



HIT
THE
Silk!



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

OPEN WATER SCENARIO



FLARE GUN CARD X 1



LIFE JACKET CARDS X 6

INCIDENT CARDS MODULE



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

EXTRA CARGO CARDS MODULE



EXTRA CARGO CARDS X 4



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**.

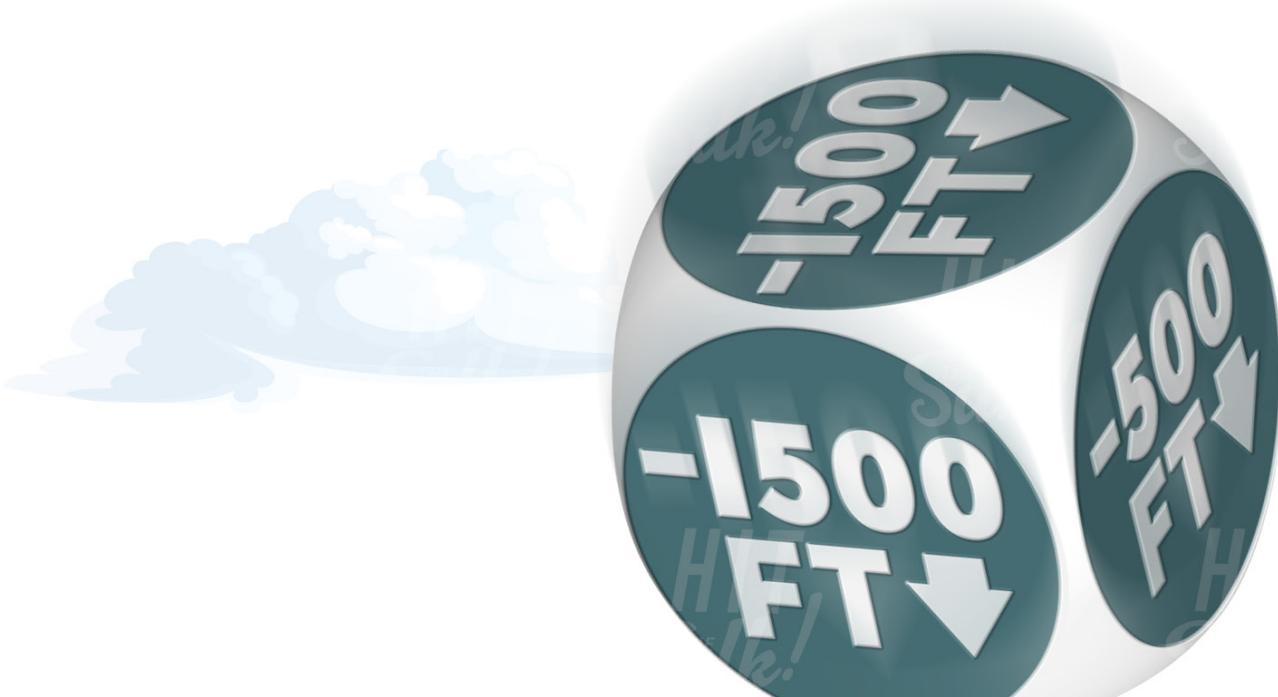
ALTITUDE DIE

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.

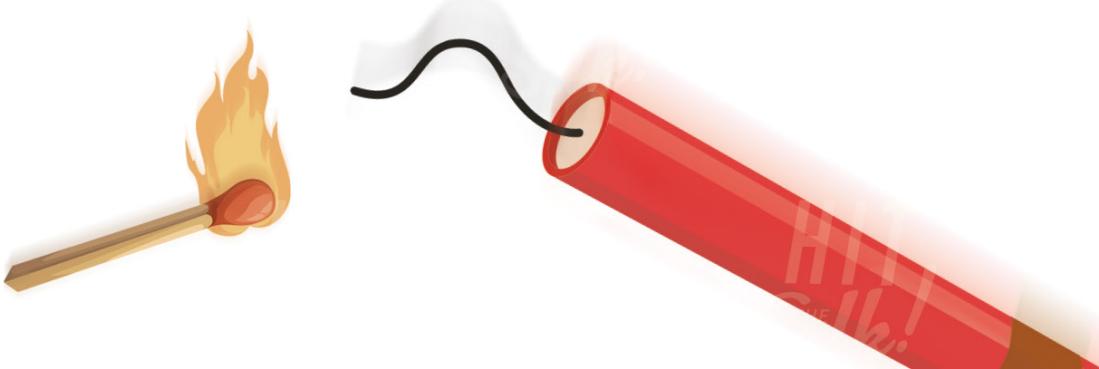
We recommend the following card substitutions:

- 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...

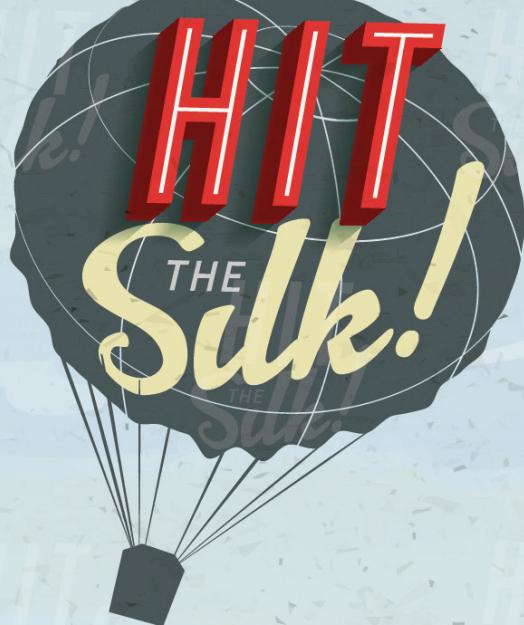
- 1 You landed the **Plane** and survived, being rescued independently from the **Parachutists** with more **Cash** than their surplus.
- 2 You survived and are part of a group of **Parachutists** with more surplus **Cash** to the target than any survivors trying to land the **Plane**.
- 3 If a player 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.



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.





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