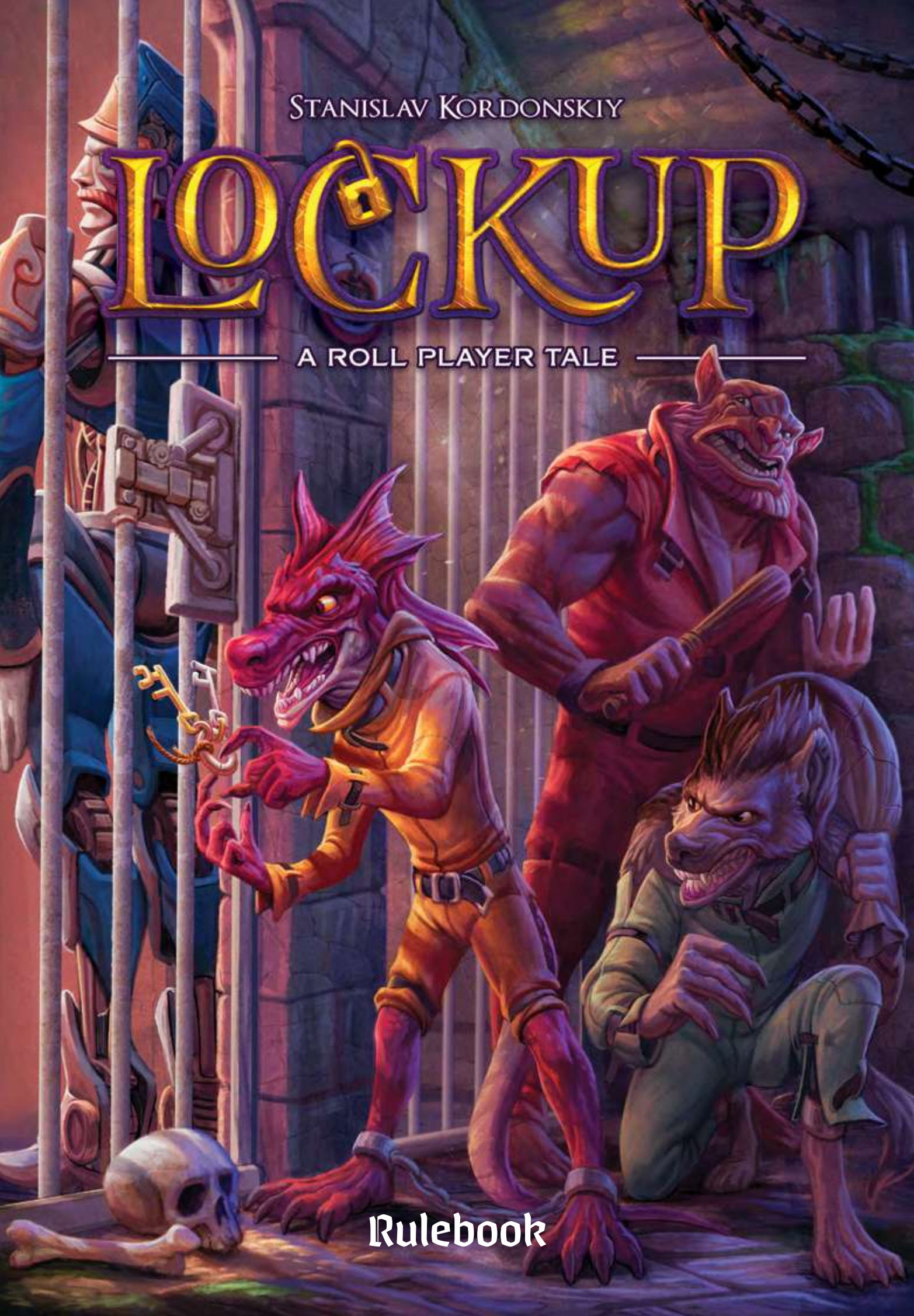

Stanislav Kordonskiy
LOCKUP
A ROLL PLAYER TALE
Rulebook

Overview

When King Taron's loyal soldiers put down the Dragul Invasion of Nalos, they threw the captured minions into Kulbak Prison, where the enchanted gates and ruthless Construct guards make escape all but impossible. Once every year, the king releases the toughest gang of prisoners into the royal colosseum.

You play as a squadron of minions — Gnolls, Kobolds, Bugbears, Goblins, or Insectoids — that were captured on the battlefield and locked up in Kulbak. But in six short weeks, King Taron will visit the prison, and he might give you the chance to fight for your freedom. Can you build a reputation and establish yourself as the prison's most powerful crew?

Objective

If you want to thrive in ***Lockup***, you'll need to be a clever ringleader as you assign your crew to the prison's various locations. Send your enforcer when you need extra muscle, or send your lookout when you want your activities to go unnoticed by the guards.

In each round of play, whoever sends the strongest contingent of their crew to each location collects that location's reward: the chance to gain resources, craft contraband items, or recruit goons to their cause.

But don't attract too much suspicion from the guards, or you'll lose out when they raid the cell block!
At the end of six rounds, whoever has scored the most reputation stars wins the game.

- **1 Game Board**
- **30 Crew Tokens** *(6 per player)*
- **5 Holding Cells** *(1 per player)*
- **5 Crew Boards** *(1 per player)*
- **5 Reputation Markers** *(1 per player)*
- **65 Resource Cubes**
  - *25 Scrap (green)*
  - *15 Iron (grey)*
  - *15 Potions (blue)*
  - *10 Gold (yellow)*
- **22 Power Cubes**
- **12 Suspicion Cubes**
- **34 Item Cards**
- **33 Goon Cards**
- **28 Tome Cards**
- **18 Goal Cards**
- **18 Trait Cards**
- **5 Reference Cards**
- **1 Round Marker**
- **1 First Player Marker**
- **1 Guard Board** *(solitary mode)*
- **22 Guard Cards** *(solitary mode)*
- **8 Location Cards** *(solitary mode)*

Game Board

The game board represents King Taron's dungeon, Kulbak Prison. It has two sides: one side for games with 1–2 players and one side for games with 3–5 players.

1. **Locations:** The prison has eight numbered locations: the EXERCISE YARD, the SEWERS, the INFIRMARY, the SMITHY, the COMMISSARY, the CHOW HALL, the CELL BLOCK, and the LIBRARY. Players will assign their crew tokens to these locations.
2. **Round Track:** The round marker advances on this track to indicate the progress toward the end of the game, representing the six weeks until King Taron's arrival.
3. **Goon Spaces:** There are five goon spaces, where goon cards will be placed face up during play. Each goon space is associated with a specific location.
4. **Tome Deck:** The tome deck goes here, next to the LIBRARY.
5. **Item Deck & Display:** The item deck goes here, next to the CELL BLOCK. Cards drawn from this deck will be placed face up in the spaces of the item display. Some item spaces have icons to indicate that they are only used at specific player counts.
6. **Reputation Track:** This track runs around the outside of the game board. Players move their reputation markers on this track whenever they score reputation stars.
7. **Suspicion Supply:** The supply of suspicion cubes goes here.





Crew Tokens

Each player's crew is represented by six crew tokens in their color. These crew tokens are assigned to various locations in the prison. Each crew token has two sides: the front side shows their numerical strength value, while the back side only shows which crew they belong to.

- **Lookout:** The lookout has the "eye" icon instead of a strength value.
- **Enforcer:** The enforcer has the "fist" icon instead of a strength value.

Holding Cells

The holding cell is a tray where each player's crew tokens sit, visible to them but hidden from their opponents, until they assign them each round.

Note: *Before the first play, insert the cardboard panel into the holding cell so that the images of the crew show through the bars.*



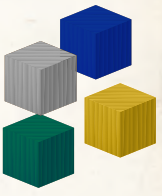


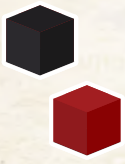
Crew Boards

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 crafted items, recruited goons, and collected resources. Crew boards have two sides: side A (standard) and side B (advanced).

Resource Cubes

There are four different resources: **scrap** (green), **potions** (blue), **iron** (grey), and **gold** (yellow). During the game, players will collect these resources, then spend them to craft items and recruit goons. When a player gains a resource, they take that resource cube from the supply. When a player spends a resource, they return that resource cube to the supply. The resources are intended to be limited to the quantities that come in the game box.





Power & Suspicion Cubes

Each player has both a **power level** and a **suspicion level**. Each player's power level, indicated by the number of power cubes (red) they have, represents the strength of their crew's enforcer. Each player's suspicion level, indicated by the number of suspicion cubes (black) they have, represents how much suspicion their crew has attracted from the guards.



Item Cards

Players can craft contraband items at the CELL BLOCK location by spending resources equal to their resource cost. Crafted items grant reputation stars, count as valuables, and might even provide special effects.

1. **Reputation Value:** When a player crafts an item, they immediately score reputation stars equal to this value.
2. **Special Effects / Valuables:** Some items have special effects, which are shown here. Each item also counts as one or more valuables. There are three different types of valuables: shields ( ), gems ( ), and magic ( ).
3. **Name:** The name of the contraband item.
4. **Resource Cost:** The resources that a player must spend to craft the item.

Goon Cards

Goon cards represent other prisoners in Kulbak Prison not associated with any player's crew. The goons that appear each round determine which locations of the prison the guards are monitoring. Players can recruit goons to join their crew at the CHOW HALL location. Recruited goons grant reputation stars and might count as valuables or provide special effects.



1. **Type:** The race that the goon belongs to.
2. **Special Effects / Valuables:** Some goons have special effects, which are shown here, while other goons count as valuables. There are three different types of valuables: shields ( ), gems ( ), and magic ( ).
3. **Suspicion Icon:** Indicates how many suspicion cubes are placed at the goon's location.
4. **Reputation Value:** At the end of the game, the player who recruits this goon will score reputation stars based on the criteria shown here.



Tome Cards

Players can draw tome cards at the LIBRARY location. Tome cards are single-use effects. They can be played at any time, unless specified otherwise. Players keep their tome cards secret until they wish to play them. Once played, tome cards are discarded. At the end of the game, players will score one reputation star for each unplayed tome card they have.

Goal Cards

Goal cards can be claimed to score additional reputation stars. There are three different types of goal cards: **instant goals**, **leader goals**, and **end game goals**. One card of each type is randomly selected at the start of the game. To claim a goal card, a player must fulfill the card's requirement.





Trait Cards

Trait cards give each player's crew a unique starting position at the beginning of the game. They are only used in the advanced setup (see ADVANCED SETUP, p. 16).

Game Setup



1. **Game Board.** Set the game board in the middle of the table. Make sure to choose the correct side for the number of players in the game: the 1–2 player side or the 3–5 player side.

2. **Round Marker.** Place the round marker on the "1" space of the round track.

3. **Cube Supplies.** Place the suspicion cubes on the space in the center of the game board. Place the power cubes and the resource cubes beside the game board, sorted by type.

4. **Item Deck.** Shuffle the deck of item cards. Place it, face down, in its labeled space on the game board (next to the CELL BLOCK location).

5. **Item Display.** From the item deck, draw a number of item cards equal to the number of players plus one. Place these cards, face up, in the labeled item spaces next to the item deck.

   Note: *The item spaces are labeled with player icons to indicate which item spaces should have cards in them, based on the number of players.*

6. **Goon Deck.** Shuffle the deck of goon cards. Place it, face down, near the game board. Leave room next to this deck for a discard pile.

7. **Active Goons.** From the goon deck, draw five goon cards and place one, face up, in each of the labeled goon spaces on the game board (next to the SEWERS, INFIRMARY, SMITHY, COMMISSARY, and CHOW HALL locations).

8. **Suspicion Cubes.** For each active goon card that has one or more suspicion icons, take that many suspicion cubes from the supply and place them at that goon's location.

9. **Tome Deck.** Shuffle the deck of tome cards. Place it, face down, in its labeled space on the game board (next to the LIBRARY location).

10. **Crew Boards.** Each player takes the crew board of their chosen color and positions it in their player area, with the "A" side face up, then takes one power cube from the supply and puts it on their crew board.

11. **Crew Tokens.** Each player takes the six crew tokens of their chosen color.

    Note: *In a 5-player game, each player returns their "2" crew token to the box.*

12. **Holding Cells.** Each player takes a holding cell and places their crew tokens on it, then positions the holding cell so that they can see their crew tokens but their opponents cannot.

13. **Reputation Markers.** Each player places their reputation marker on the "10" space of the reputation track.

14. **Goal Cards.** Separate the goal cards into three stacks by type: leader, instant, and end game. Shuffle each stack separately. Draw one card from each stack, then place these three cards face up near the game board. Return the rest of the goal cards to the game box.

15. **First Player.** Give the first player marker to the player who is deemed the biggest troublemaker in the group.



How to Play

A game of ***Lockup*** is played over six rounds. Each round is divided into three phases, which must be performed in order.

ROUND OVERVIEW

I. Roll Call Phase
II. Lights Out Phase
III. Patrol Phase

I. ROLL CALL PHASE

During this phase, players take turns assigning their crew tokens to various locations in the prison. This starts with the current first player and proceeds in clockwise order, continuing until all players have passed.

Assigning Crew Tokens

- On a player's turn, they may assign one or more crew tokens to a single location.
- A player may not assign crew tokens to a location if they have assigned crew tokens to that location on a previous turn in the current round.
- There is no limit to the total number of crew tokens, from all players, that can be assigned to a single location.
- Players may not assign crew tokens to the LIBRARY location.
- In every round, each player may assign up to two of their crew tokens face down, with their identity hidden from their opponents. The rest of their crew tokens must be assigned face up.

Exception! *In a two-player game, each player may assign up to three of their crew tokens face down each round.*

Passing
At the start of a player's turn, if they have no more crew tokens to assign, they must pass. A player may also pass while they still have crew tokens remaining, if they do not wish to assign them. Once a player has passed, they can no longer participate in this phase. (This also means that they can no longer play tome cards in this phase.)

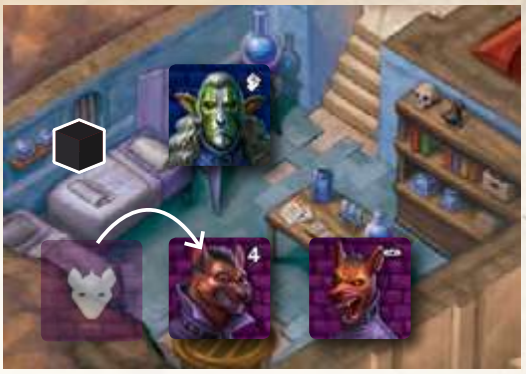
II. LIGHTS OUT PHASE

During this phase, each location is resolved, one at a time, in numerical order (i.e., the EXERCISE YARD first, and the LIBRARY last). At each location, players collect rewards based on the relative strength totals of their assigned crew tokens. To resolve each location, follow these steps:

1. Determine Crew Strengths
Reveal any face-down crew tokens at the location, then total the strengths of each player's crew tokens at the location. The strength of an enforcer is always equal to the number of power cubes that player has. The strength of a lookout is always zero. (If a player only has their lookout at a location, they are still eligible to collect rewards.)

Then compare the crews against each other to determine their relative strength rank, from most strength to least strength. Only players with at least one crew token present are considered in this ranking process. If two or more players are tied for the same strength, the tie is broken by seating order: the tied player who is closest, in clockwise direction, to the current first player is considered higher in strength rank.

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 at the location and has four power markers on her crew board, indicating that her enforcer's strength is 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. However, Isaac has the first player marker, so he is considered higher in strength rank.*



2. Gain Suspicion

If there are any suspicion cubes at the location, the player with the most strength gains all of those suspicion cubes, putting them on their crew board. However, if that player's lookout is present at the location, they are ineligible to gain suspicion, so the next player in strength rank who does not have a lookout present at that location gains the suspicion cubes instead.

If nobody has any crew tokens at the location, or if all players with crew tokens at the location also have their lookouts present, then nobody gains suspicion, and the suspicion cubes remain at the location.

Example: *Continuing the previous example, there is one suspicion cube at the* INFIRMARY *location. Isaac has the most strength at the location, but his lookout is present, making him ineligible to gain the suspicion cube. Vera is next in strength rank, so she gains the suspicion cube instead.*

3. Collect Rewards

In order of strength rank, each player with one or more crew tokens at the location collects the reward (if any) for their strength rank. After collecting their reward, each player returns their crew tokens from that location to their holding cell. (For a full list of the rewards available at each location, see LOCATION REWARDS, p. 11.)

Note: *In the case that a player's lookout is the only crew token present at a location, that player is considered to have the most strength. Having a lookout present makes a player eligible for the location's reward, yet ineligible for gaining the suspicion cube.*



4. Move Stragglers to the Library

For each player who did not collect a reward, move their crew tokens from that location to the LIBRARY location — unless the LIBRARY is the location currently being resolved, in which case that player simply returns their crew tokens to their holding cell.

Note: *A player is allowed to decline their reward at a location in order for their crew tokens to be grouped with the stragglers that move to the* LIBRARY. *When this happens, the rewards available to the players below them in strength rank do not change.*

III. PATROL PHASE

Note: *Skip this phase during the sixth round.*

During this phase, there are several steps that must be carried out to prepare for the next round of play. In addition, it is possible that a raid will be initiated.

1. Check Resource Limits

If any player is over the storage limit, they must discard resources of their choice back to the supply until they are within the limit. When using the "A" sides of the crew boards, the storage limit is five resources (indicated by the resource slots on the crew board), but players can increase their own storage limit by crafting certain items.

2. Refill Item Display
If there are empty card spaces in the item display, refill them with new cards drawn from the top of the item deck, so that there is a number of cards in the display equal to the number of players plus one. (Remember: Some item spaces are only used at specific player counts!)

3. Advance Goon Cards
If there is a goon card at the CHOW HALL location, remove it from the game board and put it in the goon discard pile. Then, all remaining goon cards advance clockwise, as far as possible (i.e., so that the remaining goon cards are in the highest numbered goon spaces). Finally, refill any empty goon spaces with new cards drawn from the top of the goon deck.

4. Add Suspicion Cubes
At each location currently occupied by a goon card with one or more suspicion icons, add a number of suspicion cubes equal to the number of suspicion icons on that goon card. If there are not enough suspicion cubes left in the supply to do this, then a raid is initiated. (For details on carrying out a raid, see RAIDS, p. 12.) After the raid, add suspicion cubes as normal.

Game End

The game ends after six rounds. When this happens, **one final raid** is initiated (see RAIDS, p. 12). This final raid is always initiated, no matter how many suspicion cubes remain in the supply. After the final raid has been carried out, players perform final scoring.

FINAL SCORING

- **Leader Goal:** The player who ended the game with the leader goal card in their possession scores eight reputation stars (or six reputation stars, in a two-player game).
- **End Game Goal:** Determine which player or players score reputation stars for the end game goal card. (For more details, see CLAIMING GOALS, p. 13.)
- **Goons:** Each player scores reputation stars for their recruited goons. (For more details, see RECRUITING GOONS, p. 15.)
- **Resources:** Each player scores one reputation star for each scrap cube, potion cube, and iron cube they have left, and two reputation stars for each gold cube they have left.
- **Tome Cards:** Each player scores one reputation star for each unplayed tome card they have left in their hand.
- **First Player Marker:** Whoever holds the first player marker scores two reputation stars.

The player with the most reputation stars is the winner! In the case of a tie, the tied player with the most item cards is the winner. If there is still a tie, the tied players share the victory.



Location Rewards

Each of the eight locations provides different rewards, based on the strength of each player's crew. Some reward tiers are not available on the side of the game board for 1–2 players. All rewards collected this way are immediately available for use.



EXERCISE YARD

- The player with the **most strength** gains one power cube. That player also immediately takes the first player marker — or keeps it, if they already have it.
- The player with the **second most strength** gains one power cube.

SEWERS



- The player with the **most strength** gains three scrap cubes (or two scrap cubes, in a two-player game).
- The player with the **second most strength** gains two scrap cubes.
  Note: *Only available in games with four or more players.*
- In order of strength rank, every other player with **at least one crew token** at this location gains one scrap cube.



INFIRMARY

- The player with the **most strength** gains three potion cubes (or two potion cubes, in a two-player game).
- The player with the **least strength** gains one potion cube.

Note: *If only one player has crew tokens at this location, they collect the reward for most strength but not the reward for least strength.*

Example: *Vera, Stan, Isaac, and Claire all have crew tokens at the* INFIRMARY *location. Vera has a strength of six. Stan, Claire, and Isaac all have a strength of four. Vera gains three potion cubes as she has the most strength. Stan has the first player marker, so he has the second most strength. Going in clockwise order around the table, Isaac is third in strength rank and Claire is last. Since Claire is considered to have the least strength, she gains one potion cube. Isaac and Stan get no reward and their crew tokens are moved to the* LIBRARY *location.*

SMITHY



- The player with the **most strength** gains two iron cubes.
- The player with the **second most strength** gains one iron cube.



COMMISSARY

- The player with the **most strength** gains one resource cube of their choice.
- The player with the **second most strength** may exchange any one resource cube they have for any one resource cube from the supply.
- In order of strength rank, every other player with **at least one crew token** at this location may exchange any two resource cubes they have for any one resource cube from the supply.

CHOW HALL



- The player with the **most strength** may either recruit one goon by spending any one resource cube -OR- recruit any two goons by spending any four resource cubes. (For details, see RECRUITING GOONS, p. 15.)
- The player with the **second most strength** may either recruit one goon by spending any one resource cube -OR- recruit two goons by spending any five resource cubes.
- In order of strength rank, every other player with **at least one crew token** at this location may recruit one goon by spending any two resource cubes.



CELL BLOCK

- In order of strength rank, each player with **at least one crew token** at this location may craft one item or reserve one item. (For details, see CRAFTING ITEMS, p. 14.)

LIBRARY



- The player with the **most strength** draws two cards from the tome deck, chooses one to keep, then returns the other to the bottom of the tome deck, face down.
- The player with the **second most strength** draws one card from the tome deck.
- The player with the **third most strength** draws one card from the tome deck.

Raids

When a raid is initiated, all players compare the number of suspicion cubes they have on their crew boards, to see who will lose reputation for attracting the most suspicion from the guards.

The player with the most suspicion cubes immediately loses **eight reputation stars**, and the player with the second most suspicion cubes immediately loses **four reputation stars**. Adjust their reputation markers on the reputation track accordingly. (No player can ever go below "0" on the reputation track.)

If there is a tie for the most suspicion cubes, each tied player loses four reputation stars, and no one loses reputation stars for having the second most suspicion cubes. If there is a tie for the second most suspicion cubes, each tied player loses two reputation stars.



Exception! *In a two-player game, the player with the most suspicion cubes loses six reputation stars (instead of eight). The other player does not lose reputation stars for having the second most suspicion cubes. If the two players are tied for the most suspicion cubes, neither player loses any reputation stars.*

After reputation stars have been subtracted, return all suspicion cubes to the supply — those from all players and those still at locations.

Claiming Goals

There are three different types of goals: **leader goals**, **instant goals**, and **end game goals**. In every game, there will be one goal card of each type available. If a player meets the requirement of a goal card at any point during the game, they may immediately claim it.

LEADER GOAL CARDS



Leader goals are claimed during the game, and they can even change hands.

When a player claims a leader goal, they take that goal card — either from beside the game board or from an opponent — and put it in their play area. Leader goal cards are scored at the end of the game.

To claim a leader goal, a player must currently have the most valuables or goons of a certain type (and meet the listed minimum). After a player claims a leader goal, if an opponent later surpasses them to become the player with the most, then that opponent takes the goal card. However, if an opponent merely ties for the most, the goal card remains with its current owner.

Note: *The player who ends the game with the leader goal card scores eight reputation stars (or six reputation stars, in a two-player game).*

INSTANT GOAL CARDS



Instant goals are claimed during the game.

Each instant goal can only be claimed by a single player. When a player claims an instant goal, they take that goal card from beside the game board and put it in their play area. Instant goal cards are scored immediately.

To claim an instant goal, a player must be the first player to meet the requirement. Once a player has claimed an instant goal, it cannot be claimed by anyone else.

END GAME GOAL CARDS

End game goals are only scored during final scoring.



Some end game goals can only be scored by one or two players. To score one of these end game goals, a player must have the most (or second most) items of a certain type at game end. The player with the most scores eight reputation stars, and the player with the second most scores four reputation stars. If there is a tie for the most, each tied player scores four reputation stars and no one scores reputation stars for the second most. If there is a tie for the second most, each tied player scores two reputation stars.

Exception! *In a two-player game, the player with the most items of the required type scores six reputation stars (instead of eight). The other player does not score reputation stars for having the second most. If both players are tied for the most, neither player scores any reputation stars.*

Other end game goals simply provide a scoring condition that all players can take advantage of to score additional reputation stars.

Crafting Items

Items can be crafted at the CELL BLOCK location. Only item cards that are face up in the item display, or item cards that have been previously reserved, may be crafted.

CRAFTING ITEMS

To craft an item, a player selects an item card either from the item display -OR- an item card they have previously reserved. Then, the player must spend resources equal to that card's resource cost and place the card in their play area, face up. Finally, the player immediately scores reputation stars equal to that item's reputation value and carries out any special effects.

RESERVING ITEMS

To reserve an item, a player spends any one resource cube, then takes an item card of their choice from the item display, and puts it face down in their play area. There is no limit to how many item cards a player may have reserved at a time, and a player may view their reserved items at any time.

Special Effect Icons

Some item cards and goon cards trigger additional effects when recruited or crafted:



Gain Resource: The player gains one resource cube of the indicated type (scrap, potion, iron, or gold) from the supply and places it on their crew board.



Remove Suspicion: The player returns one suspicion cube from their crew board to the supply.



Give Suspicion: The player moves one suspicion cube from their crew board to the crew board of an opponent of their choice.



Gain Power: The player gains one power cube from the supply and places it on their crew board.



Draw Tome: The player draws one card from the tome deck.



Increase Storage Limit: The player's resource storage limit is increased by one. They may now keep one extra resource on their crew board during the resource limit check of each round's Patrol Phase.



Exchange Resource: The player may immediately exchange any one resource cube on their crew board for another resource cube of their choice from the supply.



Choose Tome: The player draws two cards from the tome deck, chooses one to keep, then returns the other to the bottom of the tome deck, face down.

Recruiting Goons

Goons can be recruited at the CHOW HALL location. Only goon cards that are face-up in the goon spaces on the game board are available to be recruited.

Goons come in several types. Some are simply worth the printed number of reputation stars, while others score reputation stars in unique ways. When a player recruits a goon, they may also gain valuables and/or benefit from a one-time special effect.



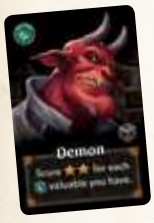
BANDITS

Bandits are worth three reputation stars at the end of the game. Before a Bandit has been recruited, when adding suspicion cubes during the Patrol Phase, also add one resource cube, of the indicated type, to that Bandit's location. During the next Lights Out Phase, the player with the most strength at that location collects that resource cube, along with their other rewards.

CULTISTS



Cultists are worth more reputation stars the more items that player has. At the end of the game, each Cultist a player has is worth one reputation star per item. *For example, if a player ends the game with three Cultists and four items, they will score 12 reputation stars (3 x 4 = 12).*



DEMONS

Demons are worth more reputation stars the more valuables that player has. At the end of the game, each Demon a player has is worth two reputation stars per valuable. *For example, if a player ends the game with one Demon and eight valuables on the cards in their play area, they will score 16 reputation stars (2 x 8 = 16).*

DWARVES



Dwarves are worth more reputation stars the more Dwarves that player has. At the end of the game, a player scores 1|3|7|12|18|25|30 reputation stars for having 1|2|3|4|5|6|7+ Dwarves. *For example, if a player ends the game with four Dwarves, they will score 12 reputation stars.*



HOBGOBLINS

Hobgoblins are worth more reputation stars the more power cubes that player has.
At the end of the game, each Hobgoblin a player has is worth one reputation star per power cube. *For example, if a player ends the game with three Hobgoblins and five power cubes, they will score 15 reputation stars (3 x 5 = 15).*

RATMEN



Ratmen are worth more reputation stars the more Ratmen that player has. At the end of the game, a player scores -3|1|6|13|25 reputation stars for having 1|2|3|4|5+ Ratmen. *For example, if a player ends the game with only one Ratman, they will lose three reputation stars.*



FLAYERS

Flayers are worth two reputation stars at the end of the game.

Advanced Setup

The advanced setup offers a new way to play the game, with each crew having unique starting conditions and a trait from the Roll Player universe. Can you prove victorious as the Obnoxious Insectoids, the Greedy Goblins, or the Nimble Gnolls?

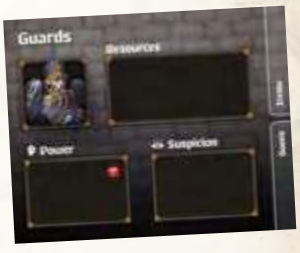
Follow the setup instructions for the standard game, but with the following changes:

1. Players start on the "0" space of the reputation track instead of the "10" space.
2. Players do not automatically start with any power cubes.
3. Players use the advanced side of their chosen crew board (side B).
    - Gain any starting bonuses indicated in the advanced setup box of the crew board.
    - Take the number of starting power cubes and suspicion cubes indicated on the crew board. (The Goblins and Kobolds do not start the game with any power cubes.)
    - The resource storage limit may be different.
4. Once the goal cards have been drawn and the first player has been determined, shuffle the deck of trait cards and deal two cards to each player.
5. Starting with the player last in initial turn order and proceeding counter-clockwise, each player chooses one of the trait cards they were dealt, placing it face up next to their crew board. Each player immediately gains any starting bonuses shown on their chosen trait card.
6. Return the unchosen trait cards, along with the rest of the trait deck, to the game box.

Note: *If a player receives a goon card as a starting bonus, they also immediately gain any special effect and/or valuable shown on that goon card.*

Solitary Mode

In solitary mode, your crew is isolated in an old wing of the prison. Instead of competing against other players, you face off against an automated opponent — the guards.



GUARD BOARD

The guard board is used to track the guards' power cubes, suspicion cubes, and resource cubes, and to organize the item cards and goon cards that the guards acquire. The guards can keep an unlimited number of resources.



GUARD DECK

The guard deck represents the “screws,” the corrupt guards within Kulbak Prison. The deck is composed of 12 guard cards. Seven cards are used in every game, while the remaining five cards will vary based on the chosen difficulty level: moderate, challenging, or expert.



LOCATION DECK

The location deck is composed of eight cards. Six of them show specific locations within the prison: the EXERCISE YARD, the SEWERS, the INFIRMARY, the SMITHY, the COMMISSARY, and the CHOW HALL. The remaining two cards are OFF DUTY cards.

SOLITARY MODE – SETUP

Follow the setup instructions for a two-player game, but with the following changes:

1. Do not use an instant goal card.
2. Remove both "Big Book of Stealth" cards and both "Cutthroat Crafting" cards from the tome deck.
3. Place a reputation marker of a second color on the “10” space of the reputation track, to represent the guards. Return all other components of that color to the game box.

   Note: *You can play with the advanced setup in solitary mode. To do this, place the guards' reputation marker on the "20" space of the reputation track instead of the "10" space.*
4. Place the guard board in a separate play area, with one power cube on it.
5. Create the guard deck by shuffling together the guard cards of two different colors, as determined by your chosen difficulty level (see DIFFICULTY LEVELS, p. 19). Place this deck face down in the guards’ play area.
6. Shuffle the location deck and place it face down in the guards’ play area.
7. Give the first player marker to the guards.

SOLITARY MODE – ROLL CALL PHASE

At the start of this phase, draw and place one guard card face down at each of the first seven locations, in numerical order: the EXERCISE YARD, the SEWERS, the INFIRMARY, the SMITHY, the COMMISSARY, the CHOW HALL, and the CELL BLOCK. Leave the remaining five guard cards face down in the guard deck.

During the main part of this phase, the player and the guards will alternate taking turns, starting with whomever currently has the first player marker.

Guard Turns: On each of the guard turns, the player chooses any one face-down guard card to reveal, then reveals the top card of the location deck.

- If the revealed location card shows a specific location, draw the top card of the guard deck, reveal it, and place it at the indicated location.
- If the revealed location card is an OFF DUTY card, nothing happens.

Player Turns: On each of their turns, the player assigns one or more crew tokens to a location, following the standard rules of the multiplayer game.

As soon as the player has assigned all of their crew tokens, the phase ends immediately — in other words, the guards do not get another turn.

Note: *If the player plays the "Atlas of Hideouts" tome card, they may reveal any one face-down guard card, instead of looking at a face-down crew token (since the guards do not have crew tokens).*

SOLITARY MODE – LIGHTS OUT PHASE

During this phase, all locations are resolved in numerical order, as in the multiplayer game. However, the following locations have special rules for the guards.

Commissary

If the guards have the most strength, they gain one resource cube of the type they have the fewest of. If there are multiple types they have the fewest of, the guards will choose the most rare among those types (rarity: gold > iron > potions > scrap). If the guards are present but do not have the most strength, they gain nothing.

Chow Hall
If the guards have the most strength, they seize the two goon cards that have the most suspicion icons, without spending any resources. If there are multiple goons with the most suspicion icons, the guards will choose the goon at the location lowest in numerical order (i.e., closest to the SEWERS location). If the guards are present but do not have the most strength, they seize nothing.

Note: *When the guards seize a goon card, they also gain any special effects and/or valuables shown on the card. If the card's special effect would allow the guards to draw a tome card, they score one reputation star instead.*

Cell Block
The guards will craft an item, if possible, by spending the required resources. The guards always choose the item with the highest reputation value, either from the item display or from their reserve. If the guards need to choose between multiple items with the same reputation value, they will choose the item closer to the item deck.

Note: *If the guards can spend "any resource" when crafting an item, they will choose the least rare resource they have available (rarity: gold > iron > potions > scrap).*

If the guards cannot craft an item, they will reserve an item, without spending a resource. The guards always choose the item with the highest reputation value. If the guards need to choose between multiple items with the same reputation value, they will choose the item closer to the item deck.

Library
Guard cards are never placed at this location directly, but they can be moved here if they collect no reward at another location. If the guards have the most or second most strength, they score one reputation star instead of drawing any tome cards.

SOLITARY MODE – PATROL PHASE
Changes to this phase are listed below.

Storage Limits
Although the player has to discard any resources in excess of their storage limit, the guards have no storage limit.

Raids
If the player has the most suspicion cubes, they lose six reputation stars, and all suspicion cubes (from the player and the guards) are returned to the supply. If the guards have the most suspicion cubes, the guards lose six reputation stars, and the guards' suspicion cubes are returned to the supply but the player's are not. If the player and the guards are tied for the most suspicion cubes, neither loses any reputation stars, and all suspicion cubes are returned to the supply.

Reshuffle Decks
At the end of the phase, return all location cards to the location deck and reshuffle it. Then return all guard cards to the guard deck and reshuffle it.

SOLITARY MODE – GAME END
After six rounds, the game end is triggered. Initiate one final raid, no matter how many suspicion cubes remain in the supply. Then perform final scoring as you would in a two-player game.

Exception! *The guards do not score any reputation stars for leftover scrap cubes, potion cubes, or iron cubes, but they do score two reputation stars for each leftover gold cube.*

After final scoring is complete, if the player has more reputation stars than the guards, the player wins! Otherwise, the guards win. In the case of a tie, the guards win.

SOLITARY MODE – SPECIAL EFFECTS

Gain Tome
If the guards would ever draw a tome card due to a special effect, they gain one reputation star instead.

Increase Storage Limit
This effect has no benefit for the guards, since they have no storage limit.

Exchange Resource
If the guards can exchange a resource, they will exchange one of the type they have the most of for one of the type they have the fewest of. When given a choice, the guards will choose to discard the least rare resource and gain the most rare resource.

SOLITARY MODE – DIFFICULTY LEVELS

Local Lockup (Moderate)
To create the guard deck, shuffle together the seven blue guard cards and the five green guard cards.

Ye Olde Jail (Challenging)
To create the guard deck, shuffle together the seven blue guard cards and the five yellow guard cards.

Supermax Dungeon (Expert)
To create the guard deck, shuffle together the seven blue guard cards and the five red guard cards.

On both challenging and expert difficulty levels, there will be one guard card with a special effect. When the player reveals this card at a location during the Lights Out Phase, they must draw the top card of the guard deck and place it at that location, face down. However, if the guard deck is empty, nothing happens.

Credits

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

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Gameplay Reference

ROUND SEQUENCE

I. Roll Call Phase
Take turns assigning crew tokens until everyone has passed. Each player may assign up to two crew tokens face down (2P: up to three crew tokens face down).

II. Lights Out Phase
Resolve locations in numerical order. At each location, determine crew strengths, gain suspicion, collect rewards, and move stragglers to the LIBRARY.

III. Patrol Phase
Check storage limits, refill item display, advance goon cards, and add suspicion cubes (initiating raid if needed).

FINAL SCORING

Leader Goal: Whoever has this card at game end scores eight reputation stars (2P: six reputation stars).

End Game Goal: Multiple players can score this card. Each card has different scoring conditions.

Goon Cards: Each player scores reputation stars according to the criteria on their recruited goons.

Resources: Each player scores one reputation star for each leftover scrap / potion / iron cube and two reputation stars for each leftover gold cube.

Tome Cards: Each player scores one reputation star for each tome card remaining in their hand.

First Player Marker: Whoever has the first player marker at game end scores two reputation stars.



LOCATIONS GUIDE

Exercise Yard: gain power cubes (and take the first player marker)

Sewers: gain scrap cubes

Infirmary: gain potion cubes

Smithy: gain iron cubes

Commissary: gain any resource or convert one resource to another type

Chow Hall: recruit goons

Cell Block: craft or reserve items

Library: draw tome cards

SPECIAL EFFECT ICONS


The player gains one resource cube, of the indicated type, from the supply.


The player returns one of their suspicion cubes to the supply.


The player gives one of their suspicion cubes to an opponent of their choice.


The player gains one power cube from the supply.


The player draws one tome card.


The player's resource storage limit is increased by one.


The player may exchange any one resource cube they have for any one resource cube from the supply.



The player draws two tome cards, chooses one to keep, then returns the other to the bottom of the tome deck, face down.