RULES:

- Blue Spaces: Neutral spaces, no cards can be pulled
- Red Spaces: You skip your turn
- Green Spaces: You Draw a Card

Prison Camp:

- You can only escape prison camp by rolling a 4-6.

Medical Camp:

- You can only escape the Medical/Medic Camp by rolling a 1-3.

Victory/Destruction Points:

- The First player to acquire 10 Victory Points is the winner of the game.
- If you collect 10 Destruction Points you lose the game.

(If Played in teams)
Optional: Teams can be split by 2v2, 3v3, or 4v4.
- The Victory/Destruction Points requirements per-teams double.
- Each team requires a leader.
- Victory points can't be acquired if the leader is in prison camp/medical camp.