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LOCKUP

EXPANSION

BREAKOUT

Rulebook

Overview

Everyone in Kulbak has heard rumor of secret passages that run beneath the prison. Ages ago, the catacombs carved into these mountains were used to house fallen heroes. Queen Gimnax built a prison over this sacred site during the Great War, enclosing those ghosts and their treasure behind its walls.

Some say the catacombs lead to the tomb of Khathandor, greatest of the Dragul warriors. Others swear that the real treasure to be found in the tunnels beneath Kulbak is a crack in the prison's outer wall. To find the truth, you'll have to send your seeker to explore the crumbling catacombs by lantern light.

New opportunities await you above ground, too, as you influence the legendary characters who inhabit the prison. Strike a deal with Warden Mercy. Make a truce with Masik and his Starlit Door cultists. Commune with the spirit of Khathandor. Gain their favor while you probe the hidden history of Kulbak in search of gold and freedom.

Objective

In ***Lockup: Breakout***, players can earn reputation stars in new ways by sending their seekers to explore the catacombs beneath the prison and by dedicating crew to influence the legendary inhabitants of Kulbak.

Gain the most reputation stars over six rounds by crafting items, recruiting goons, influencing legends, and exploring the catacombs — all while avoiding the suspicion of the guards.

As in the core game, the player with the most reputation stars wins!

Components

1 CATACOMBS BOARD

5 SEEKER TOKENS

5 LANTERN MARKERS

22 LOOT TOKENS

9 TUNNEL MARKERS

8 ITEM CARDS

7 TOME CARDS

10 TRAIT CARDS

11 GOON CARDS

4 GUARD CARDS
(solitary mode)

1 LOCATION CARD
(solitary mode)

6 GOAL CARDS

18 LEGEND CARDS

5 REFERENCE CARDS

Expansion Setup

Shuffle the new goals, goons, items, traits, and tomes into their respective decks. After completing setup for the core game, follow these steps to set up the Breakout expansion:

1. **Catacombs Board.** Set the catacombs board below the game board.

2. **Lantern Markers.** Each player places the lantern marker of their chosen color on the ENTRANCE space of the catacombs board.

3. **Loot Tokens.** Shuffle the loot tokens, then place them in face-down stacks on the loot icons on the catacombs board. Make sure that each stack has a number of loot tokens equal to the player count. Return the remaining loot tokens to the game box without revealing them.

4. **Tunnel Markers.** Find the set of tunnel markers indicated for the current player count. Return all unused tunnel markers to the game box.

Players	Collapsed Tunnels	Single Tunnels	Double Tunnels
2	5	1	1
3	4	2	1
4+	3	3	1

   Shuffle the tunnel markers, then place them face down on locations 1–7 on the game board, with one tunnel marker per location. Reveal the tunnel markers, then return all collapsed tunnels to the game box.

5. **Legend Deck.** Shuffle the deck of legend cards. Place it, face down, in the labeled space next to the catacombs board. Reveal the top card of the deck, then place it face up on top of the deck.

6. **Seeker Tokens.** Each player takes the seeker token in their chosen color and adds it to their holding cell with their other crew tokens.

Expansion Gameplay

Follow the rules for the core game, with the changes and additions to the gameplay listed below.

I. ROLL CALL PHASE

Each player now has a seventh crew token: their seeker. Seekers are assigned like any other crew tokens. Seekers count as having a strength of one, and they are eligible to receive rewards at their assigned location.

- Players may only assign six of their seven crew tokens to locations on the game board. They must keep one crew token in their holding cell.
- When a player has only one crew token left in their holding cell, they must pass. When they pass, they immediately assign their last crew token to the active legend card, face down.
- Crew tokens assigned to the active legend card do not count against the number of crew tokens that each player is allowed to assign face down (i.e., two with 3–5 players, three with 2 players).
- Players may not assign crew tokens to the legend card otherwise.

II. LIGHTS OUT PHASE

Resolve the locations as in the core game. See the rules below for how to resolve locations with tunnels. After resolving all locations on the game board, resolve the active legend card.

Resolving Tunnel Locations

If a location has a tunnel marker on it, determine crew strengths and collect rewards as in the core game. Then, before the crew tokens are returned to their holding cells or moved to the LIBRARY, follow these steps:

1. Determine how many seekers are at the location.

    - If there is only one seeker at the location, that player may advance their lantern marker in the catacombs.
    - If there are multiple seekers at the location, compare those players to see who has the most strength at the location. That player may advance their lantern marker in the catacombs.
    - Ties for crew strength are broken by seating order, as in the core game, starting with whoever has the first player marker and continuing in clockwise order.

2. Determine which type of tunnel marker is at the location.

If the location has a single tunnel, the player may advance their lantern marker up to one space in the catacombs.

If the location has a double tunnel, the player may advance their lantern marker up to two spaces in the catacombs.

3. Players who did not receive a reward from the location move their crew tokens to the LIBRARY, while players who received a reward return their crew tokens to their holding cell.

Note: *Advancing in the catacombs via a tunnel location counts as a reward! Any player who does so cannot send their crew tokens from that tunnel location to the* LIBRARY *as stragglers. However, a player may always choose to decline this reward, like any other reward.*

Advancing in the Catacombs

When a player advances in the catacombs, by assigning their seeker to a tunnel location or by various other game effects, they move their lantern marker to track their progress. Observe the following rules:

- The player must move their lantern marker forward from its current space to the next connected space, following the path. If there are multiple paths, the player may choose which path to take.
- Some paths have costs that must be paid, indicated by resource icons. If the player cannot (or chooses not to) spend the indicated resources, then they cannot take that path.
- Movement must always follow the arrows printed on the paths. Lantern markers cannot be moved backward to previous spaces.
- When a player reaches a space with a loot icon, they look at all loot tokens there, then choose one to keep and return the others face down. They must immediately use the loot token for its effect or score one reputation star instead.

Note: *Players should still keep their loot tokens after using or scoring them, because Fungoid goons score based on loot tokens.*

Khathandor's Tomb

When a player reaches the TOMB space, they gain one loot token from the stack on that space as normal. However, now they cannot advance any farther in the catacombs. During final scoring, they will score 15 reputation stars for the ending position of their lantern marker.

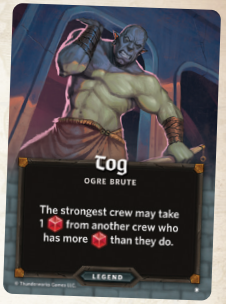
Prison Breakout

Once a player reaches the ESCAPED space, they immediately score 17 reputation stars + 3 reputation stars for each round left in the game (e.g., 23 reputation stars if it is the fourth round).

Note: *Even though a player cannot advance in the catacombs once they have reached the* TOMB *space or* ESCAPED *space, they can still assign their seeker as normal to gain location rewards and even block their opponents from being able to advance in the catacombs.*

Resolving the Legend Card

Resolve the active legend card after all other locations have been resolved. To resolve the legend card, follow these steps:



- Reveal all crew tokens assigned to the legend card and determine crew strengths. Ties for crew strength are broken by seating order, as in the core game, starting with whoever has the first player marker and continuing in clockwise order.
- Resolve the legend card effect, which might provide rewards or penalties to different players, based on the relative strengths of their crews.
- Tome cards cannot be played while the legend card is being resolved, unless their text specifies otherwise.
- After the legend card has been resolved, each player returns their final crew token to their holding cell.

Example: *Tog the Ogre Brute is the active legend card. The crew strengths of the four players ranks as follows: Claire (3), Stan (3), Vera (2), Isaac (1). Claire takes one power cube from Stan, who has more than she does.*

III. PATROL PHASE

During this phase, move the active legend card to the bottom of the deck. Reveal the top card of the deck, then place it face up on top of the deck.

Game End

As in the core game, the game ends after six rounds. Initiate one final raid as usual, then perform final scoring.

During final scoring, all players who did not reach the ESCAPED space in the catacombs score reputation stars as indicated by the ending position of their lantern marker.

See the next page for details on how to score the new types of goons introduced by this expansion.

Goon Cards

This expansion adds several new types of goons to the game: Dryads, Fungoids, Golems, and Shapeshifters.

DRYADS

Dryads are worth more reputation stars the more barrel icons the player has. At the end of the game, each Dryad is worth one reputation star per barrel icon. This includes the barrel icon from their crew board.

FUNGOIDS

Fungoids are worth more reputation stars the more loot tokens the player has. At the end of the game, each Fungoid is worth two reputation stars per loot token. When a Fungoid would advance during the Patrol Phase, it moves directly to the goon discard pile instead. In this way, each Fungoid is only available to recruit for a single round of the game.

GOLEMS

Each Golem counts as either a Dwarf or Ratman when scoring goons at the end of the game — but only if the owner has at least one goon of the chosen type. If they have no Dwarves or Ratmen, their Golems do not count. For all other gameplay purposes, Golems count as their own goon type.

SHAPESHIFTERS

When a player recruits a Shapeshifter, they discard it immediately instead of gaining it. Then they draw three cards from the top of the goon deck, choose one to keep, and discard the others. If a Shapeshifter is recruited with the effect of another Shapeshifter, repeat the effect.

Solitary Mode

A corrupt faction of prison guards has caught wind of the exploration in the catacombs. Now they seek Khathandor's tomb for themselves!

SOLITARY MODE – SETUP

Shuffle the new guard and location cards into their respective decks.

Create the guard deck as in the core game. With the new cards added, it will now include eight blue guard cards and six guard cards of the color indicated by your chosen difficulty level.

Find the lantern marker of the color that represents the guards and place it on the ENTRANCE space of the catacombs board.

SOLITARY MODE – ROLL CALL PHASE

At the start of this phase, draw an eighth guard card from the guard deck and place it, face down, on the revealed legend card.

SOLITARY MODE – LIGHTS OUT PHASE

Changes to this phase are listed below.

Resolving Tunnel Locations

In order for the guards to advance in the catacombs, they only need to have the most strength at a tunnel location. They do not need to have their seeker at the location. The guards only advance one space, whether the location has a single tunnel or double tunnel.

When the guards have to choose between two paths in the catacombs, they always choose the path with a cost if they can afford to spend the required resources. If they cannot, they take the other path.

When the guards reach a space with a loot icon in the catacombs, they take the top loot token from the stack and resolve its effect. They never choose the reputation star instead.

The player advances in the catacombs as in the multiplayer game, either by being the only one at the location with a seeker present, or by having the highest strength if both the player and the guards have a seeker present.

Resolving the Legend Card

When the guards receive a reward from the effect of a legend card, they gain two reputation stars instead. When the guards receive a penalty with a choice from the effect of a legend card, the player chooses for them.

SOLITARY MODE – PATROL PHASE

There are no changes to this phase.

SOLITARY MODE – GAME END

As in the core game, the game ends after six rounds. Initiate one final raid as usual, then perform final scoring.

During final scoring, both the player and the guards score reputation stars for the final position of their lantern marker, if it did not reach the ESCAPED space during the six rounds of gameplay.

If the guards have any Golem goons, score them in the way that is most advantageous for the guards.

SOLITARY MODE – SPECIAL EFFECTS

The guards do not improve items. When the guards craft an item with the optional improvement effect, ignore it.

Notes

Explorer (Goal): The “13” space is considered to be farther in the catacombs than the TOMB space. The “9” and “10” spaces are considered equally far in the catacombs. This goal card cannot be taken from its owner if their lantern marker reaches the ESCAPED space.

Sacred Robes (Item): This item card counts as a valuable (, ,) of the owner’s choice during final scoring only. For all other gameplay purposes, it does not count as a valuable.

Tomb Raider (Goal): In a two-player game, the player with the most items of the required type still scores six reputation stars, and the other player does not score. As in the core game, if both players are tied for the most, neither player scores any reputation stars.

Special Effect Icons

This expansion adds cards of various types with new special effect icons. The guide below explains the new icons.

Advance Lantern: The player may advance their lantern marker one space in the catacombs, paying the cost of the chosen path if required and gaining a loot token if applicable.

Improve Item: When a player crafts an item card with this icon, they may spend one additional resource of the indicated type to score additional reputation stars. Item cards can only be improved once, and only immediately when crafted. Item cards gained any other way cannot be improved.

Reserve Item: The player reserves an item card of their choice from the item display at no cost, placing it face down in their play area. As in the core game, reserved item cards can be crafted at the CELL BLOCK location.

Remove Goon: When a goon card with this icon would advance to the next goon space during the Patrol Phase, it moves directly to the goon discard pile instead.

Wild Valuable: This icon counts as a valuable ( ) of the owner's choice during final scoring only. For all other gameplay purposes, it does not count as a valuable.

Credits

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