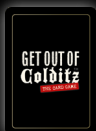


# GET OUT OF Colditz™

THE CARD GAME



MULTIPLAYER

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THE CARD GAME

The all-new card game based on the real life escape attempts by WWII allied prisoners from Colditz Castle. You can play on your own (Single Player) or with any number of players up to six (Multiplayer). So let the escapes begin and the best of luck!

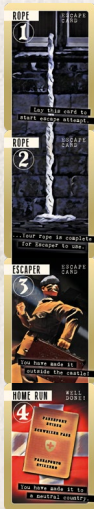
## MULTIPLAYER RULES

(for 2-4 players plus)

The object of the game is to be the first to piece together one or more escape chains to allow a single Escaper a 'HOME RUN' to freedom. You also play Action Cards against your opponents, stopping their own escape attempts. The escape chains are achieved by forming a column of 4 sequential cards in front of you numbered 1-4. Upon laying your HOME RUN Card, you win the game against your opponents! Hints to help you on multiplayer are shown on each card.

### TO WIN

A winning escape chain (multiples allowed) is made from building two sequential ESCAPE CARDS of the same name numbered ① then ②, then ESCAPER ③, then HOME RUN ④ (see example to the right)  
e.g: Rope 1 > Rope 2 > Escaper 3 > Home Run 4.



## TO START

Shuffle pack. Deal 5 cards to each player face down. Place remaining cards face down in a Draw Pile.

**GAME PLAY:** All players must lay any ① Cards they possess in front of them immediately and must not hold any ① in hand between turns! One player starts by picking up a card from Draw Pile, then playing a card (establishing a Discard Pile). You can lay up to 3 sequential cards in one chain on your go (except the HOME RUN – that can only be played on its own turn). Players **must not hold onto more than 5 cards** after anyone's go – if so, discard any excess card(s) of your choice to the Discard Pile. Note that these excess cards have no effect on opponents when being discarded. If you have less than 5 cards on your go, you may pick up without playing a card.

## THE ESCAPE CARDS (GOLD)

### ESCAPE CARD ①

Rope, Tunnel or Key Escape Cards (plus Disguise, Manhole and Hospital if you have the separately available



Expansion Pack\*). Laying the card starts a new escape chain which is placed in front of you. You must lay these cards as soon as they come into your possession. You can also lay a ② and ③ on your go if you hold them.

### ESCAPE CARD ②

Complete a new escape chain (always of the same name) ready for your ESCAPER to use.



### ESCAPER CARD ③

ESCAPERS are laid on any completed escape chains and are ready to accept the HOME RUN Card on your next go.



### HOME RUN CARD ④

Lay this card on your Escaper to 'Home Run' and WIN the game outright. You cannot lay this card on the same turn as you lay an ESCAPER. You must wait for your next turn. This gives opponents one last turn to stop you getting a home run and winning!



### SPECIAL PARCEL

Much prized! These cards can be used in place of ANY missing ① or ② Escape Cards. If one is used to start or complete a chain it inherits the name of that escape type. If you use two Special Parcel Cards in a row as a ① and ② it has no name – offering extra protection from all SEARCHLIGHT Cards.



## THE ACTION CARDS (BLACK)

### APPELL!

Play this card to have all your chosen opponent's visible ESCAPERS return back to their hand.



### TRAITOR!

One opponent of choice has to return ALL their played ESCAPE CARDS to the Discard Pile. Ouch!



### SHOOT ESCAPER!

Shoot one of an opponent's played ESCAPER CARDS by placing it on the Discard Pile.



### TAKE COVER!

The next opponent misses one go, most frustrating for them – especially if they were close to a home run!



### SURPRISE SEARCH!

Choose a random card from each opponent's concealed hand UNTIL you hold 5 cards in total. Best used when your hand is low.



### CONFISCATION ORDER!

Choose and keep a visible card – either ANY of an opponent's played ESCAPE CARDS or from the top of the Discard Pile. If you confiscate an



opponent's ESCAPE CARD, their chain collapses at that point. Any cards on the end return to the respective owner's hand, remainder of their chain stays put.

## MAJOR SEARCH!

Nominate one player to show EVERYONE their entire hand! This is really useful if you want to play a COMMANDEER Card on your next go!



## SEARCHLIGHT!

Discard one opponent's end ESCAPE CARD of the type named. This will be the ① or ② Card depending of how much of the escape chain exists. Any ESCAPERS on end return to the owner's hand. Remainder of chain stays put.



## COMMANDEER!

Ask any ONE opponent for a particular card from their hand (e.g. 'SPECIAL PARCEL'). If they hold the card they must give it to you. If they do not, too bad!



## DIVERSION!

You can play this card QUICKLY at ANY TIME even if it's **not your turn**. It 'burns' or stops the effect of any Action Card (not opponent's ESCAPE CARDS) just laid



and their consequences. Another DIVERSION can be played on a DIVERSION to reverse it and so on. The next natural player then has their go.

## RANDOM SEARCH!

(Expansion Pack only\*)

Return one whole escape chain (column), including its Escapers from an opponent of your choosing!



## FOR 5-6 PLAYERS +

You can decide beforehand a target total of Escapers to become the outright winner to prolong any game. With more players, you will find an escape attempt becomes a much more difficult challenge (but not impossible).

So for 5 or more players you can opt to use your DIVERSION CARD placed the top of any Escape Chain to protect the cards underneath from any Action Card apart from the CONFISCATION ORDER.



An opponent confiscating your Diversion Card will leave your chain unprotected once more. Unless of course you can Divert it with another Diversion Card!

The separately available Expansion Pack will also add more possibilities – ideal with more players.

5-6 players plus - use diversion card to protect a chain:

Escape chain  
protected with a  
**DIVERSION  
CARD**



Unprotected  
escape chain



## PLAYING IN TEAMS

The Get out of Colditz™ game is great played in teams too! You can all decide how many HOME RUNS constitute an outright winner.

With 4 or more players you can form national teams (e.g. British, French, Polish, US etc.) whereby you can also add to your partner's escape chain to help your team win AND protect your team from other teams' Action Cards!

## EXPANSION PACK

(\*Available separately)

By using the 56 card Expansion Pack you can add all-new escape attempt cards and more escape attempt opportunities to your single, or multiplayer games.

If you add the Expansion Pack to the original deck of Get out of Colditz cards, you will need to agree how many escape attempts signify an outright winner as escapes do become more frequent. For instance, in the single player game at least 6 escapers making home runs should be your minimum target!



# PURE ESCAPISM

[www.GetoutofColditz.com](http://www.GetoutofColditz.com)

Please visit the website for instruction videos, shopping, information, tips and details of an ONLINE version of the game. You can follow Get out of Colditz™ on Facebook, Instagram and Twitter. Use #GetoutofColditz hashtag!

