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Game:	**ESCAPE FROM COLDITZ**	**v1**
Pub:	**Parker Brothers (1973)**	
Page 1:	**Rules summary** front	**Jul 2011**
Page 1:	**Rules summary** back	

ESCAPE FROM Colditz

Setup

One player is the **German Security Officer (German player)** and the other players are **Escape Officers (Allied players)**.

All players decide at the start of the game how many escapees are required for an Allied player to win (1 or 2); or a time limit may be set (*eg* 2 hours).

Each Allied player takes a POW **Escape Team** (pawns) of the color and nationality he chooses:

Americans	dark blue
British	red
Dutch	orange
French	brown
Polish	green

The German player takes the black **Guards** (pawns).

The number of pawns a player takes is dependent on the number of players:

6 players	German player	16 Guards
	Allied player	4 POWs each
5 players	German player	15 Guards
	Allied player	5 POWs each
4 players	German player	14 Guards
	Allied player	6 POWs each
3 players	German player	12 Guards
	Allied player	7 POWs each
2 players	German player	6 Guards
	Allied player	8 POWs each

Shuffle separately the **Personal Civilian Escape Kit cards**, the **Equipment cards**, the **Opportunity cards**, the **German Security cards**, and the **Do or Die cards** and place them facedown near the board.

Deal 1 Do or Die card facedown to each Allied player. These are kept facedown and not read until a player decides to use his.

Place the Escape Teams in the **Inner Courtyard** as indicated on the Roll Call *(Appel)* diagram.

The German player then places one guard for each escaping team on any of the black circles in the grey inner courtyard. He then places at least 2, but no more than 7, guards on the black circles in the outer courtyard (the *Kommandantur*). Remaining guards go in the **barracks**.

The Allied player to the left of the German player takes the first turn, then turns proceed clockwise.

Playing the Game

Escape Officer Turns

The Allied player rolls **2 dice** and moves his POWs in any direction a number of spaces along paths of adjacent circles up to the value shown.

Pieces may not double back on themselves during a single move, and no piece may pass through another piece.

Any number of POWs may be moved to the total of the throw, in any combination.

To remove a sentry a POW may offer himself for arrest by moving onto a guard's circle. The guard returns to barracks and may not be recalled to duty on that same turn.

If he throws **doubles**, he may make another roll and thus increase his movement. A player may roll the dice up to 3 times during his turn.

If he throws a **3, 7, or 11**, he may take an **Opportunity card**. A player cannot hold more then 3 of these cards before or after his turn; if he draws a fourth, he must use one that turn, discard one without using it, exchange it with another Allied player, or discard it.

An Opportunity card may only be used once, then it is returned to the bottom of the deck.

German Security Officer Turn

The German player rolls dice and moves his guards in the same way as the Allied player.

However, if he throws a **3, 7, or 11**, he may take an **Security card**. The same maximum hand rules that apply to Opportunity cards apply to Security cards.

He may **arrest** a POW **holding an Equipment card** anywhere in the grey courtyard area *except* in a tunnel or safe area. He does this by moving to the POWs circle (an exact movement roll is not required). The POW goes to Solitary but he keeps his Equipment card.

He may **arrest** a POW **whether or not he holds an Equipment card** anywhere outside the courtyard area. The POW goes to a Solitary Confinement Cell and must surrender any one Equipment card he holds.

A guard that makes an arrest is placed back in a barracks area.

The German player may post more guards on black circles from his reserve in the barracks; as many as desired up to his total number of moves. Each guard so posted counts as 1 point off his movement score.

He may remove guards back to the barracks, but only from black circles, and they may not be recalled to duty on that same turn.

Escaping

To escape, an Allied player must hold a **Personal Civilian Escape Kit card**; this must be shown on reaching the escape target in order for the escape to be valid.

An Escape Kit card is not considered an Equipment card and cannot be confiscated by the German player.

An **Escape Kit** may be obtained by:

a. Placing **1 POW** in each of the rooms where the symbols for *Food*, *Disguise*, *Documents* and *Compass* are shown.

   When these pawns are simultaneously in position the appropriate card may be claimed.

b. Gathering components of the Kit as Opportunity cards (each represents both components shown).

   These may be held in secret, used as required, then exchanged for a Personal Escape Kit if all the components (*Food*, *Disguise*, *Documents* and *Compass*) are held.

Escape Equipment cards (*Rope*, *Key*, *Wire Cutters*, and *German Pass*) may be obtained by:

a. Placing **2 POWs** in a room where the appropriate equipment symbol is shown. When these pawns are in position the appropriate card may be claimed.

b. Placing **1 POW** in each of the 2 rooms where the appropriate equipment symbol is shown. When these pawns are simultaneously in position the appropriate card may be claimed.

c. Gathering equipment as Opportunity cards.

After claiming an Equipment card, both POWs must move directly (*ie* pick up and place) to the *Appel* area.

Successful Escape

A POW has succeeded in his escape when he safely reaches one of the 7 **targets** outside the perimeters of the castle.

Solitary

POWs may leave the **Solitary Confinement Cells** if the Allied player rolls a double on his turn.

Subtract 1 from the score for the Allied player's movement value that turn.

There are also 5 *Escape From Solitary* Opportunity cards.

A POW leaving Solitary must move to the heavy outlined circle adjoining the cell; if this is occupied, to the nearest available circle to that point.

Special Board Areas

Searchlights
POWs can never remain in a **Searchlight** beam (yellow circles); they must move across it or stop short of it.

Wire
A POW may pass through **Wire** only where there are 2 adjacent circles and if he has played the *Wire Cutter* card that turn.

Rope
A POW requires **Rope** to move out of windows and over parapets, as indicated by numbered circles. The number indicates multiples of 30 feet. After playing the appropriate Rope card(s), a POW may move from the numbered circle to the white outlined circle at the lower level.

Tunnels
Tunnels (small brown circle within normal circle) can only be used when the Allied player plays the appropriate Opportunity card. Once played, he must move 2 of his POWs into the tunnel and keep them there at all times or lose the ability to use the tunnel. While there they are exempt from arrest and *Appel*.

Safe Areas
A POW on a **Safe Area** (blue circle) cannot be arrested under any circumstances, and does not have to reassemble for an *Appel* (which can be triggered by a Security card).

Cards

Cards can be drawn, used, or discarded (returned to the bottom of the deck) only during the turn of the Allied or German player rolling the dice.

The bartering or exchange of cards is permitted between Allied players at any time.

Do or Die Cards
If an Allied player decides to use his **Do or Die card**, the card tells him how many dice throws the POW has to escape.

He must reach his target from anywhere in the grey inner courtyard area within the number of throws specified. If he fails to do so he is dead and that Allied player and his whole team is out of the game.

Bluffs and Cooperation

Allied players may combine members of their teams and may employ false trails, distractions and double bluffs to confuse and outwit the German player.

Winning the Game

The German player wins if he thwarts the required number of escape attempts.

An Allied player wins if he achieves the required number of escapes, and more successful escapes than his fellow Allied players.

Rule Ambiguities

The final arbiter in any game is the German player.

Can POWs block the German black circles?
POWs can stop on black circles and may be arrested on them, subject to the usual arrest rules.

Can the doorways be blocked?
Guards cannot block entrances to rooms and must not impede the movement of POWs inside the grey prison courtyard area by remaining in doorways or passages between turns.

Can POWs be arrested while in rooms within the castle?
Guards may not enter a room without the appropriate search card or if the *Appel* card is played, so POWs can't normally be arrested there.

POWs are immune from arrest in the white *Appel* area.

When a POW has to get back to the *Appel* area due to a Security card, how is this movement handled?
The pieces are picked up and placed in the *Appel* area.

Can a tunnel be shared between Allied nations?
Different nationalities may share a tunnel.

How many pieces can travel down a rope or pass through a cut wire fence?
Any **equipment card** can be used by any number of POWs on the turn that it is played. Therefore, other nationalities cannot use the same equipment.

How big a drop can each rope card handle?
Each rope card represents 30 foot of rope; therefore 2 cards are required for the larger drops.

Can guards follow down a rope or through a wire fence?
German guards are allowed to follow POWs over the wall or through wire, providing that they follow exactly the same route as the escaping POW.

The guard(s) must return directly (*ie* pick up and place) to barracks either when the POW reaches his target or when he makes an arrest or shoots to kill.

At other times the guards are not allowed through the wire fences or over the wall. Guards cannot go outside the walls or fences except when chasing POWs.

Can guards arrest an escaping piece who has a pass before, during or after they pass a controlled space?
Guards can arrest the Allied piece in this circumstance. The pass card allows a piece through a controlled spot, but does not provide immunity from arrest.

Can guards re-arrest a piece straight out of solitary?
Yes, but guards must go straight back to barracks after an arrest so the German player might not wish to end up with his guards out of position as a result.

If a POW is released from the cells in the outer courtyard, he should be allowed to head back towards the inner courtyard without being arrested, as long as he is moving and all moves are consistent with entering the castle. He is not required to use a key or pass to enter the castle.

When can players trade cards?
The trading and exchange of cards at any time cannot be used to avoid confiscation of equipment by the Germans. The equipment would have needed to have been exchanged previously.

If Equipment cards run out, can players still get that piece of equipment?
Once the cards run out, there are no more of that equipment available.

Tunnel Variant

The ability of the German player to detect and close a tunnel comes from luck (drawing the appropriate Security card) rather than skill.

Players may agree to allow the German player to cycle through the cards more quickly when drawing a Security card by examining the top 2 cards and selecting one of them. The other is placed at the bottom of the deck.