Date & tweak	Evaded	Home	Celebrate?	'Proper'

Second, fold together here

Date & tweak	Evaded	Home	Celebrate?	'Proper'

If at first you don't succeed ..

Measures of success ....

How many **evaded** early capture: a simple count

How many got all the way **home**: multiplied by 5

Sum of **evaded** and **home** : celebrations?

Proper score as calculated from the rules.

Easing the Escape … by tweaking things a bit.

Tweak 0 - game rules. Place all non used tunnel cards at the bottom of the pack: including tunnel-collapse cards that cannot be placed.
During the first search after a tunnel's been dug, take cards from atop and put the escapees on display - until a guard appears (could be quite soon).

Tweak 1 - improving the chances a bit - shuffle remaining and unused cards together before starting the search. Who knows where any remaining guards may have been shuffled to.

Tweak 2 - a bit more comfort (perhaps). Keep non used tunnel cards aside until a tunnel is completed, then place them **atop** the remaining cards. Commence searching as usual.
Any guards have been 'shifted downwards', so things may be less fraught.

This sheet compliments of
FunGames4CasualPlayers.com

With thanks to John Grills for the **Great** game.

Date & tweak	Evaded	Home	Celebrate?	‘Proper’

Date & tweak	Evaded	Home	Celebrate?	‘Proper’

First, fold together here

Date & tweak	Evaded	Home	Celebrate?	‘Proper’

Date & tweak	Evaded	Home	Celebrate?	‘Proper’