25 to Dice – Game Rules

The rattle and clang of metal doors signals shift change among the guards. You and five other inmates have been planning this escape attempt for months. Getting out won't be easy, the prison is a warren of cell blocks and corridors and you could be spotted at any moment. Fortunately, there's only two guards on patrol, but if they see you they'll clap you in irons and you will never get this chance again. It's time to roll the dice!

The Game

25 to Dice is a Roll & Write game for 1 or more players (see *Co-operative Mode*, and *Competitive Mode* variants for multiplayer rules). Your objective is to avoid being captured by guards and escape prison by leading at least 4 inmates to freedom before the shift changes and time runs out. The game ends in one of three ways: 1) when 4 inmates successfully escape; 2) when 3 inmates get *captured*; or 3) after the 15th round when you run out of time.

Setup

Components: 1 playing sheet, pencil, and eraser; 6 Inmate tokens; 2 Guard tokens (1 green, 1 blue); 8 6-sided dice (*1 for each guard plus 6 inmate dice*); game rules.

Place your Inmate tokens on the matching six cells along the bottom of your sheet (Ann, Billy, Clyde, Donna, Eleanor, and Frank). Place your **Green** Guard token ⊛ on the top-left square (it has a matching **Green** dot), and your **Blue** Guard token ⊚ on the bottom-right square (it has a matching **Blue** dot).

Playing the Game

Each round consists of 2 phases, the first is the *Guards Move*, then the *Inmates Move*. For clarity purposes, we will explain the *Inmates Move* first.

Inmates Move

During the *Inmates Move*, your goal is to move at least 4 of your Inmates across the board from their cell at the bottom to one of the 6 exits at the top without being caught by either Guard. While an Inmate is in their cell or after they have reached an exit, they are 'safe'. An Inmate is only vulnerable to being *Captured* by Guards while they are on the grid. An Inmate cannot return to their cell once they have entered the grid. You may have as many Inmates on the grid at one time as you like.

Starting Your Turn

At the beginning of the game you start with 6 Inmate Dice (this number will go down as the game progresses). To start your turn, roll all the Inmate Dice. The numbers that you roll are the moves you have available this turn. Each die represents 1 Inmate moving 1 square on the board, and the number on each die shows the type of square that it can be used to move into. You can move the same Inmate with multiple dice, or split them up to move multiple Inmates in the same turn.
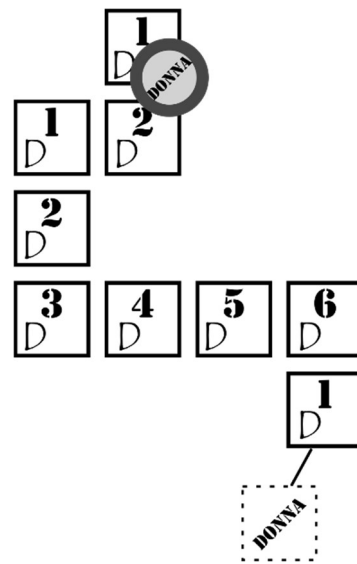
Inmate Movement

On your turn, you may spend a die to move 1 Inmate into 1 adjacent (not diagonal) unoccupied square with the same number as shown on the die. Pairs, Three-of-a-kind, and higher can be spent together to move 1 Inmate across a number of adjacent unoccupied squares equal to the number of matching dice, as long as the last square has the same number as shown on the dice.

For example: Three-of-a-kind "4"s will allow you to move an Inmate 3 squares (in any combination of directions) as long as they finish the move in a square with a "4". You may split matching dice by spending a pair of "4"s to move 2 squares, and then use the third "4" to move a different inmate (or the same one) into a square with a "4".

Mark each square that an inmate moves across or into with their initial to track the path that they have taken. This will be important during the *Guards Move*.

1 - Inmate Movement Path Example

Escaping

There are 6 empty exit squares at the top of the board, you must spend a die in order to move an Inmate from an adjacent square into an empty exit square. An Inmate may **not** use an exit that has already been used by another Inmate. The die being spent for an Inmate to use an exit must be a different value than **every other** exit die used by other Inmates – write the value of the spent die in the empty exit box to track which values have been used.

When an Inmate escapes, erase all path markers on the grid for the escaped Inmate and discard 1 Inmate Die for the remainder of the game.

Escape Number Substitution

Once per Inmate escape, at any time during any *Inmates Move* phase you may scratch out a single number on the grid and replace it with the number from the exit square. Cross off the number in the exit square after it has been used in a substitution.

Guards Move

Each Guard follows a sinuous patrol path across the grid (use the colour-coded arrows). At the beginning of the *Guards Move* roll the two Guard Dice, the **Green** Guard ⊛ moves first, then the **Blue** Guard ◉. Move each Guard along their patrol path to the next square with the same value as their respective die. If a Guard crosses an Inmate's path marker during this move, they stop immediately and enter *Pursuit Mode*.
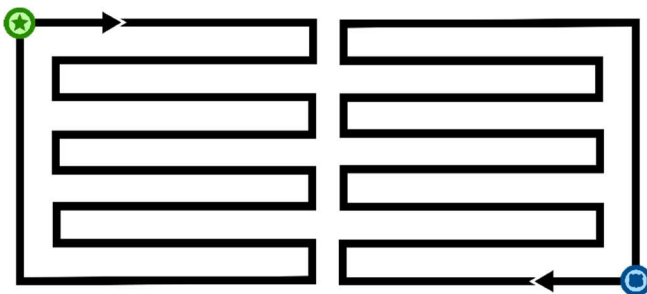
2 - Patrol Path Diagrams
(separated for clarity, each Guard patrols the entire grid)

Only 1 Guard may be in *Pursuit* of a specific Inmate at a time. The first Guard to encounter a path marker for an Inmate is the one in *Pursuit*, the other Guard ignores that Inmate's path markers unless they encounter the Inmate directly during patrol.

If there is more than one path marker in the square when a Guard enters *Pursuit Mode*, roll a die to determine which Inmate the Guard pursues.

Pursuit Mode

When a Guard is in *Pursuit Mode* they stop following their patrol path, and instead follow the Inmate's path. When the Guard Dice are rolled, the Guard moves to the *nearest, closer* square along the Inmate's path that matches the value on the die. If there is no square of the correct value closer to the Inmate for the Guard to move to, they instead move a single square along the Inmate's path.

At any time, if a Guard crosses or lands on a square that an Inmate is currently in, that Inmate is *Captured.*

Capturing an Inmate

When an Inmate is *Captured*, erase all path markers on the grid for the *Captured* Inmate. Return the Inmate token to their cell and flip it over to indicate that it is out of the

game. During the next *Guards Move* the Guard will continue along their patrol path from the square that they are currently located in, unless they happen to be on a square that already has another Inmate path marker.

Winning the Game

You win if 4 Inmates escape being *Captured* before you run out of time.

Variant: Co-operative Mode

Play with up to 6 players on a single sheet by dividing the Inmates up between the players. Players collaborate to determine how the dice get used and take turns having the final say as to how the dice get allocated during the *Inmates Move*. All players will either win or lose together.

Variant: Competitive Mode

You may also use this variant when playing alone if you like to keep track of your high score.

Give each player their own playing sheet, pencil, eraser, tokens, and 6 Inmate dice. The Guard dice are shared, and all players use the same rolls for the *Guard Move*.

In this variant, players continue play until all of their Inmates escape, are *Captured*, or time runs out.

When an Inmate escapes, total the numbers from each unscored square along the Inmate's path (including the exit square) and write it on your sheet below the Inmate's cell. Shade in the lower-right corner of each square along the path to mark it as being scored. Each square may only be scored once per game.

If an Inmate is being *Pursued* by a Guard, score each unscored square on the Inmate's path that the Guard crosses or lands on and write the *negative* value on your sheet beneath that Inmate's cell. If an Inmate is *Captured*, total the numbers of all remaining unscored squares on the Inmate's path and write the *negative* value on your sheet.
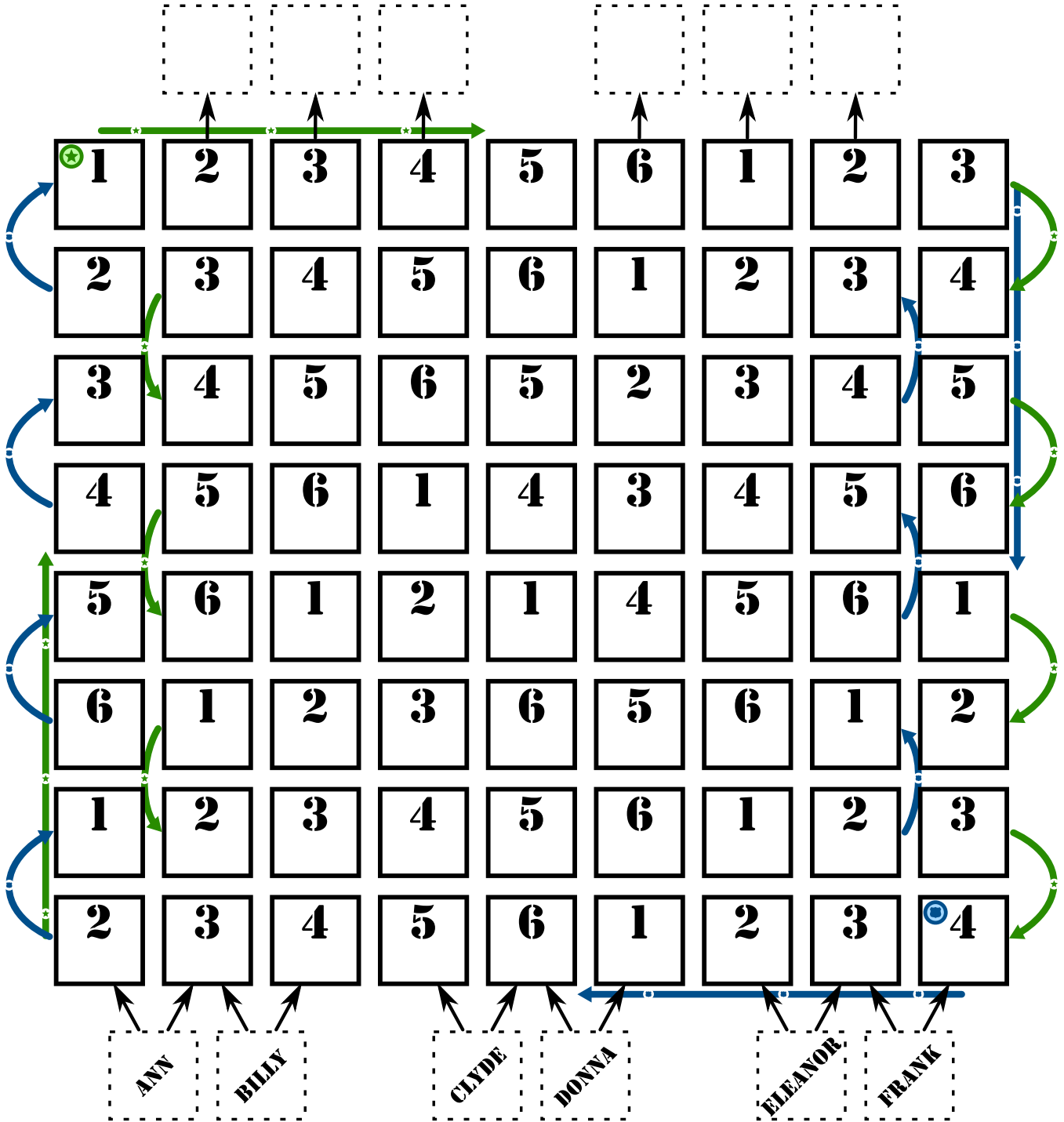
The winner is the player with the highest total score among the players who have the most escaped Inmates. In the event of a tie, the winner is determined by: fewest Inmates *Captured*, highest single-Inmate score, fewest escape substitutions, and fewest number of squares on the grid scored.
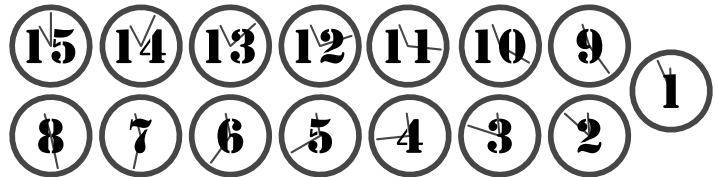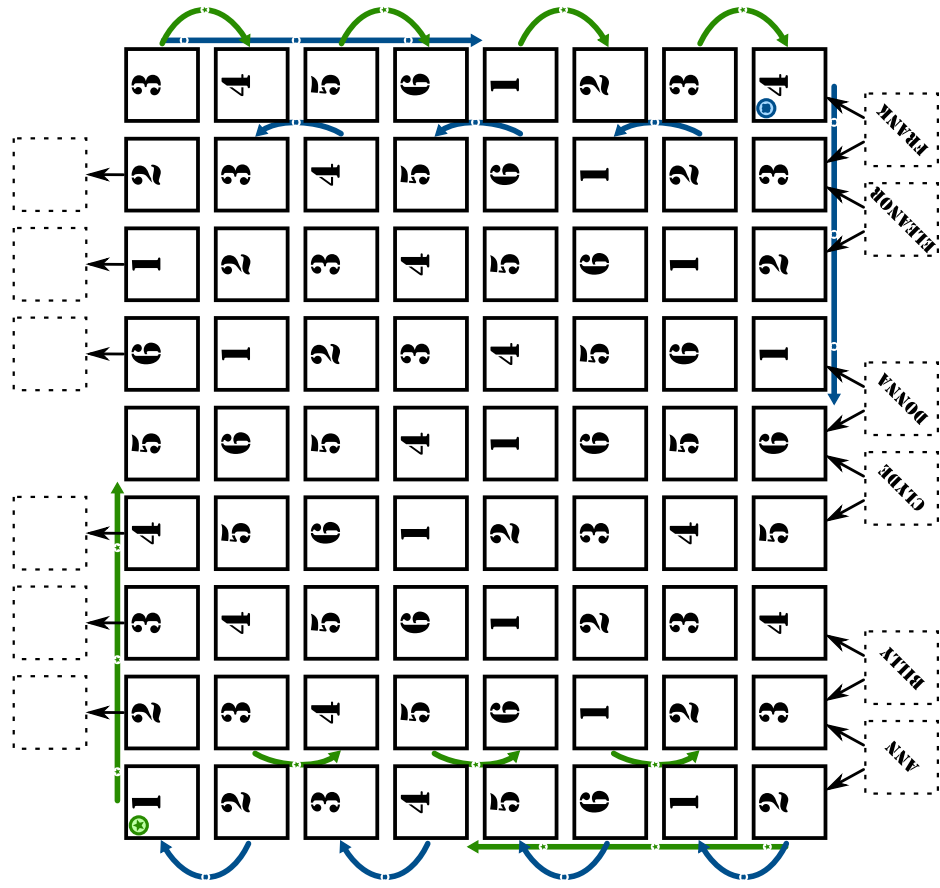
Thank You

We hope you enjoy playing 25 to Dice!

Solo & Co-op Board

1	2	3	4	5	6	1	2	3
2	3	4	5	6	1	2	3	4
3	4	5	6	5	2	3	4	5
4	5	6	1	4	3	4	5	6
5	6	1	2	1	4	5	6	1
6	1	2	3	6	5	6	1	2
1	2	3	4	5	6	1	2	3
2	3	4	5	6	1	2	3	4

ANN   BILLY   CLYDE   DONNA   ELEANOR   FRANK

TIME
REMAINING:

15 14 13 12 11 10 9 1

8 7 6 5 4 3 2

Cut-out Tokens

ANN   BILLY   CLYDE   DONNA   ELEANOR   FRANK

Multiplayer Competitive Board

Cut-out Tokens

TIME REMAINING: ⑮ ⑭ ⑬ ⑫ ⑪ ⑩ ⑨ ⑧ ⑦ ⑥ ⑤ ④ ③ ② ①

Multiplayer Competitive Board

Cut-out Tokens