

# Prisoner a card game

This is a card game for two to four players based on the TV series The Prisoner.

## What to Do With This File

- Print the first two pages (the rules) using both sides of a sheet of plain paper.
- Print pages three to nine on sheets of white A4 card.
- Reverse the cards in the printer and print page fourteen ("free information") on the card backs.
- Print pages ten to twelve on sheets of white A4 card.
- Reverse the cards in the printer and print page thirteen ("in the village") on the card backs.
- Cut out the cards.
- Cut out the pawns.
- Print page fifteen of this file on card. Cut out the box outline, score along the dotted lines, fold and glue to make a box for the game.

## The Rules

### Dealing

Separate the Village cards (those with "In the Village" on the back) from the rest of the pack, shuffle them and put them face down where all the players can reach them. Shuffle the remaining cards (those with "Free Information" on the back). Deal six Free Information cards to each player and place the rest of them face down where all the players can reach them.

### The Object of the Game

All the players apart from the current Number 2 are trying to escape from the Village. This they do by playing an Escape card and then (on a later turn) a Butler card. Number 2 is trying to successfully complete a Plot against Number 6. This he does by playing a Plot card and then (on a later turn) a Butler card. The identity of Number 2 may well change during the course of a hand, and therefore so will the motives of the players.

### Playing the Game

Play begins with the player to the dealers left. Each player performs the following actions in turn until the hand ends.

1. Pick up the top Free Information card and add it to their hand.
2. Turn over the top Village card and place it face up in the centre of the playing area.
3. Move their pawn to an adjacent card (if using the Movement rules).
4. Play or discard one card. Discarded cards are placed face up in a pile next to the Free Information pile.

Play then passes to the left. The hand ends when a Butler card is played, or when play cannot continue because there are no more Free Information cards to pick up, or when the Curfew card is played.

### Number 2

If you have a Number 2 card in your hand, this must be the card you play on your next turn, placing it face up in front of you. You are then the new Number 2. Any existing Number 2 or Plot that is in play is discarded. If you have an Escape in play when you become Number 2, this should also be discarded. However if you are already Number 2 or Number 6, you may ignore any Number 2 cards in you hand and discard them if you wish.

### Number 6

If you have the Number 6 card in your hand, this must be the card you play on your next turn, placing it face up in front of you. You are then Number 6 for this hand. Any Escape you have in play remains in place. If you are dealt both Number 6 and a Number 2 card, you should play Number 6. If the current No.2 picks up the No.6 card, they must immediately play it on any one of the other players.

# Prisoner a card game

## Number 1

If you have the Number 1 card in your hand, hold on to it. You are Number 1. This card will count towards your score at the end of the hand. You cannot play this card but you can discard it if you wish.

## Escape and Plots

An Escape or Plot is played by placing it face up in front of you. Only Number 2 can play a Plot. Anyone other than Number 2 can play an Escape. In order to play an Escape or Plot, at least one of the required Village cards must be in play (i.e. face up). Which Village cards are required is written on the Escape or Plot card. To successfully complete an Escape or Plot, you must play a Butler card. You cannot play a Butler on the same turn that you played the Escape or Plot. You don't have to have a Butler in your hand before you play an Escape or Plot. You can only play a Butler if you have an Escape or Plot in play. You can have more than one Escape or Plot in play at one time, but only one of them should be counted as being successfully completed.

## Recapture and Foils

Recaptures are used to stop Escapes. Foils are used to stop Plots. When a Recapture or Foil is played, both it and the card it is cancelling are discarded. Anyone apart from Number 2 can play a Foil. Anyone apart from Number 6 can play a Recapture. Some Recaptures or Foils only work against certain types of Escape or Plots. These limitations are written on the cards.

## Tally Ho Cards

These have special effects on the game when they are played. These effects are described on the cards. After the effects are completed, the Tally Ho card is discarded.

## Scoring

You may find paper and pencil useful to keep the score. At the end of the hand add up each player's score by applying the condition below. Negative scores are possible.

Escape by Number 6	plus 2 to Number 6	minus 2 to Number 2
Escape by someone other than Number 6	plus 2 to Escapee	minus 1 to Number 2
A successful Plot	plus 2 to Number 2	minus 2 to Number 6
Being Number 1	plus 1	
For each unplayed Plot in Number 2's hand	minus 1	
For each unplayed Escape held by a player other than Number 2	minus 1	

## Movement

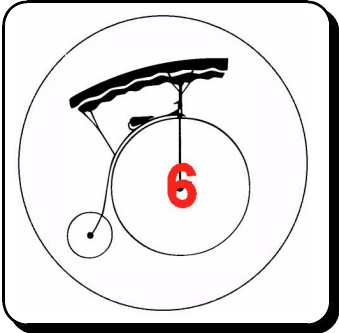
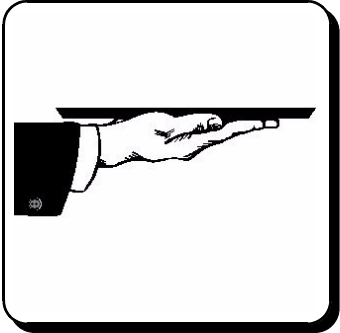
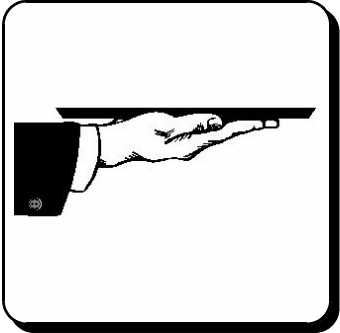
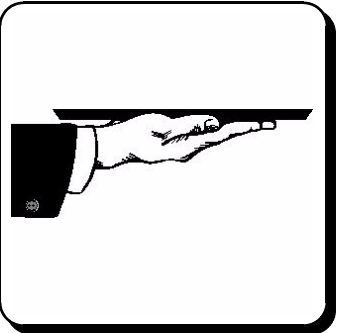
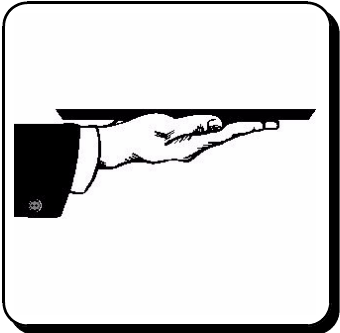
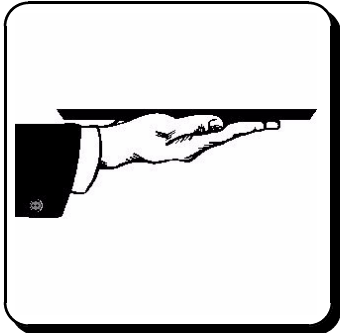
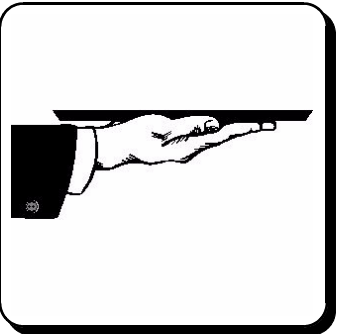
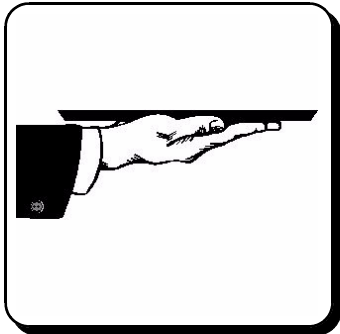
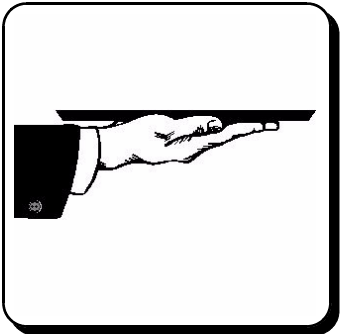
The following rules are optional and may be used once you have got used to the basic game.

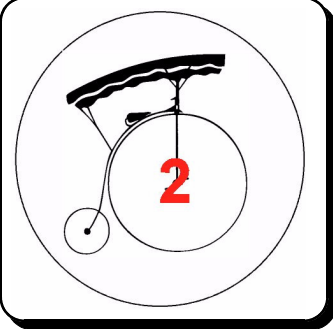
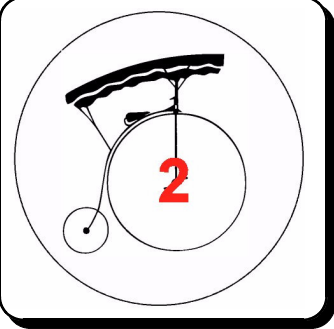
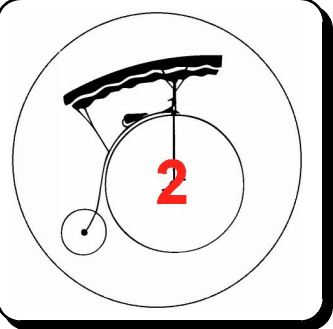
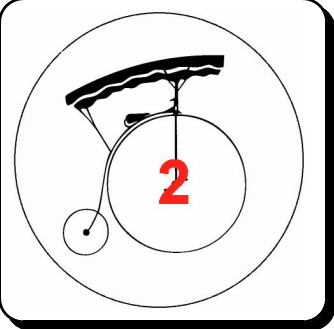
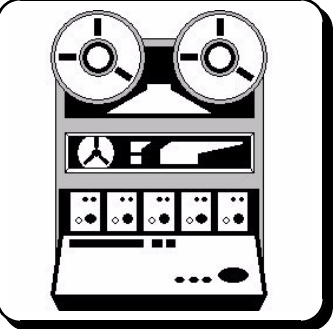

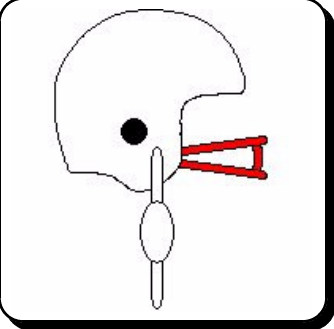
Each player has a pawn, representing their location in the Village. When dealing, remove the Green Dome card from the pack and place it face up in the centre of the playing area, then place all the pawns on the Green Dome.

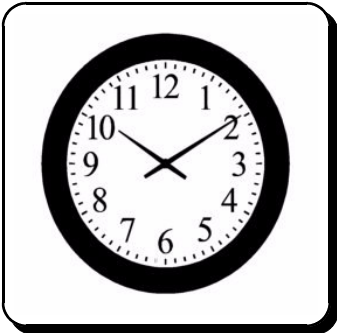
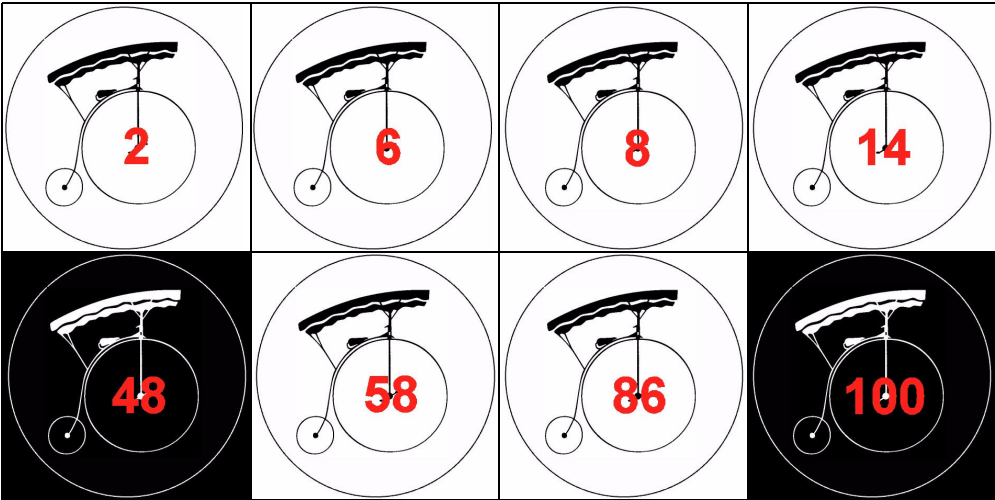
The Village cards must be played in alignment with each other, with at least one corner or edge touching another, starting with the Green Dome, so that they build up to form a grid.

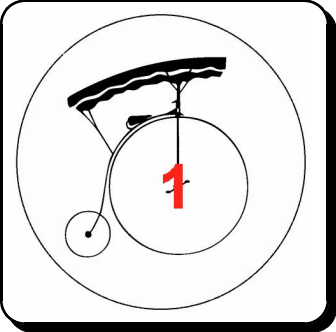
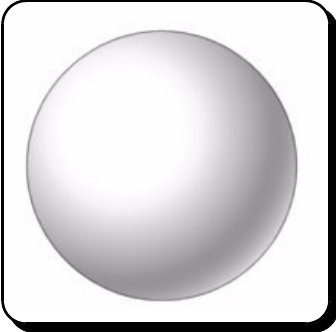
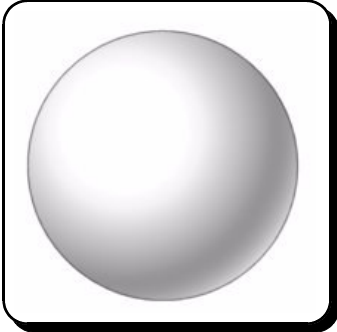
As part of their turn, a player can optionally move their pawn to an adjacent card. Diagonal moves are possible. In order to play an Escape or Plot, the player's pawn must be on one of the Village cards required by that Escape or Plot. Perimeter cards should be placed at least 2 moves from the Green Dome if possible, or else as far away from the Green Dome as they can be. Underground cards should be placed touching another Underground card or an Underground Access card, if possible. It is not possible to move between an Underground card and a non-Underground card unless the non-Underground ground is an Underground Access card. All non-Underground cards must touch at least one other non-Underground card.

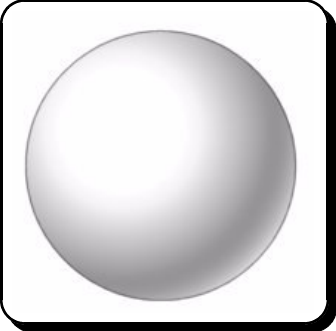
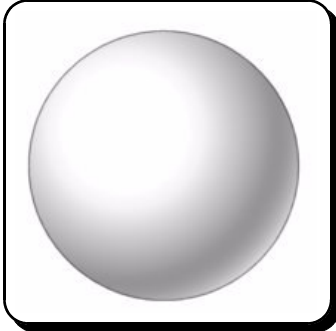
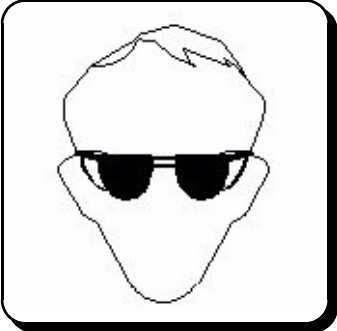
When a player becomes Number 2, they should move immediately to the Green Dome. When a player becomes Number 6, they should move immediately to Number 6's Cottage, if it is in play. If a player's Escape is cancelled by being Recaptured by Rover, they should move immediately to the Hospital, if it is in play.






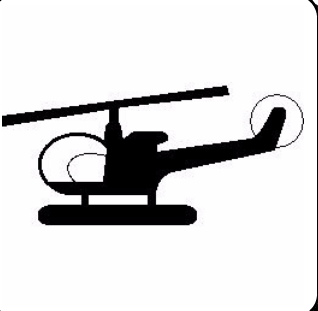
<p>I am a person</p>	<p>number six</p> <div data-bbox="156 181 496 512"></div> <p>"I am not a number I am a free man"</p>	<p>I am a person</p> <p>the butler</p> <div data-bbox="659 181 999 512"></div> <p>successfully completes an escape or plot and ends the hand</p>	<p>I am a person</p> <p>the butler</p> <div data-bbox="1165 181 1505 512"></div> <p>successfully completes an escape or plot and ends the hand</p>
<p>I am a person</p>	<p>the butler</p> <div data-bbox="156 900 496 1232"></div> <p>successfully completes an escape or plot and ends the hand</p>	<p>I am a person</p> <p>the butler</p> <div data-bbox="659 900 999 1232"></div> <p>successfully completes an escape or plot and ends the hand</p>	<p>I am a person</p> <p>the butler</p> <div data-bbox="1165 900 1505 1232"></div> <p>successfully completes an escape or plot and ends the hand</p>
<p>I am a person</p>	<p>the butler</p> <div data-bbox="156 1621 496 1953"></div> <p>successfully completes an escape or plot and ends the hand</p>	<p>I am a person</p> <p>the butler</p> <div data-bbox="659 1621 999 1953"></div> <p>successfully completes an escape or plot and ends the hand</p>	<p>I am a person</p> <p>the butler</p> <div data-bbox="1165 1621 1505 1953"></div> <p>successfully completes an escape or plot and ends the hand</p>


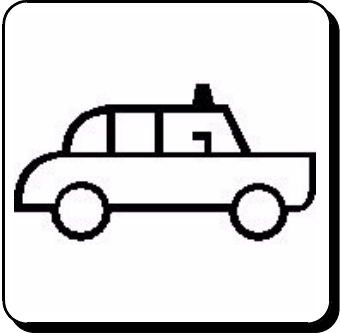
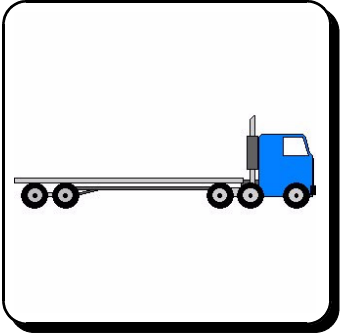


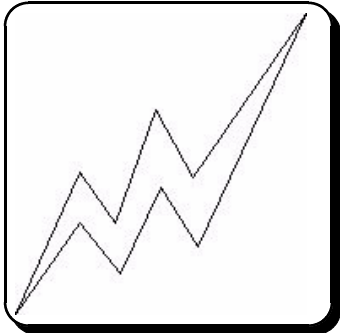

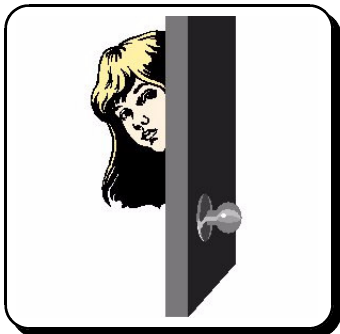

i am a person	<div data-bbox="156 62 496 129">number two</div> <div data-bbox="156 181 496 517"></div> <div data-bbox="164 622 488 663">"why did you resign?"</div>	i am a person	<div data-bbox="660 62 1000 129">number two</div> <div data-bbox="660 181 1000 517"></div> <div data-bbox="668 622 992 663">"we want information"</div>
i am a person	<div data-bbox="156 781 496 848">number two</div> <div data-bbox="156 900 496 1236"></div> <div data-bbox="140 1301 512 1422">"you never understood us number six we never fail"</div>	i am a person	<div data-bbox="660 781 1000 848">number two</div> <div data-bbox="660 900 1000 1236"></div> <div data-bbox="668 1301 992 1422">"the whole earth as the village that is my hope"</div>
tally ho	<div data-bbox="172 1503 480 1570">the general</div> <div data-bbox="156 1621 496 1957"></div> <div data-bbox="161 2063 488 2103">see all of anothers hand</div>	tally ho	<div data-bbox="716 1503 944 1570">pulsator</div> <div data-bbox="660 1621 1000 1957"></div> <div data-bbox="643 2000 1019 2166">on the targets next turn examine their hand and choose one card to play or discard</div>
			<div data-bbox="1251 1503 1422 1570">kosho</div> <div data-bbox="1166 1621 1506 1957"></div> <div data-bbox="1198 2040 1477 2125">exchange hands with another player</div>



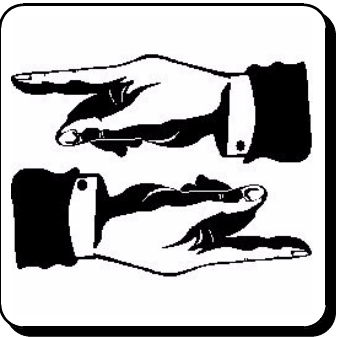
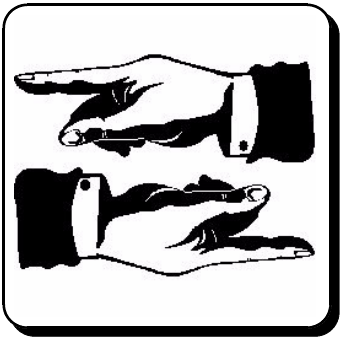

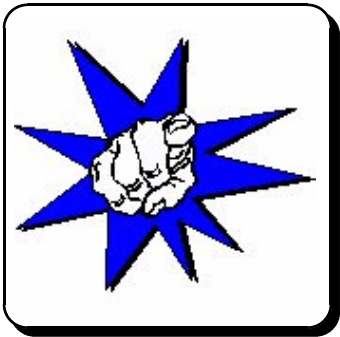
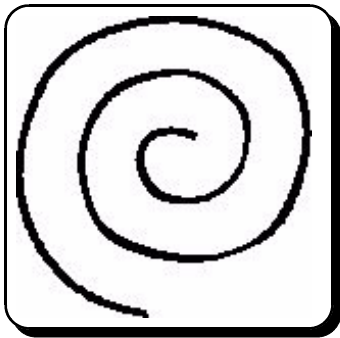
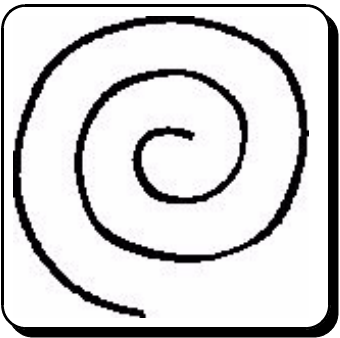
tally ho	<div>curfew</div> <div></div> <div>when played immediately ends the hand</div>	<div></div> <div>pawns</div>			

i am a person	<div>number one</div> <div>  </div> <div>"who is number one?"</div>	recapture	<div>rover</div> <div>  </div> <div>"orange alert!"</div>	recapture	<div>rover</div> <div>  </div> <div>"orange alert!"</div>




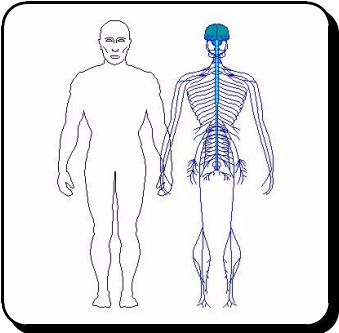


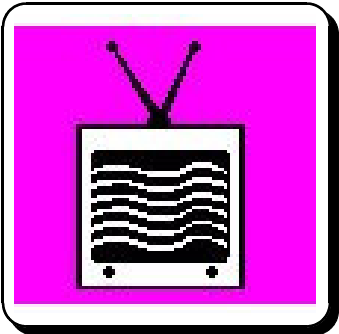
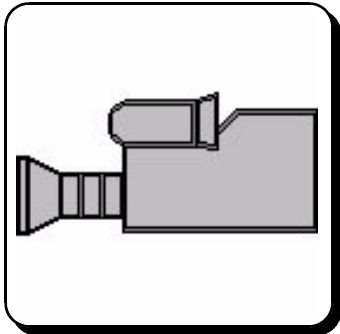

recapture	<div>rover</div> <div>  </div> <div>"orange alert!"</div>	recapture	<div>rover</div> <div>  </div> <div>"orange alert!"</div>	recapture	<div>observer</div> <div>  </div> <div>"we have one each?"</div>

escape	<div data-bbox="261 62 391 125">boat</div> <div data-bbox="156 181 496 512"></div> <div data-bbox="185 602 458 678">requires stone boat or beach</div>	escape <div data-bbox="778 62 884 125">raft</div> <div data-bbox="659 181 999 512"></div> <div data-bbox="691 602 963 678">requires stone boat or beach</div>	escape <div data-bbox="1201 62 1474 125">swimming</div> <div data-bbox="1166 181 1506 512"></div> <div data-bbox="1198 602 1471 678">requires stone boat or beach</div>
recapture	<div data-bbox="244 786 406 848">guard</div> <div data-bbox="153 900 493 1232"></div> <div data-bbox="129 1321 523 1397">"we draw your attention to the regrettable bullet"</div>	recapture <div data-bbox="727 792 936 855">gas gun</div> <div data-bbox="659 900 999 1232"></div> <div data-bbox="632 1321 1034 1397">"one squirt you're paralysed two squirts you're dead"</div>	recapture <div data-bbox="1163 786 1516 848">control boat</div> <div data-bbox="1166 900 1506 1232"></div> <div data-bbox="1150 1321 1530 1397">can only be used against an escape by boat</div>
recapture	<div data-bbox="161 1505 491 1568">control taxi</div> <div data-bbox="153 1619 493 1951"></div> <div data-bbox="137 2040 517 2116">can only be used against an escape by taxi</div>	recapture <div data-bbox="643 1514 1021 1568">control helicopter</div> <div data-bbox="659 1619 999 1951"></div> <div data-bbox="643 2040 1023 2116">can only be used against an escape by helicopter</div>	escape <div data-bbox="1197 1505 1479 1568">helicopter</div> <div data-bbox="1166 1619 1506 1951"></div> <div data-bbox="1203 2063 1473 2098">requires chess lawn</div>

<div>escape</div>	<div>on foot</div> <div></div> <div>requires graveyard or woods</div>	<div>escape</div> <div>taxi</div> <div></div> <div>requires palace of fun</div>	<div>escape</div> <div>truck</div> <div></div> <div>requires assembly hall</div>
<div>plot</div>	<div>election</div> <div></div> <div>requires town hall or address platform</div>	<div>plot</div> <div>mock trial</div> <div></div> <div>requires town hall or assembly hall</div>	<div>plot</div> <div>shock treatment</div> <div></div> <div>requires hospital</div>
<div>plot</div>	<div>false memories</div> <div></div> <div>requires green dome</div>	<div>plot</div> <div>friend in need</div> <div></div> <div>requires shop or caves</div>	<div>plot</div> <div>social conversion</div> <div></div> <div>requires hospital only foiled by hypnotism</div>

plot	<div data-bbox="124 69 528 136">degree absolute</div> <div data-bbox="156 181 496 517"></div> <div data-bbox="156 600 496 685">requires embryo room only foiled by willpower</div>	foil	<div data-bbox="738 69 924 136">traitor</div> <div data-bbox="659 181 999 517"></div> <div data-bbox="655 618 1007 663">"who's side are you on?"</div>
foil	<div data-bbox="209 792 440 860">jamming</div> <div data-bbox="156 898 496 1234"></div> <div data-bbox="185 1339 464 1384">"domestic science?"</div>	foil	<div data-bbox="715 792 946 860">jamming</div> <div data-bbox="659 898 999 1234"></div> <div data-bbox="691 1339 970 1384">"domestic science?"</div>
foil	<div data-bbox="209 1514 440 1581">paranoia</div> <div data-bbox="156 1619 496 1955"></div> <div data-bbox="164 2063 488 2107">"that would be telling"</div>	foil	<div data-bbox="1217 792 1465 860">paranoia</div> <div data-bbox="1166 898 1506 1234"></div> <div data-bbox="1177 1339 1501 1384">"that would be telling"</div>
foil	<div data-bbox="683 1503 978 1570">hypnotism</div> <div data-bbox="659 1619 999 1955"></div> <div data-bbox="655 2018 1007 2141">"listen very carefully this is what i want you to do"</div>	foil	<div data-bbox="1185 1503 1489 1570">hypnotism</div> <div data-bbox="1166 1619 1506 1955"></div> <div data-bbox="1166 2018 1517 2141">"listen very carefully this is what i want you to do"</div>



foil	<p><b>willpower</b></p>  <p>"i will not be pushed, filed, stamped, indexed, briefed, debriefed or numbered"</p>	foil	<p><b>willpower</b></p>  <p>"i will not be pushed, filed, stamped, indexed, briefed, debriefed or numbered"</p>	tally ho	<p><b>diversion</b></p>  <p>move an escape in play to another player other than number two</p>
tally ho	<p><b>professor seltzman</b></p>  <p>move the number two card to any player other than number six</p>	tally ho	<p><b>appreciation day</b></p>  <p>all players show two randomly chosen cards to number two</p>	tally ho	<p><b>carnival</b></p>  <p>one player must discard all their cards and draw six more</p>
tally ho	<p><b>speed learn</b></p>  <p>you may discard all your cards and draw six more</p>	tally ho	<p><b>surveillance</b></p>  <p>see three randomly chosen cards from anothers hand and optionally discard one causing a replacement to be drawn</p>	tally ho	<p><b>alison</b></p>  <p>see four randomly chosen cards from anothers hand</p>

in the village	<div data-bbox="132 58 515 118" data-label="Section-Header">labour exchange</div> <div data-bbox="158 181 493 512" data-label="Image"> </div> <div data-bbox="186 622 464 658" data-label="Text">underground access</div>	<div data-bbox="558 185 603 418" data-label="Text">in the village</div> <div data-bbox="756 71 908 125" data-label="Section-Header">caves</div> <div data-bbox="660 181 995 512" data-label="Image"> </div> <div data-bbox="694 584 970 701" data-label="Text">perimeter and underground access</div>	<div data-bbox="1064 185 1109 418" data-label="Text">in the village</div> <div data-bbox="1228 62 1445 129" data-label="Section-Header">hospital</div> <div data-bbox="1166 181 1501 512" data-label="Image"> </div> <div data-bbox="1198 584 1477 701" data-label="Text">perimeter and underground access</div>
in the village	<div data-bbox="142 786 509 851" data-label="Section-Header">general store</div> <div data-bbox="154 902 489 1234" data-label="Image"> </div> <div data-bbox="142 1301 509 1417" data-label="Text">"we only have local maps there's no demand for any others"</div>	<div data-bbox="558 902 603 1135" data-label="Text">in the village</div> <div data-bbox="772 786 890 844" data-label="Section-Header">cafe</div> <div data-bbox="660 902 995 1234" data-label="Image"> </div> <div data-bbox="652 1328 1010 1408" data-label="Text">"the flavour of the day is strawberry"</div>	<div data-bbox="1064 902 1109 1135" data-label="Text">in the village</div> <div data-bbox="1195 786 1484 844" data-label="Section-Header">chess lawn</div> <div data-bbox="1166 902 1501 1234" data-label="Image"> </div> <div data-bbox="1166 1346 1513 1382" data-label="Text">"we're all pawns m'dear"</div>
in the village	<div data-bbox="175 1507 475 1565" data-label="Section-Header">stone boat</div> <div data-bbox="154 1624 489 1955" data-label="Image"> </div> <div data-bbox="127 2063 523 2098" data-label="Text">"she's great in any weather"</div>	<div data-bbox="558 1624 603 1856" data-label="Text">in the village</div> <div data-bbox="643 1507 1019 1565" data-label="Section-Header">control room</div> <div data-bbox="660 1624 995 1955" data-label="Image"> </div> <div data-bbox="738 2063 922 2098" data-label="Text">underground</div>	<div data-bbox="1064 1624 1109 1856" data-label="Text">in the village</div> <div data-bbox="1209 1507 1465 1565" data-label="Section-Header">town hall</div> <div data-bbox="1166 1624 1501 1955" data-label="Image"> </div> <div data-bbox="1198 2063 1477 2098" data-label="Text">underground access</div>

in the village	<div data-bbox="245 62 408 125" data-label="Text"> <p>beach</p> </div> <div data-bbox="158 181 496 512" data-label="Image"> </div> <div data-bbox="256 624 394 658" data-label="Text"> <p>perimeter</p> </div>	in the village	<div data-bbox="740 62 927 125" data-label="Text"> <p>woods</p> </div> <div data-bbox="660 181 999 512" data-label="Image"> </div> <div data-bbox="762 624 900 658" data-label="Text"> <p>perimeter</p> </div>	in the village	<div data-bbox="1192 62 1485 125" data-label="Text"> <p>graveyard</p> </div> <div data-bbox="1166 181 1505 512" data-label="Image"> </div> <div data-bbox="1268 624 1406 658" data-label="Text"> <p>perimeter</p> </div>
in the village	<div data-bbox="134 792 518 837" data-label="Text"> <p>number six's cottage</p> </div> <div data-bbox="153 902 491 1234" data-label="Image"> </div> <div data-bbox="193 1323 453 1397" data-label="Text"> <p>"welcome to your home from home"</p> </div>	in the village	<div data-bbox="691 784 973 846" data-label="Text"> <p>bandstand</p> </div> <div data-bbox="660 902 999 1234" data-label="Image"> </div> <div data-bbox="722 1341 940 1377" data-label="Text"> <p>"music says all"</p> </div>	in the village	<div data-bbox="1230 784 1449 846" data-label="Text"> <p>free sea</p> </div> <div data-bbox="1166 902 1505 1234" data-label="Image"> </div> <div data-bbox="1264 1346 1414 1377" data-label="Text"> <p>"feel free"</p> </div>
in the village	<div data-bbox="130 1509 521 1565" data-label="Text"> <p>address platform</p> </div> <div data-bbox="153 1624 491 1955" data-label="Image"> </div> <div data-bbox="127 2040 525 2121" data-label="Text"> <p>"humour is the very essence of a democratic society"</p> </div>	in the village	<div data-bbox="651 1503 1011 1570" data-label="Text"> <p>assembly hall</p> </div> <div data-bbox="660 1624 999 1955" data-label="Image"> </div> <div data-bbox="740 2063 924 2098" data-label="Text"> <p>underground</p> </div>	in the village	<div data-bbox="1134 1516 1541 1556" data-label="Text"> <p>citizens advice bureau</p> </div> <div data-bbox="1166 1624 1505 1955" data-label="Image"> </div> <div data-bbox="1198 2063 1477 2098" data-label="Text"> <p>underground access</p> </div>



in the village	<div data-bbox="199 62 451 129" data-label="Section-Header"> <h2>tv studio</h2> </div> <div data-bbox="156 181 496 512" data-label="Image"> </div> <div data-bbox="233 622 418 658" data-label="Text"> <p>underground</p> </div>	<div data-bbox="560 181 603 418" data-label="Text"> <p>in the village</p> </div> <div data-bbox="628 62 1034 129" data-label="Section-Header"> <h2>computer room</h2> </div> <div data-bbox="659 181 999 512" data-label="Image"> </div> <div data-bbox="740 622 924 658" data-label="Text"> <p>underground</p> </div>	<div data-bbox="1064 181 1107 418" data-label="Text"> <p>in the village</p> </div> <div data-bbox="1134 62 1540 129" data-label="Section-Header"> <h2>recreation hall</h2> </div> <div data-bbox="1165 181 1505 512" data-label="Image"> </div> <div data-bbox="1190 600 1485 680" data-label="Text"> <p>"these foils have all a length?"</p> </div>
in the village	<div data-bbox="260 786 391 853" data-label="Section-Header"> <h2>shop</h2> </div> <div data-bbox="156 904 496 1236" data-label="Image"> </div> <div data-bbox="164 1256 486 1467" data-label="Text"> <p>"how does it get here? milk and ice cream potatoes and aspirin at night? when we're all asleep?"</p> </div>	<div data-bbox="560 904 603 1142" data-label="Text"> <p>in the village</p> </div> <div data-bbox="687 786 971 853" data-label="Section-Header"> <h2>bell tower</h2> </div> <div data-bbox="659 904 999 1236" data-label="Image"> </div> <div data-bbox="638 1321 1026 1402" data-label="Text"> <p>"we need to knock out that searchlight"</p> </div>	<div data-bbox="1064 904 1107 1142" data-label="Text"> <p>in the village</p> </div> <div data-bbox="1134 786 1540 853" data-label="Section-Header"> <h2>old peoples home</h2> </div> <div data-bbox="1165 904 1505 1236" data-label="Image"> </div> <div data-bbox="1225 1344 1453 1382" data-label="Text"> <p>"be seeing you"</p> </div>
in the village	<div data-bbox="145 1507 507 1574" data-label="Section-Header"> <h2>palace of fun</h2> </div> <div data-bbox="156 1626 496 1957" data-label="Image"> </div> <div data-bbox="145 2000 505 2163" data-label="Text"> <p>"non-alcoholic gin whisky vodka looks the same tastes the same"</p> </div>	<div data-bbox="560 1626 603 1863" data-label="Text"> <p>in the village</p> </div> <div data-bbox="635 1507 1027 1574" data-label="Section-Header"> <h2>embryo room</h2> </div> <div data-bbox="659 1626 999 1957" data-label="Image"> </div> <div data-bbox="740 2065 924 2101" data-label="Text"> <p>underground</p> </div>	<div data-bbox="1064 1626 1107 1863" data-label="Text"> <p>in the village</p> </div> <div data-bbox="1169 1507 1505 1574" data-label="Section-Header"> <h2>green dome</h2> </div> <div data-bbox="1165 1626 1505 1957" data-label="Image"> </div> <div data-bbox="1198 2065 1479 2101" data-label="Text"> <p>underground access</p> </div>

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