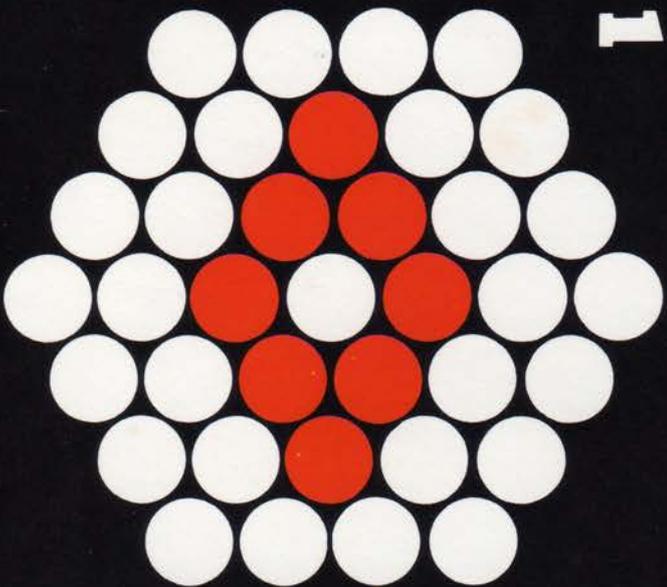


# Appel

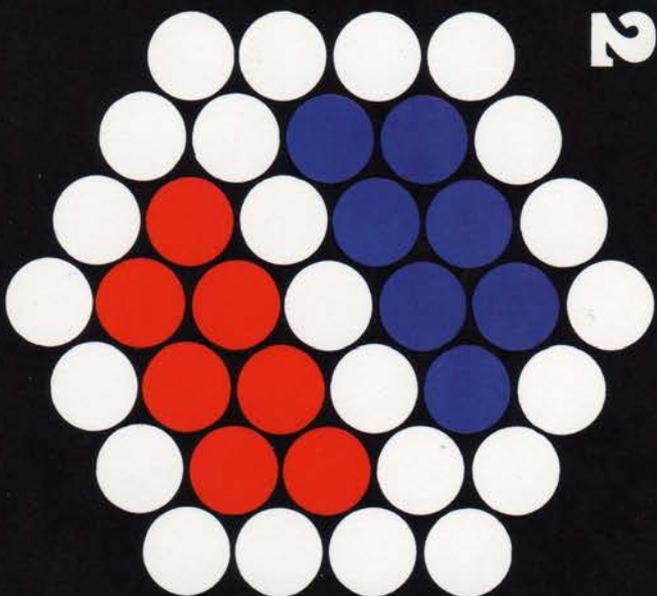
At the start of the game and when the Security Officer plays an *Appel* card, POW's must form up on the white circles in the courtyard in the following positions according to the number of Escape teams participating.

*Note: the use of national colours in these diagrams to indicate positions is not significant.*

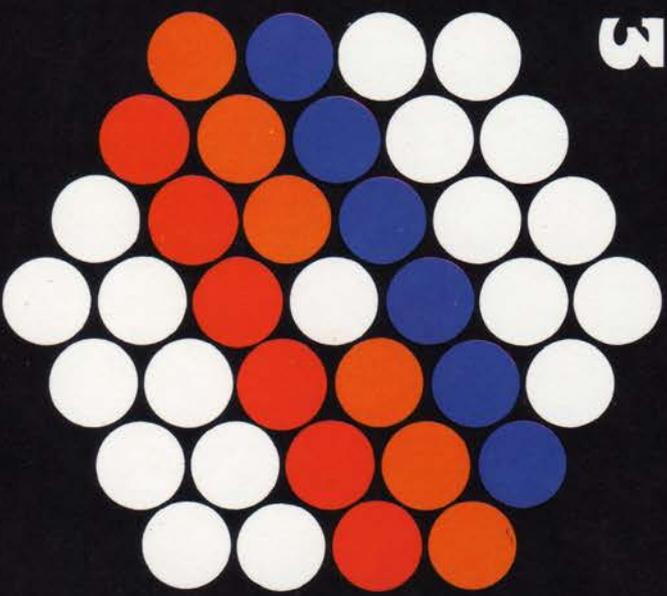
1



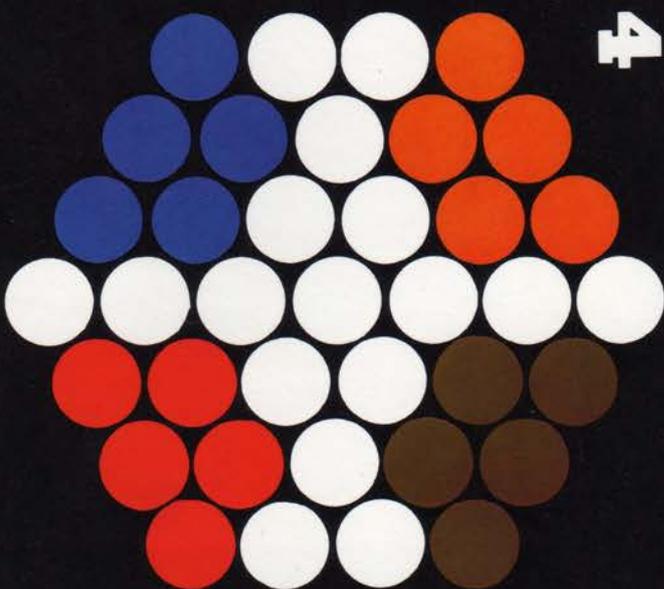
2



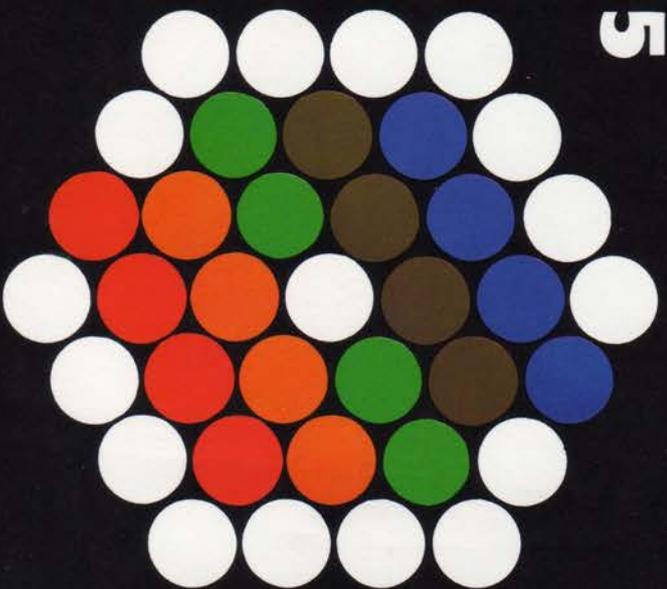
3



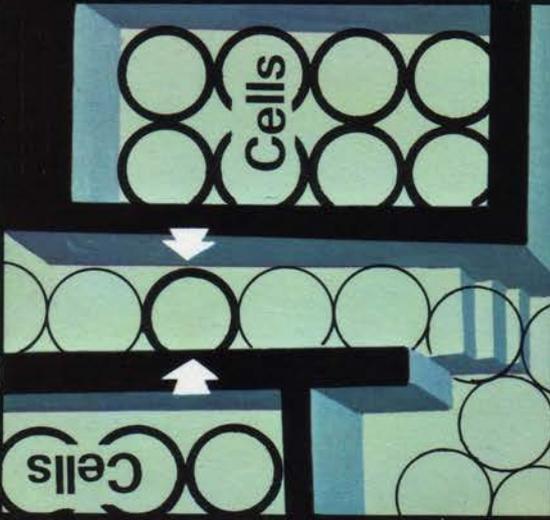
4



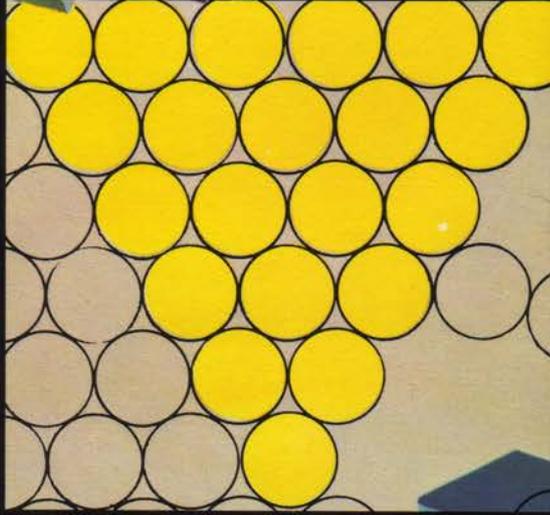
5



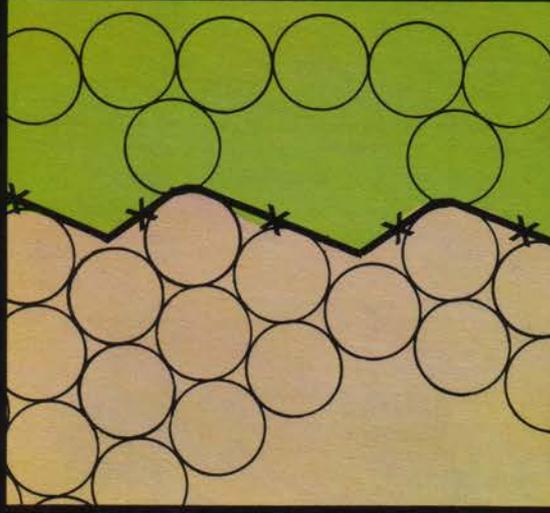
# Legend



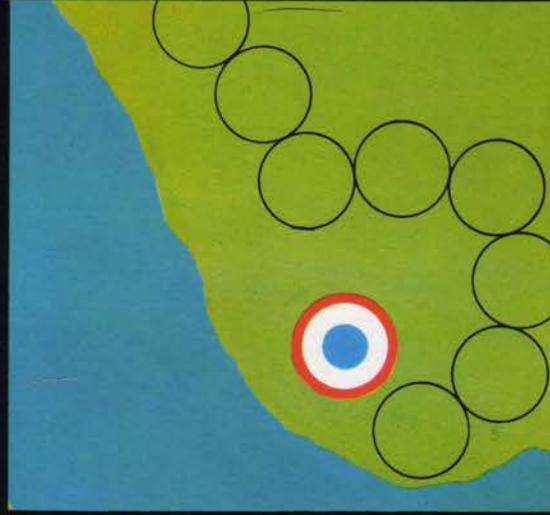
**Release from Solitary** To obtain release from Solitary a POW must either throw a double on the dice or play an 'Escape from Solitary' card. In either case, he must move from his position in Solitary to the heavy outlined circle adjoining the cells. If this circle is occupied, he must move on to the nearest available circle to that point.



**Searchlights** Yellow circles indicate area illuminated by searchlights; POW's can at no time remain in a searchlight beam, they must move across it or stop short of it.



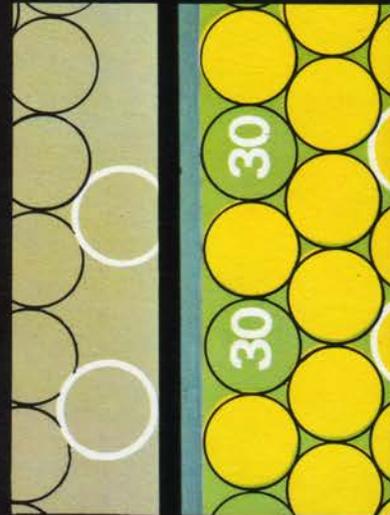
**Wire** Perimeter barbed wire is indicated on the board as above. A POW may pass through this wire only where there are two adjacent circles and having previously played the required Wire Cutter Card.



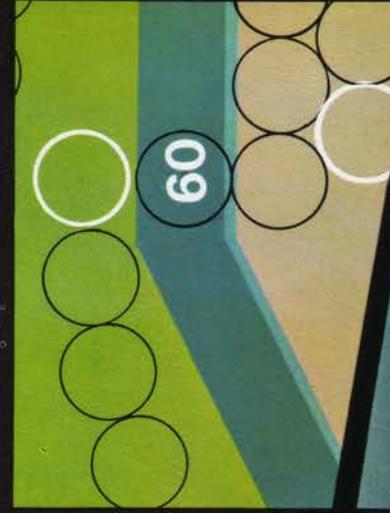
**Targets** To escape from Colditz, a POW must reach one of the seven targets indicated on the board.



**Safe Area** Blue circles indicate a Safe Area. A POW on these positions is not subject to arrest under any circumstances.



**Rope** is required to climb out of windows and over parapets. Such drops are indicated on the board as shown above, with the lengths marked in multiples of thirty feet.



During the course of his turn, and after playing the appropriate Rope Card, a POW may move from the numbered circle to the white outlined circle at the lower level.



**Tunnels** are indicated on the board as above. There are three tunnels which can only be used when the Escape Officer holds the appropriate Opportunity Card.