Award goal card at any point in play, they may claim it. Award goal cards require that a player have a minimum of two of a given symbol or goon type.



- If another player exceeds the number of the given symbol or goon type over the amount the current owner has, the Award goal card is claimed by the player with the most of the symbol or goon type.
- If another player gains an *equal* number of symbols or goons of the required type, the Award goal card remains with the current owner.
- If multiple players can claim a goal card at the same time, the card goes to the player with the first player token, going around the table clockwise.

Exception: In a two player game, instead of gaining eight reputation, the player with the most of the required items gains six reputation. No reputation is awarded for having the second most. If the two players are tied for the most, neither player gains reputation.

INSTANT GOAL CARDS

Instant goal cards are claimed by a single player as the game progresses. At any point, if a player meets the requirement on the Instant goal card, they may claim it and score reputation. Once a player has an Instant goal card, it cannot be taken away by another player.



END GAME GOAL CARDS

End Game goal cards are evaluated during final scoring.

Some End Game goal cards compare items with a resource type(s) listed in their required resources. These provide eight reputation to the player with the most of the required items, and four reputation to the player with the second most. If players are tied for the most, each tied player gains four reputation and no reputation is gained by the player with the second most. If there is a tie for the second most, each tied player gains two reputation.

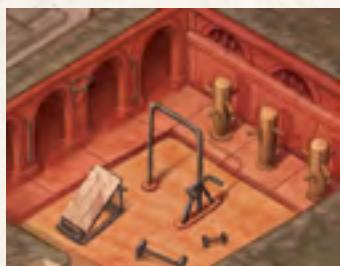


Exception: In a two player game, instead of gaining eight reputation, the player with the most of the required items gains six reputation. No reputation is awarded for having the second most. If the two players are tied for the most, neither player gains reputation.



Locations

Each of the eight locations provide different rewards based on the strength of each player's crew. Rewards gained are **immediately** available for use in the current round.

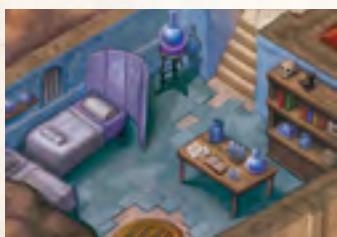
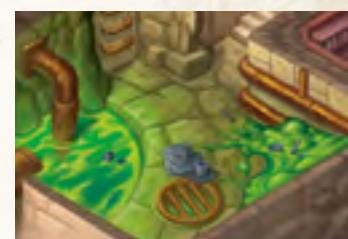


EXERCISE YARD

- The player with the greatest strength gains one power marker and places it on their crew board. They also immediately take the first player token or keep it if they already have it.
- The player with the second greatest strength gains one power marker. *[Not available in a 1/2 player game]*
- All other players with crew tokens on this location move their crew tokens to the Library location.

SEWERS

- The player with the greatest strength gains three scrap markers and places them on their crew board. *[Two scrap in the 1/2 player game]*
- The player with the second greatest strength gains two scrap markers. *[Not available in a 1/2/3 player game]*
- All other players with crew tokens on this location gain one scrap marker.

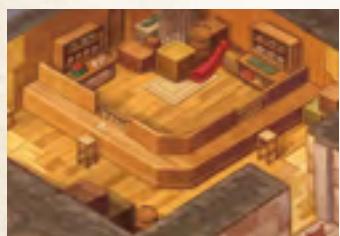


INFIRMARY

- The player with the greatest strength gains three potion markers and places them on their crew board. *[Two potion in the 1/2 player game]*
- The player with the least strength gains one potion marker. *[Not available in a 1/2 player game]*
- All other players with crew tokens on this location move their crew tokens to the Library location.

SMITHY

- The player with the greatest strength gains two iron markers and places them on their crew board.
- The player with the second greatest strength gains one iron marker. *[Not available in a 1/2 player game]*
- All other players with crew tokens on this location move their crew tokens to the Library location.



COMMISSARY

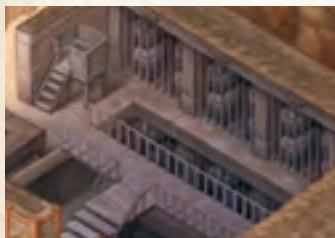
- The player with the greatest strength gains one resource marker of their choice – scrap, potion, iron or gold – and places it on their crew board.
- The player with the second greatest strength may exchange any resource marker on their crew board for any other resource marker to the supply. *[Not available in a 1/2 player game]*
- All other players with crew tokens on this location may exchange any **two** resource markers on their crew board for any **one** resource marker in the supply.

CHOW HALL

- The player with the greatest strength may either:
 - Hire any face up goon on the game board in exchange for one resource marker of their choice – scrap, potion, iron or gold.
 - Or, hire two face up goons on the game board in exchange for four resource markers of their choice in any combination.
- The player with the second greatest strength may either:
[Not available in a 1/2 player game]
 - Hire any face up goon on the game board in exchange for one resource marker of their choice – scrap, potion, iron or gold.
 - Or, hire two face up goons on the game board in exchange for five resource markers of their choice in any combination.
- All other players with crew tokens on this location may hire any face up goon on the game board ***in order of strength*** in exchange for two resource markers of their choice – scrap, potion, iron or gold.



Place any hired goon to the right of the player's crew board and immediately gain any rewards listed in the upper left corner of the goon card.



CELL BLOCK

In order of strength, each player may build an item or reserve an item.

Build an Item

- Select one of the face up item cards on the game board or an item card reserved on a previous turn.
- Return the resources required to build it to the supply, as shown on the bottom portion of the card.
- Place the item card to the right of the player's crew board.
- Record the reputation gained as indicated in the upper right corner of the item card by advancing the reputation marker in the player's color along the reputation track.
- Gain any additional rewards listed in the upper left corner of the item card.
- Review the Award goal card in play. If necessary, compare symbols (●, ●, ●) on all goon and item cards claimed, as the Award goal card may be claimed, or change owners, depending on how many symbols each player has.

Reserve an Item

- Return any single resource to the supply.
- Select a face up card from the game board and keep it face down in the player's play area.

LIBRARY

- The player with the greatest strength draws two cards from the top of the tome deck and chooses one to keep face down in their play area. Place the other card on the bottom of the tome deck.
- The player with the second greatest strength draws a tome card to keep face down in their play area.
- The player with the third greatest strength draws a tome card to keep face down in their play area. *[Not available in a 1/2 player game]*
- All other players with crew tokens at this location return their crew tokens to their holding cell without gaining a reward.



Goons

Goons can be hired in the Chow Hall location and each offers additional opportunities to gain reputation at the end of the game.

DWARVES

Dwarves provide more reputation as the player hires more of them. Players gain 1 / 3 / 7 / 12 / 18 / 25 / 30 reputation for hiring 1 / 2 / 3 / 4 / 5 / 6 / 7 Dwarves. If a player hires more than seven Dwarves, they do not gain additional reputation.



Example: If a player has four dwarves at the end of the game, they will gain 12 reputation. If they have eight Dwarves, they gain 30 reputation, as the eighth Dwarf did not provide additional reputation.

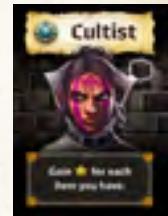


RATMEN

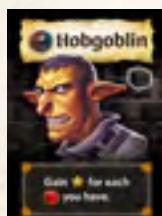
Ratmen also provide reputation as the player hires more of them. The first one hired is worth negative reputation, but as the player collects more of them, they provide a positive reputation award. Players gain -3 / 1 / 6 / 13 / 25 reputation for hiring 1 / 2 / 3 / 4 / 5 Ratmen. If a player hires more than five Ratmen, they do not gain additional reputation.

CULTISTS

Cultists provide reputation based on how many items the player has built over the course of the game. The player gains one reputation for each item per hired Cultist.



Example: If a player has three Cultists and four items, they receive 12 reputation (3 x 4 = 12).



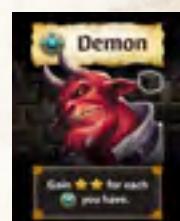
HOBGOBLIN

Hobgoblins provide reputation based on how many power markers the player has on their crew board. The player gains one reputation for each power marker they have per hired Hobgoblin.

Example: If a player has three Hobgoblins and they have six power markers, they will receive 18 reputation (3 x 6 = 18).

DEMON

Demons provide reputation based on how many of a certain symbol (, ,) the player has on their item and goon cards. The player gains two reputation for each of a certain symbol they have showing.



Item and Goon Reward Symbols

Items are built in the Cell Block location and award reputation. Some items have additional rewards:



Gain Resource: Gain one resource marker from the supply based on the icon (scrap, potion, iron or gold) and place it on the player's crew board.



Remove Suspicion: Return one suspicion marker from the player's crew board to the supply.



Give Suspicion: Move one suspicion marker from the player's crew board to the crew board of any other player.



Increase Power: Gain one power marker from the supply and place it on the player's crew board.



Gain Tome Card: Draw a tome card.



Resource Limit Increase: Increase the number of resources the player may have during the resource limit check during the Patrol Phase by one.



Resource Convert: Exchange any one resource marker on the player's crew board for another resource marker of the player's choice from the supply – scrap, potion, iron or gold.

Solitary Mode

When playing the Solitary Mode of *Lockup*, the player is isolated in an old wing of the prison. Instead of playing against other players, the player is playing against an automated opponent – the guards.

GUARD BOARD

The guard board is used to track the guard's power markers, suspicion, and help organize the item and goon cards they acquire. The guards can hold an unlimited amount of resources.



GUARD DECK

The guard deck represents the "screws" – the corrupt guards within Kulbak. The deck is composed of twelve guard cards. Seven are used in every game, while an additional five cards are added to the deck based on the difficulty level the player chooses to play – moderate, challenging, or expert.

LOCATION DECK

The location deck is composed of eight cards. Six of which represent the first six locations within Kulbak prison – the Exercise Yard, the Sewers, the Infirmary, the Smithy, the Commissary, and the Chow Hall. The remaining two location cards have a large "X" on them and indicate that there are no guards on duty.

SETUP

Use the setup for the two-player game, with the following changes:

1. Return all Instant goal cards to the game box. Use one Award goal card and one End Game goal card.
2. Return both copies of the "Big Book of Stealth" to the game box, as they are not used in the solitary mode.
3. After selecting a player color, choose another color to represent the guards. Place the reputation marker of the chosen color on 10 space of the reputation track. Return all additional components for the guard's chosen color to the game box.
4. Place the guard board near the player and place one power markers on their power space.
5. Create the guard deck by combining the seven grey guard cards with the five green "moderate difficulty" guard cards and place it face down near the guard board.
6. Place the location deck and place it face down near the guard board.
7. Place the starting player token on the guard board.

ROLL CALL PHASE

During the Roll Call Phase follow these steps:

- Shuffle the location deck.
- Shuffle the guard deck and place one face down on each of the first seven locations – the Exercise Yard, the Sewers, the Infirmary, the Smithy, the Commissary, the Chow Hall, and the Cell Block. Leave the remaining five cards face down in the guard deck.
- Alternate turns between the player and the guards, as in the multiplayer game, starting with the player with the starting player token.
- On the player's turn, place crew tokens to locations as in the multiplayer game.
- On the guard's turn, choose and reveal a single face down guard card on any location. Then reveal the top card of the location deck.
 - If the revealed location card is an "Off Duty" card, do not place an additional guard card.
 - Otherwise, reveal and place the top card from the guard deck to the location indicated on the revealed location card.
- After the player has placed all of their crew tokens, the roll call phase immediately ends, even if the guards have unplayed guard cards.

LIGHTS OUT PHASE

During the Lights Out Phase, all locations are resolved in order as in the multiplayer game. When the guards gain resources place them near the guard board. The following locations have special rules for the Solitary Mode:

COMMISSARY

- If the guards have the highest strength in the Commissary location, they gain one marker of the resource they have the least of. If there are multiple resources they have the least of, the guards gain a resource from among the least in the following priority: Gold, Iron, Potions, and Scrap.
- If the guards are present in the Commissary, but do not have the highest strength, they gain nothing.

CHOW HALL

- If the guards have the highest strength on the Chow Hall location, they gain the two face up goon cards with the most suspicion icons. They do not pay resources.
- If there are multiple goons with the most suspicion icons, they gain the goon closest to the sewers from the goons with the most suspicion icons.
- If the guards are present in the Chow Hall, but do not have the highest strength, they gain nothing.
- If the guards would gain a tome card as a reward for gaining a goon, instead they gain one reputation.

CELL BLOCK

- When it is the guards turn at the Cell Block location, they build the item card with the highest reputation value possible from either their reserve or from the game board by returning the required resources to the supply and gaining the item card.
 - If there are multiple item cards with the highest reputation value that the guards can build, the guards build the item card closest to the item deck of the available cards.
- If the guards cannot build any item cards, they reserve the item card with the highest reputation value without paying a resource marker.
 - If there are multiple item cards with the highest reputation value, the guards reserve the item card closest to the item deck with the highest reputation value.

If the guards can convert a resource due to a reward after building an item card, they exchange one of whichever resource they have the most of for one of the resource they have the least of. If there are multiple resources they have the least of, the guards gain a resource from among the least in the following priority: Gold, Iron, Potions, and Scrap.

If the guards can spend “any resource” when building an item, they spend them in the following priority: Scrap, Potions, Iron, Gold.

LIBRARY

- If the guards would ever collect a tome, instead they gain one reputation.
- The guards never place cards here, but can be pushed here if they receive no reward at a location.

NOTE: Tomes that allow the player to look at face down crew allow them to look at face down guard cards.

NOTE: As in the multiplayer game, if the player or guards ever have enough symbols to earn a Goal card, they immediately take the Goal card. Award goal cards can move between the player and the guards.



PATROL PHASE

This phase is played in the same way as the multiplayer game, with the exception that the guards can keep an unlimited number of resources from round to round.

RAIDS

Raids occur in the same way as the multiplayer game.

- If the player has the most suspicion markers, they lose six reputation and all suspicion is returned to the supply.
- If the guards have the most suspicion markers, they lose six reputation. Their suspicion and all accumulated reputation on the game board is returned to the supply, but the player's suspicion markers **remain on their crew board**.

GAME END / FINAL RAID / FINAL SCORING

After six rounds, complete the final raid and score as in the multiplayer game with the following exceptions:

- Whomever has the highest suspicion during the final raid loses 6 reputation.
- The guards do not gain reputation for each scrap, potion, or iron marker on the guard board.

As in a two player game, instead of gaining eight reputation for the award or end game goal cards, the player with the most of the required items gains six reputation. If the player and the guards are tied for the most, neither gains reputation.

If the player has more reputation than the guards, they are declared the winner. In the case of a tie, the guards win.

ADJUSTING DIFFICULTY LEVEL

Make the following adjustments if the player would like to adjust the difficulty level of the Solitary Mode:

- **Ye Ole Jail (Challenging):** During setup, when creating the guard deck, combine the seven grey guard cards with the five yellow "challenging difficulty" guard cards instead of the green guard cards.
- **Super Max Dungeon (Expert):** During setup, when creating the guard deck, combine the seven grey guard cards with the five red "expert difficulty" guard cards instead of the green guard cards.

Credits

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For additional information or support, please visit us at www.thunderworksgames.com

