

The logo for Escape Plan Board Games, featuring the words "ESCAPE PLAN" in a bold, sans-serif font with a small airplane icon integrated into the letter "A".

ESCAPE
PLAN

BOARD GAMES

A large, dark grey parachute with a white grid pattern is the central focus. The title "HIT THE Silk!" is printed on it. "HIT" is in large, red, 3D block letters. "THE" is in smaller, white, sans-serif letters. "Silk!" is in a large, yellow, cursive script font. The background of the cover is a blue sky with white clouds, a white airplane flying away, and several parachutes. A silhouette of a person is visible at the bottom of the parachute's suspension lines.

HIT THE Silk!

A red circular badge with white text indicating the edition of the game.

SECOND
EDITION

GAME
PLAY
GUIDE



(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 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!**

TARGET CASH

| Team Size | 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 | 18,000ft | 20,000ft | 20,000ft | 24,000ft |



- 2 Lay out the **Card Organiser** marked with **LAUNDRY, INCIDENT, DRAW, DISCARD**.
- 3 Place all **Flannel** cards on the **LAUNDRY** pile, face up.
- 4 Shuffle all **Incident** cards and place them face down on the **INCIDENT** pile.
- 5 Remove any cards not needed for your team size. These are marked by a number in the top left hand corner.

EXAMPLE: For a 4 player game, return any cards marked 5 or 6 back to the Game Box.

- 6 Set aside the following cards from the deck: **KEY, SPY, STEAL, KUNG FU**. 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 6** and shuffle the deck. Deal **6 cards** to each player face down. Any cards remaining from this deck are placed face down on the **DRAW** pile.
- 8 Players then select **2 cards** to dispose of, by placing them face up on the **DISCARD** pile and keep the remaining 4 a secret.



NOTE: Players must always be holding **4 cards** (unless shot), which remain secret from other players. If, after a turn, any player has fewer cards, they draw **Flannel** cards until they are holding **4 cards**.

OBJECTIVES

By searching, stealing or trading, the 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 their target **Cash**).

When a **Vote** to **Hit the Silk!** is agreed or when the **ALTIMETER** marker is at **1,000ft**, players with parachutes jump from the **plane**.

Any surviving players add up all the **Cash** in their possession. If they reach the **Cash** target, they all **WIN**.

If not, they **LOSE** when the **Casino** comes for their dues.

NOTE: see page 10 for survival conditions when handcuffed.

Players left on the **plane** without a **Parachute** card are given a chance of survival by attempting to **Land the Plane!**



ON YOUR TURN

The last person to board a airplane starts the first turn and play proceeds clockwise thereafter.

At the START of your turn ONLY:

- 1 Discard any Flannel cards to the **LAUNDRY** pile and draw the same number of cards from the **DRAW** pile. After this you cannot discard Flannel cards when you **CHANGE A CARD**, until you next turn.

Then at ANY TIME during your turn:

- 2 **ONCE** per turn, you can **CHANGE A CARD** (see next page).
- 3 Trade with another player (see next page).
- 4 Take as many **ACTIONS** as your cards allow (see pages 6-8).

At the END of your turn ONLY:

- 5 If you took any actions, lower the **ALTIMETER** by 1,000ft.

CHANGING A CARD

Once per turn, you can discard 1 of your cards and place it face up on the top of the **DISCARD** pile. You cannot discard a **Flannel** card in this step.

Pick up the number of cards from the **DRAW** pile, as directed by the number indicated on the **ALTIMETER**. You must always discard before you pick up.

EXAMPLE:
When the plane drops from 14,000ft to 13,000ft the number of cards drawn by a player increases to 3.

If you drew more than one card, you may choose which to keep and place the remainder face up on the top of the **DISCARD** pile. You must discard only the excess cards that you drew and not any from your hand.

REMEMBER: You can only hold a **maximum of 4** cards in your hand, unless shot. If the **DRAW** pile is exhausted, flip over the **DISCARD** pile, shuffle it and replenish the **DRAW** pile.

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. Trades cannot be conducted face-up.

NOTE: 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.



CARD ACTIONS

On your turn, you can play multiple **actions** – as many as the cards in your hand allow. You may also play any new cards you draw during your turn.



1 STEAL

- › Discard a **Steal** card face up
- › Select **2 cards** at random from another player of your choice
- › Look at both cards and **Steal** one of them and return the other
- › The victim takes a **Flannel** card to replace the stolen card

If you attempt to steal and your victim reveals a **Knife** card, you are unable to proceed. That player does **NOT** discard the **Knife** card. You cannot steal from another player, unless you hold another **Steal** card. Instead, draw a **Flannel** card.

2 SPY

- › Discard a **Spy** card face up
- › Secretly look at **all 4 cards** of another player of your choice
- › Draw a new card

If you wish, you can announce what the cards are! You can be truthful... or lie!

3 HANDCUFFS

- › Place a **Handcuffs** card in front of any player (including yourself)
- › Place the corresponding **Handcuffs token** in front of another player
- › Draw a **Flannel** card

Handcuffing players together that do not have enough parachutes between them is a tactic to prevent others from voting to **Hit the Silk!**

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. They can all survive a jump, as long there are sufficient parachutes between them held by one or more persons.
- If both of your hands are cuffed, you cannot play a **Kung Fu** card.
- If you are handcuffed to a dead player, you must unlock the **Handcuffs** with a **Key** card or source another parachute for them to survive the jump.





4 KEY

You can use a **Key** card in two ways:

UNLOCK HANDCUFFS

- › Discard a **Key** card face up
- › Return a **Handcuffs** card to the **DISCARD** pile
- › Return the corresponding **Handcuffs token** to the playing area
- › Draw a **Flannel** card

When you unlock **Handcuffs**, those players must now secure **Parachutes** independently.

OPEN THE LOCKBOX

- › Discard a **Key** card face up
- › Look at all of the **LOCKBOX** cards and draw one to your hand in secret

When you open the **LOCKBOX**, you may announce what the cards are, but you may bluff or stay silent.



5 POISON

- › Remove the **Poison** card from play
- › Place the **Poison** token in front of the selected player
- › Draw a **Flannel** card

After the **plane** drops to **6,000ft**, any **Poison** card not yet used, expires and loses its deadline.

A player can undo the effects of **poisoning** by taking an **Antidote**. This can be played by any player, even out of turn, 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 **poisoned** player withdraws from play, placing their cards face up in front of them.

The other players, as an action and once on their turn, may then **Loot** from the dead player's hand by discarding one card to the **DISCARD** pile and picking up one from the dead player.

- Each **Poison** card can only be used once.
- Any player who draws expired **Poison** card after 6,000 ft, must remove it from play, return it to the **Game Box** and draw another card.
- If the **Poison** card is already held by a player at 6,000ft, they must remove it from play, return it to the **Game Box** and draw a **Flannel** card to replace it.



6 ANTIDOTE

- › Remove the **Antidote** card from play
- › Remove one **Poison** token from a player
- › Draw a card

You can use the **Antidote** card on any player including yourself. It can be played out of turn. Once used, the effect of the **Poison** is undone and the **Poison Token** is removed from play.

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

- › Discard a **Kung Fu** card
- › Select a player to disarm
- › If they have a **Revolver** card or a **Knife** card they discard one at random and draw a **Flannel** card
- › If you successfully disarmed a player, **Draw** a card
- › If they did not hold a weapon, draw a **Flannel** card

You can react to a **Kung Fu** card out of turn by also playing a **Kung Fu** card, which negates their attempt to disarm you.

- You cannot kick a **Poison** card from a player's hand.
- A **Kung Fu** card will not defend you against a **Bullet** or an attempt to **Steal**.

8 SHOOT A PLAYER

- › Show a **Revolver** card and keep it in your hand
- › Remove a **Bullet** card from play
- › Select a player to shoot, look at all of their cards and Draw one to your hand
- › Your victim does not replace the card and their hand limit is permanently **reduced to 3 cards**

If your victim has already been shot, you cannot look at their cards. Instead the victim looks at your cards and removes **2** of them from the game in an act of revenge. Then, you draw **Flannel** cards to replace them. Additionally, you are no longer allowed to make **TRADES** with other players.



9 OTHER CARDS

Cash cards, **Knife** cards, **Parachute** cards, **Pilot's Licence** cards and **Flannel** cards are assets to help with your game objectives. They can be **traded** but have no associated **actions**.

INCIDENTS

Throughout the game, the **plane** will lose **altitude** after players perform **actions**. When the **ALTIMETER** indicates, the Current Player draws an **Incident** card and follows its instructions.

At the following altitudes an **Incident** card is drawn:



If it is an opportunity to **Hit the Silk!** the players can discuss their plans, each trying to gauge who can be trusted, who has a **Parachute** card and if there is sufficient **Cash** to **Hit the Silk!**



THE VOTE

At 9,000ft and 5,000 ft, players vote to either: **Wait** or **Hit the Silk!**

The player about to start a turn, votes first. Players vote in a clockwise order and if the majority decides to **Hit the Silk!** then players reveal their hands, and the result of the game is determined.

If there is a tie or a majority decision to wait, there is NO jump and play resumes.

At 1,000ft there is a mandatory bail out and all players reveal their cards. Those with a parachute must **Hit the Silk!**





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 by Bullet or Poison, 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.

EXAMPLE: If the target was **£100k** and the team escaped with **£120k**, their '**Score**' is **£20k**.

- 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 is announced after the **Vote** has been counted.
- If you have no **Parachute** card available to you and you are not attached by **Handcuffs**, then you can attempt to **Land the Plane!** (see next page).



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!** with alternating turns.

If any player is 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:

- › Discard up to 4 cards and draw replacements to find the **Pilot's Licence** card
- › They can **loot** any **poisoned** players
- › They can open 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.



EXAMPLE:
If you roll a 3 and a 2, you can move 3 across and 2 down OR 2 across and 3 down.

However, if one of the **Dice** indicates a direction of movement, you must obey it.

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.

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**.

HIT THE BRAKES

If the **plane** touches down on the **Landing Strip**, you **must** hit the brakes and Roll one last **Die** to determine the final move across the **Landing Strip**.

If you roll a down indicator, you hit the runway hard and **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 and you **WIN**. You are presumed dead by the **Casino** and keep whatever **Cash** you have in your possession.



PILOT'S LICENCE

This card allows one player 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 players are taking alternate turns, only one may use the **Pilot's Licence**.

OVERALL WINNER

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.

EXAMPLE: A player who lands the **plane** with **£30k** beats a team of 3 **Parachutists** with **£120k** (**£20k** surplus to a **£100k** target).

THIS PAGE IS LEFT INTENTIONALLY BLANK IN DRAFT MODE

THIS PAGE IS LEFT INTENTIONALLY BLANK IN DRAFT MODE

BOX CONTENTS

CARD ORGANISER X 1



PLAYING CARDS x 70



WOODEN PLANE TOKEN x 1



DICE x 2



PLAYING TOKENS x 6

ALTIMETER x 1



LAND THE PLANE! GAME x 1





BOARD GAMES

www.escapeplanboardgames.com

Escape Plan Board Games. *Copyright 2021* - All rights reserved.