



PRISON ARCHITECT™

Cardboard County Penitentiary ➔

INTRODUCTION

In *Prison Architect: Cardboard County Penitentiary* 1-4 Wardens compete to create the best and most efficient prison the governor could possibly imagine!

In the Bid phase Wardens simultaneously bid on rooms, staff, and policies to expand their prison, manage their prisoners' needs, and to keep them secure.

In the Build Phase, Wardens add rooms to their prison, paying attention to the individual requirements and scoring conditions each one offers.

During Intake, they decide how many and how dangerous prisoners to accept, before committing themselves to ever-increasing Objectives.

- Will you focus on making the most cash?
- Will you help rehabilitate your prisoners, or keep them locked up for good?
- How many Objectives do you dare to commit yourself to?
- Will you build a sprawling prison filled with inmates, or focus on the most dangerous convicts and earn your reputation as a lean supermax?

The choice is yours, Warden!

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Credits

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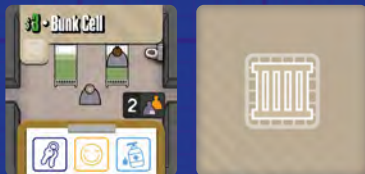
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COMPONENTS



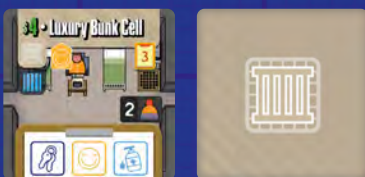
1 x Central Board



24 x Bunk Cell Tiles
(All Same Front + Back)



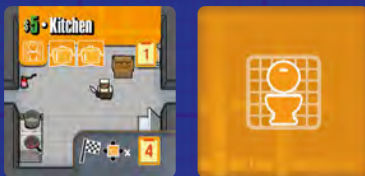
24 x Locker Room Tiles
(All Same Front + Back)



32 x Cell Tiles
(Different Fronts)



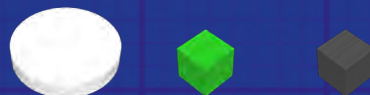
32 x Staff Facilities Tiles
(Different Fronts)



32 x Basic Facilities Tiles
(Different Fronts)

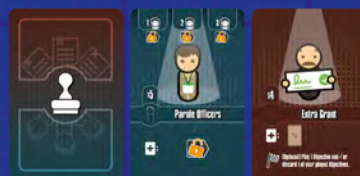


32 x Additional Facilities Tiles
(Different Fronts)



Trackers

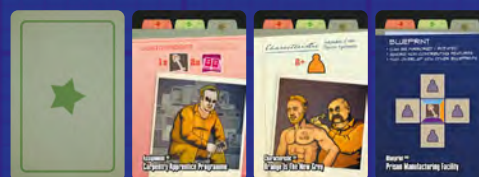
2 x Round / Phase Trackers, 4 x Finance Trackers
4 x Rehabilitation Trackers



35 x Bureaucracy Cards



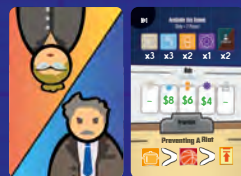
10 x Starting Objective Cards



34 x Easy Objective Cards



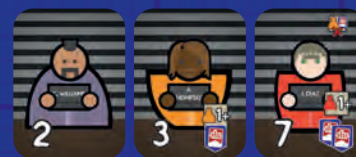
36 x Hard Objective Cards



20 x Warden Duel Cards

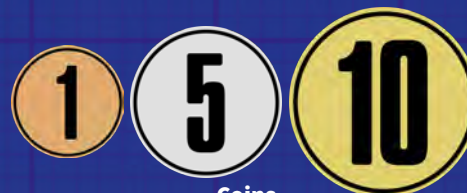


3 x Escape Dice



Prisoner Tokens

80 x Grey, 50 x Orange, 40 x Red



Coins

80 x '1', 20 x '5', 20 x '10'



21 x Wildcard Tokens

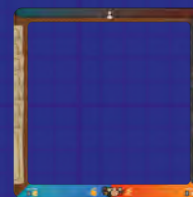


Specialist Meeples

6 x 'Trainers', 12 x 'Librarians', 3 x 'Nurses'
3 x 'Custodians', 7 x 'Guards', 13 x 'Dogs'



4 x Player Boards



4 x Prison Frames



38 x Staff Meeples



4 x Warden Meeples



44 x Window Pieces

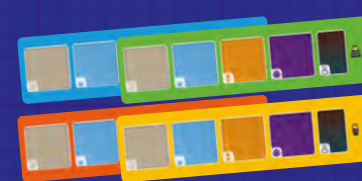


Status Cubes

40 x Dark Blue, 40 x Light Blue, 40 x Orange



4 x Player Screens



4 x Bid Boards

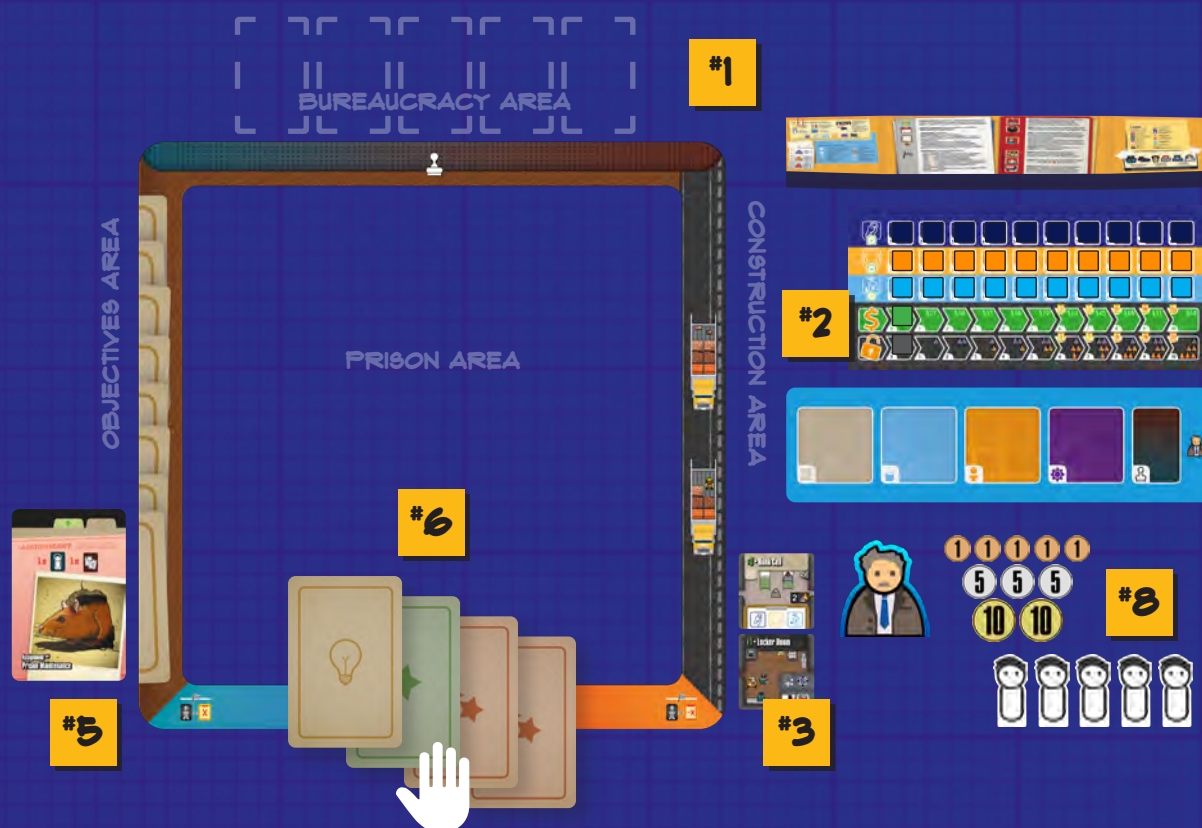
SETUP

Player Setup

- Each player picks a Warden piece, takes a player board, bid board, player screen, and a frame, and places these in front of themselves.
- Each player places the Finance and Rehabilitation tokens on the 1st space of each relevant track on their player board and fills the slots at the top of their player board with 10 each of the relevant Status cubes.
- Deal **1 Bunk Cell** and **1 Locker Room** tile next to the Construction area of each player's Prison Grounds frame.
- Separate the **Objectives** by type (Starter, Easy, Hard) – each has a different back. Shuffle each deck separately.
- Deal 1 **Starter** Objective face-up next to the Objectives area of each player's Prison Grounds frame.
- Deal each player **1 Starter, 1 Easy, and 2 Hard Objectives**, which they take in hand, hidden from other players.
- Return unused **Starter Objectives** to the box.
- Give each player **\$40** (we recommend 2x 10, 3x 5 and 5x 1 or similar) and **5 Staff Meeples**.

FIG A.
CENTRAL
AREA

FIG B.
PLAYER
AREA



General Setup

- Place the Central Board in the centre of the playing area. Put the Escapee dice nearby.
- Place 1 of the round trackers on the 'Foundation' (💡) space on the Central Board. Keep the other nearby.
- Place the Bunk Cells and Locker Rooms in their own stacks, **face-up**, near the Central board.
- Create a shuffled, face-down pile of each of the 4 room tile types (Cells, Staff Facilities, Basic Facilities, Additional Facilities) and Bureaucracy cards and place them near the Central Board. For each pile, leave space for a discard pile, and for 4 tiles / cards to be revealed.
- Put the Prisoner tiles of each type in 3 separate face-down supplies in the centre (the backs of each type match)
- Shuffle the remaining Easy and Hard Objective decks and place them within reach of all players. (Starter Objectives unused during Player Setup should be returned to the box).
- If playing a 1 or 2-player game:** Shuffle all 20 Warden Duel cards into a face-down pile. Flip the top card face-up. Otherwise, return them to the box.
- Form a supply of the other pieces (windows, Staff / Specialist meeples, coins, and Wildcard tokens) in reach of all players.

A NOTE ON COMPONENTS

Coins and wildcard tokens are meant to be unlimited. If they run out, use any available proxy.

Meeples and windows won't run out.

Prisoners are finite: if the supply of 1 type is emptied, players may not gain more Prisoners of that type.

If a tile or card pile ever runs out, shuffle discarded tiles / cards of the matching type to create a new pile.

HOW TO PLAY

A game of *Prison Architect* is played over several rounds, each of which is broken down into phases. The Central Board shows you which rounds happen when:



THE FOUNDATION ROUND

Reveal 1 tile from each of the 4 face-down piles of room tiles for all players to see. Randomly determine a starting player, and from that player clockwise, each player must either:

- Purchase 1 of the revealed room tiles by paying its printed minimum cost (the green number in the top-left corner), place their Warden piece on the lowest available space on the Initiative track, and put the tile in their Construction Area (the space to the right of their prison area)

OR

- Place their Warden meeple on the highest available space on the Initiative track

Once all players have chosen, discard any tiles not selected by anyone.

THE WORKING WEEK

The bulk of the game takes place in the 5 'Working Week' rounds. Each of these is broken down into 6 phases: Cleanup, Bid, Buy, Build, Intake, and Set Objectives. You can use the 2nd tracker to mark which phase you're in on the top-left corner of the central board.

Cleanup

Each Cleanup phase, discard any tiles / cards still in the offer areas into their respective discard piles, then set up the offer according to the number of players:

- 4 players:** Draw 4 tiles / cards from each stack into a face-up row.
- 3 players:** Draw 3 tiles / cards from each stack into a face-up row.
- 1 / 2 players:** Draw as many tiles / cards from each stack into a face-up row as shown on the currently-visible Warden Duel card. Then, if playing with 2 players: remove the visible Warden Duel card (return to box) and flip the next card face-up (unless it's the last round).

Tip: Take a few minutes to ensure all players understand the function of each of the different tiles and cards on offer, so that they can make informed decisions in the next phase!

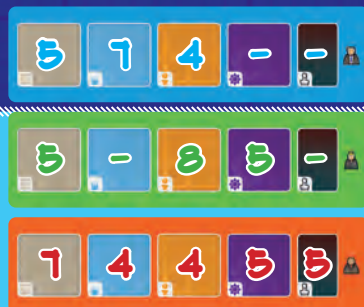
Bid (Simultaneous)

Hidden behind their player screen, each player allocates some or all of their cash to some or all of the Bid Areas shown on their bid board. When all players have done this, all players move their screens aside to reveal all bids.

EXAMPLE: MAKING BIDS

Blue has bid 5 on Cells, 7 on Staff Facilities, and 4 on Basic Facilities, ignoring Bureaucracy or Additional Facilities.

Green has bid 5, 8 and 5 on Cells, Basic and Additional Facilities. **Red** has bid on all categories: 7, 4, 4, 5 and 5.



After bids are revealed, players may only alter their bids with an ability that explicitly allows it. All the Bid boards are moved to the centre of the table in clear view of everyone.

Buy

In the Buy Phase, players can buy tiles / cards from each category: Cells, Basic Facilities, Additional Facilities, Staff Facilities and Bureaucracy. Repeat these steps until each category has been resolved, after which all players' bid boards should be emptied of money:

- Find the highest bid among all the remaining, unresolved bids in **all categories**. This category will be resolved next.
 - If players tie, resolve the category where the tied player highest in initiative bid.
 - If multiple tied bids belong to 1 player they choose which category to resolve next.
- In **descending order** of bids in **this category**, each player buys 1 tile / card from this category.

EXAMPLE: RESOLVING TIES WITH INITIATIVE

If multiple players have equal bids in the same category, the player with highest Initiative amongst the tied must either buy first and move their Warden to the back (leftmost space) of the Initiative track, or buy after all other tied players have done so. If there are 2+ tied players, the 2nd highest in Initiative order is given the same choice, and so on.

Example: The Initiative order is **Blue**, **Green**, **Red**. The highest bid is \$8, from **Green**, for Basic Facilities tile. They have bid more than anyone else, so they buy a Basic Facilities tile first. Next, **Blue** and **Red** tie, with \$4 each. **Blue** is ahead in Initiative, and wants to buy first, so they move to the back of the queue to do so.



When purchasing, choose one of the following options:

- Buy from the Offer:** Move a tile / card from the offer to your Construction / Bureaucracy Area (respectively), and discard your entire bid (even if higher than the value of what you bought) into the supply.
 - If its minimum value (top-left on a tile, left on a card) is higher than your bid, you must pay **2x the difference** from your unallocated cash. Otherwise you cannot purchase it.

EXAMPLE: BUYING A TILE

In the last example, **Green** bid 8 for Basic Facilities. They overpaid by \$3 to get the **Kitchen** – they really wanted it! If they only bid \$4, they would have had to pay \$2 from their unallocated cash to cover the difference.



- Dig for Alternatives:** Draw tiles / cards from the top of the relevant pile. Choose 1 to place in your Construction / Bureaucracy Area (respectively). Discard the rest. When drawing, pay (from your unallocated cash) equal to the no. of tiles / cards you've already drawn during this purchase (\$0 for the 1st, \$1 for the 2nd, \$2 for the 3rd, etc). Can't pay? Don't draw more!
 - If the minimum value of the tile / card you want is more than your bid, you must pay **2x the difference** from your unallocated cash.
 - You don't have to state in advance how many tiles you want to draw. You can choose to continue or stop after each. Once you've started, you may **not** buy from the offer area.

EXAMPLE: DIGGING

Red doesn't like either of their options for Basic Facilities tiles. They draw 1 tile (**Yard**) from the pile, for free. They could buy the **Yard** with their bid of \$4, but they'd have to pay an extra \$2 to cover the difference. They pay \$1 to draw again, and upon seeing a very useful **Showers** tile, their bid to buy it.



- Do nothing, and discard your bid. You may do this even after you started digging.

BUREAUCRACY EFFECTS

Bureaucracy cards let you create new Staff positions, allowing you to put your staff to good use, as well as new Policies to run your prison with.

When you gain a Bureaucracy card, move it above your prison frame (your Bureaucracy Area.) There's no limit to the number of cards you can gain, but it's unlikely to be more than 5 or 6.

There are 2 types of Bureaucracy card: Staff and Policy. They have 5 types of effect. Some cards have multiple effects.

+ **Immediate:** A one-off bonus gained when you place the card in your Bureaucracy Area.

○ **Passive:** A continuously available benefit.

⌂ **Exhaust:** To use the ability (during a Build / Intake / Objectives phase), rotate the card 90° to indicate it is exhausted. The ability will be available again after the next Income Round.

🚩 **End game:** These abilities are used / evaluated at the end of the game.

👤👤👤 **Staff Vacancies:** Vacancies can have a Staff meeple assigned to each of them. They must be filled left to right. You may assign Staff a Staff meeple anytime during a Build, Intake, or Objective phase, but they cannot be removed or reassigned once placed. When you assign a Staff meeple to a vacancy, resolve the effects beneath the slot.

Some Policy cards have slots that look like Staff Vacancies, explained in the Appendix.



TAG, YOU'RE IT

Players collect tags to improve their prison, meet prisoner needs, and to fulfil objectives. They appear on tiles and cards, and come in 3 types:

Track tags (\$, 🏠) boost your prison's income and ability to rehabilitate prisoners. When you get a Finance / Rehabilitation tag, increase your position on the corresponding track by 1 space. It's possible to gain more than 10 of the same Track tag, but your tracks' position will not increase beyond the 10th space.

Status tags (👤, 🍷, 🍷, 🍷, 🍷) determine whether your cells cater for the needs of prisoners living in them (see *Prisoner Needs*).

Passive tags have no inherent function, but are required for some objectives and to trigger some effects. There are seven: *Recreation* (🏀), *Food* (🍷), *Freedom* (🕊️), *Spirituality* (🙏), *Literacy* (📖), *Labour* (👷), and *Environment* (🌱).

Some effects grant **Wildcard** (?) tokens. When you get one, choose a Wildcard token with a Passive tag of your choice, and place it on a tile. **Wildcard tokens function for all purposes (adjacency conditions, Blueprint / Assignment objectives, etc.) as if the tag shown was printed on the tile.**

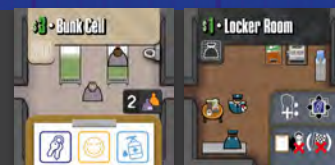
- Wildcard tokens granted by tiles must be placed on the tile itself, while those granted by cards can be placed on any tile.
- Some cards instruct you to place a specific tag on a tile: these function identically (and use the same tokens), except that you must place a token with the tag shown.
- **Each tile is limited to one Wildcard token each.**
- **You may not move / remove / change / replace a Wildcard token once placed.**



Build (Simultaneous)

In the Build phase, players add the tiles they've bought to their prison.

Bunk Cells & Locker Rooms: Anytime during a Build phase, each player can buy 1 Bunk Cell for \$3 and / or 1 Locker Room for \$1. These tiles help your prison function on a basic level.



Players move **all** the tiles (1 by 1, in any order) from their Construction Areas to their prisons:

- The very first tile can go anywhere in their prison area.
- Each subsequent tile must share a side with one or more tiles. For further restrictions see the "Windows" box below.
- The prison must fit inside a 6x6 grid (as indicated by the size of the frame). At any time, you can move your entire prison in any direction within the frame (or move the frame itself, if that's easier)
- You may not have more than 10 Cells in your prison (although this limit is unlikely to be encountered in most games!)

BONUS ICONS

Some tiles have icons along their left edge. Resolve these icons **immediately** when placed:

- **Staff** 👤: Take a Staff piece from the supply. This Staff member is now available to you.
- **Window** 🪟: Place a Window on this tile (see below).
- **Finance / Rehabilitation** (\$) / 🏠: Increase the respective track (on your player board) by 1.
- **Wildcard** (?): Put a Wildcard token of your choice **on this tile**.
- **Specialists** 👤👤👤👤👤👤: Take the indicated Specialist meeple from the supply. They are now available to place in your prison (see *Prisoner Needs* for how they work).

After the Build step, tiles can't be moved again unless explicitly allowed by an ability.

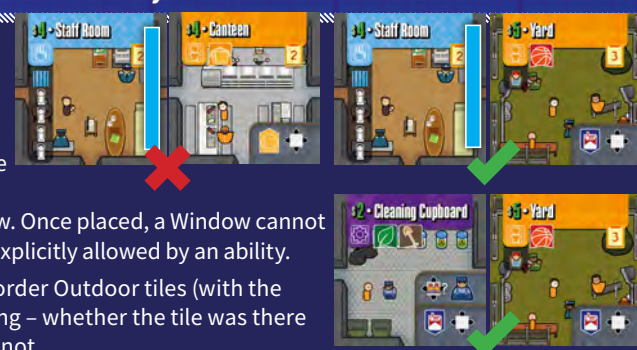
You must place all your tiles. Tiles cannot stay in the Construction Area between rounds.

WINDOWS

If a tile has Window icons, immediately take one Window piece for each such icon and place them on tile's edges. Each edge can have a **maximum** of 1 Window. Once placed, a Window cannot be rearranged or moved, unless explicitly allowed by an ability.

Edges with Windows may only border Outdoor tiles (with the grassy floor and fences) or nothing – whether the tile was there when the Window was placed or not.

A regular tile can border an Outdoor tile even if there's no Window.



Note: When you finish the Build phase, don't forget to check your prison to see if you recently met (or unmet) some of the conditions specified in the lower-right hand side of certain tiles. For an explanation of these effects, see the Appendix.

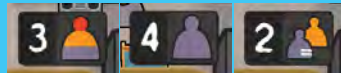


Intake (Simultaneous)

In this phase, players may add prisoners to their prison. Each player declares how many prisoners of each type (grey, orange, red) they're taking, considering the following rules:

- Prisoners must be placed in a cell. Each cell has a capacity printed on it (see below).

Example: From left to right: up to 3 prisoners of any type (even different types); up to 4 grey prisoners; up to 2 grey or orange prisoners, but not a mix of the two.



Some abilities may change the capacity of some or all cells. These abilities will still not allow you to place a prisoner type in a cell that you would have been unable to place originally.

- You may intake any number of prisoners in a round, as long as you have space. Don't worry if you intake a few, and then realize you can take more, just take them. However, once you have taken a prisoner, you may not refuse to place them, or return them to the supply.
- Once a prisoner is in a cell, they stay there until they either escape or are released (p. XX).
- The state pays out for each prisoner you take. **Immediately** receive \$1 per grey prisoner, \$2 per orange prisoner, and \$3 per red prisoner you take.

In the unlikely case of a type of prisoner running low, perform this phase in initiative order: the highest player in initiative intakes whatever they want, before allowing the 2nd player in initiative to do so, at which point the former may not intake further, and so on.

When you have multiple prisoners in a cell, stack them in order of threat value (highest on the top, lowest on the bottom.) If multiple types of prisoner occupy one cell, place grey prisoners at the bottom of the stack, then orange, then red. Threat values are also used in Evaluation (p. XX) and Scoring (p. XX).

MEET THE INMATES

Your prison will house 3 types of prisoners: Minimum, Medium and Maximum security (grey, orange and red, respectively).

Higher risk prisoners are worth more money when taken, tend to score more via objectives, and are worth more when rehabilitated.

However, they're also more liable to breakout, and make your prison less secure!



Grey prisoners have threat values of 2 (~67%) and 3 (~33%).



Orange prisoners have threat values of 3 (~25%), 4 (50%), and 5 (~25%).



Red prisoners have threat values of 5 (25%), 6 (50%), and 7 (25%).



PRISONER NEEDS

Prisoners have 3 needs that the players try to fulfil during the game:

- Security:** If you don't keep prisoners Secure, they will try to escape!
- Comfort:** Tiles that provide food, activities, and recreation will keep prisoners happy.
- Hygiene:** From showers to healthcare, your prison needs to be hygienic!

The 3 statuses are tracked by moving status cubes from your player board to cells. When you do so, take the leftmost available cube, and fill the rightmost spot if you ever remove cubes.



In the above example, the Luxury Bunk Cell comes with a Comfort tag, and is unaffected by Discontent. Add an Orange cube from your player board to mark it as Comfortable.

These needs are met by functional tags (Security, Comfort, Hygiene) affecting cells. A functional tag affects a cell if it's on the cell, or if another (non-cell) tile grants it to a cell. For specific abilities granting functional tags, see the Appendix. Note: Blueprint objectives showing functional tags care about tiles with these tags on them, not ones that are granted their effect.



A cell is Secure if it is affected by more Security than Contraband tags. The prisoner with the highest threat value in each cell (the one on the top of the stack) will add Contraband to their cell: 1 Contraband tag if orange, 2 if red. (The Contraband tags shown on the prisoners not on the top do not count.)



A cell is Comfortable if it is affected by more Comfort than Discontent tags.



A cell is Hygienic if it is affected by at least one Hygiene tag.

EXAMPLE: MEETING NEEDS

After the first round, this is your prison. The **Bunk Cell** (top-centre) has:

- 1 Contraband tag from **Cleaning Cupboard** and 2 Security tags from **Guard Tower**. That's more Security than Contraband, so it is Secure. Mark it with a dark blue cube.
- 1 Comfort tag from the **Canteen**, but 1 Discontent from the **Guard Tower**. They cancel each other out, so the **Bunk Cell** isn't Comfortable yet.



The **Luxury Bunk Cell** (lower-right) has:

- 2 Security tags from **Guard Tower** and no Contraband. It is Secure. Add a dark blue cube.
- 1 Comfort tag from the **Canteen** and 1 Discontent from the **Guard Tower**. However, **Luxury Bunk Cell** already comes with 1 Comfort tag (see beneath the name). That's more Comfort than Discontent, so it is Comfortable. Mark it with an orange cube.



During Intake, you add 2 Grey prisoners to your **Bunk Cell**, and 1 Red to your **Luxury Bunk Cell**.

- The grey prisoners have no Contraband; the **Bunk Cell** is still secure. However, it triggers **Cleaning Cupboard** as there are 2 prisoners adjacent, you get a Custodian. You place it on the **Bunk Cell** to make it Hygienic (mark with a light blue cube).
- The red prisoner adds 2 Contraband to the **Luxury Bunk Cell**, effectively cancelling out the 2 Security tags from the **Guard Tower**. Remove the dark blue cube from it.



SPECIALISTS

Some abilities provide Specialists: When indicated, take the corresponding Specialist meeple from the supply and add them to your available meeple pool. You may assign Specialists in your pool to any cell in your prison anytime during a Build, Intake, or Objectives phase (but only at these times). Unlike Wildcard tokens and regular Staff meeples, you can freely unassign / reassign Specialists in these phases. Each cell can hold up to 3 Specialists at once (including multiples of the same Specialist).



These Specialists act as if the corresponding functional tag was printed on the cell in question, and affects the cell in question. Guards & Dogs act as a Security tag, Trainers & Librarians act as a Comfort tag, and Nurses & Custodians act as a Hygiene tag.

DEPLOYING STAFF

Staff meeples can be placed on Staff vacancies, on some tiles (see appendix), and most notably on **Locker Rooms**. Tiles with the icon can have up to one Staff meeple each, while Staff cards can have up to 3 each (once per vacancy.) They can be placed anytime during a Build, Intake, or Objectives phase (but only at these times). Once placed, Staff meeples may not be removed, retrieved, or moved.



Tip: There's no need to add / remove cubes after every single move. We recommend updating prisoner needs before and / or after each Intake. The important part is correctly marking needs during Evaluation / Income Rounds, and for Final Scoring.



Set Objectives (Simultaneous)

Finally, in the Set Objectives phase, all players commit to objectives. Each player must either:

- Play 1 Objective from their hand into their Objective Area, and discard another, **OR**
- Play 2 Objectives from their hand into their Objective Area

They then draw 2 Easy and 2 Hard objectives, choose 2 out of the 4 to add to their hands, and discard the remainder. (In the last round, skip this step.)

Objectives are evaluated in Final Scoring. Played objectives will give you VP (shown in green) if you meet them during Final Scoring, and some will lose you VP (shown in red) if unmet. Objectives in hand do not gain or lose you any VP.

OBJECTIVE CONDITIONS

Objectives fall into 3 categories:

Assignments track one or more properties of your prison: number of tags, secured / hygienic / comfortable cells, Bureaucracy cards, etc.

The requirements listed on Assignment cards stack. In the example on the right, both cards require you to have Labour and Literacy tags. You'd need 2 Labour and 3 Literacy tags to complete both (and a Recreational tag to complete the first).



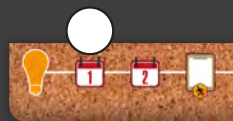
Blueprints show a pattern of rooms, sometimes specifying tags, room types, prisoners, or window positions. You meet a Blueprint if you can show this pattern in any rotation or mirroring anywhere in your prison area, ignoring any non-applicable tile features, i.e. if a Blueprint shows a Labour tag, but a tile has a Labour and Environment tag, that's acceptable.

Multiple Blueprints can overlap, i.e. one tile can fulfill multiple Blueprints. Note that "any tile" does not include *Locker Rooms*, unless explicitly specified with the *Locker Room* icon or colour.

Characteristics work similarly to Assignments: mostly showing a minimum number of specific tiles or prisoners, or other properties of your prison. However, unlike Assignments they don't stack - you can freely combine them, have the same tile to count towards multiple of them (and towards one Assignment).



Note: When all players are done setting Objectives, and have ensured any Staff / Specialists they wish to assign have been assigned, move the round tracker forward to the next round, which may be another Working Week Round (in which case, proceed with *Cleanup*), or an Evaluation Round (see right.)



EVALUATION ROUNDS

Each game has 3 Evaluation Rounds. In an Evaluation Rounds, perform the following steps:

1. Each player should double check their prisoner needs (Security, Comfort, Hygiene), check their Finance and Rehabilitation tracks are correct, etc. After this step, **do not** modify your statistics until the end of Evaluation.
2. **Prisoners Escape:** Roll 1 / 2 / 3 Escape dice (for the 1st / 2nd / 3rd Evaluation, respectively, as shown on the Central board). Count the total number of Escapee icons (🏃) on the dice. All players simultaneously move that many prisoners from **unsecured cells** to the 'Escaped' area of their prison frame (lower-right), starting from the unsecured prisoner with the highest threat value, then in descending order of threat value.
 - Multiple prisoners can escape from the same or separate cells. The highest threat prisoners should always be on the top of any given stack, so just take the highest value of all 'visible' prisoners, until the quota is met. If several unsecured prisoners of equal value in separate cells would escape, you choose which one(s) escape.

The same number of Escapee icons applies to all players. Ignore prisoners in secure cells.

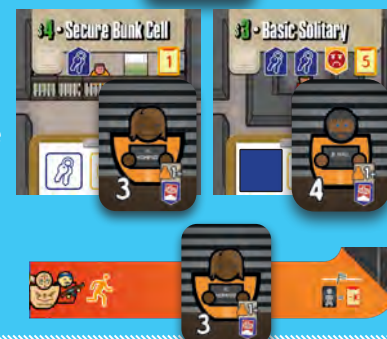
EXAMPLE: ESCAPE ATTEMPT

In the 1st Evaluation Phase, 1 die is rolled. There are 2 Escapee icons. 2 Escapees will try to leave each prison.

In your prison, you have 2 Orange prisoners. The first adds a Contraband to its *Bunk Cell*, negating the effect of the Security tag on it.

The second also adds a Contraband to his cell, but there are 2 Security tags on it, so he remains Secure.

In this case, the first Prisoner escapes, but not the second. He's moved to the 'Escaped' area of your prison frame. You will lose 3VP (his threat value) at the end of the game.



3. **Release Prisoners:** Each player *may* release prisoners up to the indicated amount on the step they currently occupy on their Rehabilitation track. Move the released prisoners to the Released area of your player board.



Step 4 allows you to release up to 2 grey prisoners, and 1 grey or orange.

Step 5 allows you to release up to 2 grey prisoners, and up to 2 grey / orange.

Step 6 allows you to release up to 1 grey, 2 grey / orange, and 1 of any type.

Your current position on the track shows how many prisoners of each type you can release. If you have over 10 Rehabilitation tags, resolve prisoner release as shown on the 10th space. You can choose any threat value within the allowed types, but you'll usually want to release higher value prisoners. Prisoner needs don't matter here.

4. If this is the 1st / 2nd Evaluation Round, discard every Staff meeple (back into the supply) from Locker Rooms (and only from Locker Rooms). In the last Evaluation, Staff meeples stay on Locker Rooms to count towards Blueprints.
5. Proceed either to an Income Round, or to Final Scoring.

\$ INCOME ROUNDS

During an Income Round each player gains cash from the bank as shown on their Income track. If a player has over 10 Finance tags, they receive income as if they had 10.



In the above example, the player would gain \$30 from the supply.

Players also get \$1 for each prisoner (not Cell) in their prison for whom 2 or more needs (Security, Comfort, and Hygiene) are met.

All players upright any 'Exhausted' (☹️) cards, making them available again.

🏁 END OF THE GAME

At the end of the game, players calculate their Victory Points (VPs, represented by this icon 📄).

Discard unplayed Objectives from your hand; they no longer matter. Then, score as follows:



Cash: Every \$2 of leftover cash is worth 1 VP.



Brick and Mortar: Most tiles have a VP value in their top-right corner. Some have a conditional VP value in their lower-right corner. Conditional VP is only awarded if you meet the condition at the time of scoring. For an explanation of each tile, see the appendix.



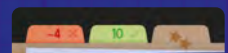
Organization: Some Bureaucracy cards have conditional VP values, as with tiles. Evaluate these now.



Finances & Rehabilitation: Receive VP shown on your Income and Rehabilitation track positions, if any.



Specialists: Receive 1 VP per Specialist you have in your prison (Guards, Dogs, Trainers, Librarians, Nurses, and Custodians), regardless of whether they are assigned to a cell or not.



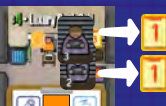
Objectives: Check all Objectives played into your Objective Area: for each completed Objective, score the positive VP value (green). For each incomplete Objective, lose the indicated negative VP value (red), if any such value is indicated.



Escapees: Lose VP equal to the total threat value (the number printed in the lower-left on a prisoner tile) of all your escaped Prisoners.



Reintegration: Gain VP equal to the total threat value of all your released Prisoners.



Inmates: Score 1 VP for each prisoner in a Hygienic OR Comfortable cell. Score 3 VP instead for each prisoner in a Hygienic AND Comfortable cell.



The player with the highest VP wins, in case of a tie players share victory.

THE GOVERNOR

SOLO OPPONENT

In the *Prison Architect* solo mode, you play against The Governor, a corrupt official laundering cash through a prison building company.

The solo rules are integrated with the core game, so almost all rules apply without change. You can read a summary of changes here, the significant changes occurring in the Foundation Round, Bid phase, Buy phase, and for calculating the Governor's final score.

SETUP

Set up as a 2 player game (using Warden's Duel cards). Instead of fully setting up a 2nd player area, give the Governor 5 Staff, and enough space for 2 stacks of cards and 1 stack of tiles.

RULE CHANGES

Initiative isn't used – you always have the lead.

The Governor doesn't use money. He never pays for anything he buys – he just takes it.



FOUNDATION ROUND

Draw 1 tile (not a card) each from 2 different tile stacks of your choice. You then buy one first, and The Governor takes the other.



WORKING WEEKS

Cleanup: Follow 2-player rules, but don't reveal the next Warden card yet.



Bid: Set your bids. Then, reveal the next Warden card, which shows The Governor's bids:

The Governor's bid for a category equals the corresponding value on the Warden card, plus a bonus if he placed Staff on that area last round, equal to the round number (2 = +\$2, 3 = +\$3, etc). If he bid nothing, he doesn't use this bonus.



Buy: Evaluate each area, in any order.

If your bid for an area is equal to or greater than The Governor's, you buy first. Otherwise, he buys first. He ignores tiles / cards with greater minimum value than his relevant bid.

When faced with a choice, he buys the tile that meets an earlier priority on the Warden card: each shows 2-3 icons – the Governor's priorities this round. He will buy the tile that best provides the leftmost benefit, moving onto the next priority if no such tile exists. The last icon is always either 'Most



VPs' (👤) or 'Cheapest' (💰), prioritising the tile with the most unconditional VPs or lowest cost (respectively).

When choosing cards, he buys the type (Staff / Policy) he has fewest of (Staff, if tied).

If a tie persists, he buys the tied tile / card closest to the stack.

If he buys, discard any Staff from that area.

If The Governor can't buy a tile / card:

- **Rounds 1-4:** He puts one of his Staff meeples near the area (skip if meeple already present).
- **Round 5:** He takes the top tile from the stack, regardless of cost / bid.

Build: You build as normal. If The Governor bought fewer than 2 tiles (not counting cards) in the Buy phase, he takes 1 Bunk Cell. If he bought no tiles (not counting cards) he also takes 1 Locker Room.

He keeps all tiles in a stack, and all Bureaucracy cards in another.

Intake: You intake prisoners as usual. The Governor does nothing.

Set Objectives: You play / discard / draw objectives as usual. The Governor draws 1 Easy and 1 Hard Objective, and keeps them in a face-down stack. *To increase the difficulty, give him 2 Hard Objectives instead of 1 Easy and 1 Hard.*



EVALUATION

Perform your Evaluation as usual. The Governor doesn't participate.



\$ INCOME

Gain Income as usual. The Governor doesn't participate – he doesn't use money.



END OF THE GAME

Score yourself as usual. For the Governor, score the following. Use the **Green** / **Yellow** / **Red** scores according to your chosen difficulty (Easy / Medium / Hard).

Brick and Mortar: **3** / **5** / **7** VP per tile he has, plus the total VP each tile generates, assuming each condition is met once.

Organization: **2** / **7** / **12** VP per Bureaucracy card he has. Ignore VPs printed on the card.

Specialists: 1 VP (regardless of difficulty) per Specialist it would have received from any tiles / cards it has (assuming any with conditional Specialists were fully utilised).

Objectives: The VP from every Objective card he has, assuming all vacancies filled, and tiles with conditional requirements were met.

You win if your score is higher than that of the Governor!

APPENDIX: TILES

Below, 'adjacent' means 'orthogonally adjacent' (i.e. not diagonally) while 'surrounding' refers to the 8 tiles surrounding this one.

Effects that 'grant' a tag to cells mean the cells are affected by it for the purpose of prisoner needs - it doesn't mean they have the tag for Blueprint purposes.

Effects counting 'prisoners in adjacent cells' refer to the total number of prisoners (of any type) across all adjacent cells.

Common Tiles



Bunk Cell. \$3. Can hold up to 2 Prisoners. Both must be either Grey or Orange.



Locker Room. \$1. Place 1 Staff here to grant 1 Security tag to each of the surrounding tiles. This meeples is removed during every Evaluation except the last.

Cells



Luxury Bunk Cell. \$4. 3VP. Comes with a Window and a Comfort tag. Capacity: Up to 2 Prisoners of any type.



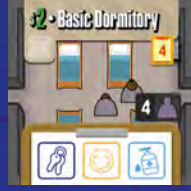
Secure Bunk Cell. \$4. 1VP. Comes with a Security tag. Capacity: Up to 2 Prisoners of any type.



Basic Holding. \$4. 4VP. Comes with a Security tag and a Discontent tag. Capacity: Up to 4 Prisoners of any type.



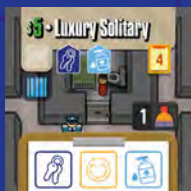
Luxury Holding. \$4. 3VP. Comes with a Window and a Hygiene tag. Capacity: Up to 3 Prisoners of any type.



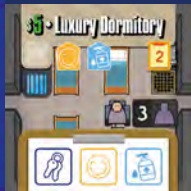
Basic Dormitory. \$2. 4VP. Capacity: Up to 4 Grey Prisoners.



Basic Solitary. \$3. 5VP. Comes with 2 Security tags and 1 Discontent tag. Capacity: 1 Prisoner of any type.



Luxury Solitary. \$5. 4VP. Comes with a Window, 1 Security tag and 1 Hygiene tag. Capacity: 1 Prisoner of any type.



Luxury Dormitory. \$5. 2VP. Comes with a Window, 1 Comfort tag and 1 Hygiene tag. Capacity: Up to 3 Grey Prisoners.

Basic Facilities



Canteen. \$4. 2VP. 1 Food Tag. Grants 1 Comfort tag to adjacent Cells.



Kitchen. \$5. 1VP. 2 Food Tags. At Game End: Score 4VP for each adjacent Food tag.



Showers. \$3. Increases prisoner capacity of adjacent Cells by 1 (type limits must be respected). Grants 1 Hygiene tag to each adjacent Cell.



Yard. \$5. 3VP. Outside tile. Comes with a Trainer meeples and 1 Recreation Tag. Grants 1 Contraband to adjacent Cells.



Common Room. \$5. 4VP. Comes with a Window and 1 Recreation Tag. Grants 1 Comfort to surrounding Cells.



Workshop. \$6. 1VP. 1 Labour Tag. Has 1 Rehab tag for every 4 prisoners across the surrounding Cells.



Laundry. \$5. 2VP. 1 Environment and 1 Labour Tag. Grants 1 Hygiene to surrounding Cells, and 1 Contraband to adjacent Cells.



Visitation. \$6. 5VP. 1 Freedom tag. Grants 1 Comfort to surrounding Cells, and 1 Contraband to adjacent Cells.



Counselor. \$6. 3VP. Comes with a Window. Place a Staff here to gain 2 Rehabilitation tags.



Infirmary. \$5. 1VP. Grants 1 Hygiene to all Cells in the same column and in the same row.

Additional Facilities



Cleaning Cupboard. \$2. 1 Environment and 1 Labour Tag. Grants 1 Custodian if there are 2+ prisoners in adjacent Cells (combined). Grants 1 Contraband to adjacent Cells.



Library. \$7. 1VP. 1 Literacy tag. Place a Staff meeples here, to gain 3 Librarians. At Game End: Score 4VP for every 4 prisoners in the surrounding Cells.



Forestry. \$6. 3VP. Outside tile. Grants 1 Staff meeples and 1 Labour tag. Gain a Finance tag for each **Workshop** tile in the same row and in the same column.



Classroom. \$4. 1VP. Grants 1 Rehabilitation tag and 1 Literacy tag.



Mailroom. \$6. 2VP. Comes with 1 Window. Place 1 Staff meeples here to gain 1 Freedom and 2 Finance tags. At Game End: 4VP if there are 2+ Finance tags on adjacent tiles.



Shop. \$5. 3VP. Outside tile. 1 Finance and 1 Freedom tag. Grants 1 Comfort and 1 Contraband tag to all Cells in the same column and in the same row.



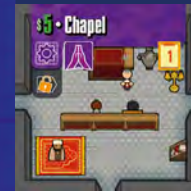
Greenhouse. \$7. 2VP. Outside tile. 1 Food and Labour tag. Grants 1 Finance tag if there's a **Kitchen** in this row / column. At game end: 2VP if there's a **Canteen** in this row / column.



Basketball Court. \$5. 2VP. Outside tile. 1 Recreation tag. Grants 1 Comfort to all Cells in the same row and column if there are 2+ Windows overlooking this tile.



Recycling. \$6. 1VP. 1 Environment and Labour tag. Grants 1 Finance if adjacent to a Labour tag. Game end: 3VP if adjacent to an Environment tag.



Chapel. \$5. 1VP. Grants 1 Rehabilitation and 1 Spiritual tag.



Garden. \$6. 4VP. Outside tile. Grants 1 Environment and Recreation tag. Game end: 2VP per Window overlooking this tile.

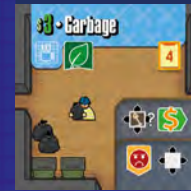
Staff Facilities



Storage. \$6. 1VP. Grants 1 Wildcard tag (place on this tile). Place 1 Staff meeples here to draw 2 Bureaucracy cards. You may buy 1 of them for its minimum price.



Surveillance. \$4. 1VP. Grants 1 Security each of the surrounding Cells



Garbage. \$3. 4VP. 1 Environment tag. Grants 1 Discontent to each adjacent Cell. Grants 1 Finance tag if there is 1 adjacent Labour tag.



Staff Room. \$4. 2VP. Comes with 4 Staff meeple and 1 Window.



Deliveries. \$6. 2VP. Comes with 2 Windows, 1 Finance tag, 1 Staff meeple, and 1 Wildcard tag (place on this tile).



Office. \$5. 3VP. Comes with 1 Window, Staff meeple and a Finance tag. Gain 1 Wildcard tag if you have 2+ Policy cards. Game end: 5VP if you have 2+ Staff cards.



Kennels. \$5. 1VP. Comes with 1 Window and 2 Dogs.



Armoury. \$7. 2VP. Grants 1 Discontent to each surrounding Cell. Each adjacent tile that grants Security grants +1 Security via the same rules.



Exports. \$6. 5VP. Grants 2 Finance tags if there are 3 or more different passive tags across the adjacent tiles.



Reception. \$5. 3VP. Comes with 2 Windows. During intake, gain +\$1 for each prisoner you intake (regardless of type) type). This ability does NOT stack with multiple *Receptions*.



Guard Tower. \$6. 2VP. Outside tile. Grants 1 Discontent to each adjacent Cell, and 2 Security to each surrounding Cell.

BUREAUCRACY

Policy Cards



Finances. \$4. End Game: 2VP for each Staff meeple allocated to a Staff card.



Extra Grant. \$4. Immediate: Draw 1 Hard Objective. End Game: You may Play 1 Objective and / or discard 1 of your played Objectives.



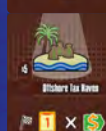
Bank Loan. \$4. Immediately gain 1 Finance tag and \$10 (from the supply).



Micromanagement. \$4. Immediate: Put 1 Wildcard token on a tile. Once per Build phase, you may swap 2 tiles or move 1, provided it doesn't divide your prison.



Prison Labour. \$4. Exhaust: Move 1 Grey prisoner from your prison to this card. It is Secure. 1st slot only: Add a Labour token to a tile. All slots: Gain 1 Rehabilitation tag.



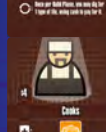
Offshore Tax Haven. \$5. End Game: 1VP for each Finance tag on tiles and cards in your prison. Not limited to 10!



Chief of Security. \$4. Immediate: Gain 3 Staff meeple. End Game: 5VP if you have 5 or more Staff Facilities / Locker Room tiles that produce Security tags.



Land Expansion. \$7. Once per Build phase, you may dig for 1 type of tile (but not a card) from any of the stacks, and use cash to pay for it. Normal digging rules apply.



Cooks. \$4. Immediate: Put 1 Food tag token on a tile. End Game: 1VP for each prisoner adjacent to a tile with a Food tag on it.



Cleaning. \$4. Exhaust: Move 1 Grey prisoner from your prison to this card. It is Secure. 1st slot only: Add an Environment token to a tile. All slots: Gain 1 Finance tag.



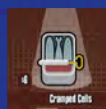
Groundskeeping. \$4. When digging for tiles (not cards), pay \$1 fewer per additional draw. (i.e. Pay \$0, \$0, \$1, \$2, etc). End Game: 1VP per Outdoor tile in your prison.



CCTV. \$4. Grants 1 Security tag to each Cell that is adjacent to another Cell. End Game: 3VP for every 3 Red prisoners in your prison, regardless of where they are.



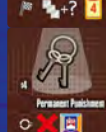
Inmate Intelligence. \$4. Every Literacy and Labour tag in your Prison grants a Security tag to each adjacent Cell.



Cramped Cells. \$6. Each Cell in your prison may contain 1 additional prisoner (obeying the type restrictions of that tile).



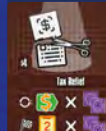
Psych. Evaluation. \$4. Immediate: Put a Literacy token on a tile, and gain 1 Finance and Rehabilitation tag. End Game: 4VP if you have 3+ Freedom tags.



Permanent Punishment. \$4. Ignore the effects of Contraband printed on tiles (but not prisoners). Locker Rooms grant 1 Discontent to each surrounding Cell.



Guard Training. \$4. Immediate: Gain 1 Staff meeple. Locker Rooms grant 1 additional Security tag when they have a Staff meeple placed there.



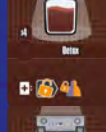
Tax Relief. \$4. Grants a Finance tag for every 2 Additional Facility tiles in your prison. End Game: 2VP for every 2 Additional Facility tiles in your prison.



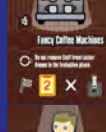
Tasers. \$4. When rolling Escapee dice, ignore the highest result. End Game: The penalty per Escaped prisoner you have is reduced by 1 VP each.



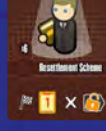
Snipers. \$5. Immediately gain 3 Guards.



Detox. \$4. Immediately gain 1 Rehabilitation tag and release 1 Grey or Orange prisoner.



Fancy Coffee Machines. \$5. Do not remove Staff meeple from Locker Rooms in the Evaluation phase. End Game: 2VP for each Staff meeple on a Locker Room.



Resettlement Scheme. \$6. End Game: 1VP for each Rehabilitation tag on tiles and cards in your prison. Not limited to 10!

Staff Cards



Accountants. \$5. Immediate / Staff Placement: Gain 1 Finance tag.



Deployment. \$4. Immediate / Staff Placement: Gain 1 Guard. End Game: 2VP if you have an Armoury.



Coaches. \$4. Staff Placement: Gain 1 Librarian. 1st spot only: Put 1 Recreation token on a tile. End Game: 1VP per Recreation tag in your prison.



Lawyers. \$4. Staff Placement: Put a Wildcard token on a tile.



Parole Officers. \$5. Immediate / Staff Placement: Gain 1 Rehabilitation tag.



Doctors. \$4. Staff Placement: Gain 1 Doctor. End Game: 3VP if you have an Infirmary adjacent to a Staff Facility tile.



Janitors. \$4. Each Staff meeple assigned here allows you to completely ignore 1 tile from a Blueprint during end game scoring. You may ignore at most one tile per Blueprint.



Gardeners. \$4. Staff Placement: Add, remove or move 1 Window to / in your prison. End Game: 1VP for every Window overlooking an Outdoor tile.



Foremen. \$4. After revealing bids, you take \$1 plus \$1 for each Staff meeple assigned to this card from the supply and add it to **one** of your bids.



Spiritual Leaders. \$4. Staff Assignment: 1st: Put a Freedom token on a tile. 2nd: Put a Spiritual token on a tile. Gain a Rehabilitation tag. 3rd: Gain 2 Finance tags. End Game: 3VP if you have 3+ Spiritual tags.



Dog Handlers. \$4. Staff Assignment: Gain 1 Dog. End Game: 3VP if you have 2 adjacent Kennels in your prison.

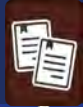


Teachers. \$6. Staff Assignment: 1st: Put a Literacy token on a tile. During Evaluation, you may release one additional Grey prisoner for each Staff meeple assigned to this card.

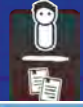
OBJECTIVES



Staff Bureaucracy Card.



Policy Bureaucracy Card.



Any Bureaucracy Card.



Any tile except a Locker Room.



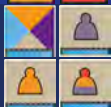
L-R: Cell tile, Basic Facilities tile, Additional Facilities tile, Staff Facilities tile, Locker Room tile, any Outdoor tile.



L-R: A Cell tile with at least one Grey, at least one Orange, at least one Red, at least one prisoner.



L-R: Any Type, Grey, Orange, Red prisoner.



L-R: Any tile with a Window, a Cell with at least one Grey / Orange / any type prisoner and a Window.



Any tile with the pictured tag on it. (In case of functional tags, it's the tag granting them, not a cell that's only being granted one by another tile.)



A Staff meeple that has not been allocated to a tile or card.



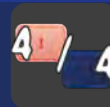
Have no more than 1 cell affected by Contraband from other tiles. Ignore Contraband from prisoners, and the effect of the *Permanent Punishment* ability.



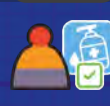
A tile with an unconditional VP value of 4 or more.



Different passive tags.



4 completed Assignment or Blueprint Objectives.



Prisoner of any type in a Hygienic cell.



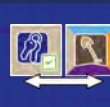
Prisoner of any type in a Comfortable cell.



Prisoner of any type in a Comfortable AND Hygienic cell.



Prisoner of any type in a Secure cell.



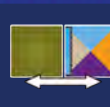
Distinct, adjacent pairs of 1 Secure Cell and 1 tile with a Labour tag.



Distinct, adjacent pairs of 1 Basic Facility tile and 1 Additional Facility tile.



Distinct, adjacent pairs of 1 Cell tile and 1 Staff Facility tile.



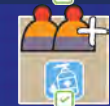
Distinct, adjacent pairs of 1 Outdoor tile and any 1 tile overlooking it with a Window.



Distinct, adjacent pairs of Staff-producing tiles.



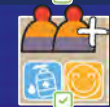
A Comfortable, Hygienic Cell with 3 or more Security tags affecting it.



A Hygienic Cell with 2 or more prisoners in it.



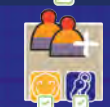
A Comfortable Cell with 2 or more prisoners in it.



A Hygienic AND Comfortable Cell with 2 or more prisoners in it.



A Secure Cell with 2 or more prisoners in it.



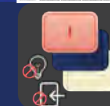
A Secure AND Comfortable Cell with 2 or more prisoners (of any type) in it.



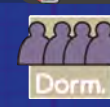
A Cell with all needs fulfilled and exactly 1 Red prisoner in it.



Have a prison that forms at least a 5x5 square. It does not need to be fully filled-in with tiles.



Complete 1+ Objective of each type (Assignment, Blueprint, Characteristic) excluding Starter Objectives and this card.



Any Dormitory (Basic or Luxury) with 4 (or more) Grey prisoners in it.



A Basic or Luxury Solitary with at least one Red prisoner in it.



Any Luxury Cell (Luxury Bunk Cell, Luxury Holding Cell, Luxury Solitary, or Luxury Dormitory).



A Comfortable Basic Holding cell with 4 (or more) prisoners of any type(s) in it.



A Staff Facilities tile that produces Security tag(s).



A Staff Facilities / Locker Room tile that produces Security tag(s).



A Basic Facilities tile that produces Hygiene tag(s).



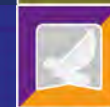
An Additional Facilities tile with a Spiritual tag on it.



An Additional Facilities tile with a Literacy tag on it.



An Outdoor tile (of either type) with a Recreation tag on it.



A Basic / Additional Facilities tile with a Freedom tag on it.



A Staff Facilities tile with a Finance tag on it.



Have 3 or 4 of the pictured tiles (Kennels, Armoury, **Surveillance (errata: Icon says Security)**, Guard Tower in a contiguous block in your prison.