
Breakout Arkham Asylum: Solo and Cooperative (Or, Sigh, Semi-Cooperative) Rules

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INTRODUCTION

This document (**Breakout Arkham Asylum: Solo and Cooperative (or, Sigh, Semi-Cooperative) Mode**) is a set of rules to allow you to play the originally *competitive* game of **Breakout Arkham Asylum** as either a *solo* or *cooperative* game! Or, sigh, as a *semi-cooperative* game as well. **Breakout Arkham Asylum** is fundamentally a very simple and silly game, and this new set of rules tries to preserve that simplicity and silliness! Players still need to escape Arkham Asylum, but now they are working together!

I have no affiliation with WizKids, and this isn't endorsed by them. This is just a set of rules me and my friends have been playing to enjoy the fast and funny game of **Breakout Arkham Asylum**.

This is our first cut at this: feel free to give feedback! returnfromsubroutinelc@gmail.com

The solo and cooperative games play very much like the original game, but with one major change: Batman is out to get the Villains! See the Changes section for discussion.

Sigh. If you REALLY want to, you can also use these rules for a semi-cooperative game. See the NOTES section at the end.

0.1 Premise

"We are all trying to escape Arkham Asylum! Our plan is to take over Gotham once we escape, but this plan needs ALL of us! Of course, Batman is going to be a thorn in our sides! If ANY of us are captured by Batman, that accursed bat-detective will figure out our plan!! It's imperative that we ALL escape or everthing will be in vain!!!"

–The Villains of Arkham Asylum

0.2 How to Win

All Villains must escape; no Villain(s) can be captured by Batman!

Batman is now a character in the game and he chases down the villains! You can use a Batman figurine from your favorite game like DC United Hush or Gotham City Chronicles! If you don't have a Batman figurine, just use the Man-Bat token! (Or Cat-Woman, she turns good for a while).

If Batman *ever* starts his turn on the same space with single *villain pair*, they are captured and everyone loses! *Curse you, Batman!*

To avoid being captured, the Villains are going to have to work together and try to cover each other: The basic idea is that the Villains need to gang-up on Batman to keep him under control!

NOTE: We frequently refer to the concept of *villain pair* in the game: this means the single token operated by a single player, but with the two villains on it that single player is operating. A *villain pair* is a single unit.

SET-UP

Breakout: Arkham Asylum (solo or cooperative) sets-up as normal, but with the following changes.

1.1 Cooperative Play

Step 10: players are all *allowed* to reveal and discuss the 5 Villain cards they have before choosing!

This allows players to try to invent some overall combos and strategies!

Step 13: Find a Batman figure; place Batman on the top of the Box! He is overlooking the Asylum.

Note: Batman does not start the game on the board! (use Man-Bat if you can't find a Batman from another game)

Step 14: Give each player a Gadget card to start. In the cooperative game, Gadgets can also be used for *taunting* Batman! See more discussion later.

In the cooperative game, players are trying to find the right combo of Villains that allow them to stay closer together: There's safety in numbers!!

1.2 Solo Play

Set-up as if it were a 2-Player cooperative game.

When playing solo, the solo player takes control of two villain pairs and alternates between them as if they were playing a 2-Player cooperative game! (Also known as 2-handed solo)

CHANGES

2.1 Batman Activation

“Curses! It’s Batman!”

Batman is now a character in the game controlled by the game!

- If Batman *ever* ends on a space with only one *villain pair* on it, Batman has captured them and GAME OVER!!!
- If there are *ever* multiple *villain pairs* on Batman’s space, the Villains *overwhelm* Batman and force him to retreat: move Batman to the top of the box overlooking the Asylum! *Put Batman on his side to show he loses his next turn!!* His next turn might be immediately, but if he ran into the Villains during movement, he loses his next turn!!

Batman activates after everyone else has rolled and moved! After all the Villains have moved, Batman activates! He only does *one thing* on his activation, depending on how/where he is.

- a. If Batman is on his side (as he was *overwhelmed* this turn), stand him back up ... and his turn is over.
- b. Otherwise, if Batman is on top of the box overlooking the Asylum (this is where he starts the game or goes after being *overwhelmed*), then Batman moves directly to the very last space on the last board (Armory doesn’t count)!
- c. Otherwise, if Batman is on the same board as any Villain(s), Batman doesn’t move! He is lying in wait, waiting for them to come to him!
- d. Otherwise, Batman rolls two dice and moves that many towards the closest Villain! If Batman is *stalled* this turn, he only rolls one die.

Batman will stop *immediately* if he lands on a Villain’s space.

Remember, if Batman *ever* ends up on a space with a single *villain pair*, GAME OVER!!!

If there’s are multiple *villan pairs*, then Batman is *overwhelmed*.

Usually, Batman moves forward, but he may move backwards if the closest Villain is behind him.

2.2 Engaging Batman

“It’s really really hard to get by Batman, but not impossible!”

No one can (usually) move past Batman! If they would move, they immediately stop on Batman’s space as Batman *engages* the Villain who tried to move past him! Standard rules apply: GAME OVER if just one *villain pair*!

There are some rules that would allow the Villains to “teleport” or move past Batman (**Advance** or **Skip** will work to pass Batman), but generally the the Villains can’t do normal moves past Batman: he stops them on his space!

2.3 Taunt

“I mean, we Villains have to mock Batman, right? This is part of the hero/villain dialogue!”

At any time, a player can discard a Gadget card to *taunt* Batman! If a player *taunts* Batman, this causes Batman to immediately roll two dice and move towards the Villain! This allows the Villains to force Batman *to them* when they are together on a space! Note, you CAN *taunt* from behind Batman to move him the other way!

Usually, the purpose of *taunt* to force Batman to move towards multiple *villain pairs* so you and your fellow Villains can *overwhelm* Batman! But, there might be other strategic reasons to move Batman!

For a simpler game, you can also choose to have *taunt* push Batman away from the Villains (ventriloquism)! Batman can never be pushed off the boards completely: he simply stops at the two extreme edges (the edges between boards aren't special).

2.4 Stall

“Sometimes you can slow Batman if you stall him with the right level of jibber-jabber!”

When Batman is about to move during his activation, a player may discard a Gadget card to *stall* Batman!

Stalling forces Batman to roll only **one** die when moving (instead of the normal two dice) for this turn only. This, of course, only makes sense if Batman is moving this turn: if Batman is lying in wait or just coming to Arkham Asylum, this does nothing.

If you don't like what you roll on the one die, you may keep discarding Gadget cards to force Batman to keep re-rolling. In other words, you keep trying to stall Batman so he moves EXACTLY where you want him!

2.5 Taunt and Stall

“Really? You want to do that? I mean, this is next level Villan mockery: taunting and stalling Batman at the same time?!? You are really evil!”

You can both *taunt* and *stall* for the cost of two Gadget cards.

You *taunt* Batman by discarding one Gadget card, but at the same time also *stall* him by discarding yet another Gadget card ... this forces only **one** die to be rolled when the *taunt* advances Batman towards you.

“I think you think this is more useful than it is. But hey, they are your Gadgets; you can do what you want.”

NOTES

1. Updates/Notes on some Villains for the cooperative game:
 - a. Mr. Freeze. If Mr. Freeze is by himself on the same space as Batman, he is NOT captured (as he freezes the Batman)! Basically, treat Mr. Freeze as if he's always multiple *villain pairs* and can't be captured. And Mr. Freeze does NOT freeze his fellow Villains ... unless he wants to!
 - b. Harley Quinn. Batman counts as someone Harley can skip over.
 - c. King Shark. "Another turn" you take is always *optional*.
 - d. Catwoman. "Another turn" you take is always *optional*.
2. Some Gadget cards abilities might seem completely useless in the cooperative game! True! But remember that Gadget cards power *taunt* and *stall* operations too!
3. It might seem strange that characters like Deadshot (which inhibit other player's special abilities) should be allowed in a co-op mode, but they can be useful to keep more "random" abilities (like the Riddler's ability) under control so other characters don't barrel into Batman!

Similarly, it might make sense to use a Gadget card to force another player lose a turn! Why? So they don't go barrelling into Batman who is just a few steps away!

These negative Villain powers and negative Gadget cards can be used to help each other, if you look at them in the right light.
4. If you *really want to*, you can use these rules to play semi-cooperatively as well! If a *villain pair* is caught by Batman, they are out of the game and lose! Play then continues and the rest of the characters can still try to escape!
5. You are all Villains, and if a rule ever seems "unclear", cheat and rule in your favour! You are, after all, VILLAINS!!