SOLO SETUP

1. **Game Board.** Set the game board in the middle of the table. Make sure to choose the 1–2 player side.
2. **Round Marker.** Place the round marker on the "1" space of the round track.
3. **Cube Supplies.** Place the suspicion cubes on the space in the center of the game board. Place the power cubes and the resource cubes beside the game board, sorted by type.
4. **Item Deck.** Shuffle the deck of item cards. Place it, face down, in its labeled space on the game board (next to the CELL BLOCK location).
5. **Item Display.** From the item deck, draw three item cards. Place these cards, face up, in the item spaces next to the item deck.
6. **Goon Deck.** Shuffle the deck of goon cards. Place it, face down, near the game board. Leave room next to this deck for a discard pile.
7. **Active Goons.** From the goon deck, draw five goon cards and place one, face up, in each of the labeled goon spaces on the game board (next to the SEWERS, INFIRMARY, SMITHY, COMMISSARY, and CHOW HALL locations).
8. **Suspicion Cubes.** For each active goon card that has one or more suspicion icons, take that many suspicion cubes from the supply and place them at that goon's location.
9. **Tome Deck.** Remove both "Big Book of Stealth" cards and both "Cutthroat Crafting" cards from the tome deck. Shuffle the deck of tome cards. Place it, face down, in its labeled space on the game board (next to the LIBRARY location).
10. **Reputation Markers.** Place your reputation marker on the "0" space of the reputation track. Place a reputation marker of a second color on the "20" space of the reputation track, to represent the guards. Return all other components of that color to the game box.
11. **Crew Board.** Use the advanced side of the chosen crew board (side B).
    a. Gain any starting bonuses indicated in the advanced setup box of the crew board.
    b. Take the number of starting power cubes and suspicion cubes indicated on the crew board.
12. **Crew Tokens.** Take the six crew tokens of your chosen color.
13. **Holding Cells.** Take a holding cell and place your crew tokens on it
14. **Goal Cards.** Do not use the instant goal cards. Separate the goal cards into two stacks: leader and end game. Shuffle each stack separately. Draw one card from each stack, then place these two cards face up near the game board. Return the rest of the goal cards to the game box.
15. **Trait Cards.** Shuffle the deck of trait cards and draw two cards. Chooses one of the trait cards and return the rest to the box. Immediately gain any starting bonuses shown on the chosen trait card.
16. **Guard Board.** Place the guard board in a separate play area, with one power cube on it.
17. **Guard Deck.** Create the guard deck by shuffling together the guard cards of two different colors, as determined by your chosen difficulty level. Place this deck face down in the guards' play area.

Difficulty Level	Guard Cards
Local Lockup (Moderate)	BLUE + GREEN
Ye Olde Jail (Challenging)	BLUE + YELLOW
Supermax Dungeon (Expert)	BLUE + RED

18. **Location Deck.** Shuffle the location deck and place it face down in the guards' play area.
19. **First Player.** Give the first player marker to the guards.

Note: If you receive a goon card as a starting bonus, also immediately gain any special effect and/or valuable shown on that goon card.

SOLO RULES

Roll Call Phase

At the start of this phase, draw and place one guard card face down at each of the first seven locations, in numerical order: the EXERCISE YARD, the SEWERS, the INFIRMARY, the SMITHY, the COMMISSARY, the CHOW HALL, and the CELL BLOCK. Leave the remaining five guard cards face down in the guard deck.

During the main part of this phase, the player and the guards will alternate taking turns, starting with whomever currently has the first player marker.

- **Guard Turn.** On each of the guard turns, choose any one face-down guard card to reveal, then reveal the top card of the location deck.
    - If the revealed location card shows a specific location, draw the top card of the guard deck, reveal it, and place it at the indicated location.
    - If the revealed location card is an OFF DUTY card, nothing happens.
- **Player Turn.** On each turn, assign one or more crew tokens to a location.
    - A player may not assign crew tokens to a location if they have assigned crew tokens to that location on a previous turn in the current round.
    - Players may not assign crew tokens to the LIBRARY location.

As soon as the player has assigned all their crew tokens, the phase ends immediately — in other words, the guards do not get another turn.

Note: If the player plays the "Atlas of Hideouts" tome card, they may reveal any one face-down guard card, instead of looking at a face-down crew token (since the guards do not have crew tokens).

Lights Out Phase

During this phase, each location is resolved, one at a time, in numerical order (i.e., the EXERCISE YARD first, and the LIBRARY last). At each location, players collect rewards based on the relative strength totals of their assigned crew tokens. To resolve each location, follow these steps:

1. **Determine Crew Strengths.** Reveal any face-down crew tokens at the location, then total the strengths of each player's crew tokens at the location. The strength of an enforcer is always equal to the number of power cubes that player has. The strength of a lookout is always zero. (If a player only has their lookout at a location, they are still eligible to collect rewards.)

   Then compare the crews against each other to determine their relative strength rank, from most strength to least strength. Only players with at least one crew token present are considered in this ranking process. If two or more players are tied for the same strength, the tie is broken by seating order: the tied player who is closest, in clockwise direction, to the current first player is considered higher in strength rank.

2. **Gain Suspicion.** If there are any suspicion cubes at the location, the player with the most strength gains all those suspicion cubes, putting them on their crew board. However, if that player's lookout is present at the location, they are ineligible to gain suspicion, so the next player in strength rank who does not have a lookout present at that location gains the suspicion cubes instead.

   If nobody has any crew tokens at the location, or if all players with crew tokens at the location also have their lookouts present, then nobody gains suspicion, and the suspicion cubes remain at the location.

3. **Collect Rewards.** In order of strength rank, each player with one or more crew tokens at the location collects the reward (if any) for their strength rank. After collecting their reward, each player returns their crew tokens from that location to their holding cell.

4. **Move Stragglers to the Library**. For each player who did not collect a reward, move their crew tokens from that location to the LIBRARY location — unless the LIBRARY is the location currently being resolved, in which case that player simply returns their crew tokens to their holding cell.

The following locations have special rules for the guards.

- **Commissary.** If the guards have the most strength, they gain one resource cube of the type they have the fewest of. If there are multiple types, they have the fewest of, the guards will choose the rarest among those types (rarity: gold > iron > potions > scrap). If the guards are present but do not have the most strength, they gain nothing.
- **Chow Hall.** If the guards have the most strength, they seize the two goon cards that have the most suspicion icons, without spending any resources. If there are multiple goons with the most suspicion icons, the guards will choose the goon at the location lowest in numerical order (i.e., closest to the SEWERS location). If the guards are present but do not have the most strength, they seize nothing.

  Note: When the guards seize a goon card, they also gain any special effects and/or valuables shown on the card. If the card's special effect would allow the guards to draw a tome card, they score one reputation star instead.

- **Cell Block.** The guards will craft an item, if possible, by spending the required resources. The guards always choose the item with the highest reputation value, either from the item display or from their reserve. If the guards need to choose between multiple items with the same reputation value, they will choose the item closer to the item deck.

  Note: If the guards can spend "any resource" when crafting an item, they will choose the least rare resource they have available (rarity: gold > iron > potions > scrap).

  If the guards cannot craft an item, they will reserve an item, without spending a resource. The guards always choose the item with the highest reputation value. If the guards need to choose between multiple items with the same reputation value, they will choose the item closer to the item deck.

- **Library.** Guard cards are never placed at this location directly, but they can be moved here if they collect no reward at another location. If the guards have the most or second most strength, they score one reputation star instead of drawing any tome cards.

Patrol Phase

During this phase, there are several steps that must be carried out to prepare for the next round of play. In addition, it is possible that a raid will be initiated.

1. **Check Resource Limits.** If any player is over the storage limit, they must discard resources of their choice back to the supply until they are within the limit.

   Note: The guards have no storage limit.

2. **Refill Item Display.** If there are empty card spaces in the item display, refill them with new cards drawn from the top of the item deck.
3. **Advance Goon Cards.** If there is a goon card at the CHOW HALL location, remove it from the game board and put it in the goon discard pile. Then, all remaining goon cards advance clockwise, as far as possible (i.e., so that the remaining goon cards are in the highest numbered goon spaces). Finally, refill any empty goon spaces with new cards drawn from the top of the goon deck.
4. **Add Suspicion Cubes.** At each location currently occupied by a goon card with one or more suspicion icons, add a number of suspicion cubes equal to the number of suspicion icons on that goon card. If there are not enough suspicion cubes left in the supply to do this, then a raid is initiated. After the raid, add suspicion cubes as normal.

Raids. If the player has the most suspicion cubes, they lose six reputation stars, and all suspicion cubes (from the player and the guards) are returned to the supply. If the guards have the most suspicion cubes, the guards lose six reputation stars, and the guards' suspicion cubes are returned to the supply but the player's are not. If the player and the guards are tied for the most suspicion cubes, neither loses any reputation stars, and all suspicion cubes are returned to the supply.

5. **Reshuffle Decks.** At the end of the phase, return all location cards to the location deck and reshuffle it. Then return all guard cards to the guard deck and reshuffle it.
6. **Round Marker.** Advance the round marker.

GAME END

After six rounds, the game end is triggered. Initiate one final raid, no matter how many suspicion cubes remain in the supply. Then perform final scoring as you would in a two-player game.

- **Leader Goal.** If you have the leader goal card in your possession, score six reputation stars.
- **End Game Goal.** Determine which player or players score reputation stars for the end game goal card.
- **Goons.** Each player scores reputation stars for their recruited goons.
- **Resources.** Each player scores one reputation star for each scrap cube, potion cube, and iron cube they have left, and two reputation stars for each gold cube they have left.

  Exception! The guards do not score any reputation stars for leftover scrap cubes, potion cubes, or iron cubes, but they do score two reputation stars for each leftover gold cube.

- **Tome Cards.** Each player scores one reputation star for each unplayed tome card they have left in their hand.
- **First Player Marker.** Whoever holds the first player marker scores two reputation stars.

Exception! The guards do not score any reputation stars for leftover scrap cubes, potion cubes, or iron cubes, but they do score two reputation stars for each leftover gold cube.

After final scoring is complete, if the player has more reputation stars than the guards, the player wins! Otherwise, the guards win. In the case of a tie, the guards win.

SPECIAL EFFECTS

Gain Tome. If the guards would ever draw a tome card due to a special effect, they gain one reputation star instead.

Increase Storage Limit. This effect has no benefit for the guards since they have no storage limit.

Exchange Resource. If the guards can exchange a resource, they will exchange one of the types they have the most of for one of the types they have the fewest of. When given a choice, the guards will choose to discard the least rare resource and gain the rarest resource (rarity: gold > iron > potions > scrap).