



ANIMALCATRAZ™



You are ferocious Convicts locked up on ANIMALCATRAZ island with savage psychos, corrupt guards and ruthless gangs. It's a jungle in there. BE KING...or BREAK OUT!

Take on rivals Solo or in 2 player Co-op Teams in this **SANDBOX PRISON BRAWLER** for 2 to 8 players. Take turns playing unique feral Convicts from their 1st day behind bars. Commit crimes to raise your Reputation to KINGPIN status or plan the perfect ESCAPE to win!



OBJECTIVE: 2 WAYS TO WIN! **1-** With REPUTATION points earned by committing crimes: raise your reputation to Kingpin rank before your rivals do or be the one with the most points after the Riot (the last Event card!) **OR** **2-** Be the first to ESCAPE.

OVERVIEW: Convicts start with unique Cunning and Strength levels, 2 specific skills to unlock, a weapon of choice to acquire, 3 Carry Item slots and the capability to go Primal to rage-boost stats. Strength is for attacks, Cunning for theft and corruption, both for escaping and recruiting Gangsters. Commit crimes and succeed at the above to raise your Reputation and gain ranks and perks. But fail, then lose REP!

Each day in prison has 5 rounds. A Convict has 5 Actions to spend per round. Rounds are dynamic: Guards change position after a dice-roll, altering options. Contraband is distributed in cells and Events come into play. Then, lockdown for the night. All in cell! Gain REP from recruited Gangsters still alive, lose REP for not fighting rivals that taunted you with Trash Tags. Then choose how to upgrade your convict with a read and/or workout. A new day begins!

On your turn, pick from your Cell Stash the Contraband your Convict pockets as hidden Carry Items. Then, move him from his cell passed Gangster filled cellblocks, prowling rivals and guarded rooms, while managing spent Actions. Choose to spend more Actions by upgrading your Convict's Strength or Cunning with a workout in the Courtyard, game of chess and more. Corrupt Guards, recruit Gangsters etc.

Trade Contraband on the Black Market for improvised Weapons, Escape tools, Armor, Upgrades, nasty Traps and more! Keep traded items hidden and your rivals guessing. Is it a toothbrush shank, an Escape tool...Need to attack or steal to find out! Planning a breakout? Get the Tools matching your Escape Card then secure them. Added to your Strength and Cunning, they improve your odds.

Preyed upon? End your turn next to a Guard for protection, and pray he won't move. Or better! Corrupt a Guard aided by Contraband bribes like booze, pills and porn. Owning Guards grants you access to restricted areas and no-cost Actions while leaving rivals unprotected. Take control of the board!



In advanced mode, hire skill-specific Gangsters to do your dirty work, break bones in riots, steal or gang up on rivals. These Thieves, Brawlers, Pushers and Hookers will pimp up your Reputation too. So use them to complete Crime Assignments such as Fight Clubs, Cartels, Bordellos etc. It will boost your rank in the race to be crowned KING!



This **Handcuff** symbol is linked to content for experienced players and/or from the Expansion pack. On your first read and playthroughs, skip parts showing it.



LEGACY EXPANSION: After completing a game, open one of the numbered envelopes following their order to reveal advanced content to be added if desired.



Players roll 2 dice, and the highest roll determines Player 1. 2nd, player 2 etc.

Convict Choice: 2 options: Following player order, Convict cards are hidden in the folded Game Mat and picked at random, or each card is chosen based on preference, as long as all players agree.

In a 2 Player game (Advanced), each player gets 2 Convict cards. (p.7)

CONTENTS

SET UP

Beginner or in for a simpler game? Follow steps below **A** to **Q** only.



GUARDS



GAME BOARD



CONVICTS



SLIDER CLIPS



IDENTIFIER RINGS FOR MINIATURES



STANDS



PRISON ITEMS



CONTRABAND



EVENT



ELECTRIC CHAIR



CHEAT SHEET



ESCAPE



TOOTHBRUSH SHANK



CARD HELPERS



SUN TILE



DICE



CRIME



ACTION LOSS

- A** Each player/team of 2 needs to sit in front of own cell, numbered 1 to 4 on cell beds, following player order above. In a 2 player game, player 1 occupies cells #1 and 3. Player 2, cells #2 and 4. (p.7)
In teams of 2 (advanced), turns alternate: a player has his/her turn, then it's on to a player from another team. (p.7)
- B** One's Game Mat is placed in front of each player (2 Mats per player for 2 player game. p.7); Choose preferred language. 4 game mats show Reputation bar on the left in English, 4 are in French. The rest of the Game Mat is bilingual.
- C** Black slider clips are placed on Game Mat's Reputation Bar as follows: *
C1 **Normal game:** place clip on level 5 "Influential." OR **C2** **Advanced game:** place clip on level 1 "Nobody."
2 player game or in teams of 2: Use a single Reputation bar for both Convicts. (p.7)
- D** Convict cards are put on the Game Mats and put a **red slider clip** on Convict's starting STRENGTH level (a scribble). Do the same with a **blue clip** on Convict's CUNNING level.
- E** Convict standees or miniatures (Legacy Expansion/ Kingpin Edition) are placed in **colored stands**, or **identifier rings** according to Convict's cell color. ex: Cell #1 is red = red stands. **Normal** version Convicts go into their cells. **Primal** versions go board side for later use. Each rival/team gets **2 extra stands** of their color (for guard corruption! p.10).
- F** Lieutenant Prison Guard (14 indicated in the green arrow) goes into the center of the courtyard.
- G** Remaining Prison Guards (8) are shuffled and then 4 go in **cellblocks ABCD** (one per cellblock), and the other 4 go into the **Library, Infirmary, Utility Room and Cafeteria** (one per room). Place each into a black stand and over a **C** Guard symbol.
- H** Library Prison Item cards are placed face-down in a deck next to the same symbol. The same goes for the **Infirmary**, **Utility room** and **Cafeteria** cards in respective corners of the board.
- I** Contraband cards are shuffled and placed in the Electric Chair card holder, upright with the AZ logo showing. As a welcome present, each player/team in order picks 2 Contraband cards from the Chair, looks at them and places them face down in his/her cell.
- J** Event cards marked with **X, Y** and **Z** (black top right corner) are shuffled and form a face down deck to be placed on the Prison's **ENTRANCE** room as follows:
J1 **Normal game,** 5 **EVENT** cards: 2X's + 2Y's + 1Z. OR **J2** **Advanced game,** 7 **EVENT** cards: 2X's + 4Y's + 1Z.
- K** Escape Cards: Shuffle and place 2 face down on each of the two Escape Rooms on the board. (p.11)
- L** Sun Tile is placed on **Round 1** space of Turn Track near the center of the board. Each Convict has **5 ACTIONS** to spend per round. If you wish, mark the number of Actions spent on your turn by moving your black slider 1 to 8. (It's handy during Fights, Stealing etc.)
- M** Four Black Dice, Red Guard die (or 6 tile variant. P.20) and Action Loss tiles are placed next to the board.
- N** Toothbrush Shank is placed in front of Player/team #1. (This marks who starts play at each new round.)
- O** Crime cards are shuffled and placed face-down in a deck over the **Shower** room. Players each take 2 cards from the deck, look at them, chooses 1 to keep (face-down) on their Game Mat and discards the other at the bottom of the deck.
- P** Gang Tag coins (2) are distributed to each rival/team matching the cell floor color and animal logo.
- Q** Cheat Sheet is kept close by for consultation. The same goes for "Round Steps", "Board Icons" and "Glossary" card helpers and distribute the Attack/Steal Card Helper (marked "basic" at the top) to each rival/team.

QUICK START: If you've read the rulebook and/or have already played, first review the Card Helpers, REP bar points (Game Mat) and glossary card with the players. Then, rival/team #1 starts play from it's respective Cell. Remember: 5 ACTIONS per round.

ADVANCED STEPS

- R** TRASH TAG coins (2) are distributed to each rival/team matching the coins color and logo match with cell floor color (p.20). **IMPORTANT:** Gang Tags and Trash Tags are two sides of the same coin. Keep each side face-up throughout.
- S** WARDEN, this character is placed on a **black stand** and in any room or cellblock. (p.19)
- T** GANGSTER cards (8) (Pushers, Hookers, Brawlers and Thieves) are placed in a deck next to the board, to be distributed in time. 4 or 8 extra **GANGSTERS** of choice may be added from the unlocked ones (p.16). Shuffle & place these Gangsters' corresponding to **DEATH ROW** mini-cards in a deck, face hidden in the top of the Electric Chair.

NOTE: In playing an Advanced game, replace the "basic" Round Steps and Attack/Steal Card Helpers with the "Advanced" ones (with a handcuff top of card). **LEGACY EXPANSION:** Add any unlocked content of your choice. (p.19-20 for details).



GANG TAG / COINS



WARDEN



GANGSTERS



DEATH ROW

YOUR TURN

Spending your Actions wisely is key.

This symbol indicates the cost of specific Actions: **A**

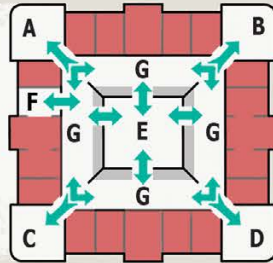
By default, a Convict has **5 Actions per round** that he can spend on his turn. Once spent, the turn is over and the next rival, sitting clockwise, plays his. Note: The term "Action" here includes Convict movement, Action Icon use (read below) and basically most things you do in the game. A Convict can gain or lose Actions depending on certain in-game situations.

MOVEMENT

A Move your Convict into prison board spaces where you will progress.

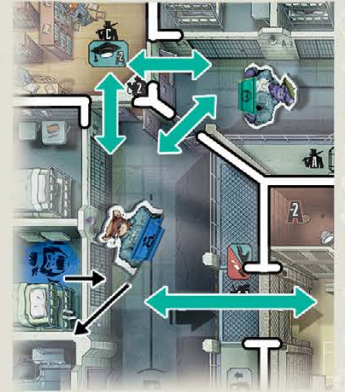
Your Convict can only move into these **10 board spaces**:

- A - Library
- B - Infirmary
- C - Utility room
- D - Cafeteria
- E - Courtyard (center)
- F - Own cell
- G - 4 Cellblocks (A,B,C,D)



- **1 Action cost** to move a Convict into a board space.
- Convicts can simultaneously occupy the same spaces.
- Corner rooms can be entered/exited from or onto either both connecting cellblocks and the Courtyard can be accessed/exited by all 4 cellblocks. (See green arrows.) (See thick white lines in images for board spaces divisions.)

Your Convict cannot enter the other board spaces: (red zones here above) the Showers, the Entrance, the 2 Escape Rooms, the other cells. Convicts Interact with these spaces from facing cellblocks. Ex: (right) The blue Convict picks up an Escape card from the facing cellblock.



ACTION ICONS

A OR **A**

Reach board spaces that have Action Icons. Use these to trade cards, upgrade your Convict, escape etc.

Most board spaces have **3 ACTION ICONS** that show what your Convict can do in that space and on its' turn.

Ex: At the Library (see game board) a Convict can...

- A: Trade cards
- B: Attack or Steal
- C: Study

An icon costs **1 or 2 Actions** per use.

Icons that cost **2 Actions** have this symbol: **A**

Action Icon Descriptions

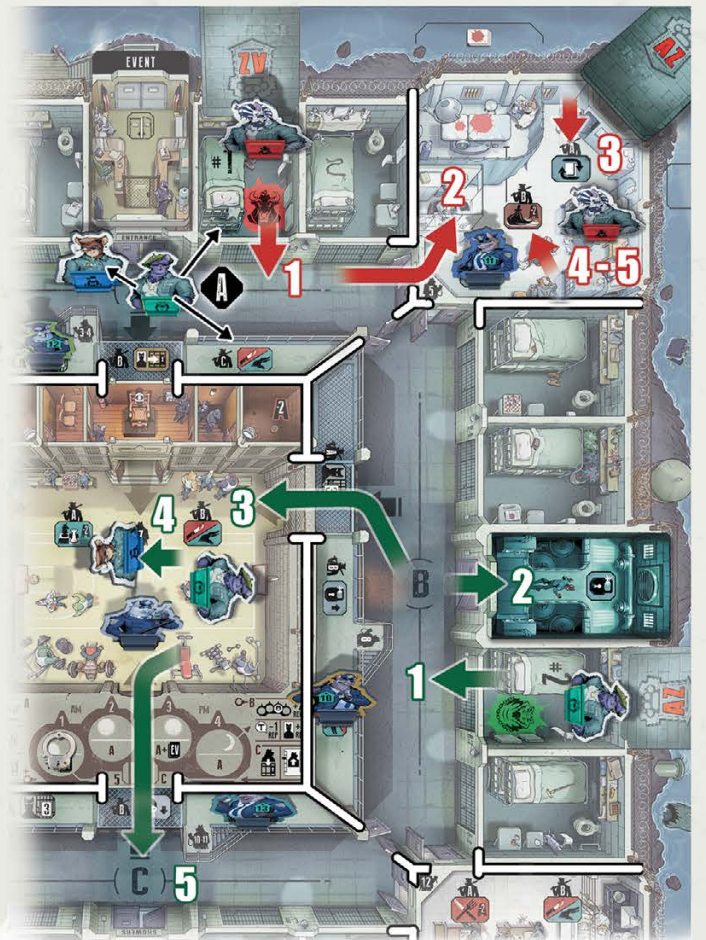
Action Icons are detailed further in this rulebook and streamlined on this Card Helper distributed to all rivals.

Other Actions (unrelated to icon use) that can be done on your turn are listed on the back of this Card Helper.

REMEMBER! Icons that cost 2 Actions reward you with 2 Strength or Cunning slots or 2 Contraband cards!



Don't hide Action Icons with your Convicts as they can be used by all players at a time.



IMPORTANT: Each Icon in a board space can only be used once per round per Convict.

Ex: In the same round, a Convict...

- can't Study twice at the Library.
- can Trade at the Infirmary then Trade again in the Utility Room, since these are different rooms.
- can't Attack and Steal (or vice-versa) from a rival in a board space nor from a different rival afterwards, since it's more than one use of that icon. See ex: (right) **A**

Follow the 2 colored examples (right) with the Action Icons description on the Card Helper to see how players could use their 5 Actions in a round.

PLAYER 1 1: Leave cell to cellblock A 2: Move into Infirmary 3: Trade cards 4-5: Work - End of turn.

PLAYER 2 1: Leave cell to cellblock B 2: Pick up Escape Card 3: Move to Courtyard 4: Attack 5: Move to cellblock C - End of turn.

ROUNDS

Follow the **Round Tracker** at board center. It resumes the steps detailed in the Rulebook and Card Helper that must be taken at various rounds. Here's how it works:

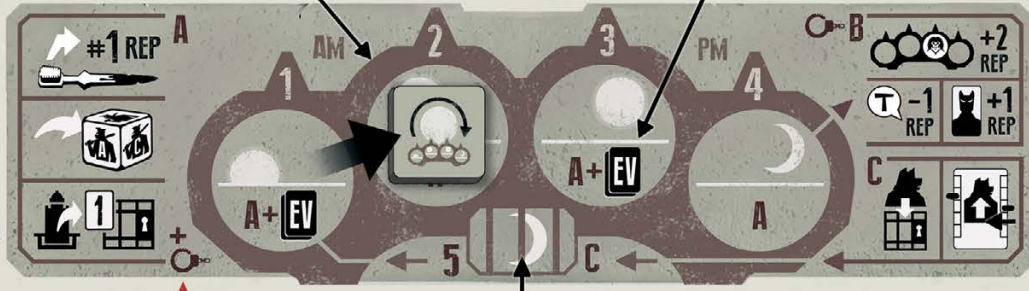
The Sun tile indicates the current round in play. Place it on round 1 at start of the game & every new Day. Then move it up one round when all players have completed their turn.

Each Day is divided into 5 rounds. The first 4 daytime rounds start off with steps **A**. (letter, bottom of circles) In addition, an Event card is revealed-flipped round 1 & 3 **EV**. Apply these steps before Actions are played.

Steps A

Rounds 1 to 4

- 1: Rival with most REP gets shank and plays first.
- 2: Red die roll for Guard positioning.
- 3: Each rival/team gets 1 Contraband card in Cell. p.9



End of round 4, apply steps **B**



Use this Card Helper for detailed steps.

Night round 5! It's LOCKDOWN.

Convicts are automatically sent to their own cell (No Action cost) and locked-up in it. So Actions and Player Order don't apply here. But rewards, penalties & upgrades do! Apply steps **C** on Card Helper. Then put the Sun tile back on round 1 to play a new Day. It's a loop!

ADVANCED: Use the Advanced Card Helper with added steps.



FIRST PLAYER

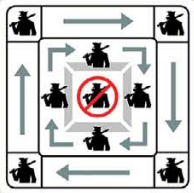


The Toothbrush Shank is a 1st Player Marker. It indicates which rival/team plays that round first. Then, play goes on clockwise to the next rival. For the game's 1st round, the rival/team in the red cell marked #1 gets the Shank. At the start of following rounds 1 to 4, (see steps A below) the Shank could move around, as it's the rival/team with the most REPUTATION points that gets it. In the case of a tie for the lead in REP points, (Ex: Two rivals have 7 REP points) tied rivals compare dice rolls. The highest roller gets the Shank.

GUARDS

Every start of round 1 to 4, the red Guard die must be rolled once to determine where the 9 Guards must be placed. (1 per room.) Place all Guards OVER the A or B or C position matching the die result. If the result shows a basic Guard symbol like this Guards STAY in their current room/cellblock. Ex:(right) Die result is C. So Guards move onto the C position in their room.

But if the red dice result is a Guard symbol in a white arrow (see example) Guards shift clockwise to that A or B or C position in the next room or cellblock as follows :



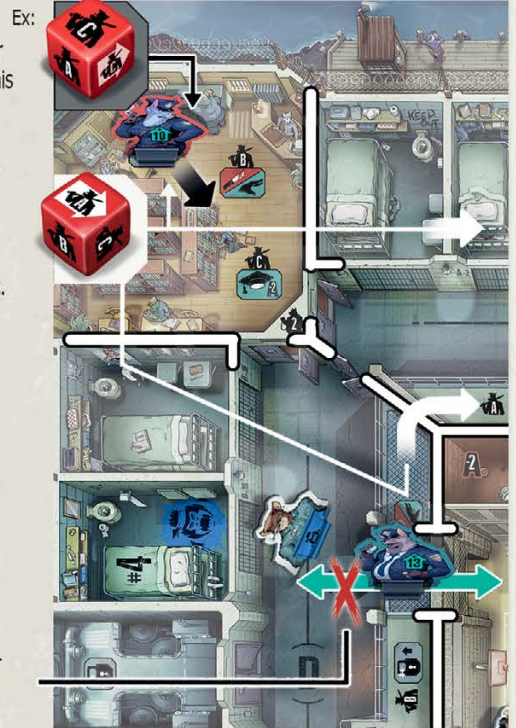
- Guards in the 4 corner rooms always shift clockwise to the next corner room.
Ex: Guard in the Library moves to the Infirmary. Guard in Infirmary moves to Cafeteria etc.
- Guards in the 4 cellblocks always shift clockwise to the next cellblock.
Ex: Guard in cellblock A moves to cellblock B. Guard in B goes to C etc.
- Exception! the Lieutenant Guard in the board-center ONLY moves inside his Courtyard!

GUARDS BLOCK!

Guards block players from carrying out the Actions indicated under that position. See Action Icons on previous page.

Ex: When a Guard is on ...in the Library, Convicts can't Attack or Steal there. ...in Cellblock B or D, Convicts can't use the Escape Room.

A Courtyard entrance/exit can't be accessed when a Guard is positioned on the A/B/C position above it (Keep cellblock Guards on upper tiers). In this example, (right) Convict #4 can't enter or exit the Courtyard through cellblock D.



HEY FISH!
I'LL GIVE YOU SOME TIPS ON HOW TO SURVIVE IN THA' JOINT.

FIRST, BEFORE LEAVING YOUR CELL TO EXPLORE THE PRISON, TAKE NOTE OF THEM' GUARDS POSITIONS.

THEN GO WHERE THOSE BASTARDS WON'T BE BLOCKING YOUR ACTIONS.



CONVICTS

Use your Convict's Strength, Cunning and unique Skills to your advantage!

WEAPON OF CHOICE

Most Convicts have a preferred weapon that boost their ATTACKS! Find them for FIGHTS!



CONVICT'S STRENGTH

Use it to: -Fight
-Escape
-Recruit Gangsters

CONVICT'S CUNNING

Use it to: -Steal
-Corrupt Guards
-Escape
-Recruit Gangsters

Strength & Cunning bars are divided into levels. When fighting, stealing, escaping etc. the current level is considered.
Ex: This Convict is level 5 Strength.

Many slots make up a level.
Ex: 2 slots make up level 1.

When upgrading/decreasing Strength and Cunning, modify by slots only.

Ex: +2

(See "Study" on the Action Icons card helper.)

Front - NORMAL

"BIG BILL"

7
6
5
4
3
2
1
0

Ex: Current level
Initial level
Level
Slot

BULLY

Knock a rival onto any adjacent space. (ATTACK/STEAL icon must be upgraded 1x per round. Costs you -1 Action.)
That knocked rival loses -1

Projette un rival à une pièce adjacente. (L'icone ATTAQUE/VOL doit être niveau 1x par round. Ça te coûte -1 Action.)
Ce rival projeté perd -1

SKILLS

Each convict has 2 unique SKILLS that unlock and can be deployed when the blue slider-clip reaches/surpasses the CUNNING level's corresponding marker. The 2nd Skill is added to the previous and they apply simultaneously for as long as the required levels are attained.

You must inform players of your unlocked Skill.

Some Skills cost Actions and/or are limited to one use per round. When so, it's written on the card. Otherwise, no cost or limit!

Back - PRIMAL

PRIMAL

9
8
7
6
5
4
3
2

DURATION: 2 ROUNDS
BONUS PER ROUND: +1 ACTION
+2 BONUS

DURÉE: 2 RONDES
BONUS PAR RONDE: +2 ACTIONS
+3 BONUS

PRIMAL temporarily boosts your:

- Strength level
- Number of Actions per round
- Weapon of Choice attack bonus

A Convict's Primal Strength bar also indicates his amount of bonus Actions per round. The clip must be equal or above the linked marker for the bonus to apply.

Ex:(above) The Convict has +2 Actions he can spend on each PRIMAL round!

GO PRIMAL!

Consume the PRIMAL drug obtained via a Contraband card or a Pusher Gangster.



Then flip your Convict card and swap your normal Convict stand on the board with its Primal version (red).



PRIMAL lasts 2 ROUNDS as indicated on card, no matter at what point in the round it started. This includes Night round (5) with Convicts in their cells. (So then, it's 1 round of wasted Primal!)

Primal's over: go back to your normal card and stand at the START of a round. (NOT at the start of your turn!)

SIDE-EFFECTS while Primal:

- Your Cunning = 0 and it can't upgrade.
- Convict SKILLS can't be used.
- It costs Cunning slots to go Primal (see PRIMAL & Pusher Gangsters cards)

Ex: -2

A Convict without enough Cunning left to deduct can still go Primal. Nothin' to lose!



HEY! IF YOU NEED MORE STRENGTH OR CUNNING, FIND THE PLACES TO UPGRADE EM.

AND GET A WEAPON QUICK BEFORE A RIVAL STICKS ONE IN YA. ADD THAT WEAPON TO YOUR STRENGTH, GO PRIMAL AND YOU'LL TURN INTO A BEAST IN FIGHTS!

IF YOU'RE MORE THE CUNNING TYPE, AVOID FIGHTS. AIM TO CORRUPT GUARDS, STEAL AND USE YOUR ABILITIES.

REPUTATION

Abbreviated by the word "REP"

Game Mats have a REPUTATION bar ranging from level -1 up to 14, "KINGPIN". Raise one's REPUTATION by earning REP points, by successfully committing crimes. See REP Crimes below. Most times, successful crimes move the black slider UP and failed attempts drops it down!

RANKS The Reputation bar is divided into 5 Ranks each including a defined number of levels. ex: "Nobody" level 1 to 4. The first rival/team to reach level 14 (after winning the RIOT p.14) reaches the "Kingpin" rank and wins the game.

REWARD! When a rival/team's slider clip reaches "Influential" and "Notorious" for the first time that rival/team is instantly rewarded as follows:

Get +1 STAND of your color to corrupt another Guard! p.10 Get +2 TRASH TAG coins to use against rivals! p.20

REP CRIMES

Crime pays!
Below the REPUTATION bar is a resumed version of the main crimes that can be committed, their REP point rewards or penalties. This is for in-game consultation. Find detailed descriptions of crimes further in the Rulebook on the pages indicated to the right of this resumed version.
Notes: - Crime cards, Event cards and certain Prison items also offer REP rewards. Each card will notify accordingly.

TEAMS OF 2 & 2 PLAYER GAME Use a single Reputation bar for both Convicts. (See "Game Types", next page.)

REPUTATION

KINGPIN

RIOT

12
11 +2
10 +1
9 NOTORIOUS
8
7 +2
6 START NORMAL +1
5 INFLUENTIAL
4
3
2 START ADVANCED
1 NOBODY
-1 JAIL BAIT

PAGE 14
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13
10
10
11

+2 - WIN RIOT
- FILL YOUR 3 CELLS (for the 1st time)
- MOST GANG COINS, TRACKER (Round 5)
+1 - STEAL
- CORRUPT GUARD
- CELL TRAP RIVAL
- WIN FIGHT VS EQUAL OR SUPERIOR RANKED RIVAL

GAME TYPES

First, play a NORMAL game as indicated below. Once experienced, try ADVANCED and play in teams of 2 for true rivalry!

NORMAL game

ADVANCED games

GAME TYPE	3 or 4 Players : One VS All	2 Players : One VS One	3 or 4 Players : One VS All	4 to 8 Players : In rival Teams
	Each player has 1 Convict, 1 Game Mat, 1 cell.	Each player has 2 Convicts on 2 Game Mats. A player owns cell 1 and 3. The other, 2 and 4.	Each player has 1 Convict, 1 Game Mat, 1 cell.	Cellmates! Teams of 2: Each player has 1 Convict, 2 Convicts share a cell and turns in teams alternate.
				
	3 or 4 Convicts in play.	4 Convicts in play.	3 or 4 Convicts in play.	4 to 8 Convicts in play.
REPUTATION START LEVEL	Level 5 "NORMAL"	Level 1 "ADVANCED". Use one Reputation bar per player.	Level 1 "ADVANCED".	Level 1 "ADVANCED". Use one Reputation bar per Team.
ADDED CONTENT	None! Play without Gangsters, Trash Tags & unlocked content.	Use the "ADVANCED" Card Helpers instead (marked with a handcuff symbol up top). Play with Gangsters and/or the Warden and/or Trash Tags + Add any unlocked content p.19-20. And why not add End Game Requirements! p.20		
EVENTS	5 EVENT cards	5 EVENT cards	7 EVENT cards	5 EVENT cards

TEAMS OF 2

TEAM TURNS ALTERNATE! Team players can choose which of them plays first for their turn. Once a player's turn ends, it's clockwise onto the next team. So to complete a full round of play (Rounds, p.4), it goes around the table twice and each Convict is played once. To mark this, flip the Sun tile to its "1/2" side on the game boards' Turn Tracker (p.5) once 1 player from each team played that round. In a 5 or 7 player game, one player is a rival team and controls 2 Convicts. (The same applies if a team player must leave mid-game.)



EVENTS

Game duration is limited by the number of EVENT cards. The last Event card is a RIOT which ends the game! See p.14

The Event card that is revealed at the start of every round 1 and 3 applies to all rivals/teams until the next Event card is flipped into play. In short, An Event lasts two full rounds. A Convict can partake in each Event ONCE. No Action cost to partake (Ex: Rolling die in a specific room.)

There's 3 types of Events.

- OPTIONAL PARTICIPATION:** Events invite players to partake but carry no obligation.
- MANDATORY PARTICIPATION:** Events MUST be carried out by all rivals/teams before the next Event card is revealed. At the start of the following round 1 or 3 rivals/teams that forgot to carry out the previous Mandatory Event must send their Convict(s) straight to The Hole!

Ex:



NO PARTICIPATION
No bottom rectangle



OPTIONAL
Black rectangle



MANDATORY
Red rectangle



TEAMS OF 2

As long as 1 Convict partakes in it neither go to The Hole. But if neither carries out the Event, BOTH go to The Hole!

- NO PARTICIPATION:** The Event simply applies as described.

THE HOLE

A dark humid place with a stench of piss and despair.

- PENALTY: -2 Actions. (Applies to each Convict in a team.)
If no Actions remain on your turn in this round to complete penalty you must stay in The Hole until the following round.
- Carry Items are discarded. p.9
- Convicts exit The Hole on their turn from the Courtyard.



Lay Convicts in either one of The Hole rooms on the board.



ACTION LOSS TILES: Place them next to your Convict card as a reminder of the Action Loss you deduct at the start of your next turn. Then discard tiles.

DON'T FORGET TO SHOW UP FOR MANDATORY EVENTS.

AND ESPECIALLY DON'T REMIND YOUR RIVALS TO DO THE SAME.

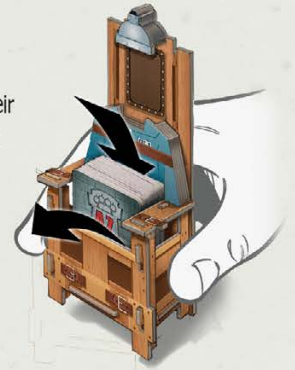
YOU'LL ENJOY WATCHING EM' ROT IN THE HOLE IF THEY FORGET!




CONTRABAND & PRISON ITEMS

CONTRABAND

Shuffle the Contraband cards once at the beginning of a game. Always place the cards in the Electric Chair with their BACK facing forward & their contents hidden. Pick up cards from the FRONT. Discard all Contraband & Prison Item cards to the BACK of the chair. NOTE: Due to this, as the game progresses the Electric Chair will start to contain Prison Items like Weapons, Upgrades, Escape Tools etc.!



- A player picks cards from the Chair: + 2 cards during Game Set-up. (p.3)
- + 1 card for Cell Stash at start of rounds 1 to 4. (p.5)
So each player starts the game with 3 Contraband cards.
-  + 2 cards as Carry Items when a Convict works (Board Icon) at the Infirmary or in the Utility Room. (p.4)

As you'll notice, Contraband cards are good but Prison Item cards are better. You'll want to Trade one for the other.

TRADE A


Essential for obtaining Weapons, Escape Tools, Upgrades and more! To Trade, move your Convict carrying the cards ("Carry Items") intended for Trade into one of the 4 corner rooms: Library, Infirmary, Utility Room, Cafeteria. These are black markets! The cards in decks here are called "Prison Items". Contraband and Prison Item cards have a TRADE VALUE on the bottom left ranging from 1 to 4, except for 2 cards worth a big 6!



STEPS







- 1**  Pick up a TRADE deck and discreetly look through it. Choose as many Prison Items to trade as desired and that your Convict can carry (p.9). It costs **1 Action** total no matter how many cards are traded (even if none end up being traded).
- 2**  Hand in cards of equal (or higher) Trade Value to the desired ones. You can combine cards of lesser value to add up to the one desired. Ex: Trade a 2 Value card + a 1 Value card for a single 3 Value one. (No refund for trading in more than the shown value.)
- 3**  Reveal face-up the unwanted card(s) handed in for Trade. Ensure that its Trade Value is clearly visible to all players! And on the other hand, keep the new traded cards hidden from all.
- 4**  Discard the unwanted and pocket the new cards. Discard at the back of the Chair and slide new cards partially beneath your Convict and/or Gangster card.

CARD USE

The Contraband and Prison Item cards are used at **no Action cost** (unless a card states otherwise) and can be used **indefinitely** unless "single use" or this symbol  is indicated. (See weapon cards, p.13). If so, discard to the back of Electric Chair after use. Here below are examples of the most common Contraband and Prison Item cards and their function.

Ex: *Text in italic (slanted) is for Flavor only!*

Important Info at the bottom

						
<i>WEAPON</i>	<i>GUARD BRIBE</i>	<i>ESCAPE TOOL</i>	<i>CONVICT UPGRADE</i>	<i>CELL UPGRADE</i>	<i>ARMOR</i>	<i>CELL TRAP</i>

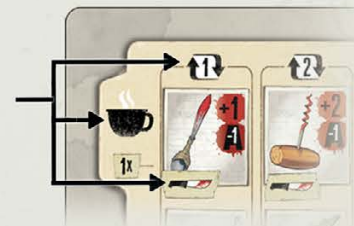
FUNCTION:

CHEAT SHEET

Check the CHEAT SHEET at any time, especially when looking to Trade in corner rooms.

It indicates what items are where, their function, Trade Value and how many there are of each. It also tells you that each of the 4 corner room Trade decks contain 4 Weapons (top row) **A**, 4 Escape Tools **B**, an Armor **C**, a Cell Trap **D** and Upgrades **E**.

Legacy Expansion: Unlock more items! Complete the sheet with stickers on the ? spaces.



REMEMBER. ALL ITEMS IN HERE HAVE A TRADE VALUE. DON'T NEED WHAT YA' GOT? TRADE IT IN FOR BETTER...LIKE WEAPONS!

AND NOW THAT YOU KNOW WHICH ITEMS ARE SUPPOSED TO BE IN A TRADE DECK, YA' CAN DEDUCT WHAT A RIVAL TOOK FROM ONE BASED ON WHAT'S MISSING.

CELL STASH: 3 Max.

This is the Contraband & Prison Item cards you choose to keep hidden face-down in your cell. You are limited to 3 cards there at a time (just like Carry Items on your Convict). If more come in you must immediately choose which cards to keep or "flush"- discard to stay within the 3 card limit. There's No Action cost to discard and Convicts don't have to be in cell to discard Cell Stash cards. Keep your Cell Stash cards in a pile on the board below your cell as much as possible. See example. You can look at your Cell Stash cards at all times. Rivals have the right to know how many you have!



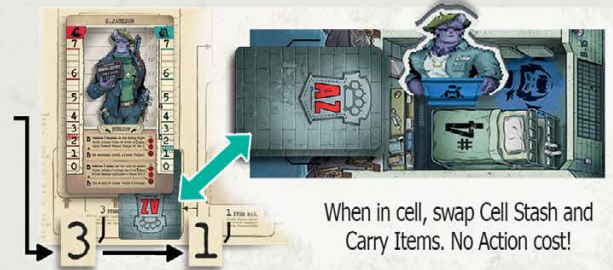
Max. indicated on the board.

Flush (discard) extra cards! No need to be in cell to do so.

CARRY ITEMS

They're the Contraband & Prison Item cards you choose to have your Convict and Gangsters carry. A Convict can carry 3 max. at a time. A Gangster, 1 (as indicated here on the player's Game Mat). Partially slide Carry Item cards beneath your Convict and Gangsters as seen in the examples here.

To take Cell Stash cards to place as Carry Items (or vice-versa) your Convict must be IN his cell. This has no Action cost and can only be done on your Convict's turn.



When in cell, swap Cell Stash and Carry Items. No Action cost!

On your Convict's turn to play, with Gangster(s) on your Game Mat, you can SWAP between Convict and Gangster Carry Items at No Action cost!

TEAMS OF 2

When both Convicts are in the same board space Gangsters, Carry items, Convict & Cell upgrades can be swapped between Game Mats at No Action cost! This must be done on either Convict's turn.



UPGRADES

Get UPGRADE cards (marked with either of these symbols) to use their indicated perks!

In addition, on your turn (at no Action cost) you can place these Upgrades face-up on their exclusive spot on your Game Mat (as seen here) and benefit from the following **advantages**. Once placed, an Upgrade...

- doesn't count as a Carry Item nor a Cell Stash item (thus it isn't affected by the 3 card limit).
- isn't discarded when you lose a Fight (p.13) or end up in The Hole. (p.7)
- can still be Traded. (p.8)

But it can be stolen! See "STEAL" p.13

1 card max. per spot. No need to be in your Cell to place a Cell Upgrade, nor have it as a Carry Item to place it as Convict Upgrade.



(Only place cards there that have these symbols.)

CRIMES

-1



CRIME cards are optional side-quests to gain bonus Reputation points.

You can get a CRIME card by using the Shower Action Icon. (p.4 and Card Helper.) When your Convict is in cellblock C and the Guard there isn't blocking the icon, take 1 card from top of the CRIME deck. Check the card out and keep it face-down right of your Game Mat. If you reach the 2 card limit per Mat or have a card you don't want, trade the unwanted for a new one. But discard the unwanted one first.

TEAMS OF 2 Either Convict can complete a card and it doesn't need to be on the Game Mat of the one that completes it.

Complete card steps. Place your coin. Dominate the rounds!

See steps to complete on each card. Reveal completed card face-up and gain the indicated REP. Then return it to the bottom of the deck. Directly place one of your Gang Coins under the Sun tile (the current round) on the board's Round Tracker. That round, if a rival completes a Crime card after you do, his Gang Coin replaces yours there (Max.1 coin per round on the tracker). End of round 4, the rival with the most coins on the tracker gets +2 REP. Tied for most? No REP reward! Then, owners recuperate their Coins for a new day.

Ex: Red rival was the only one to complete a Crime card on round 1, and the last one to do so on round 3, thus placed Coins there.



Ex: If round 4, white rival had his 2nd coin there instead, it would be a coin tie, thus no REP reward.



Janitor Jerry hangs out in the Showers. He likes the smell of sweat, soap & cries for help. He also hears about all the rewarding crimes to be committed. He can let you in on some of these!

CELLBLOCK-KING!



When your Convict is in his Cellblock and the Cellblock-King icon isn't blocked by a guard, you can place 1 or 2 Carry Item cards face-down on one turn in any of the 3 vacant cells. (Not in your cell). 1 card per cell.

When the 3rd (last card) is placed in a cell, you own your Cellblock. Place your Gang Coin in its center:

- Obtain **+2 REP** the first time you achieve this.
- **No Action cost** for you to enter your Cellblock.
- When a rival enters it, he loses **1 Action** if Actions remain on his turn.

But if any of your 3 cells loses its card, your Gang Coin is removed and the Action bonus/penalty ends.

RETRIEVE A CARD: Instead of placing cards in your 3 cells, you can retrieve 1 card from one of them by using the same action icon. That card joins your Carry Items. (No card swapping to keep cells filled!)

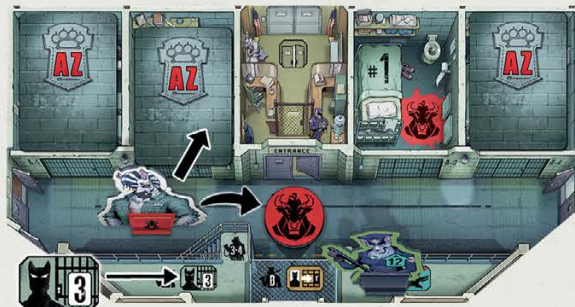
BUT! A rival can also (and should) retrieve a card from your 3 cells to disrupt your plan. Same rules apply.

IMPORTANT: A retrieved card must first be revealed face-up before it's a Carry Item. Bring on Cell Traps!

CELL TRAPS:

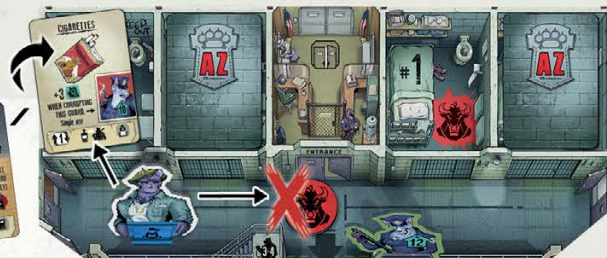


Beware! If you reveal a trap, (even your own) you're injured!
Penalty: -2 Actions + discard all Carry Items at the Infirmary.
 Send injured Convict to his cell. (see "Injured" p.13)
 The one who trapped his rival gets **+1 REP**.



Ex: Once the 3rd cell is filled, the Gang Coin is placed.

Ex: The blue convict retrieves a card. This causes the discard of the rival's red Gang Coin.



GUARD CORRUPTION

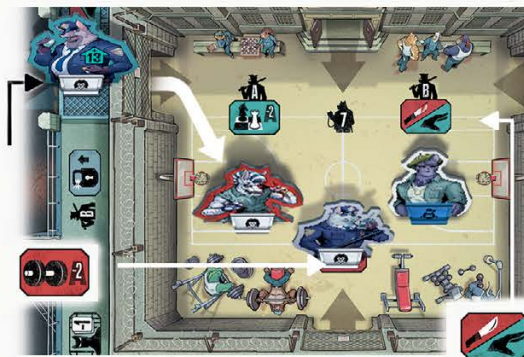


-1 Action per attempt

To "OWN" a Guard, corrupt one. Here are the advantages:

- Obtain **+1 REP** for successfully corrupting a Guard.
- Get in/out of the Courtyard through the entrance where your owned Guard is (while rivals can't get passed your Guard).
- When owned, you are no longer blocked in using the Board Icon beneath this Guard's A/B/C position while rivals still are.
- **The best part!** No Action cost to use the Board Icon beneath the Guard's position! (p.5) Ex: The Guard in Courtyard blocks the Workout icon. You can Workout for free...thus save 2 Actions!

Ex: Here, the Zebra can enter the Courtyard and Workout for free thanks to his corrupt Guards (white stands.) Then pursue with an attack!



HOW TO CORRUPT?

Place your Convict in the same room/cellblock as the targeted Guard.

Reach or surpass that Guard's Corruption Level: You OWN that Guard!

Replace Guard's black stand with one of your colored ones. Win **+1 REP**

Below Corruption Level? Guard not corrupted. No stand swap. Lose **-1 REP**

You can Corrupt a Guard already owned by a rival. (Then the stand isn't black.)

ADD +2 to Guard's Corruption level. Ex: A Guard that is 11+ is now 13+
 Return stand to former owner. Replace with your own. (You can't own more Guards than you possess stands or re-corrupt a Guard you already own.)

BRIBE WITH CONTRABAND



Many Contraband cards are a bribe item that improves your odds of corrupting a specific Guard. **ADD:**

Successful or failed corruption: in either case, the Contraband bribe is discarded.

NOTE: A bribe item matches the contour color and Corruption Level of it's corresponding Guard. This help spot Guards faster on the board!

ADD: your Convict's CUNNING level + Dice roll

Corruption Level

Stand swap



ADD: Bribe value (on card) Ex: +6



CORRUPT AS MANY GUARDS AS YOU CAN!

SINCE THE ONES YOU OWN ALLOW YOU TO DO WHAT'S UNDER THEM AT NO ACTION COST, PLAN YOUR TURN BY GOING TO ROOMS WHERE YOU OWN GUARDS TO GET MORE DONE FOR FREE!

ESCAPE

A

BREAK OUT OF ANIMALCATRAZ AND WIN THE GAME!

To escape, obtain two successful consecutive dice rolls; one roll for your Strength, the other for your Cunning (read below).

The different Escape Plan cards (2 per Escape Room) each present 4 specific Escape Tools. **A** Get ANY of these optional tools to increase your odds. Their Escape Value is added to your Convict's Strength or Cunning levels when you attempt an escape.

When your Convict is in Cellblock B or D, use the Escape Icon (when unguarded) to complete 1 of the steps detailed below:



- A** Pick up an Escape Plan (1 max. per rival/team) OR
 - D** Secure an Escape Tool OR
 - E** Attempt an Escape
- Each use of an Escape Icon costs 1 Action and is limited to once per round per Convict.

STEPS TO SUCCESSFULLY ESCAPE

(B and D below are related to Escape Tools, thus optional.)

- A** Pick up an Escape Plan

Use the Escape Icon to pick up 1 Escape Plan (or trade one for another.) Keep it hidden face-down right of your Game Mat.

- B** Trade for Escape Tools Optional

Visit the prison's 4 corner rooms to Trade for any of the specific Escape Tools matching your Escape Card. NOTE: Risky escapes can be attempted solely on Convict's Strength & Cunning levels without these tools.

- C** Reveal your Escape Card

On your turn, reveal your Escape Card. No action cost. Keep it next to your Game Mat. Tip: Reveal it just before you secure your 1st Escape Tool (So combine steps C and D) or before an Escape attempt without secured Escape Tools.

- D** Secure an Escape Tool Optional

Use the Escape Icon to reveal the Escape Tool and "secure it" in the Escape Room. Note: No Escape Tool cards are actually placed in this room. Secured Escape Tool cards must be placed next to your Escape Plan without hiding it.

Advantage: Once secured, an Escape Tool card is permanently yours and no longer counts as a Carry Item!

Repeat this step D for Securing another Escape Tool on another round.

- E** Attempt an escape

Use the Escape Icon and...

ADD: Convict's STRENGTH level + Dice roll + Value of each Escape Tool (numbers in red part) Ex: Total = 16
Ex: 4 + 7 + 3 + 2

Reach or surpass the required amount (red number on padlock) on the Escape Card. Ex: MADE IT? Nice! Keep going.

FAILED? →

ADD: Convict's CUNNING level + Dice roll + Value of each Escape Tool (numbers in green part) Ex:

Reach or surpass the required amount (green number on padlock) on the Escape Card. Ex: MADE IT? YOU'VE BROKEN OUT!

FAILED? →



FAILED ESCAPE ATTEMPT!

- 1- Mentally and physically exhausted! Reset your Convict's Strength and Cunning to their initial start levels.
Ex:
- 2- Discard all Carry Items (Including your Gangsters').
- 3- Go straight to THE HOLE. (-2 Actions. Then play on from the Courtyard.)



TEAMS OF 2

- Both Convicts must successfully complete step D for the team to escape and win.
- A single Escape Plan with its' corresponding Escape Tools are used for both Convicts.
- Once a Convict has escaped, he skips his turns (except if in the Getaway, p.20) and waits for his teammate to escape as well.
- Carry items, Upgrades and Gangsters still on the escaped Convict's Game Mat cannot be used (or swapped).

If you've broken out of the walls of Animalcatraz, you've won the game! But wait! You want to prolong the game? Then take on the Getaway! (p.20)

IT'S UP TO YOU TO FIGURE OUT THA' BEST STRATEGY.

SHOULD YA' COLLECT AND DIRECTLY SECURE EACH ESCAPE TOOL? YA' LIMIT THA' RISK OF LOSIN' EM... BUT YOUR RIVALS WILL KNOW YOUR ESCAPE PLAN EARLY AND COULD TRY TO SABOTAGE IT.

OR SHOULD YA' RISK SECRETLY STASHIN' TOOLS ON YA' OR IN YOUR CELL, THEN SURPRISE YOUR RIVALS AS YA' GO ALL-IN FOR A BREAK OUT? HMM...



ATTACK

A -1 Action cost to Fight initiator



Fight rivals to make them lose REP, Carry items & Gangsters!

Follow the Fight steps below. In a normal game without Gangsters in play, skip steps 1b, 2b and 3b.

STEPS

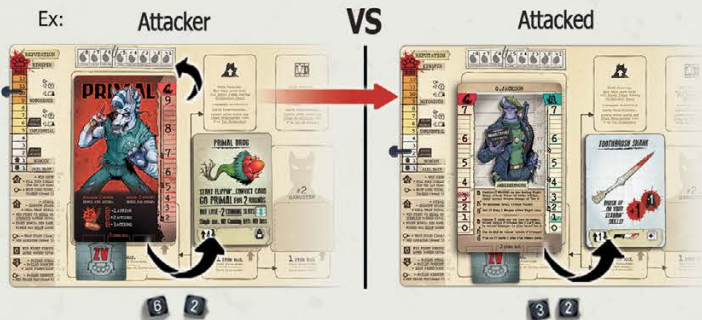
Normal game without Gangsters

1 Confront rival...

when your Convict is in the same space as a rival Convict (or is in front of his cell when he's in it) and the Attack/Steal icon isn't blocked by a guard there.

2 Reveal Weapon or Primal drug

The Attacker (Fight initiator) can reveal face-up for use 1 Carry Item card from that specific Convict/Gangster. It's either a Weapon or Primal drug. After, his rival can do the same.



Ex: He reveals a Primal drug, thus flips his Convict card.

Then, he reveals a Weapon.

3 FIGHT! Compare dice rolls

Both rivals each roll 2 die and add the following:

ex: 5 + ex: 4 + ex: +2 + ex: +1 BONUS = 12

Dice Roll Convict or Gangster's Strength Level Weapon's (if used) Attack Value Weapon of Choice Attack Bonus (if applies)

RESULT: The rival with the highest total wins! Tie? The Fight initiator (attacker) wins. The rival with the lowest total is injured. See "Injured", next page for consequences.

Wait! Got Armor?



The injured Convict/Gangster can now reveal one ARMOR card from his Carry Items to hinder the winner (before discarding his lost Carry Items.) See "injured" next page and each Armor card for specifics on its effect.



If a Gangster loses Strength due to Armor, decrease it by levels instead of slots (unlike with Convicts). Mark the adjusted Strength level with an Action loss tile on the Gangster card as seen here.

Ex: -2 [Action Loss Tile] [Strength 3] → [Strength 1]

His Strength falls from +3 to +1. (It can't go below 0.)



EACH BOARD SPACE WITH ICONS HAS AN ATTACK/STEAL ONE.

PROTECT YA SELF BY FINISHING YOUR TURN IN A SPACE WHERE A GUARD IS ON THAT ICON.



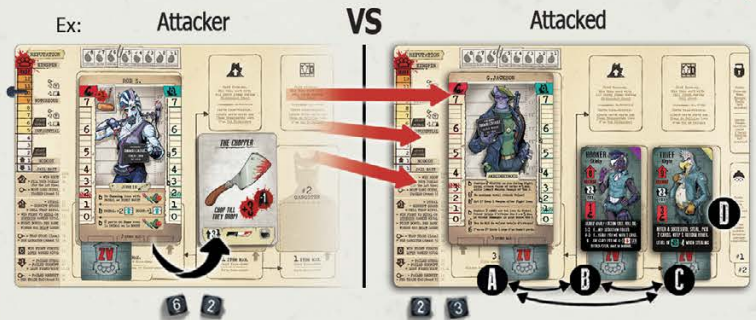
with Gangsters in play

1b Choose who attacks whom

Your Convict or Gangster can attack any rival Convict or Gangster. (Ex: Your Gangster attacks a Gangster.) Only the attacker gets to choose his victim.

2b Swap Carry Items instead

Instead of revealing a weapon or Primal drug, you can choose to swap 1 Carry Item face-down between Convict/Gangsters on the Mat. Ex: (right) Rival can swap Carry Items between A and B or C



Ex: He chooses to fight the Brawler Gangster, and reveals a Weapon.

Anticipating a Fight loss (and Carry Item discard), he swaps Carry items between his Gangsters.

If the attacked rival has a non-injured Convict or Gangster left, he must either:

3b Counter-Attack

The previously attacked now becomes the attacker (with Tie-Breaker advantage!) It's switched over. He goes back to Step 1b: chooses who attacks whom.

or Abandon

It's ONLY possible if the attacked rival's Convict has more Cunning than the attacker's. If not, Counter-Attack! (Opposing Convicts' levels are compared here even if one or both convicts are already injured or aren't active in Fight.)

Note: You can't abandon on Primal because your Cunning is 0.

Roll die. - EQUAL or LOWER than the difference in Cunning levels from opposing Convicts, you've abandoned. Ya' Chicken! You lost the Fight. So -1 REP (but no other consequences).
- HIGHER... You can't abandon and you've lost the attacker privilege. The initial attacker stays and goes back to Step 1b.

Ex: [Cunning 4] [Cunning 2] = 3 [Die 2, 6]

Attacked Attacker Difference Roll

The Fight goes on like this until a rival has no uninjured Convict/Gangsters left, or abandons, thus loses the Fight. See next page for Win/Lose consequences.

WIN FIGHT

When you win the Fight against a rival of...

EQUAL RANK: You get **+1 REP**.

HIGHER RANK: You get **+1 REP** and **+1 bonus REP** for every Reputation rank that the losing rival has ABOVE your rank. You beat a big shot! Note: Ranks are considered before Fight starts.
Ex: (right) Rival A ranked "Nobody" wins a Fight VS rival B ranked "Notorious."

B has 2 Ranks above A = +2 bonus REP to rival A, that adds up to +3 REP total

LOWER RANK: You don't get REP (...'cause you're a cheap shot bully fighting a weakling!)

LOSE FIGHT -1 REP

With the lowest total after dice roll on Step 3 (previous page), your injured Convict lost the Fight and **-1 REP**.

Advanced game: You lost the Fight when out of uninjured Convict/Gangsters or you've abandoned.

Rival A: Winner	Rival B: Loser
12 KINGPIN	12 KINGPIN
11 RIOT	11 RIOT
10	9
9 NOTORIOUS	9 NOTORIOUS
8	8
7	7
6 START NORMAL -1	6 START NORMAL -1
5 INFLUENTIAL	5 INFLUENTIAL
4	4
3	3
2 START ADVANCED	2 START ADVANCED
1 NOBODY	1 NOBODY
0 JAIL BAIT	0 JAIL BAIT

YOU' FALLING BEHIND IN REP?

GET A WEAPON AND FIGHT A HIGHER RANKED RIVAL. IT'S WORTH THE RISK FOR THAT BIG REP BONUS!

INJURED

A Stripped...for surgery! Your injured Convict (and/or gangster) has his Carry Item card(s) discarded.

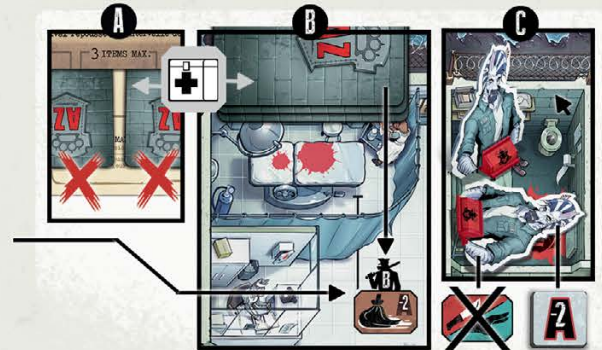
B Place these face-down in a deck (if many) inside the curtain at the Infirmary. There's no card limit here.
Exception: Single use Weapons and Armor used in Fights are discarded in the Electric chair. Not here!

You can all reclaim these cards when you **WORK at the Infirmary** (Action Icons, p.4):
Choose to take what you want from this Infirmary deck and/or pick from the Electric Chair, as usual.
Night round 5, these Infirmary cards must be discarded in the Electric Chair. (See Card Helper).

C Your Convict is **automatically** sent to his cell to continue play. But he must **lie down** (flat) in his cell if:
- The Fight occurred on his rival's turn.
- He lost the Fight to an **ARMED** rival and lacks Actions that turn to deduct the weapon's entire penalty, i.e. He suffers the Action loss "Damage Value" indicated on the rival's weapon used to win that Fight.
Ex: (right) -2 Damage=-2 Actions. The Action loss must be deducted entirely, even if it overlaps onto the next round. (Use Action loss tiles as a reminder.) After Action deduction, your Convict stands up.

IMPORTANT: When a recovering Convict lies in his cell, you cannot Attack/Steal from him nor from his cell.

Injured Gangster: The Gangster is discarded board side and his Carry Item is too, but at the Infirmary.



WEAPONS

C Damage Value → **-2**
Attack Value → **+4**
Ex: (See previous page)
Single Use
When marked with the icon, → **1X**



You can steal from a rival's pockets ("pickpocket") or from his cell, if no Guard is blocking this icon in that board space. There has to be at least 1 card to steal, including Upgrades. (p.9) You steal from a cell when your Convict is in the facing Cellback.

Compare dice rolls. The rival attempting to steal and the rival owning the targeted Convict or cell each roll 2 die, then add:

RIVAL ATTEMPTING TO STEAL : Convict's or Gangster Thief's CUNNING level + Dice roll

Ex: 3 + 8 = 11

The highest (or equal) total: succesful steal! **+1 REP**
The lowest total: failed steal! **-1 REP**

TARGETED RIVAL / CELL : Convict's CUNNING level + Dice roll

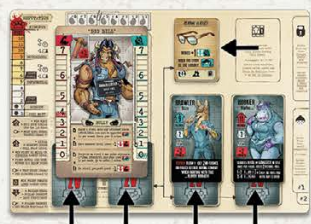
Ex: 2 + 7 = 9

TEAMS OF 2 Cell Steal: The targeted rival's Cunning level used here is the **lowest** one of the 2 Convicts.

Successful? Pick card from victim's hand

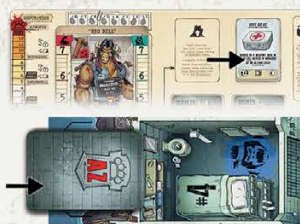
PICKPOCKET STEAL

Victim collects his Convict Upgrade card + his Convict/Gangster's Carry Item cards



CELL STEAL

Victim collects his Cell Upgrade card + his Cell Stash cards



VICTIM



Hold up your cards with their contents hidden. The thief picks 1 card to keep as a Carry item (and discards to make room, if needed) Unpicked cards go back to where they were.

Cell Traps!

Hide a Cell Trap card in your Cell Stash. If a thief picks it from your hand, he's injured by it: Carry Items discarded at Infirmary, -2 Actions and he's sent to his cell. You get +1 REP!

RIOT

It's a bloody last-animal-standing FIGHT engaging all rivals! Unless a rival/team escapes beforehand, Riots mark the end of a game and occur in two situations:



1- **When a rival's Reputation bar reaches level 13** a Riot instantly breaks out! All Convicts automatically move to join that REP level 13 Convict (or the Convict that played last in that team) on his board space.

NOTE: Convicts in The Hole or lying in their cell (injured) are also automatically moved. This ends their penalty!

A rival can ONLY reach level 14 "KINGPIN" and win the game by winning the Riot. (Other REP after level 13 do not count for this rival.) If this rival loses the Riot, thus -1 REP point, the game continues. The rival/team that caused the Riot end it's turn, even if it had Actions remaining beforehand.



Ex: Big Bill (blue) just earned his 13th REP pt at the Library. His rivals are moved there.



2- **The last Event card is a Riot** revealed at the start of round 1. Rivals have until the end of round 2 to prepare for that Riot. Then, all convicts are automatically moved to the room stated on the Riot card. This card adds a specific rule to spice things up! Ex: "Courtyard Riot! Weapons can be combined on attacks."

After completing the Riot steps below, the winner's and losers' REP points counted, the rival/team with the most REP wins the game. Tie: The Riot winner!

RIOT WINNER earns **+2 REP total**. (No Rank bonus is awarded during Riots)

RIOT LOSER(S) loses **-1 REP total**.

RIOT STEPS

Note: The Attack/Steal Board Icon doesn't apply to Riots.

- Rival/team with Shank chooses who attacks whom;** specifically, if Gangsters in play and/or in a team, which Convict or Gangster attacks which rival Convict or Gangster.
- Normal FIGHT rules apply** (p.12) except you can't abandon. The Fight goes on between these two rivals/teams until one is out of uninjured Convict / Gangsters. This one loses the Riot and suffers the normal Fight loss consequences, p.13. The winner goes back to step 1: Chooses who attacks whom from the remaining rivals (if any).
- Last standing rival wins the Riot!** To win the rival/team must be the only one to have min. 1 uninjured Convict /Gangster remaining.

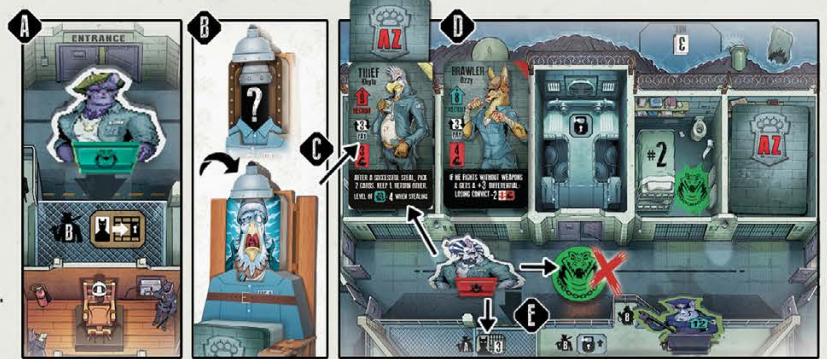
GANGSTERS

Death Row Gangsters are coming into prison. Welcome them near the entrance and invite these psychopaths into your Cellblock to recruit them.

INVITE EM'



- If no Guard blocks it, use the Invite em' Icon in Cellblock A.
- Decide if you wish to place **1** or **2** Gangsters in your own Cellblock.
- Reveal the same number of **Death Row** mini-cards from the Electric Chair.
- Put each Gangster card corresponding to the mini-card in any one of the 3 unoccupied cells (but not your own).
- Should the cell have a Carry Item card, keep both cards together as shown.
- No Gangsters left to Invite? Reshuffle the discarded ones back into the game.



RECRUIT EM'



Like Carry Item cards, Gangsters can also fill your 3 cells to give you the benefits of "Cell Block-King"! See p.10 and F above. Then, if you or a rival recruits a Gangster it goes onto the Game Mat along with the Carry Item from the cell, if any. (Ex: next page). Now the cellblock is no longer full, remove Gang coin. Benefits no longer apply!

Gangsters can be recruited by all rivals, and ONLY be recruited (not attacked/stolen from) when the Recruit Em' board icon is available. You can't own more than 2 at a time, but you can replace owned ones with new recruits (after completing the 2 steps below): just swap Gangsters in that new recruit's cell. Once recruited, your Gangsters "follow" your Convict and partake in its Attack/Steal situations. But Gangsters injured in Fights are discarded. So Try to keep them until Night round 5 to get **+1 REP** per one you own. (See Card Helper.)

STEP 1: RECRUIT

Add your recruiting Convict's:

- If red arrow **STRENGTH** level + 6
- OR
- if green arrow **CUNNING** level + dice roll

Reach or surpass level in colored arrow: Go to Step 2
 FAILED: No recruit. **-1 REP**

STEP 2: PAY GANGSTER

Discard any Carry Item(s) or Convict Upgrade that amount to or above PAY value on card. The Gangster's yours! He goes on an available Game Mat slot and can be used.



GANGSTER TYPE

Brawlers, Pushers, Hookers and Thieves come in pairs, each with this same title and color in this corner so they can be identified easily.

STRENGTH

It's ONLY used in Fights (p.12). Doesn't upgrade.

Gangsters don't have Cunning, except for Thieves and it's only used for Stealing. p.16

SKILL

Use it to your advantage! (Detailed skills p.16)

Notice? The English side has white text over black.

SIMULATION

Here are 2 rounds of a simulated 4 player solo game starting on round 1, day 2. See how Convicts can spend their 5 Actions in a variety of ways. Below, follow 2 of the 4 rival Convicts with their corresponding colored arrows . Follow round steps (A etc.) related to the Card Helper.



Rival #4 has the most REP. He gets Shank & plays 1st.



Red die=A on arrow. Guards shift clockwise to A in next room/cellblock.



Each Convict gets 1 Contraband card for their Cell Stash.



Mandatory Event revealed: Convicts must go to Infirmary.

Spent Actions



ADVANCED Card Helper



Dice=8, Warden moves to cellblock B.



Dice=9. No Doubles or 7, so no Rats. (otherwise, they would be distributed)

Repeat steps



- 0 - Manages cards, chooses & places his Carry Items.
 - 0+ - Exits his cell into cellblock D. No Action cost due to his Gang Coin.
 - 1 - Picks up an Escape Card.
 - 2 - Enters Courtyard through unguarded door.
 - 3-4 - Does a Workout: +2 Strength slots.
 - Stays there. Chooses not to use his 5th Action on something.
- End of turn - Next rival (clockwise) plays: #1 Rob Z



- 1 - Exits his cell into cellblock A.
 - 2 - Invites Gangster to this cell (overlaps Carry Item there).
 - 3 - Corrupts Guard with Contraband. Swaps for red stand. +1 REP
 - 0 - Recruits Thief Gangster (He can and at No Action cost because his owned Guard is on the Recruit icon).
 - 4 - Enters Library.
 - 5 - Trades Contraband (for a Weapon and Cell Upgrade).
- End of turn - Next rival (clockwise) plays.

ROUND 2: Sun tile moves to this round.



Rivals' tied for REP roll dice: Rival #1 wins Shank & plays 1st.



Red die= (simple) A. Guards stay in place.



Each Convict gets 1 Contraband card for their Cell Stash.



- 6-7 - Studies: +2 Cunning slots.
 - 8 - Uses his Gangster Pusher to go Primal: +2 Action.
 - 9+ - Enters cellblock D and loses -1 Action due to rival's Gang Tag.
 - 10 - Engages Fight and wins! Pig loses 2 Carry Items at Infirmary. His Trash Tag is discarded. +1 REP for Rob Z: he reaches a higher REP Rank, thus gets a Stand and 2 Trash Tags (p.6)
 - 11 - Steals from rival's cell using Gangster Thief.
 - 12 - Reveals his Escape Card, then secures an Escape Tool.
- End of turn - Next rival (clockwise) plays.



- 6 - Exits courtyard into cellblock B (He can! He owns this Guard.)
 - 7 - But he accidentally enter the Warden's board space. Penalty: discards a Carry Item.
 - 0 - Recruits Gangster (Free! His Guard is on Recruit icon.)
 - 7 - Enters Infirmary, thus completes the Mandatory Event requiring a visit to the Infirmary. Rolls die for Event.
 - 8-9 - Does Work: +2 Contraband cards as Carry Items. (He chooses to take one card from the Infirmary, one from the Electric Chair.)
 - 10 - Attempts to corrupt a rival owned Guard and misses! -1 REP
- End of turn and of round 2.

ROUND 3: An Event card is revealed. Rival #1 didn't visit the Infirmary to partake in the previous Mandatory Event! So he's sent to the Hole and places an Action loss tile.



RECRUIT THESE GANGSTERS WITH **STRENGTH**

THIEVES




Follow normal "Steal" steps (p.13) with a **Cunning** level of 2. With a successful dice roll, pick a card from the targeted rival's hand (as normal). Then re-roll to beat your rival's first roll. If successful, pick a 2nd card from his hand (as long as he has cards).

Follow normal "Steal" steps (p.13) with a **Cunning** level of 4. With a successful dice roll, randomly pick 2 cards from the targeted rival's hand (instead of 1); Peek, and choose 1. Return the other to the rival's hand.

HOOKEYS




When in the same board space as a rival Convict, "seduce" him with your hooker so he loses this amount of Actions. Roll 1 die:

- 1, 2 or 3 (with "Skinky"): Seduction failed. Nothing happens.
- 4 or 5 (with "Skinky"): Good seduction. Rival loses -1 Action.
- 5 or 6 (with "HipHoe"): Great seduction. Rival loses -2 Actions.
- Once per round max. - Use **Action Loss** tiles as a reminder if his number of Actions can't be deducted until the next turn.
- **Attack/Steal** icon must be unguarded (or you own that guard).

INFORMER



If your Convict is in the same board space as a rival, choose to peek at one of his **Carry Item** cards (Convict or Gangster's) or his **Escape** card or **Crime** card. Then, give the card back.

- -1 Action cost to peek. Once per round max.
- You can't show/talk about the card's content to other rivals.
- **Attack/Steal** icon must be unguarded (or you own that guard).

FRAUD



If your Convict is in the same board space as a rival, copy/use one of his Gangster's **SKILLS** for your benefit, to be used against that rival or others.

- 1 Copied skill only, not combined. Once per round max.
- Must be possible to use the skill in this situation. (Rules apply).
- **Attack/Steal** icon must be unguarded (or you own that guard).

SCAPEGOAT



Sacrifice him to avoid going to **The Hole** (and suffer its consequences). Or use him to **Abandon a Fight** (with no die roll) when it's your turn to do so, and with no REP loss.

Discard him after. If you wish, keep his **Carry Item** by moving it to another Convict or Gangster, if there's room for it.

BOMBER



Sacrifice him (discard) by destroying a rival's **Cell Stash**. While your Convict is in that rival's rival's **Cellblock**, roll 1 die:

- 1 to 4: Discard all of **Cell Stash** cards.
- 5 or 6: Strong blast! Discard **Cell Stash** + your Convict is injured (p.13), loses his **Carry Item(s)** at the **Infirmary** and is automatically sent back to his **Cell**. -1 Action loss.

Attack/Steal icon must be unguarded (or you own that guard).



RECRUIT THESE GANGSTERS WITH **CUNNING**

BRAWLERS




If he wins a **Fight** versus a Convict without using a **Weapon** and with a total attack differential of at least +3 or more with his rival, that Convict loses -2 **Strength** slots.

After a losing dice roll with him in a **Fight** (compared to your rival's attack total), you get a **2nd chance** and can re-roll to beat your rival's first roll. You can only do this once with him in a **Fight** against a rival. (This includes during **Riots**.)

PUSHERS




Roll 1 die to check if your Pusher has **PRIMAL** for you. -1 **Action** cost on your turn and once per round max.

Do NOT roll again to re-take **Primal** from your Pusher until your Convict card is switched/flipped back to its normal state.

Rolling a 1, 2 or 3 (with "Quick Fix"), your Pusher is out of luck! You simply lose -1 **Action** for trying.

Otherwise, your roll will directly make you go **Primal**, but you will suffer the indicated loss of -2 or -3 **Cunning** slots.

BASIC SET

KICKSTARTER FLASH FUNDING / ALL-IN PLEDGE

GOPHER IT



On your turn from anywhere on the board, "send" Gary to:

- any of the 4 **Trade** decks to **trade an item** OR
 - 1 of the 2 **Escape Rooms** to **secure an Escape tool** OR
 - **Corrupt any Guard** OR - Pick up a **Crime** card
- Gary's **Carry Item** slot must be available/used if needed. The chosen **Action** must be possible. Cost -2 **Actions**. Once max. per round.

THE MULE



Before anyone picks **Contraband** from the **Chair**, at the start of rounds 1 & 3, roll 1 die:

- 1, 2 or 3: You (or your team) pick 1 extra **Contraband** card for your **Cell Stash**. So you pick 2 cards total.
- 4, 5 or 6: You (or your team) pick 2 extra cards for your **Cell Stash**. So 3 cards total, while your rivals get none!

KICKSTARTER STRETCH GOAL EXCLUSIVES

HOARDER



On your turn, roll 1 die, as often as you wish. -1 **Action** per roll. Based on roll take the last discarded card(s) from the back of the deck in the **Chair** as follows:

- 1, 2: No card - 3, 4: Take 1 card - 5, 6: Take 2 cards
- These become your Convict or Gangster(s) **Carry Items**.


ASSASSIN



After winning a **Fight** with him, your rival Convict immediately loses -1 **STRENGTH** slot, and then at the start of his following turns until he reaches the **Infirmary**.

Single use. He must be discarded after fighting once. You can keep his **Carry Item** by moving it to another Convict or Gangster.

CRAZY CHEMIST



During a fight, add a 3rd die roll to the your (normal) 2-dice roll result for your Convict, or for this Gangster or for the other.

Single use. He must be discarded after fighting once. You can keep his **Carry Item** by moving it to another Convict or Gangster.

UNLOCKED IN THE LEGACY EXPANSION

"BIG BILL"



BULLY

- When in the same board space as a rival, knock him onto any other adjacent board space (includes his own cell. excludes inaccessible rooms.) It costs you **-1 Action**. Once per round max.
- The **Attack/Steal** icon must be unguarded (or you own that guard).
- In addition, the knocked rival also loses **-1 Strength** slots.

"STICKY FINGERS"



HUSTLER

- Before you or any rival rolls dice in a Fight or Theft (Cell or Convict), call out a bet on which Convict or Gangster will win it. Ex: "Pig wins!"
- With a correct bet, pick **1 Contraband** card (Electric Chair) to add to your Cell Stash. Wrong bet? No card is gained.
- You can also place that Contraband card in your Carry Items.

G. JACKSON



DUELIST

- You can combine **2 Weapons** together during a Fight (instead of using 1, as normal) that come from this Convict's Carry Items. The weapons' combined **Attack Value** (p.13) caps off at **+5 max**.
- Only the lowest **Weapon Damage** of the 2 weapons is inflicted onto your victim (**-1 or -2 Action** loss).
- The weapons' combined **Attack Value** no longer has a maximum.

"SICK" BARGER



BRUTE

- When a rival wins a Fight against this Convict while using a weapon, this weapon breaks (is discarded) if the total **Attack differential** between you isn't of at least **3+**. (Ex: you=10. Rival=12. Weapon discarded!)
- In addition, the rival (hurt his hand!) also loses **-2 Strength** slots.

"COLD CUTS"



CANNIBAL

- When in your Cell, and on your turn, you can spend **-1 Action** to increase your **Strength** by **+1 slot** (by eating stashed body parts!) Once per round max.
- After you won a Fight, (...you bit your rival!), your **Strength** also increases by **+1 slot** while your rival's **Strength** decreases by **-1 slot**.

ROB Z.



JUNKIE

- When using the **PRIMAL** drug or "Binky Boost" Contraband cards, you don't suffer a Cunning loss (as you normally would).
- In addition to not suffering that loss, you increase your Cunning by **+2 slots** with the **PRIMAL** drug and **+1 slot** with the **Binky Boost**.

DANDY DUFRESNE



MANIPULATOR

- When in a room with a Guard that is not corrupted (thus, that is in a black stand), you can move that guard to any other **A-B-C** position in that room.
- You can do the same with a corrupted Guard (in a colored stand).

VINNIE



TRAPPER

- When a rival picks a **Cell Trap** card from your hand (Cell theft, p.13) or from 1 of your 3 other cells (p.10), or your **Guard Trap** (from the Legacy Expansion) is set off, you earn **+2 REP** (instead of +1).
- However, if you are the victim of a **Cell Trap** (in the same way) it has no effect on you other than award you **+2 Strength** slots.

OPTIONAL CONVICT

His skill has a "party game" vibe. Not a fan? Skip him.

NATAS ELPICSID



CULT LEADER

- When a rival Convict with less Cunning than you enters your board space on its turn, be quick to call out this Cult Leader's name backwards: "Satan Disciple". (It doesn't count if you're slow calling it). That rival loses **-1 Action** if he/she has Actions remaining on that turn.
- Instead of "Satan Disciple", call out that rival Convict's name backwards. Ex: "Z Bor" (Rob.Z). That rival also loses **-1 Cunning** slots.

PABLO ESKOALAR



EL PATRON

- NOTE: The Warden must be in the game to use Pablo. (p.19). The **Warden's** rules don't apply to you. So no need to pay him.
- Once you reach this level, you own the Warden. Swap his black stand for your colored stand, if one is available. Rivals that now enter his board space must pay **YOU** with any contraband or prison card (or suffer the normal consequences). This card becomes your Carry Item.

INCLUDED IN THE KICKSTARTER VERSION

INCLUDED IN THE KICKSTARTER VERSION

ANIMAL HECTOR



SADIST

- When you win a Fight with a weapon versus a Convict, that Convict loses **-1 Cunning** slot, while you increase yours by **+1 Cunning** slot.
- When you are in a rival's Cellblock, and that rival Convict was injured (in a Fight) and is recovering lying down in his Cell, "torment" him by simply having him lose **-1 Cunning** slots.

INCLUDED IN THE KICKSTARTER VERSION

ROOKIE



BRUISER

- You initiate a **Fight** with any rival at no Action cost.
- After any **Fight** you engage in (including Riots), no matter the outcome, pick a **Contraband** card from the Chair that you add to your Cell Stash, if you have room for it.

LEGACY EXPANSION



Get the LEGACY EXPANSION pack (not included) to unlock lots of additional content! Play the required number of total games to unlock each of the pack's 5 large envelopes as described on the next page. Plus, have any player complete a challenge below at any time during a game. After completing a challenge, open the small corresponding envelope marked with a numbered handcuff. Mark the completion by sticking a prison Tattoo over it's matching pale blue area on the Rhino Convict. Add the revealed content from the envelopes to a new game if desired.



Challenges with a scratch symbol correspond to the large envelope with this symbol. First unlock this envelope, add it's content, then take on the challenge.

1 A rival becomes KINGPIN in a "Normal" game! (p.7)

2 A game in TEAMS of 2 is played with 6 or 8 players!

3 A convict ESCAPES by using 4 Escape Tools!

4 3 provoked rivals have an opponent's TRASH TAG coin at the same time! (p.20)

5 2 GUARD TRAPS are set off in the same round!

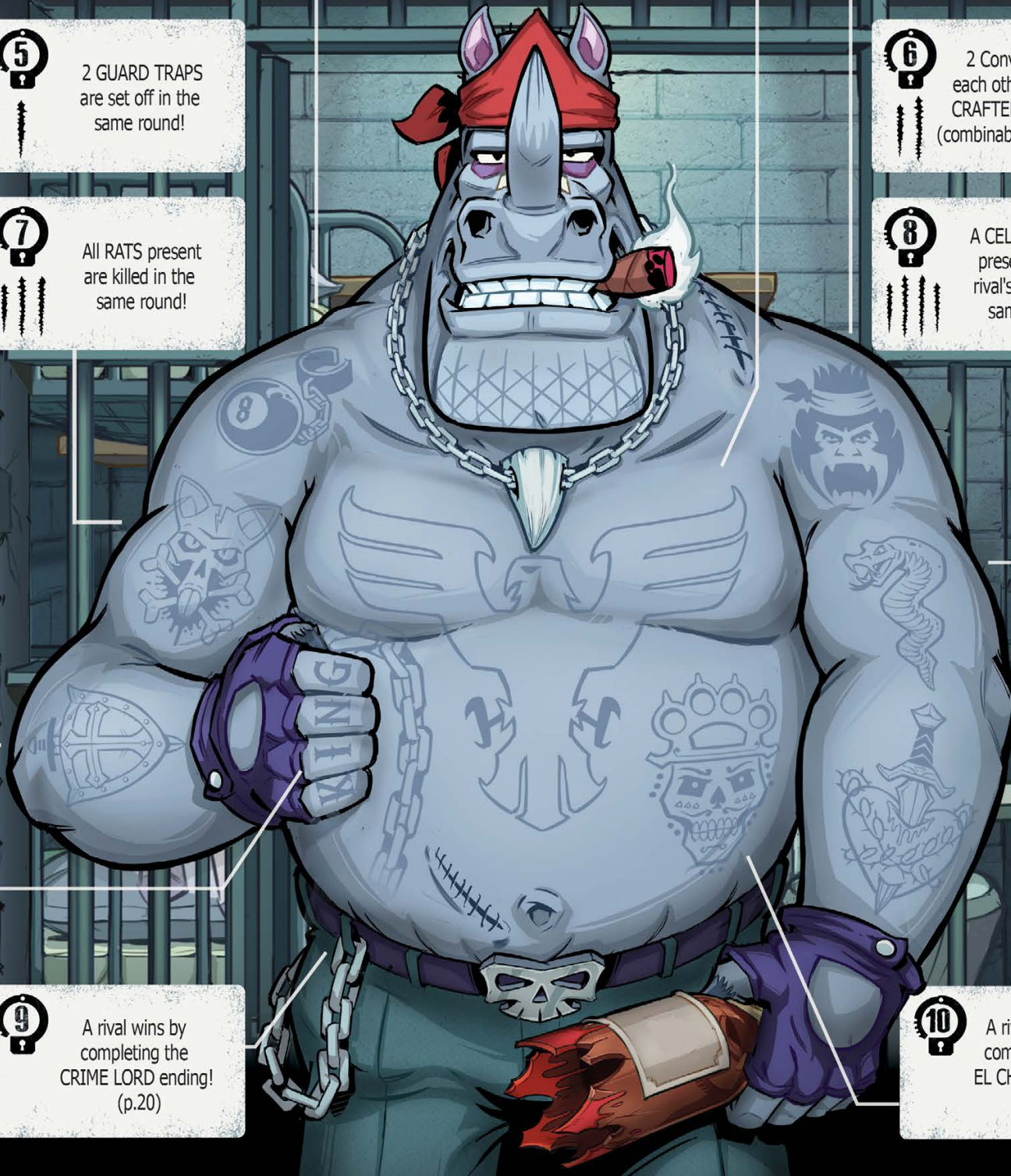
6 2 Convicts FIGHT each other, both with CRAFTED WEAPONS! (combinable cards. p.19)

7 All RATS present are killed in the same round!

8 A CELL ATTACK is present in each rival's cell at the same time!

9 A rival wins by completing the CRIME LORD ending! (p.20)

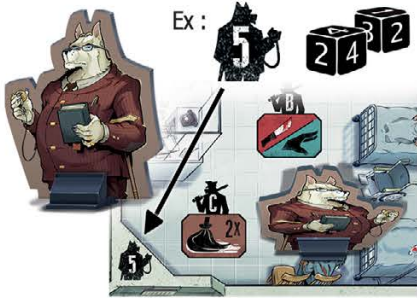
10 A rival wins by completing the EL CHAPO ending! (p.20)



THE WARDEN

Gotta' pay off that Bastard!

At start of rounds 1 to 4, roll dice and place Warden anywhere on the room/cellblock matching dice result (but not on a Board Icon). The 5 rooms and 4 cell-blocks each have his logo with numbers 2 to 12.



Ex: Dice=5. Warden goes in Infirmary.

If your Convict is on the Warden's board space at the **START** of your turn, **you must first pay the Warden** by discarding 1 Carry Item or Convict Upgrade. (The same applies if your Convict enters his space.)

Paid him? (No Action cost) Play on! You can also re-enter his space on that turn without repaying him.

Can't pay? You are automatically sent to THE HOLE and suffer the consequences. (p.5)

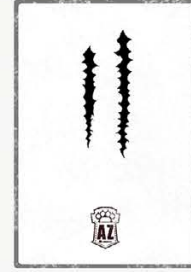
- You can't corrupt the Warden (unless you're Pablo Eskoalar or it's during the "Gift for the Warden" Event).
- Yes! Cellblock A and C have 2 dice results each.



PLAY **1** GAME
BEFORE YOU OPEN
THIS ENVELOPE.



Place sticker
of new content
rules here.



PLAY **2** GAMES TOTAL
BEFORE YOU OPEN
THIS ENVELOPE.



Place sticker
of new content
rules here.



PLAY **3** GAMES TOTAL
BEFORE YOU OPEN
THIS ENVELOPE.



Place sticker
of new content
rules here.



PLAY **4** GAMES TOTAL
BEFORE YOU OPEN
THIS ENVELOPE.



Place sticker
of new content
rules here.



PLAY **5** GAMES TOTAL
BEFORE YOU OPEN
THIS ENVELOPE.



Place sticker
of new content
rules here.



TRASH TAGS



Use Trash Tag coins to provoke your rivals on their turn.



(At game start, coins are distributed and then at REP levels 5 and 9.)

When a rival Convict enters your Convict's board space, you may **PROVOKE** "Call out" the rival with an instant verbal insult and one Trash Tag coin flash of your own.

Be crude, creative and fast!

Your Trash Tag coin (showing its right side) must then be placed (or thrown) next to this provoked rival's Game Mat.

Your provoked rival has until the **Night to Fight** you.

- If **NO FIGHT** occurs between you two before the end of round 4 (Step B on Card Helper) the provoked rival loses **-1 REP** for each of your Trash Tag coins he has.

- If **A FIGHT OCCURS** between you, there's no penalty. (in teams of 2, one teammate implicated in Fight suffices.)

In both cases, at round 5 permanently discard all placed coins.

Many coins from the same rival can be placed against you. However, one Fight between you discards ALL these coins.

THE GETAWAY

Legacy Expansion

You broke out! Now rely solely on your Strength, Cunning, owned guards and luck to fight off snipers, helicopters, boats...in hot pursuit!

Be the first to complete the 3 stages of the Getaway to win! You can't fail, but the cards' obstacles can slow you down enough for rivals to catch up!

STEPS

Line up the 3 shuffled decks face-down and away from an Escape Room.

- A** After your Escapee Convict's successful escape, on the same turn, place him next to deck 1 then reveal the top card there. (This Escapee no longer uses Actions, owned cards and REP.)
- B** Rivals, following turn order, can sacrifice their owned Guard(s) (sent to your pursuit!) to **ADD** to the card's padlock number(s). If chosen so, a rival places as many Guard stands as wanted next to that card/Convict. Each sacrificed Guard is discarded.
- C** Now, you can do the same and sacrifice your owned Guard(s) (to sabotage the pursuit!) to **REDUCE** the padlock number(s).

+ The card's Guard logo indicates if you add/reduce 1 or 2 per padlock. so +1 or +2 per rival stand / -1 or -2 per Escapee stand
Ex: "1" Guard. +3 (2 white, 1 blue) / -1 red = +2 total

- D** You roll dice to equal/surpass the **updated padlock number**.

Green padlock: + 6 \geq (11 + 2) 13

Red padlock: Same applies but with the Escapee's level. Two padlocks on a card? Both dice rolls must be successful.

Successful roll(s): Escapee convict moves up one deck and immediately replays these steps there.

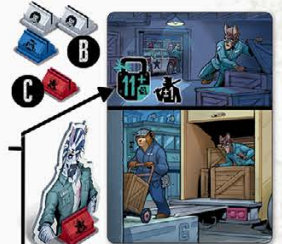
Failed roll: Escapee's turn ends. He must re-roll on that deck the following round.

Reveal a new card when an Escapee reaches a new deck or (failed) re-rolls. (Place old card beneath deck.) Discard Guard stands that were sacrificed here. Place those Guards back into black stands and on their initial A-B-C position.

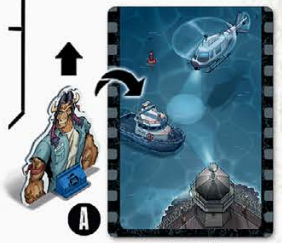
3 x 3 cards



Deck 3



Deck 2



Deck 1



Gameboard



UNLOCKED & ADVANCED CARDS

Unlocked Contraband cards, Prison Item cards and Convict cards have a STAR in one of their corners to mark that they are for advanced players. When playing with beginners it is best to take these cards out during game set-up.



ADVANCED END GAME VARIANTS: Experienced and wanting a bigger challenge? Agree from game start to add any or all of these end game requirements.

- **EL CHAPO:** Win by reaching the **KINGPIN** Reputation rank (level 14) and then being the first to successfully **ESCAPE!** Before an escape attempt is made, rival's REP points must stay at the 14 maximum level. In this situation, the Riot Event card doesn't end the game. Just keep playing rounds without Event cards.
- **CRIME LORD:** Complete **CRIME** cards to accumulate at least **3 CRIME POINTS**. These points are indicated on the bottom right of each card. Keep your completed cards board side. Once these 3 points are accumulated, the final **RIOT** (REP level 13) can be accessed.
- **GETAWAY:** (Legacy Expansion) After successfully escaping prison, be the first to complete the **3 GETAWAY** stages to win and gain true freedom! Follow steps above.

GUARD DIE VARIANT: Instead of rolling die for guard placement, reveal a Guard Tile at each round so you can gradually deduct the Guards' next A-B-C positions.

At game start, shuffle face-down then line up (board side) the 6 Guard placement tiles. **A** At the start of rounds, reveal the next tile in line and place guards on the board where indicated **B** (except for the game's 1st round where they are on "C"). Apply die rules on p.4. Once all 6 tiles are revealed, reshuffle them and continue with the same steps.

Variant designed with Jeremy Barr



CAN YOU FIND...

THE **6** MURDER WEAPONS FROM THE **CLUE** GAME THAT ARE SCATTERED IN CELLS HERE ON THE BOARD.

WHICH **8** FAMOUS CONVICTS, HAVE WRITTEN **GRAFFITI** IN SOME CELLS SEEN ON THE **INSIDE 4** PANELS OF THE GAME BOX.

THE **18** TOOTHBRUSHES SPREAD ACROSS THE ENTIRE GAME BOX?

