

GET OUT OF Colditz™

THE CARD GAME



S I N G L E P L A Y E R

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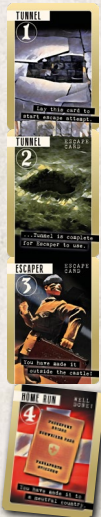
The all-new card game based on the real life escape attempts by WWII allied prisoners from Colditz Castle. You can play on your own (Single Player) or with any number of players up to six (Multiplayer). So let the escapes begin and the best of luck!

SINGLE PLAYER RULES

You are held in Colditz Castle, a WWII German POW camp reserved for the elite of escapers and special prisoners. The object of the single player game is to piece together one or more escape chains to allow a total of three Escapers (together or one at a time) a 'HOME RUN' to freedom. The escape chains are achieved by forming a column of sequential cards in front of you numbered 1-4. Upon your third Escaper escaping, you win the game against the Guards!

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 an ESCAPER(s) ③, then a HOME RUN ④ (see example above)
e.g: Tunnel 1 > Tunnel 2 > Escaper 3 > Home Run 4.



TO START

Divide the pack into 2 decks – Gold bordered ESCAPE CARDS, and black bordered GUARD CARDS. Deal yourself 5 cards from the Escape Cards deck to establish your hand. Place both decks face down. Start by picking up one card from the Escape Pile then **play ONE card** (either lay one card in front of you to start off a new escape chain OR discard one card to form a new Discard Pile. After your go, draw a Guard Card noting its penalty (sometimes they won't apply!) and place on the Discard Pile. If you have less than 5 cards at any stage you may draw without playing. Turns alternate between drawing from Escape and Guard Piles. When the Guard Pile is gone it's the END OF THE GAME!

THE ESCAPE CARDS (GOLD)

ESCAPE CARD ①

Rope, Tunnel or Key Escape Cards (plus Disguise, Manhole and Hospital if you have separately available Expansion Pack*). With this cards you can start a new escape chain which is placed in front of you.



ESCAPE CARD ②

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

ESCAPER CARD ③

One ESCAPER Card can be laid on any completed escape chain on each separate go. You can keep adding escapers depending on how brave you feel! Alternatively 'bank' them one at a time to play it safe.

If you own the Expansion Pack, there are '2 x Escaper' Cards which help you build a greater total of Escapers more quickly!

HOME RUN CARD ④

Lay this card on your ESCAPER(s) to 'Home Run' that number to freedom (they are safe until end of the game). Count up your total number of Escapers after the game.

SPECIAL PARCEL CARDS ⑦

Much prized! These cards can be used in place of ANY missing ① or ② Escape Cards. If one is used in 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 GUARD CARDS (BLACK)

APPELL!

Roll call! Place all played Escapers in a 'Solitary Confinement' row in front of you. On your next go(es) take one Escaper from Solitary back into to your hand instead of taking from the Draw Pile until it's empty.

TRAITOR!

An informer has given all your plans of escape away! Place ALL played escape chains (yes – every card!) on the Discard Pile.

MAJOR SEARCH!

Discard one card from either your hand or the played cards to Discard Pile immediately!

TAKE COVER!

Miss your go. This means the Guard has another turn and you have one less go in your bid for freedom.

SHOOT ESCAPER!

Bang! One played ESCAPER Card has to go on the Discard Pile.

SURPRISE SEARCH!

Surrender one card of your choice from your HAND to the Discard Pile.



CONFISCATION ORDER!

Surrender any one of your PLAYED cards to the Discard Pile.



DIVERSION!

Surrender (only) the very last played card from any escape chain to the Discard Pile.



SEARCHLIGHT!

Surrender one of your played ESCAPE CARDS of the type named to the Discard Pile.



RANDOM SEARCH!

(Expansion Pack only*)

Lose one complete escape chain of your choosing!



This will be either the ① or ② Card depending how much of the escape chain exists. Sorry – any ESCAPER(s) on the chain also end up on the Discard Pile!

COMMANDEER!

If held, one SPECIAL PARCEL Card from your HAND must be placed on the Discard Pile.



RAMPING UP THE DIFFICULTY!

Standard Pack: Easy = 3 Escapers, Expert = 4, Great = 5, Legend = 6.
Expansion Pack Get at least 6 out!

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

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!

