

# Prisoners of Chillon – Instruction Manual

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## 1. INTRODUCTION

You and your family are prisoners in the deepest, darkest dungeons of Château de Chillon. The only hope of escape is by making it through the Exit Door, either with the Key, or by trying your luck with some lock picks. The only things in your way are traps, guards, the ever-changing corridors and don't forget the other players all want the same thing as you...

## 2. PREPARING TO PLAY

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#### Board Pieces:

4 Prisoner Player Pieces:



4 Guard Pieces:



Board Tiles:

1 Start Tile



1 Key Chest Tile



1 Exit Tile



36 Map Tiles



## Cards:

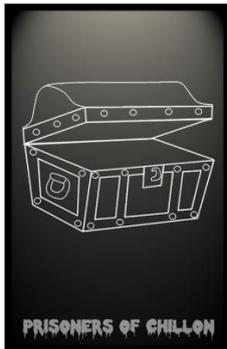
### 16 Attack Cards



### 16 "?" Cards



### 6 Chest Cards



## SET UP

At the beginning of the game the board will be mostly empty, with only the Start Tile, Key Chest Tile, and End Tile already in fixed positions. The rest is up to you.

Begin by placing all players on the starting Tile at the bottom of the board. Then proceed to shuffle all board Tiles into 1 pile. Then shuffle the 3 types of cards into 3 separate piles.

## 3. RULES

### ACTION POINTS

Action Points (AP), are your main method of progressing through the board. When you roll the dice, whatever number it lands on is the amount of Action Points you will receive. For example, if you rolled a 6, you would receive 6 AP. You can then use these points to do three things: Move, add a Tile and draw an Attack Card.

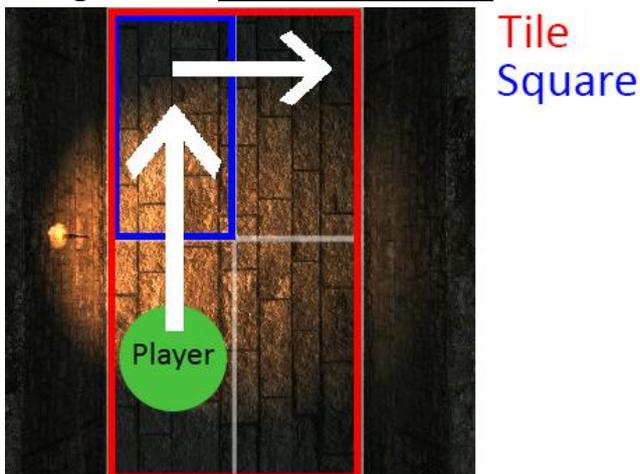
Moving costs you 1 AP per space, adding a Tile costs 3 AP per Tile, and drawing an Attack Card costs 1 AP per card. E.G. if you rolled a 6 you could:

- Move 6 spaces
- Add 2 Tiles
- Add a Tile then move 3 spaces/move 3 spaces then add a Tile
- Draw 2 attack cards and move 4 spaces
- Draw 2 attack cards, draw a Tile, move a space
- Etc.

You CANNOT save Action Points for another turn, you have to use them all in one turn.

### MOVEMENT

You can move along the squares on the Tiles in any direction and in any way you wish, including doubling back on yourself. However you can only move in straight lines, NOT DIAGONALLY.

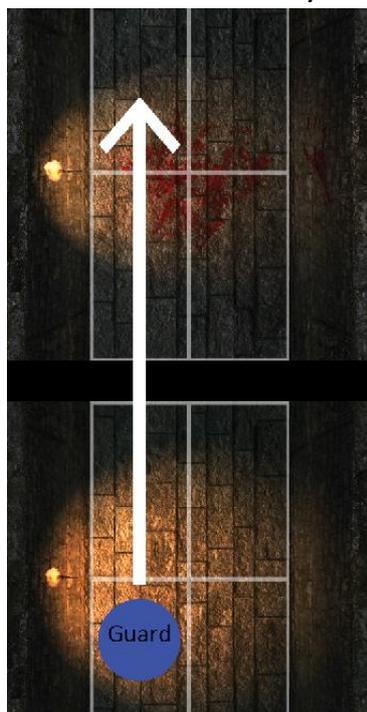


## **TILE PLACEMENT**

You can place the Tiles anywhere you wish within the available grid. This includes placing Tiles with walls in front of corridor Tiles to block off a path, everything is allowed.

## **GUARDS & TRAPS**

Whenever you land on a trap Tile, you will miss a turn. Also, a guard will spawn on this trap Tile. The player who triggered this trap will then move the guard at the end of their turn. Guards do not move on a square by square basis, and instead move Tile by Tile.



The player does not control the guard, and has to move them towards the nearest player, including themselves if that's the case. Any player caught by a guard will be sent back to the Start Tile & all items returned to their spawn locations.

A guard will also spawn on the Key Chest Tile after a player collects the Key and leaves that tile. A guard will disappear from the board after they have moved for 5 turns. There can be no more than 4 Guards on the board at any one time.

If the player has an attack card that causes a guard to follow a specific player, then they shall do so for 3 turns. These 3 turns will not affect the amount of regular turns the guard has left to move. If a guard has 4 turns left and then he

follows a player for 3 turns, then after those 3 turns the guard will still have 4 standard turns left. If for some reason the guard cannot follow the chosen player, then he will continue on as normal.

### **BLOCKING THE BOARD**

If the board is completely blocked off to the point where no one can advance, then the last player that placed down the Tile that effectively ruined the game, is sent back to the Start Tile. The next player can then decide what Tile to move to open up a path.

### **STUCK?**

If you've gotten yourself in a situation where you are completely trapped on one tile with no way out, then after 2 turns with no progress you can "dig a way out" and move onto a different tile.

## **4. HOW TO PLAY**

### **STARTING THE GAME**

To begin, each player rolls the dice, highest roll goes first. The player that won the dice roll will then make their first roll, and use their Action Points (AP) as they please (see ACTION POINTS under **3. RULES** for more info).

### **THE GOAL**

Your ultimate goal is to escape the dungeon through the Exit Door. You can do this by the main method, which is making your way to the Key. Or you can try your luck with lock picks, should you happen upon any...

### **SPECIAL TILES ("?" TILES & CHEST TILES)**

When you draw a Tile, if you notice a "?" square on it, once the Tile is placed you can land on that square to draw a card. After this however, you CANNOT hang around that "?" square to abuse it. If you want to use the "?" Tile again, you need to move off the "?" on your roll, and then on your next turn after that, you can move back on.

If you land on a Chest Tile you can draw a Chest Card which can give you a number of rewards.

## **USING CARDS**

There are 3 types of cards you can draw:

"?" CARDS will activate a random effect that can be good or bad. You might get to place another Tile, or you might wake up a guard...

CHEST CARDS will give you different kinds of items or buffs, so long as they aren't empty chests... You can only hold a maximum of 2 Chest Cards at one time.

ATTACK CARDS can be drawn on your turn at the cost of 1 AP, but you cannot hold more than 2 Attack Cards, unless otherwise stated by special cards that require you to pick up. You can discard an Attack Card for 1 AP. Using the card costs the amount specified in the top right of the card itself.

They give you ways to hinder other players, such as sending them back specified amount of spaces, making them miss a turn or you can save others for when you need it. Either way, these cards will mess up other players badly, and vice versa...

## **COLLECTING THE KEY**

When you manage to get the key a guard will spawn in the Key Chest room, all other players will likely be heading straight for you. You'll want to make a break for the Exit door as quickly as possible. If other players get to you first however...

## **MUGGING OTHER PLAYERS**

If your opponents have any sort of item on them, you can land on the same square as them and attempt to mug them, stealing all their items.

When this happens, the mugger and the victim roll the dice to see who gets the higher number. If the mugger gets the higher number, they have successfully stolen everything from the victim. However if the victim rolls higher, then he keeps all his items and knocks out the mugger, causing the mugger to miss a turn on his next go.

If for whatever reason you want to be horrible and mug someone who doesn't even have any items, then you will simply knock them out and they'll miss a turn. This is of course assuming you still win the dice roll...

## **WINNING THE GAME**

When you finally manage to land on the exit door Tile, if you have the key then you can head straight through and you've won!

If you don't have the key, but you've managed to obtain some lock picks from a chest you can attempt to pick the lock on the door. Roll the dice, if you rolled a 4 or higher, then you have successfully picked the lock and won the game. If however you roll lower than a 4, the lock pick breaks. If you have more than 1 lock pick then you can attempt this again on your next turn.

## **LOSING THE GAME...**

If somehow you end up in a situation where all the players have been sent back to the starting square and you are completely blocked in by a wall, then tough luck. The game is over, everyone loses, no one escapes, and whoever trapped you all here is a monster. Game Over.