

# HIT, THE Silk!

## DRAFT RULEBOOK v1.7

(slang) To parachute (use a parachute).

*"With the engine on fire he had to punch out and hit the silk".*

### Overview

It was always going to be a daring heist. Everything was going to plan until the pilot seized a gun from the lockbox, opened the emergency door and fired three rounds into the engine before bailing with his parachute and a spare!

You need to secure the loot but now you're a parachute down on a plane that's losing altitude. Fast. Who can you trust? Who's got the cash? Where are the 'chutes? Can you hold your nerve before you Hit the Silk!?

### Your Mission

Win the game by having a parachute and sufficient cash between you when you Hit the Silk!

### Number of Players

Team	3	4	5	6
Target £	80k	100k	130k	160k
Available £	120k	170k	220k	290k

### Game Preparation

1. Layout the Altimeter and set the needle to the correct altitude according to your team size:

Team Size	3	4	5	6
Altitude	16,000ft	19,000ft	22,000ft	25,000ft

2. Layout the Card Organiser so that you can see the three card areas marked: Draw, Discard and Laundry
3. Locate all Flannel Cards and put them on the Laundry Pile face up
4. Establish the number of players and remove any cards marked with a higher number in the top left hand corner. For example, for a four-player game, return any cards marked 5 or 6 back to the game box.~



5-6 Player Games: please note that one of the parachute cards that is marked 4 is excluded from a 5 or 6 player game as it has been replaced

5. Set aside the following cards from your deck: Keys, Spy, Steal, Kung Fu
6. Shuffle the remaining deck and deal 6 cards face down onto the lockbox by the Altimeter
7. Re-integrate the cards you set aside in step 5 and shuffle the deck once more
8. Deal 6 cards to each player
9. Players then select 2 cards to dispose of, by placing them face up on the Discard pile.

**NB: Players must always be holding 4 cards, which remain secret from other players.** (If, at the end of a turn, a player has fewer cards than their hand size, they must draw a flannel).

## Game Format

Hit the Silk has three game formats. This gameplay guide will centre on the core game and then detail any changes needed for other modes in the Appendix [\[page x\]](#)

- Core Game: The optimum mode in which to learn or teach the game
- Double Cross: This mode introduces some additional rules around trading and threats
- Travel: This mode converts the game to be played solely with the deck of cards for travel use

This Instruction manual will centre on the Standard mode and then detail any changes needed for the other modes.

## Game Objectives

By whatever means they can (theft, threats, trades) players must

1. Ensure their survival by sourcing a parachute and forming an alliance with other players who are ready to Hit the Silk!
2. Secure enough cash between the jumpers to satisfy the casino debt (see page x for cash targets)

The catch: you need to admit you are in possession of a parachute and a good amount of money to form an alliance, but as soon as you do, you become a target for thieves and mercenaries.

At the end of the game (either when a vote is agreed or when it's the last chance altitude to Hit the Silk!), players must jump from the plane.

Any surviving\* players add up all the cash in their possession. If they have made the target, they all win. If not, they lose when the casino come looking for their dues.

\*To survive, you must have a parachute and not be handcuffed to a player without a parachute.

Players handcuffed together will die if they do not hold enough parachutes between them.

Players left on the plane without a parachute are given a slim chance of survival by attempting to land the plane.

## On your turn

You can do all of the following:

1. Change a card (once per turn)
2. Take as many actions as your hand of cards allow.
3. Trade with another player
4. You can do these actions in any order. Your turn expires when you have completed as many actions as you wish.

**IMPORTANT:** If you take no actions on your turn, reduce the altitude by 500 ft and then the next player may start their turn.

## Changing a Card

On your turn, you can discard 1 of your cards and place it at the top of the discard pile face up or on the laundry pile if it is a flannel. *Reduce the Altimeter by 500ft* (creators note: new for version 1.7). You then pick up the following number of cards from the top of the draw pile (according to the Altimeter):



- Height is > 19,000 ft: 1 card
- Height is > 13,000 ft: 2 cards
- Height is > 7,000 ft: 3 cards
- Height is > 1,000 ft: 4 cards

- If you picked up more than 1 card, you choose which to keep and place the remainder face up on the top of the discard pile. *You must always discard before you pick up.*
- **Remember:** you can only ever hold a maximum of 4 cards in your hand.
- If the *DRAW* pile is exhausted, flip over the *DISCARD* pile, shuffle them and replenish the *DRAW* pile.

## Card Actions

On your turn, you can play multiple actions – as many as the cards in your hand allow.

If you play an action with a symbol that tells you to adjust the altitude of the plane, you must adjust the altitude before you play the action. For example, a key may say “-500 ft.” – you must move the altimeter needle 500ft lower. Some actions do not impact the altimeter.

### 1. Steal

When you steal, lay your steal card down, face up, on the *DISCARD* pile and adjust the altimeter. Select two cards at random from another player of your choice. You look at both cards and choose one to steal and one to return.

The victim takes a flannel to replace the stolen card.

#### Clarifications:

- If you attempt to steal and your victim reveals a Knife Card, you are unable to proceed. You cannot steal from another player (unless you hold a second steal card). Instead, draw a Flannel Card.

### 2. Spy

You can check any other players' hand. You are free to tell other players what these cards are, but you might be bluffing.

Your Spy card is placed face-up on the *DISCARD* pile, adjust the Altimeter and draw another card, from the *DRAW* pile, which can be used immediately if desired.

### 3. Handcuffs

You can handcuff any two players together (including yourself). This is a tactic is sometimes used by players without parachutes to prevent others from voting to *Hit the Silk!* Adjust the Altimeter and place the handcuffs card in front of one of the players you are handcuffing, then place the corresponding (numbered) handcuff token beside the other. After using the handcuff card, take a Flannel Card to your hand.

#### Clarifications:

- If two handcuffed players *Hit the Silk!* then they will both need parachutes.
- It is possible to create a chain of 3 handcuffed players.
- If both your hands are cuffed, you cannot play a Kung Fu move.

### 4. Keys

You can use a key once on any given turn. Adjust the Altimeter and then choose to use the key in one of two ways:

- You can unlock any set of handcuffs in the game and the players are no longer bound to each other. Your key card goes face-up on the *DISCARD* pile and you take a flannel. The handcuff card also returns face-up to the discard pile and its corresponding token returned to the playing area.
- You can open the lockbox and inspect any cards that exist in there. You may choose one and return the remainder to the lockbox. Your key card goes to the *DISCARD* pile.

#### Clarifications:

- Players may announce the remaining contents of the lockbox if they wish, but they may also bluff about the contents.

## 5. Poison

You can poison any player. Adjust the Altimeter and then remove the poison card from play (each poison card can only be used once) by returning it to the box. Pick up a Flannel Card. When poisoned, the selected player receives a Poison Token.

After 7,000 feet, any poison *not yet used* loses its deadline and is rendered useless.

A player can recover from poisoning by taking an antidote. This can be played by any player but must be played before the plane drops below 5,000 ft as marked on the Altimeter.

A player who has been poisoned and is still on the plane at 5,000 ft dies unless they have been given or used the Antidote. The player withdraws from play (placing their cards face up in front of them). Any other player may then steal from their hand (once, as a free action, on their turn) by discarding one card to the *DISCARD* pile) and picking up one from the dead player.

### Clarifications:

- If the poison is rendered useless at 7,000 feet, any player who draws it from the *DRAW* pile, must remove it from play and return it to the box. They may then draw another card instead.
- If the poison is already held by a player, they must remove it from play and return it to the box. They draw a Flannel Card to replace it.

## 6. Antidote

You can use the antidote on any player including yourself. Adjust the Altimeter and then remove the antidote card from play (each antidote can only be used once). Pick up a flannel card. Once you or they have taken it, the effect of the poison is undone and the Poison Token is removed from play.

### Clarifications:

- You must take the antidote before the plane hits 5,000ft, at which point the effects of the poison have become fatal.

## 7. Kung Fu Move

Adjust the Altimeter and place the Kung Fu move card face-up on the discard pile.

This card enables you to punch a weapon out of a player's hand. You can do this either:

- On your turn to a player you know has a knife or gun
- Speculatively to any player to see if they are holding a weapon
- Reactively during another players' attempt to punch you, negating their punch

If you successfully kicked a weapon or defended another Kung Fu move, you draw a new card, which can be used if it is your turn. If you did not displace a weapon, you draw a flannel from the Laundry pile

### Clarifications:

- A Kung Fu move will not defend you against a bullet or an attempt to steal. You cannot kick poison from a player's hand.

## 8. Shoot a Player

You can shoot any player if you are in possession of a revolver **and** a bullet. You must show both cards. Adjust the Altimeter and place the bullet card face-up on the discard pile. The revolver remains in your hand and you may look at all of your victims' cards and draw one of your choice from them.

Once you have fired the shot, that player is injured, and their hand limit is **permanently** reduced to three cards. If it is the second bullet they have received, they are killed and take no further

part in the game. No cards are taken from them after a second bullet and the three cards in their hand are thrown out of the plane and completely removed from play.

## 9. Other Cards

Briefcases (money), knife, parachute, flannel – have no associated actions. These cards can be traded but have no use other than fulfilling or defending your game objectives.

## Trading

Players may offer trades with other players. In a trade, a verbal agreement is made. Then, the players secretly pass one of their cards face-down to trade with the other. They can choose to honour the deal or double-cross them by passing a different card to the one they agreed.

### Remember:

- When trading an equal number of cards must be traded. For example, you can offer a knife and £20k for an antidote and a key.

## Altitude Drop

Throughout the game, the plane will lose altitude as players perform actions. When the Altimeter indicates an opportunity to *Hit the Silk!* the players must vote to either *Wait* or *Hit the Silk!*

When the altimeter needles passes the following altitudes: 21,000ft; 15,000ft; 9,000ft; 3,000ft. A vote takes place IMMEDIATELY as the needle passes the gauge, even if interrupting a player's turn.



Players take the opportunity to discuss their plans, each trying to gauge who can be trusted, who has a parachute and if there is sufficient money to *Hit the Silk!* The player to the left of the current player (who most recently caused the Altimeter to change) then votes first. Players then vote in a clockwise order.

## The Vote

- If there is a majority decision to wait, the plane suffers from turbulence. The white dice is rolled, and the plane drops a significant altitude as indicated by the roll.
- If the vote is tied, there is no jump. NB – do not roll the dice after the vote at 3,000 feet.

- The player to the left of the current player (who recently caused the altitude to change) then votes first. Players vote in clockwise order and if there is a majority decision to *Hit the Silk!* then players reveal their hands, and the result of the game is determined.

## Win or Lose?

When players finally *Hit the Silk!* players with parachutes survive and count their money.

### WIN:

If they have collectively met their cash target, they have succeeded.

### LOSE:

- If the parachutists have less than the target cash (see page X for cash targets) they lose
- If you were killed, you lose
- If you are handcuffed to another player and there were not enough parachutes to support you both, you lose. (Any money held can still be counted towards the team goal)

### 'SCORE':

- The team result is any surplus cash to the target. E.g. if the target was £70k and they escaped with £90k, their 'score' is £20k.
- If you have no parachute available to you and you are not attached by handcuffs, you can attempt to **Land the Plane** (see below)

### Clarifications:

- To survive a jump in handcuffs, there must be as many parachutes as handcuffed players. These can be held by 1 or more players and distributed after the vote to Hit the Silk!
- When playing with a tandem parachute card, the decision as to who you are taking with you can be announced after the vote has been counted.

## Land the Plane

After a group has *Hit the Silk!* anyone left without a parachute, who is still alive and not attached by handcuffs to another parachutist has a chance to *Land the Plane*. If this is more than one player, they will play cooperatively to land the plane.

If they are in possession of the Pilot Licence, they will gain more control over the plane and better their chance of landing it. If they are not, they have one last ditch attempt to find it: they can discard up to 4 cards and draw that many replacements to find the Pilot Licence. They can steal from any poisoned players **and** inspect the lockbox if they have a key.

Next, flip the Card Organiser over to reveal the end game board. Place the aeroplane token in the top left start position. [insert image]

Roll the two, blue dice. With the result you must choose to move the plane horizontally with one value and vertically with the other value. For example, if you roll a 3 and a 2, you can move 3 across and 2 down OR 2 across and 3 down. [insert diagram].

If, however, one of the dice indicates a mandatory direction of movement, the decision of which to move across/down is made for you. For example, if you roll a 1> and a 3, you must move the plane across 1 and down 3.

If both dice indicate a mandatory direction of movement, you must move the plane as directed – even if they are both across or both down movements. For example, if you roll a 1> and 1>, you must move the plane across 2.

The objective is to land the plane on the landing strip (bottom right of the board).

- If the plane descends below the surface line, it crashes, and you lose
- If the plane passes beyond the right edge, it crashes into the mountain and you lose
- If the plane touches down on the landing strip, you must hit the brakes. Roll one dice to determine the final move *across* the landing strip. If you roll a down indicator, you lose. If you pass beyond the final space into the mountain, you crash and lose. If you come to a standstill on the landing strip, you have survived.
  - If you survive, you win. You are presumed dead by the casino and can keep whatever cash you have in your possession.

Pilot Licence: the pilot licence allows you to deduct a value of 1 from one of the dice, on each turn.

If the plane is successfully landed and the parachutists successfully hit their target, the overall game winner is the player landing the plane if he has more cash than the team has that is surplus to their target.

E.g. a Player who lands the plane with £30k beats a team of 3 parachutists with £120k (£20k surplus to a £100k target).

## Tactics

Discussion is important, but dangerous. Revealing you have valuable items demonstrates you are crucial to the team that escapes, but also leaves you vulnerable to theft. We recommend you start the first game being partially open about your money and cautious about your other possessions.

## Further Handcuff Rule Clarifications

- If you are handcuffed together, you will both need a parachute to survive – you cannot share a parachute except the Tandem Parachute.
- If you are handcuffed to a dead player, you will need a key to remove the handcuffs and jump alone. You can also attempt to source an additional parachute and strap it to a dead player to jump together.
- If multiple players are handcuffed together, they can all survive a jump, as long there are sufficient parachutes between them. They could be held by 1 or more persons.

## APPENDIX

### Travel Mode

The purpose of this mode is to enable you to play Hit the Silk! on the move, without some of the components:

1. All dice
2. The Pilot Licence
3. The Altimeter
4. *The Card organiser is optional*

Additionally, disregard any altitude changes indicated on the cards.

### Round based play

The game is played like this:

1. Play takes place across a maximum of 4 rounds.
2. Players take turns to trade cards and take actions in a clockwise direction, with a different player starting each round.
3. When changing cards, you can discard 1 of your cards and place it at face-up on the discard pile (or on the laundry pile if it is a flannel). You then pick up from the top of the discard pile:
  1. Round One: x1 card
  2. Round Two: x2 cards
  3. Round Three: x3 cards
  4. Round Four: x4 cards
4. The round finishes when every player has had a turn.
5. At the end of each round, players decide if they want to *Hit the Silk!* or *Wait* – they vote in a clockwise direction, starting with the player who started the round.
6. If there is a majority decision to *Hit the Silk!* ALL players will jump out of the plane – there's no opportunity to land the plane.
7. At the end of the 4<sup>th</sup> round, the plane is in jeopardy and all players must *Hit the Silk!*

### Advanced Gameplay

The following rules are optional. You can use any of them to enhance the standard game when you are familiar with the rules.

#### Additional Actions

1. **Handcuffs:** you can handcuff yourself to any briefcase in your hand. No one can steal that briefcase from you. Place the handcuff card in front of you and the handcuff token too. Anyone can unlock this. The briefcase is counted towards your hand limited, but the handcuffs are not. You replace them with a flannel.
2. **Revolver:** threaten a player. If you have a revolver, you can threaten to shoot a player. The altimeter is not affected. The player threatened can ask for proof of a revolver. If they are threatened, they have four choices:
  - a) They can show you all their cards. You can take one of your choice and discard another card face-up. The player threatened picks up a flannel to replace the item they lost.
  - b) Refuse to give up their items, at which point you must pull your trigger. If you have a bullet, they will be shot (see standard rules for procedure). If you have no bullet, you must place your empty gun face-up on the discard pile and replace it with a flannel.
  - c) Produce their own revolver and create a *Standoff*.
  - d) They can perform a Kung Fu move to dismiss the threat. The assailant loses the revolver face-up to the discard pile. This move can be negated by Kung Fu move in retaliation.
3. **Disposal:** throw items off the plane. You can do this any time, there is no card required. You can throw up to 2 items off the plane (completely removing them from play). For every item you

throw off, you must discard face-up another one. This is a drastic action that can dramatically alter the course of play.

## Advanced Trading: Challenges

If you both agree a trade, both parties place the cards face down for the exchange. If there are no challenges, the cards are swapped without incident.

- If one of the parties suspects a double cross, they can challenge, and the suspect must turn their card over.
  - If they were lying, the accuser can take the originally agreed card (or ANY card they own if there was a bluff) and trade it for their face down card. They can also abort the transaction.
  - If they were being truthful, they can take the originally agreed card from you (or ANY card you own if you were bluffing) and trade it for their card.

## Advanced Trading: Counter Challenge

The suspect can also make a Counter Challenge and the accusers' card is also revealed.

- If only one of the parties was telling the truth, the honest trader may take the originally agreed item (or another card if it was a bluff) in exchange for their original trade offered. They can also abort. In addition, the honest trader may swap another card from his hand for another card from the liar.
  - If both parties, lied, the transaction is void
  - If both parties told the truth, the transaction is void.

## The Four Flannel Rule

It is rumoured that there is a way to stitch flannels together to create a rudimentary parachute. Unless you have confirmation of the method, your attempt will result in death. You will not find this method in this Game Play guide.

## Freefall Mode

Freefall mode encourages some late drama after players have jumped.

1. A knife can be used to sever the strings of a parachute of any player in the jump and take up to £20,000 of their cash.
2. A gun and bullet can be used to injure/kill any player in the jump (all their money is recovered and counted on the ground and count towards winnings)
3. A Kung Fu move can be used to defend either of the above actions.