

The Breach

Set up:

- ❖ 3 player game
- ❖ Each player uses a token as their board piece
- ❖ Players draw for which character they are
 - Keep it a secret!
- ❖ 2 card piles: Choice cards (v-shaped) and Event cards (straight line)
 - Red cards are for The Traitor
 - Blue cards are for The Thief
 - Purple cards are for The Lover

Gameplay:

- ❖ Players can start on any vertical row they choose
 - Start where the arrow is pointing
- ❖ Players choose a game play order
- ❖ Draw cards in the order that they are marked
- ❖ Lay cards on the board matching the line on the card to the line on the board
 - Lay all your cards on the board
 - Move your token along with your cards
- ❖ Once all cards are laid out on the board (12), you have hit the barbed wire (swirly line on board)
 - This is your final check point
 - Roll a dice and if you roll 1 – 5 then you've been caught by the wall guards
 - If you roll a 6 you can breach the wall and win

Rules:

- ❖ Choice cards give the players two options: A or B
 - For example, if a player chooses A then they follow the line pointing to the **right**
 - If a player chooses B then they follow the line pointing to the **left**
 - Choice cards force a player to choose a different path on the board
- ❖ Lay all your cards on the board with the lines facing up
 - Must place all 12 cards on the board
- ❖ Players are allowed to lay cards on top of other player's cards