

ESCAPE
PLAN
BOARD GAMES

HIT

THE
Silk!

GAME
PLAY
GUIDE

FOR
3 TO 6
PLAYERS



(Slang) To Parachute
(use a parachute).

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

HIT THE Silk!

THE HEIST

It was always going to be a daring job. With a Casino debt to settle, the Money Plane was hijacked. 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 enough 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 Lay out 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 Lay out the **Card Organiser** so that you can see the three card areas marked: **DRAW, DISCARD, 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 4 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 is replaced by the Tandem Parachute card

- 5 Set aside the following cards from your deck:

KEY, SPY, STEAL, KUNG FU



- 6 Shuffle the remaining deck and deal **6 cards** face down onto the **Lockbox** next to 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 Any cards remaining from this deck are placed face down on the **Draw** pile
- 10 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 draw **Flannel** cards as needed to replenish up to the hand limit.

GAME MODES



Hit the Silk! has three game modes. This **Game Play Guide** will centre on the core game and then detail any changes needed for other modes in the **Appendix** (Page 13).

- **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



OBJECTIVES

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

- 1 Ensure their survival by sourcing a **Parachute** card 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 2 for **cash** targets).

The catch: you need to admit you are in possession of a **Parachute** card and a good amount of **cash** 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 the **Altimeter** marker is at **1,000ft**), players must jump from the **Plane**.

Any surviving players add up all the **cash** in their possession. If they reach the target, they all **WIN**. If not, they **LOSE** when the **Casino** come looking for their dues.

To survive, you must have a **Parachute** card and not be **Handcuffed** to a player without a **Parachute** card. Players **Handcuffed** together will **die** if they do not hold enough **Parachute** cards between them.

Players left on the **Plane** without a **Parachute** card 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

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 **500ft** and then the next player may start their turn.

CHANGING A CARD

Once per 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's a **Flannel** card.

Reduce the **Altimeter** by **500ft**, then pick up the following number of cards from the top of the **Draw** pile (according to the **Altimeter**):

Height is > 19,000ft: 1 card

Height is > 13,000ft: 2 cards

Height is > 7,000ft: 3 cards

Height is > 1,000ft: 4 cards

- If you picked up more than one 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** card may say “-500ft” – you must move the **Altimeter** needle 500ft lower. Some **actions** do not impact the **Altimeter**.



1 STEAL

When you **steal**, lay your **Steal** card face up, on the **Discard** pile and adjust the **Altimeter**. Select 2 cards at random from another player of your choice. You look at both cards and choose 1 to **steal** and 1 to return. The victim takes a **Flannel** card 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.

Place your **Spy** card 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 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, add 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 KEY

You can use a **Key** card 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** card. The **Handcuffs** card also returns face-up to the **Discard** pile and its corresponding **Handcuffs 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 by returning it to the **Box** and pick up a **Flannel** card. Each **Poison** card can only be used once

When **poisoned**, the selected player receives a **Poison Token**. After **6,000ft**, any **poison** not yet used loses its deadliness 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 **4,000ft** as marked on the **Altimeter**.

A player who has been **poisoned** and is still on the plane at **4,000ft** dies unless they have been given or used the **Antidote** card. 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** card is rendered useless at **6,000ft**, 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** card is already held by a player at **6,000ft**, 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** card on any player including yourself. Adjust the **Altimeter** and then remove the **Antidote** card from play (each **Antidote** card 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 **4,000ft**, at which point the effects of the **Poison** will become fatal.

7 KUNG FU MOVE

Adjust the **Altimeter** and place the **Kung Fu** 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 **Revolver**
- 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** card 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** card. You must show both cards. Adjust the **Altimeter** and place the **Bullet** card face up on the **Discard** pile. The **Revolver** card 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

Briefcase cards (**cash**), **Knife** cards, **Parachute** cards and **Flannel** cards 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 cards face down to **trade** with the other. They can choose to honour the deal or double-cross them by passing a card or cards different from the agreement.

Remember:

- When **trading**, an equal number of cards must be **traded**.
For example, you can offer a **Knife** card and **£20k** card for an **Antidote** card and a **Key** card.

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!**

At the following altitudes a vote takes place **IMMEDIATELY** as the needle passes the gauge, even if interrupting a player's turn.

21,000ft 17,000ft 13,000ft 9,000ft 5,000ft

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 **cash** to **Hit the Silk!**



THE VOTE

- If there is a tie or a majority decision to **wait**, there is **NO** jump. The **Plane** suffers from **turbulence** and drops **1,000ft**.
- 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 **Parachute** cards survive and count their **cash**.

WIN:

If they have collectively met their **cash** target, they **WIN**.

LOSE:

- If the **Parachutists** have less than the target **cash** (see page 2) they **LOSE**.
- If you were killed, you **LOSE**.
- If you are **Handcuffed** to another player and there were not enough **Parachute** cards to support you both, you **LOSE**. (Any **cash** held can still be counted towards the team goal)

SCORE:

- The team result is any surplus **cash** to the target. **For example:** if the target was **£80k** and the team escaped with **£100k**, their '**Score**' is **£20k**.
- If you have no **Parachute** card available to you and you are not attached by **Handcuffs**, you can attempt to **Land the Plane** (see next page).

Clarifications:

- To survive a jump in **Handcuffs**, there must be as many **Parachutes** as **Handcuffed** players. These **Parachutes** 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** 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 plane.

If they are in possession of the **Pilot's Licence** card, 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's Licence** card. They can **steal** from any **poisoned** players and inspect the **Lockbox** if they have a **Key** card.

Take the **Land the Plane!** board and place the red **Plane Token** in the top left start position.

Roll the two white **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

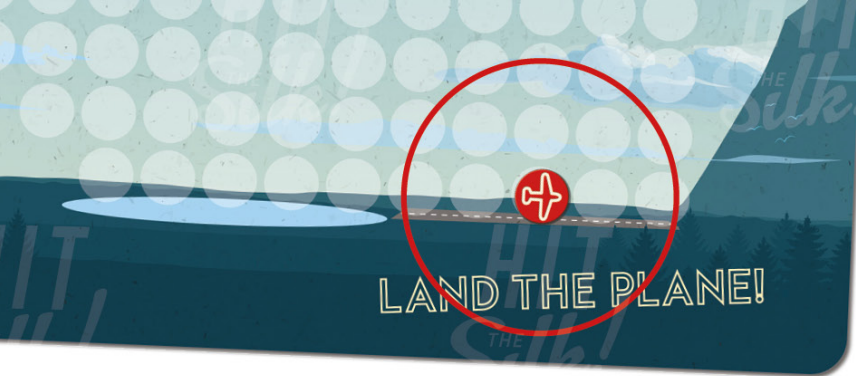
If however, one of the **Dice** indicates a mandatory direction of movement, the decision of which to move across/down is made for you.

For example: If you roll a **1 ACROSS** 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 ACROSS** and a **1 ACROSS**, you must move the **Plane** across **2**





The objective is to land the **Plane** on the **Landing Strip** (bottom right of the board).

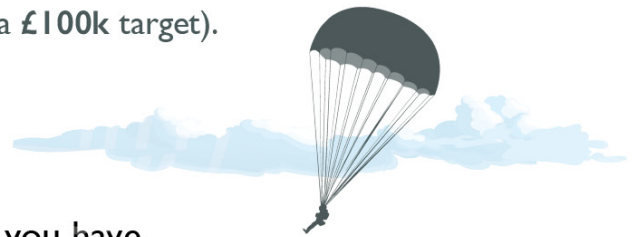
- If the **Plane** descends below the surface line, it **crashes**, and you **LOSE**
- If the **Plane** passes beyond the right edge, it **crashes** into the mountain and you **LOSE**
- If the **Plane** touches down on the **Landing Strip**, you **must** hit the brakes. Roll one **Die** to determine 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's Licence: the **Pilot's Licence** card allows you to deduct a value of 1 from one of the **Dice**, on each turn, including **1 ACROSS/1 DOWN** rolls and when rolling one **Die** to brake on the **Landing Strip**.

If the **Plane** is successfully landed and the **Parachutists** successfully hit their target, the overall game winner is the player landing the **Plane** *if* they have more **cash** than the team has that is surplus to their target.

For example: 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 **cash** 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** card.
- If you are **handcuffed** to a dead player, you will need a **Key** card 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 one 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's 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 face up on the **Discard** pile (or on the **Laundry** pile if it is a **Flannel** card). You then pick up from the top of the **Draw** pile:

Round One: x1 card

Round Two: x2 cards

Round Three: x3 cards

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, beginning 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 4th round, the **Plane** is in jeopardy and all players must **Hit the Silk!**



ADVANCED GAME PLAY

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 limit, but the **Handcuffs** are not. You replace them with a **Flannel** card.
- 2 Revolver:** Threaten a player.
If you have a **Revolver** card, you can threaten to shoot a player. The **Altimeter** is not affected. The player threatened can ask for proof of a **Revolver** card. If they are threatened, they have four choices:
 - a) They can show you all of their cards. You can take one of your choice. The player threatened picks up a **Flannel** card 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** card, they will be shot (see standard rules for procedure). If you have NO **Bullet** card, you must place your empty **Revolver** card face up on the **Discard** pile and replace it with a **Flannel** card.
 - c) Produce their own **Revolver** card and create a Standoff.
 - d) They can perform a **Kung Fu** move to dismiss the threat. The assailant loses the **Revolver** card 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 throw up to 2 items off the **Plane** (completely removing them from play). For every item you throw off, you must discard another one, face up. You can do this any time, there is no card required.
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(s) over.

- If the suspect was lying, the accuser can take the originally agreed card (or ANY card owned by the suspect if there was a bluff) and trade it for their face down card. They can also abort the transaction.
- If the suspect was being truthful, the suspect can take the originally agreed card from the accuser (or ANY card owned if there was a bluff) and trade it for their card.

ADVANCED TRADING: COUNTER CHALLENGE

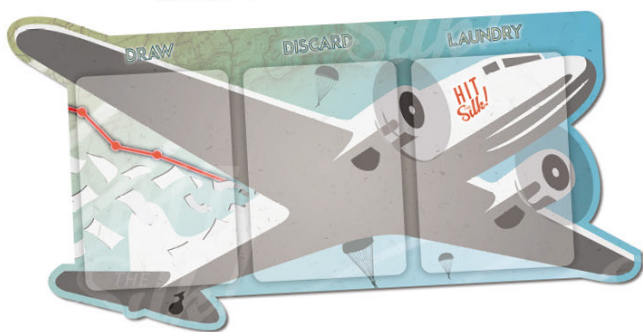
The suspect can also make a **Counter Challenge** and the accusers' card is also revealed.

If only one of the parties was telling the truth, the honest trader may take the originally agreed card(s) (or another card if it was a bluff) in exchange for the original card(s) offered. They can also abort. In addition, the honest trader may swap another card from his hand for another card from the liar.

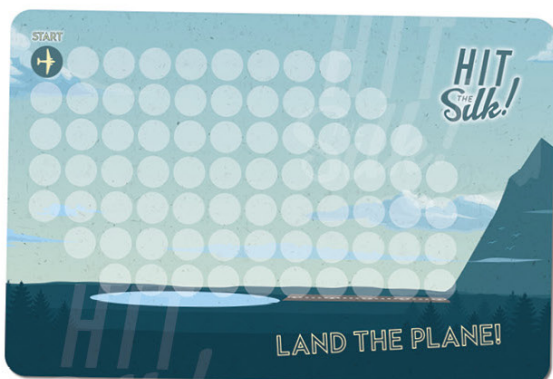
- If both parties lied, the transaction is void
- If both parties told the truth, the transaction is void.

BOX CONTENTS

CARD ORGANISER X 1



LAND THE PLANE! GAME X 1



ALTIMETER X 1



WOODEN PLANE TOKEN X 1



DICE X 2



PLAYING TOKENS X 6



PLAYING CARDS X 70





www.escapeplanboardgames.com

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