

CHRISTIAN VAN DIJK

# HIJACKED

ART BY THE MICO



## RULEBOOK





# COMPONENTS



1 GAMEBOARD



8 HIJACKER TILES



4 HIJACKER TURNING TOKENS



5 MEDAL OBJECTIVE TOKENS



3 MEDAL TOKENS



64 PASSENGER CARDS



1 STARTING PLAYER CARD



12 SOLO CARDS



4 PLAYER AIDS



1 POLICE TEAM MEEPLE



4 COMMUNICATION DISCS



1 STAR TOKEN



1 BAG



3 RED CUBES



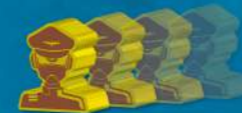
12 GREEN CUBES



2 PINK BONUS MINI DICE



8 DICE



4 PILOTS



12 PASSENGERS



4 SCORING TOKENS



4 THUMB TOKENS



6 BONUS TILES



6 NUMBER TOKENS (1-6)

26 DEMAND TOKENS  
CRYPTO, MEDICINE, INTEL, FOOD

2 BONUS DICE

## EMERGENCY AT THE AIRPORT!

A passenger plane has been hijacked by several hijackers. The airport has been closed off, the plane is surrounded by the police. Efforts should be made as quickly as possible to allow the passengers and crew to safely exit the plane or to persuade the hijackers to surrender. As a negotiator, do you have the ability to free as many passengers as possible before the police invades the plane and rescues them?



## GOAL

Each player is a negotiator, who must build a level of trust with the hijackers and meet certain demands, in order to eventually free at least 3 passengers and 1 pilot from the plane before the police invade the plane.

This requires negotiation: crypto (digital money), medicine and food must be used as a medium of exchange to obtain Passenger Cards. At times you need to collaborate with the other negotiators to make sure everyone can safely exit the plane, but you can also follow your own plan...

The player with the most points at the end of the game wins! In case of a tie, the player with the most recognition wins: when players both have the same level of recognition they can just enjoy a shared victory.

## DURATION

The number of players determines the minimum number of rounds. The number of rounds are indicated on the police track:

4 players:	8
3 players:	10
2 players:	15
1 player:	15

The police track should be considered as the number of imaginary minutes before the police team invades the plane.



# GAME SETUP

**1** Each player receives 2 dice, 1 scoring token, 1 communication disc, a thumb of the chosen color and 1 intel.

**2** Players decide amongst themselves who will be the **starting player**: this player receives the starting player card.

**3** Place the **scoring token** on the score icon on the score tracks. The players randomly choose which score track they want so that each player has their own score track. Some score tracks have a bonus earlier than others.

**4** Shuffle the **Passenger Cards**, remove the top 5 and put them back in the box (unseen). Then place 6 cards face down on the 6 designated spaces on the game board. Place the remaining cards in a draw pile next to the game board.

**5** Shuffle the **hijacker tiles** and place 4 tiles face up on the indicated places on the game board. Set the remaining hijacker tiles aside. Place the four **hijacker turning tokens** 'fist icon up' on the indicated places under the hijacker tiles.

**6** Place all **cubes** in the bag and place the bag next to the game board. Place the **star token** on the star-shaped place on the game board.

**7** Place 4 of the 6 **numbered tokens** face up at random on the appropriate places, the other 2 go back into the box.

**8** Place the **demands** and mini dice in the control tower (general supply).

**9** Place the **wooden passengers and pilots** on the indicated places above the Passenger Cards.

**10** Place the **bonus dice** in the appropriate place. 1 die for 1/2 players and 2 dice for 3/4 players.

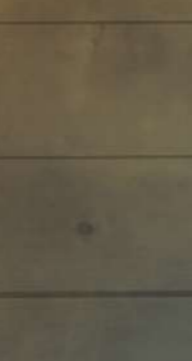
**11** Randomly place 3 medal tokens on the designated spots, number up, and choose an **objective token** at random. The remaining objective tokens go back into the box.

**12** Shuffle and place the square **bonus tiles** face down on the spot above the recognition track.

**13** Place the **thumbs** on the designated space.

**14** Place the **police team meeple** on the police track:

1-2 players: 15  
3 players: 10  
4 players: 8





# HOW TO PLAY

Hijacked is played over several rounds, the number is depending on the advancement of the police on the police track. Each round is divided into 3 phases, which must be performed in order.


## ROUND OVERVIEW

- 1 - Action Phase
- 2 - Police Phase
- 3 - End Phase


## ACTION PHASE

During this phase all players each take one turn, clockwise.

### A turn consists of 3 steps:

 The player whose turn it is rolls his dice: the dice affect his choices/actions.

**1-6** A player places his dice on one of the indicated places on the game board in order to perform the chosen action. Players are not allowed to place only one die on a spot where two dice are required.

 At the end of their turn, players take back their dice.

## POLICE PHASE

During this phase the Police Team advances one space towards the plane.

## END PHASE

The game ends if one of the conditions is met (see page 10).



### FREE PASSENGERS

If two Passenger Cards of the same color are scored, then they can be traded at any time (even during another player's turn) during the game for a (wooden) passenger from the plane. The

Passenger Cards will be discarded to the discard pile. In this way, 3 points are immediately scored per passenger. An unlimited number of passengers can be acquired.

### COLORS

There are five colors of Passenger Cards in the game.



### Gray, blue, green and yellow

There are gray, blue, green, and yellow Passenger Cards in the game which serve to obtain wooden passengers and pilots.



When all the Passenger Cards have been discarded or played, the discard pile is reshuffled and placed as a new pile.



### FREE PILOTS

To free a pilot you need three cards of the same color. The pilot immediately scores 5 points. Multiple pilots per player can be acquired, but there are only four in the game.



Players can place a maximum of 5 cards in their personal supply.



### RED PASSENGER CARDS

These are disadvantage cards. Some passengers are uncooperative or fight back on the plane, causing the negotiators to get in trouble.

If a face down red card is played, it must be discarded to the discard pile immediately (1 point is scored). As a result, the negotiators lose 10% trust, the topmost cube must be removed (if any).

This does not apply when the card is flipped face up because a player has flipped this card as being adjacent to his chosen card or when it is played as an already face up card. Red cards cannot be collected to free passengers or pilots.

# ACTIONS

During the Action Phase players can use their dice in the following ways:

## 1 CHOOSE AND PLAY/DISCARD PASSENGER CARDS

To choose a Passenger Card, the following steps are performed in order:

### GAMEFLOW

- Choose a face up or face down card.
- Reveal the chosen card if it was face down.
- Reveal the adjacent cards if not already face up.
- Play or discard the chosen card.
- Replace the played or discarded card with a new face down card from the draw pile.
- Reserve an adjacent card, if you want.

### A CHOOSE A FACE UP OR FACE DOWN PASSENGER CARD

In order to choose a **face down** Passenger Card, the active player must spend one of their dice with a value matching the number of pips on the back of the card.




Choosing a **face up** Passenger Card depends on whether the card has been previously reserved (see step F) or not. A face up Passenger Card that:

- is **not reserved** can be chosen using a **die with any number of pips**.
- is **reserved by the same player** can be chosen **without using any die**. Instead, the player takes his die used for the reservation back into his own supply (without using it this turn).
- is **reserved by another player** can be chosen by **spending a die equal to or greater than the number of the die used for the reservation**. The player who reserved the card previously immediately gets his die back.

### B REVEAL THE CHOSEN PASSENGER CARD

If the chosen Passenger Card was face down, it must be revealed now.

 Only 1 Passenger Card may be played per turn. In case of an extra die, 2 cards can be played per turn.

### C REVEAL THE ADJACENT PASSENGER CARDS

Since the passengers are sitting next to each other in the same row in the plane, when negotiating for the passengers, the passengers to the left and right of the chosen passenger are also involved in the negotiations. This means that the cards to the left and right to the chosen card are also revealed (if they are not already face up).


### D PLAY OR DISCARD THE CHOSEN PASSENGER CARD

Once a Passenger Card has been chosen, it must be **played** or **discarded** immediately.

To **play** a Passenger Card, their conditions (if any) must be met. For example, some Passenger Cards require a minimum percentage of trust from the hijackers (see under 3). Also, the appropriate demand of the hijackers for that passenger needs to be discarded to the general supply. A **played** Passenger Card is **placed face up** in the player's personal supply.

If a Passenger Card **cannot be played** because the trust percentage requirement or the hijacker's demands are not met, the Passenger Card **must be discarded** to the **discard pile** instead. One point is immediately scored for each Passenger Card discarded in this manner (for the attempt to save this passenger).

A player **may** also decide to **discard** a Passenger Card (and score 1 point) even if all requirements are met.

 When placing a Passenger Card in your personal supply, you do not receive 1 point (only when discarded).

### E REPLACE THE PLAYED OR DISCARDED CARD

The played or discarded card is replaced with a new face down card from the draw pile.

### F RESERVE AN ADJACENT PASSENGER CARD OPTIONAL

A player may optionally 'reserve' one of **face up Passenger Cards** if he thinks he can put that card to good use the next round. Therefore he places another die with any pip value on the card to be reserved.

## 2 CHOOSE RESERVED CARD

A player can take the reserved card from his previous turn. He only rolls one die this turn, because the die used to reserve his card comes back into his supply along with that card when his turn finishes. If the conditions are not met, the card cannot be taken and is discarded for 1 point.

A player may also choose to take a reserved Passenger Card from another player by surrendering a die equal to or greater than the number of the reserved die and meeting the card's conditions. The player who reserved the card immediately gets his die back.



At the end of the game, any remaining Passenger Cards that a player still has in his supply costs **3 minus points per Passenger Card**.



### Example

Tristan has reserved a Passenger Card with a die with a value of 4. If a next player now wants to take this card, a die with a value of at least 4 must be handed in (i.e. 4, 5 or 6).



### Example

Tristan rolls a 3 and a 5 with his dice. The six Passenger Cards on the back show two 3s, a 6, a 1, a 2 and one face up card. He now plays the number 3 card with his 3 die. He reveals the card and if he can meet the demands, he can play the card and put it into his personal supply.

If he does not meet the demands or does not want this card, he discards the card in the discard pile and scores 1 point. He reveals the cards to the left and right of the played or discarded card and has the option of reserving one of the face up cards. He also had the option of playing the face-up card with one of his two dice. It doesn't matter whether he played it with his 3 or with his 5.

Since he can only play one card per turn because he has no bonus or mini die, he cannot also play the face-up card in this round, but he can now reserve one of the face up cards for his next turn.



### 3 BUILDING TRUST

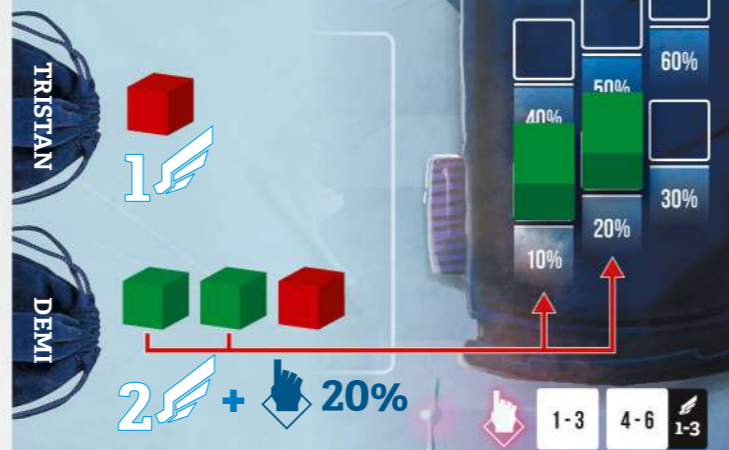
Building a level of trust with the hijackers is important in order to be able to free certain passengers or pilots from the plane. The Passenger Cards state the percentage of trust that is required before the hijackers would want to let this passenger off the plane.

With only little trust, a hijacker will be more suspicious and will offer less room in his negotiations.

If the player chooses this option, he may take a cube from the bag at a time (without looking). If the cube is green, it is placed in the next available trust spot: this can continue for up to three cubes in one turn (a player can also choose not to draw another cube). One point is gained for each green cube.

Is a red cube drawn? Then the building trust action ends immediately. If a green cube has not been drawn before, but a red one immediately, then a total of one point is obtained. The red cube goes back into the bag. The green ones remain.

**Example**  
Tristan draws a red cube from the bag as the first cube. His turn ends immediately, but he does receive one point. Demi then also takes a grab from the bag during her turn and draws a green cube twice in a row and then a red cube and scores two points.



**Star Token:** The first player to reach 100% trust receives the star token. At the end of the game, the star is worth 5 points.

**Star Token Rule:** It is possible to lose the star token. When the trust level drops below 100% and another player brings it back to 100%, he can take the star token from the other player.

### 5 HAVE THE POLICE TEAM RETREAT ONE FOR THE TEAM

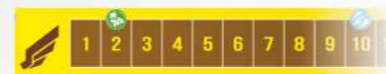
During their turn, all players have the option to influence the police track and have the police withdraw. This action is very important and all players need to work together to get more negotiation time.



POLICE



RECOGNITION TRACK



SCORE TRACK

It is required that **all players are on at the same level on the score track**, after which a player has the option to place his dice on the provided space. As a result, the police team is set back two places immediately. Any player (but preferably the starting player) advances the police team by one space at the end of a round. It is possible to move further away than the initial starting position. Players are not allowed to do this action in the first two rounds.

Because this is a team performance, all other players immediately receive two points (clockwise, starting with the player next to one who took the action). The player who performs this action does not receive any points, but draws the **two topmost bonus tiles** (if any), chooses one and will place it face up into the player's personal supply. The other bonus tile will be shuffled into the pile. Bonus tiles can be used during the game at any time and do not need to be played directly after obtaining. Used bonus tiles must be returned to the box.



BONUS TILE

Also, the player places his thumb on the first spot on the recognition track. When the same player repeats this action in another round, he moves his thumb one place forward. At the end of the game, extra points are scored for all players who have thumbs on the recognition track (printed on the recognition track).

### 4 PERSUADE HIJACKERS TO SURRENDER DIRECT LINE

Players can try to persuade a hijacker to surrender.

Players can speak with one hijacker through a direct line. The hijacker tiles are face up, so everyone can see what to gain (or obtain/acquire) when persuading a hijacker. Each hijacker is worth a number of points at the end of the game.

The player uses his two dice and places them on the space that matches the appropriate hijacker. He thus decides to persuade the hijacker to surrender and places his communication disc on the space provided under the hijacker.

This means that he is the only one who negotiates with this hijacker in a direct line. Any other player is not allowed to interfere with that hijacker. He flips the hijacker turning token to 1. When this action has been played 4 times, the hijacker has been persuaded to surrender. Each time the player scores **1 point** when the hijacker turning token spins. Players are allowed to place their dice on a different hijacker in subsequent turns, and move their communication disc accordingly (and start all over again).

Once a hijacker is persuaded to leave the plane, the hijacker tile and its communication disc are removed from the board. The hijacker is then placed face up in front of the player into the personal supply. A new hijacker tile (if any) is taken to fill the empty spot.

**Trust Drop:** Each time a hijacker surrenders the level of trust for the remaining hijackers will drop by 20%.

### 6 DEMANDS

A player can place one die in the designated space to obtain a demand. The demand he gets depends on the number he rolls. There are four number tokens during the game that determine which number of pips corresponds to which requirement. As a result, a die with a number that does not match a number token cannot be used in this action.



#### TYPES OF DEMANDS



#### Food

The passengers and hijackers need food and drinks during the hijacking.



#### Crypto

The hijackers demand money in the form of cryptocurrencies, such as Bitcoins. That is an easy way for them to obtain untraceable money.



#### Medicines

Some passengers or hijackers are injured and in (urgent) need of medication.



#### Intel

The hijackers need intel, information about the situation outside the plane. This 'wild' can be used as a substitute for any other demand.

**Demands can be used during the game in three ways:**

#### AS A MEDIUM OF EXCHANGE FOR OBTAINING THE PASSENGER CARDS

The Passenger Cards describe which requirement must be met in order to obtain the Passenger Card.

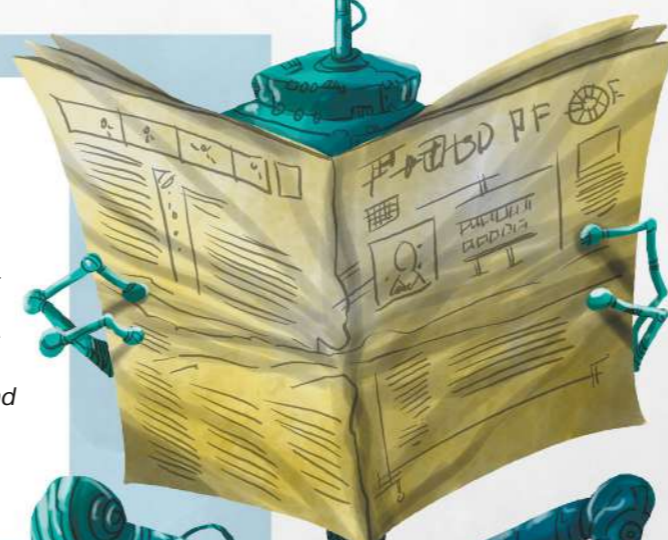


#### Example

Tristan wants to play a blue card. The card requires a minimum trust of 20% and a crypto. Because the percentage of trust is already at 50%, he meets the first condition. Since he has no crypto, he uses his intel, which he discards to the general supply. He can now play the card and take it into his supply.



**Example**  
Demi places her two dice with a value of 1 and 5 on the space containing the hijacker token that requires dice with a value of 1 to 3 and 4 to 6. She then places her communication disc on the indicated space. She turns the hijacker turning token to 1 and scores a point on the score track. If she now performs this action three more times, she has persuaded the hijacker to surrender and places the tile face up in her personal supply. The 2 topmost green cubes (if any) will be removed from the level of trust.





2

**TO ADJUST THE NUMBER OF PIPS ON A DIE**

A demand can be used to increase or decrease the number of pips on a die by 1. Multiple demands can be returned to the general supply to adjust the number of pips. No points will be scored for returned demands. For example, 1 demand can be used to change a 1 into a 2 or a 6. If two demands are submitted, the 1 can even be changed into a 3 or a 5.

**Example**  
Demi rolls a 6, but needs a 3 to perform an action. She hands in three demands of her choice in order to turn her die into a 3.



3

**TO GET POINTS DURING OR AT THE END OF THE GAME**

A demand immediately earns one point if it is returned to the general supply. **This can be done at any time during the game, even if it is not the player's turn.** This can help ensure that all players are at the same level on their scoring tracks so that they can have the police pull back.



**7 - BONUS DICE**

Every player can take a bonus die. This die can be obtained by placing one other die on the corresponding space.



This die may not be used in the current round, but **must** be played in the next round, after which the die is returned to the designated space after the turn has ended. The latter does not apply if the player with that die reserves a Passenger Card. Then it remains for one more round.

By using this die, a player can also play/discard an **extra Passenger Card** during his turn.

**END OF THE GAME**

The game can end in two ways if in the end phase of a round one of the following conditions is met:

**A PLAYER ENDS THE GAME**



One of the players has been able to negotiate at least three passengers and one pilot from the plane.

The other players must still complete their turn during the current round.

**ABRUPT END**



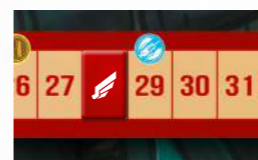
The police team has reached the last place: the plane is then stormed by the police!

If the police breach the plane, the game ends immediately. All players lose the game!



**SCORING**

The total number of points scored by each player are calculated at the end of the game:



from the score track;



from the obtained bonuses and medals;



each remaining demand scores one point;



obtaining the star token, which is worth 5 points;



from the obtained hijackers tiles;



each Passenger Card not used to negotiate a passenger from the plane results in minus 3 points;



points from the recognition track.

**MEDALS AND BONUSSES**



**OBTAINING MEDALS**

No dice are required for this action. If a player meets one of the objectives for a medal **first**, he takes the corresponding medal token and places it face-down in his personal supply (exchange them at any time for points during the game or at the end scoring).

Conditions can be found on the back page.



**SCORE TRACK BONUSSES**

When a player **stops** on a bonus on the score track, he may immediately take the matching demand on the game board, as long as the game did not end. **If he passes a bonus without stopping, he receives no demand.**



**MINI DICE**

The mini dice have a one-time effect and must be returned to the general supply after use. The same rules apply to the mini dice as to the bonus dice.



Choose any demand from the general supply.



-9



36



3

**Example**

Tristan scores 36 points with his score track. He has 3 Passenger Cards for which he has to subtract 9 points. For achieving a bonus objective he gets 2 extra points. The hijacker he convinced to surrender gives him 1 point for every 2 demands he has left. This results in 3 points. Finally, the 6 demands score for 6 more points. Tristan's final score is 38 points.

$36 - 9 + 2 + 3 + 6 = 38$



# EXPLANATION SHEET

## BE THE FIRST TO:\*

 One time effect



**Score 4 points**  
+4 extra points if you have the highest score on the recognition track (In case of a tie, you get only 1 extra point).



**Score 2 points**  
+6 extra points if you have at least 2 Medicine, Food, and Crypto at the end of the game (Intel can be used as substitute for any of these demands).



**Score 4 points**  
+3 extra points if you have saved a pilot.



Persuade a hijacker



Use 4 dice in one turn



Own 10 Demands



Own 8 Demands



Earn at least 18 points



Let the police withdraw for the second time on the recognition track



Build 100% trust



Free 3 passengers



Free 3 passengers and 1 pilot

\* If more players earn the same medal at the same time, the medal will be discarded.



You may free a pilot for (any) 3 cards.



Take a mini die and an Intel. If there is only one available you can only take one.



Give up to 3 demands to other players and score a point per demand from them.



You can choose a free Passenger Card from the discard pile.



Receive 1, 3 or 6 points depending on the amount of demands collected at the end of the game.



**Score 1 point**  
+ 5 extra points if you have no Passenger Cards at the end of the game.



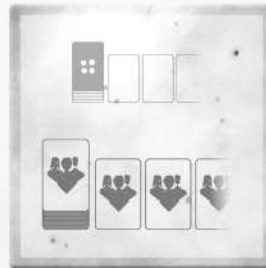
**Score 3 points**  
+ 5 extra points if you were the first who persuaded a hijacker to leave the plane.



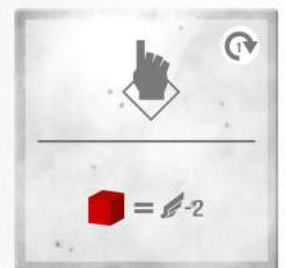
**Score 2 points**  
+2 extra points for every saved passenger by the player.



**Score 3 points**  
+1 extra point for every 2 demands left at the end of the game.










From now on you can use the top face down card on the Passenger Cards stack to get passengers cards.



Get a free 'build trust' action.

If you draw a red cube you lose 2 points instead of receiving 1 point.

**SCORING**

-  = -2 points
-  = -1 point
-   = 0 points
-    = 3 points

## CREDITS



Game Design  
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Special Thanks

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