

THE
**ESCAPE
PLAN**
BOARD GAMES



GAME ADD-ON GUIDE

Thank you for purchasing this add-on pack to **Hit the Silk!**

Extra Cargo takes a modular approach to game extensions for **Hit the Silk!** and players can add as many or few **Modules** as they wish. This **Guide** makes recommendations on how to play, how to integrate them with the base game and comments on the impact of combinations.



IN THE PACK...



SET UP CARD X 1

ALTITUDE DIE MODULE



ALTITUDE DIE X 1

INCIDENT CARDS MODULE



INCIDENT CARDS X 8
(INCIDENTS x 6 & TRIGGERS x 2)

EXTRA CARGO CARDS MODULE



EXTRA CARGO CARDS X 4

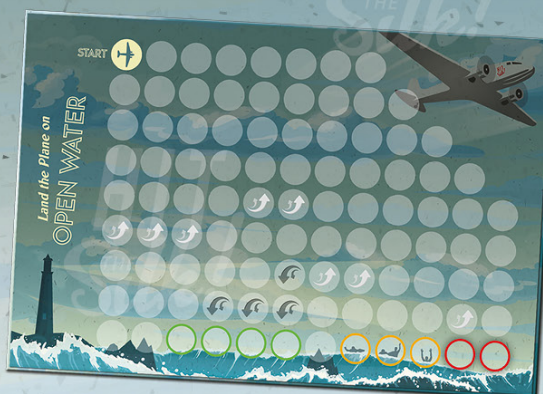
OPEN WATER SCENARIO



FLARE GUN CARD X 1



LIFE JACKET CARDS X 6



DOUBLE SIDED GAME BOARD X 1

We recommend you introducing each **Module** *without* the others at least once to gain familiarity before integrating several **Modules**.

ALTITUDE DIE

The **Altitude Die** can be included in any game of **Hit the Silk!** but **should** be included if you are playing with **Incident Cards**. The **Altitude Die** adds an element of chance, which can lower or occasionally raise the **Altimeter**.

HOW TO PLAY

- 1 After a vote is taken whether to **Hit the Silk!**, the **Altimeter** ordinarily drops **1,000ft**. Instead of dropping **1,000ft**, players roll the **Altitude Die** to determine how much the **Plane** drops.
- 2 The **Altitude Die** is also used as directed on two of the **Incident Cards**: **Updraft** and **Losing Fuel Fast** – these are incidents which cause a change in **Plane** altitude.

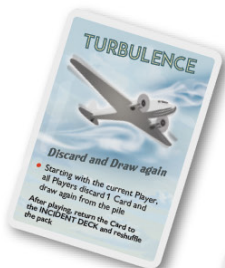


INCIDENT CARDS

The **Incident Cards** can be included in any game of **Hit the Silk!** but you must use the new **Card Organiser** with a space marked out for them. **Incident Cards** bring thematic moments to the game and may cause loss of cards or altitude. These cards are designed to benefit those further from their game objectives.

THE CARDS

- **Updraft:** Causes the **Plane** to ascend, buying the team more time.
- **Losing Fuel Fast:** The reverse of **Updraft**, causes the **Plane** to descend, mounting the pressure.
- **Turbulence:** Causes everyone to discard a card and draw again – this is beneficial for players seeking different cards, but not so helpful if you're happy with your inventory.
- **Twister:** Causes everyone to pass a card to their left – a chance to offload something you don't need. Hopefully, replacing it with something useful!
- **Lightning:** Causes everyone to drop a card and replace it with a **Flannel** card. If drawn at lower altitudes, this card can be devastating to both team and individual objectives.
- **Broken Fuselage:** Decompression means items are sucked out of the **Plane** from the **Draw** pile. This card can add tension, drama, and difficulty if an **Antidote** or something important is blown away.
- **Incident!:** These are two trigger cards that appear in the **Draw** pile randomly and direct you to draw one of the **Incident Cards** above.



HOW TO PLAY



To set up a game with **Incident Cards**, follow these instructions:

- 1** Set aside the **Card Organiser** and replace it with the **Extra Cargo Card Organiser**. When using this **Card Organiser**, place all the **Flannel** cards in the **Cargo** pile, which operates in the same way as the **Laundry** pile from the base game. (If you are also playing the **Open Water** scenario, then refer to the instructions later in this guide).
- 2** Before setting up the game as usual, place the two **Incident!** trigger cards face up on the **Discard** pile. You should only use one **Incident!** card for 3 player games and optionally for other player counts, if fewer **Incidents** are preferred.
- 3** For 3-5 Player games, increase the starting altitude by **2,000ft**.
- 4** Shuffle the six **Incident Cards** and place them on the **Incident** pile, face down. Whenever an **Incident Card** is drawn by a player, an additional card needs to be drawn from the deck. Resolve the **Incident** after you've finished drawing and discarding cards.

After playing, put the **Incident!** trigger card on the **Discard** pile face up.

Reintegrate and shuffle the resolved **Incident!** card back into the **Incident** deck. The **Incident** may occur again later.

Incident Cards Clarifications:

- When a **Twister** occurs, players must only pass a card that they possessed before the **Twister** happened.
- When **Lightning** occurs, players must draw a **Flannel** card, and not the top card of the **Laundry** or **Extra Cargo** pile.
- If **Broken Fuselage** occurs, the item sucked out of the **Plane** cannot be the **Flare Gun**. If drawn, place the **Flare Gun** on the **Discard** pile and draw the next card to discard.
- **Losing Fuel Fast** can trigger a vote to **Hit the Silk!** or expiry of the **Poison** card, or the last chance for the **Antidote** card to be used.
- If an **Updraft** takes the **Plane** back above a voting indicator on the **Altimeter**, there is no repeat of the vote.
- An **Updraft** does not reverse the expiry of the **Poison** card, nor the need for an **Antidote** card.



EXTRA CARGO



The **Extra Cargo** cards are included to bring some variety to the game play. They can be used in any game of **Hit the Silk!** Introducing these cards to the game would add more cards to the **Draw** pile and lower the chance of finding the card you seek when drawing. So, for each piece of **Cargo** you add, another card is removed to retain balance in the deck.

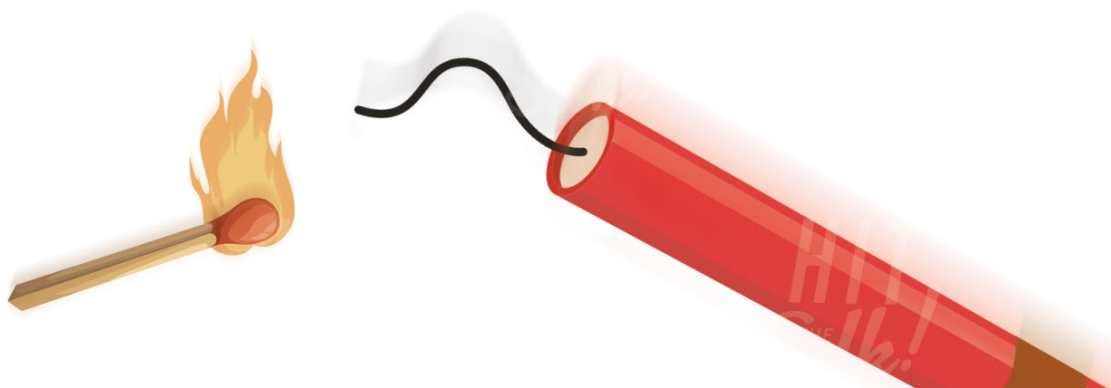
We recommend the following card substitutions:

- 1 **ADD:** Dynamite and Match | **REMOVE:** Revolver and Bullet
- 2 **ADD:** Gag | **REMOVE:** Key
- 3 **ADD:** Cockpit Key | **REMOVE:** Knife



THE CARDS

- **Gag:** Silences another player until someone frees them with a **Knife** card – in this case, the **Knife** card is shown, but not discarded. This card is not recommended for a 3 player game.
- **Cockpit Key:** Enables a player to evade an action taken against them and hide in the **Cockpit** area.
- **Dynamite:** Adds the threat of losing cards to a player by sticking **Dynamite** to them, who can gamble and ignore it... they can discard 1 card to get rid of it now or be forced to discard 2 cards to disable the threat if someone lights it with a **Match**.
- **Match:** Enforces the loss of a card on a player who has **Dynamite** strapped to them. Occasionally used in spite, but also strategically to dislodge a player from their advantageous position of a strong inventory.



HOW TO PLAY



To set up a game with **Extra Cargo** cards, follow these instructions:

- 1 Add the **Extra Cargo** cards you would like to play with and remove the same number of other cards (see suggestions on **Page 6**).
- 2 Set aside the **Card Organiser** and replace it with the **Extra Cargo Card Organiser**. When using this **Card Organiser**, place all the **Flannel** cards in the **Cargo** pile, which operates in the same way as the **Laundry** pile from the base game.
- 3 Shuffle the **Extra Cargo** cards and place them face up on the **Cargo** pile on top of the **Flannel** cards.
- 4 If you're also playing **Open Water**, then set the **Life Jacket** cards on top of the **Extra Cargo** cards.

Extra Cargo cards are first lifted from the **Cargo** pile instead of a **Flannel** card (whilst available), but then placed on the **Discard** pile once used. When the **Draw** deck is replenished, these cards are then integrated into the new **Draw** deck. Thus, in the early part of the game, there is a consolation when a player needs to draw a replacement card.

Players may not draw from the **Cargo** pile during the '**Change one of your Cards**' action.

Extra Cargo Clarifications:

- A handcuffed player wishing to use the **Cockpit Key** must seek agreement from all other players to enter the **Cockpit** as a group.
- After entering the **Cockpit**, you cannot draw cards, trade with players or play actions.
- If you are in the **Cockpit** on your turn without having played the **Cockpit Key** card (because you were attached by handcuffs) the **Plane** drops **500ft** and you cannot do anything until your next turn.
- Players outside the **Cockpit** cannot play any actions on players inside the **Cockpit**.



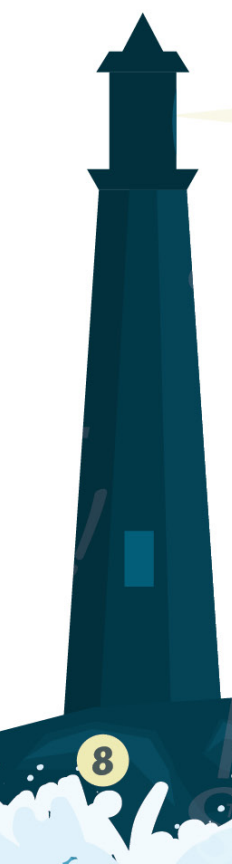
OPEN WATER


Open Water is a new scenario for **Hit the Silk!** with the **Plane** descending into the sea. It introduces the following fundamental changes:

- Increases the player hand limit to **5 cards**.
- Introduces a requirement for individuals to also be in possession of a **Life Jacket** card to survive when they **Hit the Silk!**
- Introduces a new **Land the Plane** sequence, with varied individual outcomes according to who is in possession of **Life Jacket** cards and the **Flare Gun** card, where used.
- Optionally, introduces another team objective to secure the **Flare Gun** card as a team – this increases the difficulty of group success.

GAME SET UP


- 1** Set aside the **Card Organiser** and replace it with the **Extra Cargo Card Organiser**. When using this **Card Organiser**, place all the **Flannel** cards in the **Cargo** pile, which operates in the same way as the **Laundry** pile from the base game. Now place the **Life Jacket** cards indicated for your player count (marked on the top left of the **Life Jacket** cards) on top of the **Flannel** card pile, face up. If playing with **Extra Cargo**, place these between the **Flannel** card and the **Life Jacket** cards, face up.
- 2 (Optional)** Add the **Flare Gun** card. If you do, integrate it into the pile you shuffle during point 6 of the base game set up. It will appear either in a players hand, the **Draw** pile, or the **Lockbox**.
- 3** Remove the **Pilot's Licence** card (no one here is qualified to land a **Seaplane!**).
- 4** Only discard 1 card during **Point 10** of the base game set up.



- 
- 5 If you are also playing with the **Incident** cards, follow these instructions:
 - Place the 2 **Incident** trigger cards face up on the **Discard** pile.
(**Option:** for fewer **Incidents**, use 1 **Incident** trigger card)
 - For 3-5 player games, increase the starting altitude by **2,000ft.**
 - Shuffle the 6 **Incident** cards and place them on the **Incident** draw pile, face down.
 - 6 If you are also playing with **Extra Cargo**, follow the instructions on **Page 7**.

NEW OBJECTIVES



- 1 In addition to a **Parachute** card, players must all be in possession of a **Life Jacket** card when they **Hit the Silk!** You will not survive **Open Water** if you **Hit the Silk!** without a **Life Jacket** card, but any **Cash** you have obtained still counts towards the team target.
 - 2 (**Optional**) In addition to the target **Cash**, the team must also be in possession of the **Flare Gun** card. If it's held by anyone left on the **Seaplane** after the team has **Hit the Silk!** then those stranded in **Open Water** will not survive unless the **Seaplane** successfully lands in the **Amber Zone** with the **Flare Gun** card in the possession of the player(s) landing the **Seaplane**.
- 

LAND THE SEAPLANE ON OPEN WATER

After a group has **Hit the Silk!** anyone left without a **Parachute** card, 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 **Seaplane**.

Set aside the cards and flip the **Extra Cargo** game board over to reveal the **Land the Plane on Open Water** game playing space. Place the **Plane** token (or mini **Seaplane** if you have it) on the **Start** circle.

Reminder: the **Pilot's Licence** card has been set aside for this module and the **Seaplane** cannot be tightly controlled as per the base game.

Roll the two white **Dice**. With the result, you must choose to move the **Seaplane** horizontally with one value and vertically with the other value.

Examples are provided in the main **Game Play Guide** to **Hit the Silk!** and differences are detailed here:

WIND GUSTS

If the **Seaplane** encounters a **Wind Gust**, it is automatically thrust one square up or down as indicated by the arrow. Each **Wind Gust** is only activated once per turn.

Example 1: If the **Seaplane** moves **3 ACROSS** but encounters a **Wind Gust** with an up arrow on the second move, it moves across two circles, then up one, then resumes the remainder of the original **3 ACROSS** roll and moves one more circle across.



With this roll of the Dice, the player chose to move **2 DOWN** and **3 ACROSS**, encountering an upward **Wind Gust** on their second horizontal move and producing the above end result.

Example 2: If the **Seaplane** moves **2 DOWN** but encounters a **Wind Gust** with an up arrow on the first move, it moves down 1 circle, is returned to the circle above, and then moves down by the remaining 1 according to the original move of **2 DOWN**. The **Seaplane** now stays on this circle without moving up again as the **Wind Gust** has already been activated.

Both up and down **Wind Gusts** work in the same way – they are resolved during counting, not subtracted, or added at the start.

Players may choose whether they move the **Seaplane** across or down first.

LANDING POSITION

- If the **Seaplane** descends below the water surface line, it crashes and the players on it **LOSE**.
- If the **Seaplane** passes beyond the right edge, they are too far from the **Lighthouse** to be rescued and they **LOSE**.

Note: In the absence of a runway, there is no requirement to brake the **Seaplane** once landed.



If the **Seaplane** successfully lands at water surface level, the following outcomes are possible:

- **Rocks** (circles 1, 2 and 7 from the left) – players on the **Seaplane** crash and **LOSE**. The **Seaplane** may pass horizontally through **Rocks**, but must not come to rest on them.
- **Green Circles** (circles 3-6) – players on the **Seaplane** are spotted by the **Lighthouse** and are rescued independently of the team of parachutists. They **WIN** if they are holding more **Cash** than the team of **Parachutists** has surplus to their target.
- **Amber Circles** (circles 8-10) – the player(s) join the **Parachutists** in **Open Water**. The player(s) do not need a **Life Jacket** card, but re-join the team and need (between all players) the target **Cash** to satisfy the **Casino Debt**. Any **Cash** held can contribute to the target.
 - If playing with the **Flare Gun** card, one of the players must also be holding the **Flare Gun** card.
- **Red Circles** (circles 11-12) – The players on the **Seaplane** are too far away to be spotted by the **Lighthouse**. They will only be rescued if the **Parachutists** survived and decide to save the players on the **Seaplane**.
 - If playing with the **Flare Gun** card and the players on the **Seaplane** have it in their possession, they can decide whether or not to rescue the surviving **Parachutists** in **Open Water** (**Amber Circles**). The players on the **Seaplane** do not need a **Life Jacket** card.

INDIVIDUAL OUTCOMES

YOU LOSE IF...

- 1 You are **Poisoned** to death or **Shot** to death on the **Plane**
- 2 You were **Handcuffed** to another player and jumped without enough **Parachutes** between you
- 3 You were **Handcuffed** to another player but one or both of you didn't have a **Life Jacket** card (in this instance, you both die but the team can recover any **Cash** you possessed)
- 4 You landed in **Open Water** by **Parachute** without a **Life Jacket** card (in this instance, you die but the team can recover any **Cash** you possessed)
- 5 You crashed the **Plane** into **Rocks** or **Water**, or flew too far from the **Lighthouse**
- 6 You didn't have enough **Cash** as a team to settle the **Casino Debt**
- 7 You landed the **Plane** in the **Red Area** and the **Parachutists** didn't rescue you

If also playing with the **Flare Gun** card:

- You landed in the **Amber Area** (either by **Parachute** or **Plane**), but you didn't have the **Flare Gun** card
- You landed the **Plane** in the **Red Area**, but you didn't have the **Flare Gun** card





YOU SURVIVE IF...

- 1 You **Hit the Silk!** with a **Parachute** card, held a **Life Jacket** card and the team had enough **Cash** to settle the **Casino Debt**
- 2 You landed the **Plane** in the **Green Area**
- 3 You landed the **Plane** in the **Amber Area** and the reunited team had enough **Cash** to settle the **Casino Debt**
- 4 You landed the **Plane** in the **Red Area** and the **Parachutists** chose to rescue you – in this case, all **Cash** is pooled together to pay the **Casino Debt**

If playing with the **Flare Gun** card:

- You **Hit the Silk!** with a **Parachute** card, held a **Life Jacket** card and a **Flare Gun** card, and the team had enough **Cash** to settle the **Casino Debt**
- You landed the **Plane** in the **Green Area**. You don't need a **Flare Gun** card – you are spotted by the Lighthouse.
- You landed the **Plane** in the **Red Area** with a **Flare Gun** card. You were rescued
- You landed the **Plane** in the **Amber Area**, any player held a **Flare Gun** card and the surviving team had enough **Cash** to settle the **Casino Debt**

YOU WIN IF...

- 1 You landed the **Plane** and survived, being rescued independently from the **Parachutists** with more **Cash** than their surplus.
- 2 You survived and are part of a group of **Parachutists** with more surplus **Cash** to the target than any survivors trying to land the **Plane**.
- 3 If a player or players who have landed the **Plane** hold the same amount of **Cash** as the surplus held by the survivors, then both parties win.
- 4 If the player(s) who have landed the **Plane** in **Red Circles** were rescued by the **Parachutists**, then both parties win.



HIT THE SILK!
EXTRA CARGO

Open Water Clarifications:

- Players may not draw from the **Cargo** pile during the '**Change one of your Cards**' action to get a **Life Jacket**. They are obtained only when you would normally draw a **Flannel** card.
- If a player is **Shot** in a game of **Open Water**, their hand is permanently reduced to 4 cards, not 3.
- When discarding a **Life Jacket** card, it must go to the **Cargo** pile.





www.escapeplanboardgames.com

Escape Plan Board Games. Copyright 2021 – All rights reserved.