

UK-US

ESCAPE RUN

Getting out...

...is only the BEGINNING



ALCATRAZ 2034

WELCOME TO ALCATRAZ PRISON

Alcatraz has been turned into the world's first fully automated penitentiary.

The worst of the worst will serve their time in this facility.

The automatic security system, cell environment as well as robot sentinels and drones have been created to keep the island secure.

Before the system is activated fully, a group of experts has been brought to see the prison and to test its systems

BUT SOMETHING GOES WRONG – HORRIBLY WRONG.

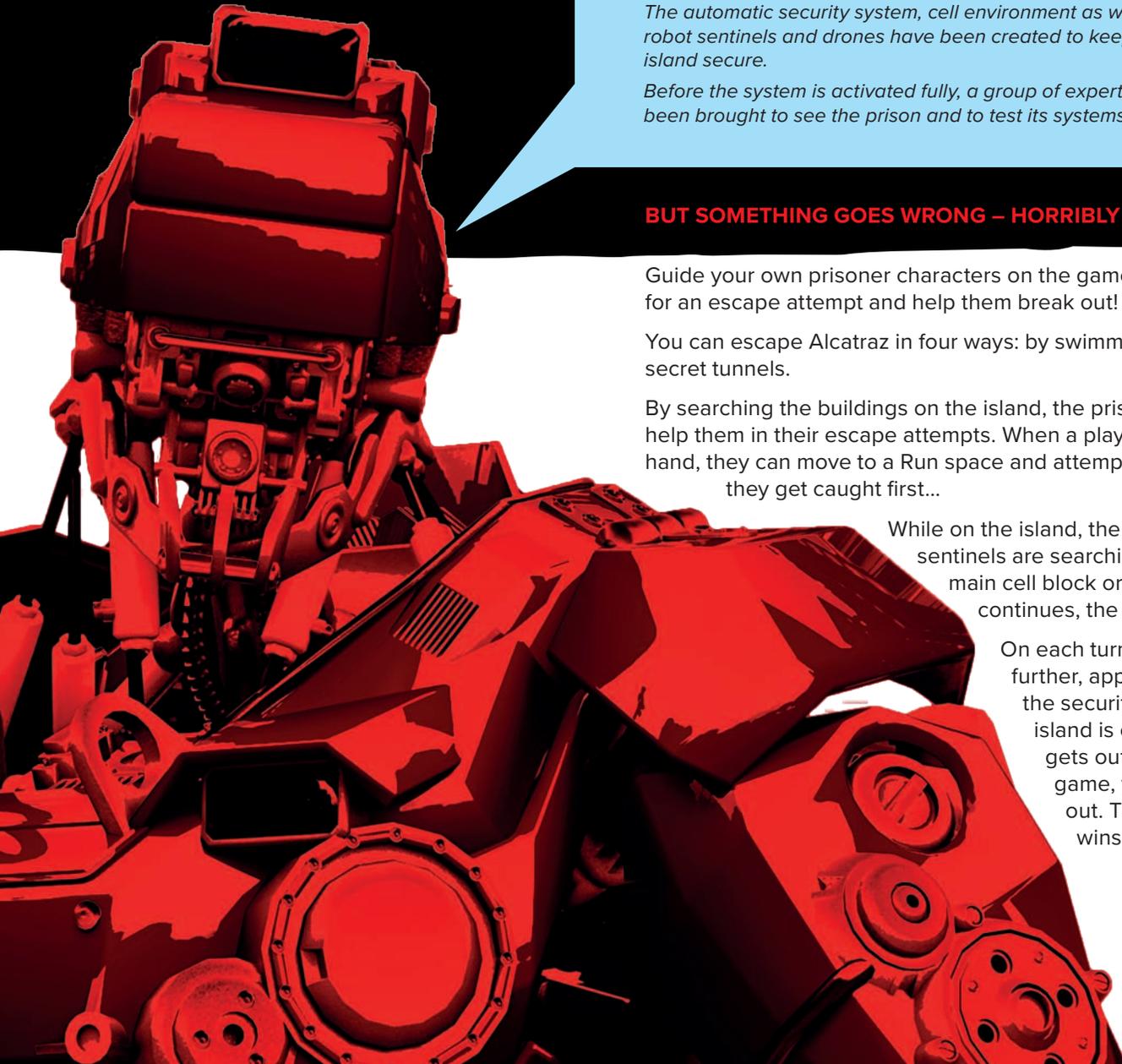
Guide your own prisoner characters on the game board, help them find the right equipment for an escape attempt and help them break out!

You can escape Alcatraz in four ways: by swimming, by boat, by helicopter or through the secret tunnels.

By searching the buildings on the island, the prisoners can collect more Escape cards, that help them in their escape attempts. When a player feels that they have collected a good hand, they can move to a Run space and attempt to escape on their following turn – unless they get caught first...

While on the island, the prisoners are in danger, as the robot sentinels are searching for them to escort them back to the main cell block or to finish them off... The longer the game continues, the stronger the sentinels become.

On each turn, the island's security system activates further, approaching full capacity. The game ends when the security system becomes fully operational, and the island is closed off entirely, or when the last player gets out or is eliminated from the game. During the game, you score points if your prisoners make it out. The player to have collected the most points, wins.



Game preparations & components

GAME BOARD

The game board represents the prison island of Alcatraz. On it, you can see the various routes you can move along, the different buildings, the red starting spaces of the sentinels, and the hexagonal spaces for the Run tiles.

SYSTEM BOARD

The System board represent the island's security system, which activates gradually during the game. Place this board next to the game board.

CARDS (165)

The **Escape cards (61)** help the players when they attempt to escape. You can use them to expedite your own escape, to help the other players or to prevent the others from succeeding.

Separate the **Escape cards** into four decks, shuffle each deck and place them on the game board, on the spots marked for them.

The **Run cards (64)** contain the challenges, which the players must try to perform when they attempt to escape. The category of the cards that are used depends on how the player attempts to escape.

Separate the **Run cards** into four decks. **Note:** each deck contains cards that have a red title on the text side. First remove them from the decks, while still keeping them in their own categories, and place them next to the game board. These more challenging cards will be added to the Run decks as the security system activates gradually and as the game becomes harder. Shuffle the rest of the decks and place them on the game board, on the spots marked for them.



Escape cards



Run cards

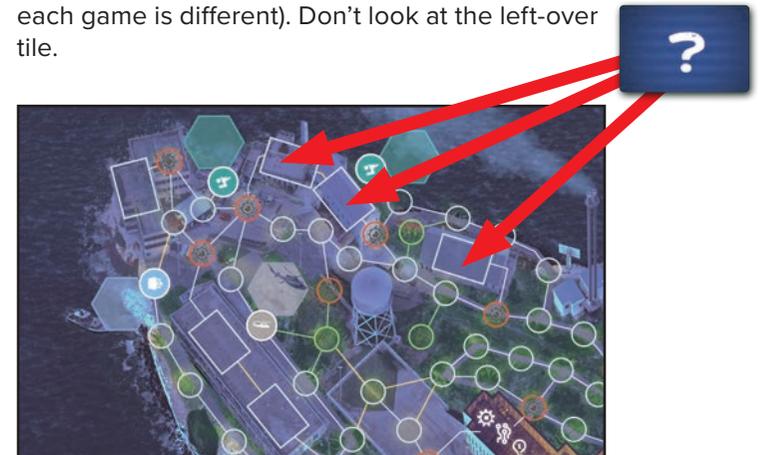


BUILDING TILES (12)

There are many different buildings on Alcatraz island. During the game, the prisoners can search them to find help for their escape attempts, and to uncover secret tunnels or a helicopter landing pad.



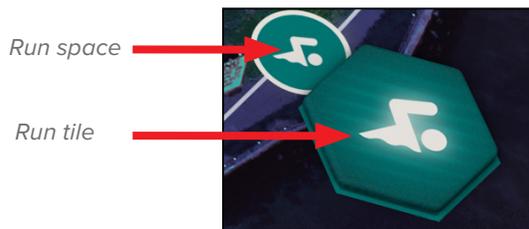
Shuffle all 12 building tiles with the text side down and place one tile in each blue, rectangular building space on the game board. Note! There are only 11 building spaces on the game board, so one tile is left out of the game (this ensures that each game is different). Don't look at the left-over tile.



Game preparations & components

RUN TILES (18)

You can escape from Alcatraz by swimming, by boat, by air or through a tunnel. Each escape is different, and their difficulty level also varies. The Run tiles that are located by the Run spaces and revealed during the game, tell you the difficulty level of the Run attempt. The escape through a tunnel is an exception, as the Run tile enabling it is hidden among the building tiles.



There are 12 Run spaces on the game board (2 x air, 4 x boat, 6 x swim), and one space which signifies a tunnel escape (found next to the island) to which the prisoner characters move to them when they attempt to escape through the secret tunnel found among the building tiles.

Shuffle each kind of Run tiles separately, number side down. Then place one tile next to each matching Run space on the game board. The left-over tiles are placed next to the game board, number side down. They are not used in the game. Note! Don't place an Run tile in the tunnel space.

SENTINELS (6)

The **red game pieces (6)** are sentinels that represent the island's security system. Their number on the game board grows as the game goes on, and they may attack when they encounter a prisoner that is not hiding.



Shuffle the **Sentinel cards (16)** and place them next to the System board, text side down.

There is a black Sentinel symbol on one end of each Sentinel piece, and a white symbol, depicting one of the Escape abilities, on the other. Turn the Sentinel pieces white end down, shuffle them, and place them on the Security board, on the spots marked for them. Don't look at the symbols, as they are only revealed during an attack.



Shuffle the **System tiles (18)** and place them in three stacks on the System board, on the spots marked for them. The System tiles are revealed during the game, and they indicate the gradual activation of the security system.

THE DICE (2)

The two dice are used when the sentinels attack prisoners and during the escape attempts. They are not used to move the prisoners. Place the dice next to the game board.



ESCAPE/RUN TOKEN (1)

The only Escape/Run token in the game is given to the player who first manages to escape the island or to lead a successful Run off the island. It counts as an extra point. Place the token next to the game board.



Game preparations & components

PRISONER CHARACTERS

The game is played with prisoner characters that have been trapped on the island by the gradually activating security system. Each character has its own card which indicates their Escape abilities, as well as an **orange game piece (12)**, which is moved on the game board.



Prisoner card

Profession card

Number of players	Number of characters
2	6
3	4
4	3
5	2
6	2

Number of Prisoners characters / player

First shuffle the **Profession** and **Prisoner cards (12 + 12)** separately. Check the table to see how many prisoner characters (i.e. Profession and Prisoner cards and the matching prisoner pieces) each player gets. Each prisoner gets a profession, which is determined by the Profession cards.

Deal each player the correct number of Prisoner and Profession cards. First place the profession cards in front of yourselves picture side up in a random order. Then, place a random Prisoner card on each Profession card, like in the picture. You cannot change the order of the cards.

The numbers on the Prisoner and Profession cards form the prisoner's **Escape score**, which is used when a sentinel attacks and during Run attempts. If the letter 'R' appears on the card instead of a number, the player has the option re-roll the die a single time when they need the score for that ability.

Escape abilities

Smarts



Toughness



Skills



Place the Prisoner card on top of the Profession card.

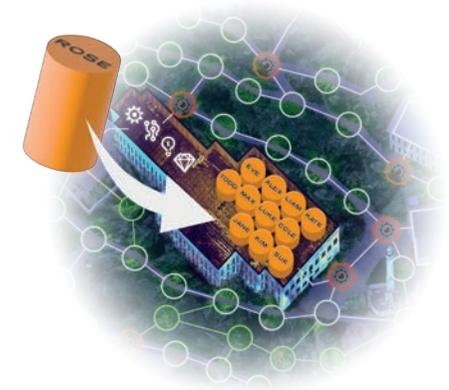


The numbers on the cards form the prisoner's **Escape score!**

Each player takes the Prisoner pieces that match their prisoner characters and place them in the main cell block, in the middle of the game board, with the name end up. The left-over Prisoner and Profession cards are set aside, as well as the matching Prisoner pieces. They are not used in the game.

The players draw one Escape card for each of their prisoner characters. Check the Escape scores of your own prisoner characters and choose cards from the decks you believe would strengthen their Escape abilities the best. The System cards affect the sentinels and the island's security system. The player can draw from any of the four Escape decks and they keep these cards in their hand. They can often be played for any prisoner at all.

Take an **orange movement marker (12)** for each of your prisoner characters and place them on top of the Prisoner cards.



Playing & the Structure of Each Turn

(Find a summary of the most essential rules on the final page of the rule book.)

Taking turns, the players move their prisoner characters around the island, collect Escape cards and try to get to the Run spaces, through which they can escape off the island. Before you begin to attempt a Run with any of your prisoner characters, it may be a good idea to collect some Escape cards by visiting the various buildings and the main cell block on the game board.

Observe the game board and keep an eye on what the other prisoner characters are doing and which ones of them are fixing to attempt a Run. You can also head for the same Run space with another prisoner. You can attempt to escape at any point in the game, but it is easier to succeed when you have the sufficient equipment and a bigger group of prisoners.

ON YOUR TURN

Choose one of your prisoner characters. You can pick one of the following actions:

- Move your prisoner by sneaking, walking or running (see **Moving the prisoners**)
 - to one of the building spaces on the game board, check the building tile in that space and follow the instructions (see **Game Board Spaces**)
 - to a Run space and possibly initiate a Run attempt on your following turn, if there is a Run tile in the adjacent space (see **Attempting a Run**)
 - to a green safe space and wait for the next turn to move
 - to any space on the game route while moving your prisoner character towards its destination

OR

- Attempt a Run if your prisoner character is already in a Run space when your turn starts (see **Attempting a Run**)
- Play one or more Escape card, following the instructions on the card (see **Using Escape Cards**)
- At the end of your turn, always draw a Sentinel card and follow the instructions on it (see **At the End of your Turn**)
- If you moved a prisoner character, mark the way it moved by placing the movement marker on the chosen method on the card. You must do this, as you will need the information if a sentinel or a drone swarm attacks you. Then it's the next player's turn.



MOVING THE PRISONERS

The prisoner pieces can move in three ways – **sneaking**, **walking** or **running** – and the symbols for each of them are visible on the bottom edge of the Profession cards. Moving slowly offers some advantages. Moving fast gives you speed but makes you more vulnerable to attacks by the sentinels.

Each way of moving entails a maximum number of steps, but the players don't have to use them all. When you have moved your prisoner piece, mark the movement on the Profession card by placing the orange movement marker on the correct symbol.



Sneaking

You can move up to 4 steps.

You can pass Sentinels on your way.

You can finish your movement in a green safe space if you want.

After sneaking, you can add +2 to your dice rolls when a sentinel attacks, until you move again.



Walking

You can move up to 6 steps.

You can finish your movement in a green safe space if you want.

Walking does not affect your die roll in the event of an attack.



Running

You can move up to 8 steps.

You cannot finish your movement in a green safe space.

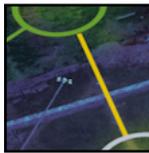
After running, you must reduce 2 from any dice rolls when a sentinel attacks, until you move again.

Moving on the Game Board

MOVING ON THE GAME BOARD

You move the prisoner pieces from one space to the next along the route that links them together.

- You can move the prisoner pieces on any white or green route, also over the unoccupied Sentinel spaces.
- The prisoner pieces can overtake other prisoner pieces on the route.
- The prisoner pieces cannot overtake a sentinel – **except by sneaking**.
- The prisoner pieces can finish their movement in any space or building.
- A prisoner piece can only finish their movement in a green safe space if it is sneaking or walking.
- If a prisoner piece is moving along a yellow route, it must end its movement in the immediately following space at the end of a yellow line. Then, the turn is over.



There can be only one prisoner character in any space on the game route, but there can be more than one piece at a time in the Building spaces or the Run spaces.

GAME BOARD SPACES

Building

When you end up in a Building space, turn the Building tile text side up, unless it has already been turned. Any revealed Building tiles are always left text side up.



If there is one of the four Escape symbols on the Building tile, you can draw one Escape card from the matching deck.

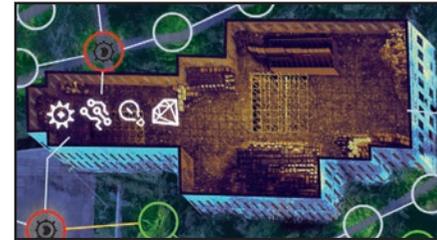


If there is a tunnel or a helicopter landing pad, you can use it as a Run space.



If there is a cross, you have ended up in an abandoned building, from which you cannot collect an Escape card and in which you can't attempt a Run.

Main Cell Block



If you return to the main cell block for any reason, you can draw a card from an Escape deck of your choice. You can also move your prisoner piece back to the main cell block. That ends your movement, and you can draw one card from the Escape deck of your choice.

Run Spaces



The Run spaces function as any other spaces on the route, but if you want to attempt a Run, you have to finish your movement in a Run Space. In this case, you can turn the Run tile next to the space, but you must wait at least until your next turn to start the Run attempt (see **Attempting a Run**).

If you reveal a helicopter landing pad in a Building tile and you decide to use it to stage an escape attempt, leave your prisoner piece on it. There is not a separate Run tile for this escape by air, and it is always done with four Air Run cards. However, you must wait at least until your next turn to start the escape attempt (see **Attempting a Run**).



If you reveal a tunnel in a Building tile and decide to use it to stage an escape attempt, move your prisoner piece the brown tunnel space, located by the Escape card decks, in the sea area. A prisoner piece that has been moved there, is safe from the sentinels. A tunnel Run is always carried out with three Tunnel Run cards, but you must wait at least until your next turn to start the escape attempt (see **Attempting a Run**).



At the End of Your Turn: Sentinel Cards

AT THE END OF YOUR TURN

Before your turn is over, regardless of what you did, draw a Sentinel card and follow the instructions on it. After you have executed the action, place the card in the discard pile for Sentinel cards.



The Sentinel cards will instruct you to carry out one of the following special actions:

1. Add a System tile on the System board

The System board tells you how the security system on Alcatraz gradually becomes activated. When one of the three coloured rows is full of tiles of a matching colour, the island's security system has become fully operational, and the game ends.

Take one of the face down System tiles, turn it and place it in the first empty space with the matching colour on the System board. If the tile is grey, place it in one of the three spaces in the corner of the System board. A grey tile does not speed up the ending of the game.



2. Add a Sentinel piece on the game board or move one that is already there

If you draw a "Add a Sentinel" card on your turn, and there are sentinel pieces still left on the System board, you must add one Sentinel piece in any unoccupied Sentinel space on the game board. If all the Sentinel pieces have already been moved to the game board, move one of the sentinels there.



The Sentinel pieces can move normally along any route – even a yellow one. They can enter the buildings but they can't overtake the prisoners on the route. They can also end up in the Run spaces.

The Sentinels never finish their movement in a green safe space, so any Prisoner pieces that are in these spaces remain hidden from Sentinels. The Sentinels that end up in a building with a Tunnel Run tile in them do not end up in the Tunnel space next to the island, but they can enter normal Run spaces and attack there.



If a sentinel finishes its movement in a normal space on the game route, a Run space or a building with a Prisoner piece in it, it attacks that prisoner (see **Attacking**).

3. A drone swarm attack

The security system sends a drone swarm to seek prisoners that are not in a building or a green safe space. The player who drew this Sentinel card can pick one of these prisoners and attack it (see **Attacking**). If the drone swarm wins, the prisoner piece is returned to the main cell block and draws one Escape card from a deck of their choice.

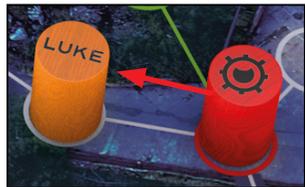


If a prisoner wins, the drone swarm card is placed in the discard pile for the Sentinel cards. If all the prisoners are either in a building or a green safe space, the drone swarm doesn't attack anyone.

Attacks

ATTACK

An attack takes place when a sentinel ends up in the same space in the game route, the same Run space or the same building as one of the Prisoner pieces, or if someone draws the Drone Swarm card from the Sentinel deck.



If there are more than one Prisoner pieces in the same building or on the same Run space, the player moving the sentinel decides, which prisoner it will attack. The same applies to the player, who drew the Drone Swarm card, if the drone swarm attacks a Run space.

Both the sentinel and the prisoner have an initial score, but the outcome of the attack is determined by rolling the die. If the attack comes from a Drone Swarm card, its initial score and the Escape ability used in the attack can be found on the card itself. When a drone swarm attacks, no Sentinel pieces are moved on the game board. The player moving the sentinel rolls the red die, and the player controlling the prisoner rolls the orange die.



The sentinel's score during an attack

The sentinel's score can be checked on the System board. Reveal the attacking sentinel's Escape ability by turning over the piece.

At the start of the game, the score for all the sentinels and all the abilities is 3. Each System tile that is added to the System board, increases the score for that ability by 1 point.



The sentinel already has 3 Skills points. In addition to that, two System tiles with the Skills symbol have been added to the System board. This means that the sentinel's initial score for Skills is 5.

The prisoner's score during an attack

The prisoner's initial score is determined by the score for the Escape ability in question and the position of the movement marker.



Sue is attacked by a sentinel with a Skills symbol at the other end. Sue's Skill score is 4+1 but she ran during her previous turn, so she must reduce 2 points from her score. Therefore, her initial score during this attack is 3.

Playing an attack

A player, whose prisoner is being attacked, rolls the orange die first. They add the result to the prisoner's initial score – not forgetting the 2 points possibly added or reduced due to its previous movement. If the player has an Escape card, which can be played during an attack, they can play it now.

On some Profession cards, there may be the letter 'R' instead of a number for a given ability. In this case, the player moving the prisoner can re-roll the die once if they want. If the die is rolled again, the new value must be used.

Another player rolls the red die for the sentinel and adds the result to the sentinel's initial score. The higher score wins.

If the sentinel wins, the Prisoner piece is immediately returned to the main cell block. The player moving the prisoner in question, may draw one Escape card of their choice. The Sentinel piece is turned back over so that the white symbol is no longer visible.

If the prisoner wins, turn the Sentinel piece back over so that the white symbol is no longer visible, and return it to the System board. The Prisoner piece is not moved.

If the attack ends with a tie, the sentinel wins.

The player moving the prisoner rolls a 6, and adds it to the prisoner's initial score (3). The prisoner's result is now 9. The player moving the sentinel rolls a 3, which is added to the sentinel's initial score (5). The sentinel's result is 8. The prisoner wins, the Sentinel piece is turned back over with the white end down and placed back on the System board.



Escape Cards & Escaping

USING THE ESCAPE CARDS



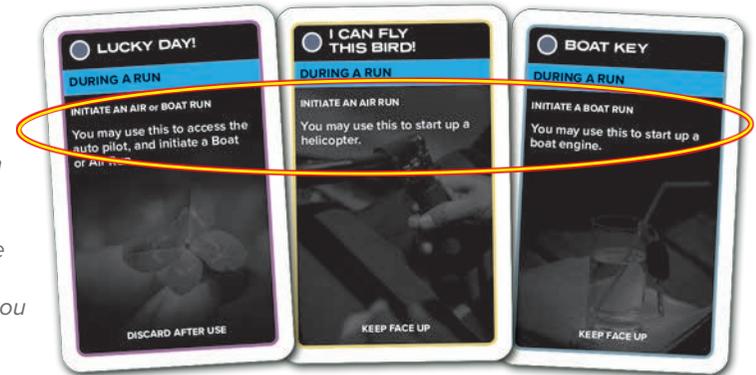
A player may have one or more Escape cards in their hand. Under the title you can see, when each card can be played (e.g. on your turn or during a Run). Some cards can be played at any time, even when the player is not in turn.

When you decide to play an Escape card, follow the instructions on it and then discard it.

ATTEMPT A RUN

At the start of the turn, a prisoner that is already in a Run space can initiate a Run attempt. If there are more than one Prisoner pieces in the same Run space, the player who initiated the Run, becomes the leader of that attempt. ALL the players in the same Run space join this Run attempt. There is no limitation on how many players escape at once.

To initiate a **Swim Run** or a **Tunnel Run**, all you need is that the prisoner piece is in the correct space at the start of the turn. To initiate a **Boat Run** or an **Air Run**, you need **the correct Escape card to start the boat or helicopter**.



To initiate an Air Run or a Boat Run, you need the Escape card that allows you to do it!

1. Check the number on the Run tile and take the matching number of Run cards from the correct deck. Don't look at these cards yet!
2. Turn one card at a time and perform the challenge on them. The leader of the Run attempt is the player who decides which prisoner character's Escape ability (or abilities) will be used for each challenge.
3. The players must always achieve at least the number printed on the Run card. The prisoners' result is always the Escape score of one or more prisoners and the result of the die roll, depending on the instructions on the card. During the Run, one or more players can play Escape cards to improve the result of their own die roll, to get a chance to re-roll the die, or to help the other players.

If the die roll is successful, the next Run card is revealed, and the challenge on that card is performed.

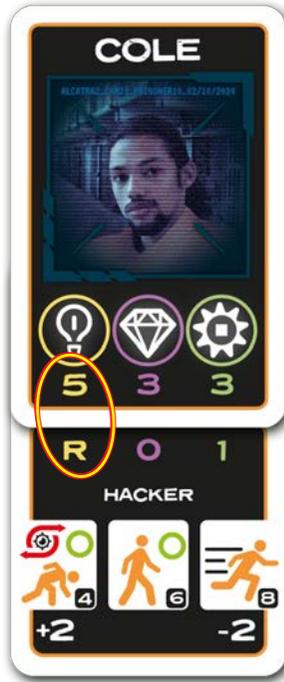
If the die roll is unsuccessful, the leader of the escape attempt ensures that the punishment mentioned on the card is carried out and, where necessary, decides, which prisoner character endure the punishment.

A player moving the Prisoner piece that is returned to the main cell block can draw one Escape card from the deck of their choice.

When a Prisoner character is taken out of the game, the piece is placed on top of the corresponding Character card, skull side up.



Escaping & End of the Game



A player rolls the die for their prisoner character, Cole. Cole's Smarts score is $5 + R$. The player rolls the die, and the result is 1. Since Cole's Escape score is now 6, and the Run card stipulates that the result must be at least 7 in order to successfully perform the challenge, the player rolls the die again. Now the player rolls 5 for Cole. Added to the prisoner character's Smarts score, the final score is 10. Cole has successfully cleared the challenge.

- When failed, some challenges stipulate that some of the Run cards removed from the decks at the start of the game, be returned to them. These cards make the escape attempts more challenging, as the game progresses. The cards added to the decks usually stay there.
- When the Run is over, set aside the cards that were revealed during it – unless a card tells you not to do so. The Run tile is also set aside.
- If it was the first successful Run during the game, the leader or only participant receives the Escape/Run token.



The cards that were removed from the Run decks at the start of the game, are returned to them whenever the Run cards so indicate.

END OF THE GAME

The game may end in one of two ways.

- The last prisoner character successfully escapes or is removed from play.
- One of the coloured rows on the System board is filled, when the final tile is added to it, and the prison becomes fully operational.

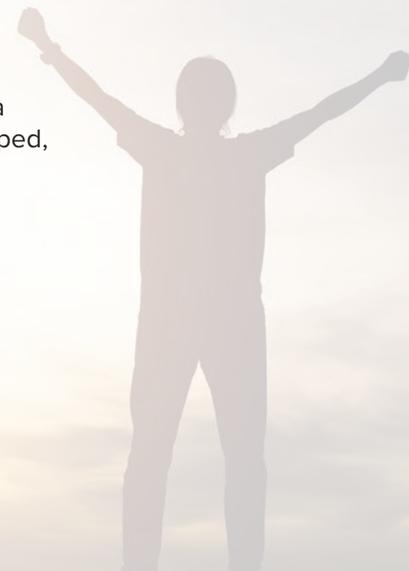
WINNING

The player, who collected the most points, wins the game.

The players receive 1 point for each prisoner that escaped.

If there is a tie, the player who has the Escape/Run token, is the winner. If neither player has it, the player, who has the most prisoner characters left on the island wins. If the tie is still not broken, the players win together.

If the prison becomes fully operational before a single prisoner has escaped, the game wins.



SUMMARY OF THE MOST ESSENTIAL RULES

On your turn:

- Pick a prisoner you want to move.
- Choose a movement and mark it with the movement marker.
- Move the prisoner according to your choice.
- Finally, draw a Sentinel card.

Attack:

- When a sentinel ends up in the same space with a Prisoner, an attack is initiated.
- During the attack, all the players can play any relevant Escape cards.
- The sentinel is turned over to reveal its Escape ability.
- The sentinel's initial score is checked on the System board (3 + System tiles for this ability).
- The player adds up the Escape score for the prisoner.
- The player rolls a die and announces the final score for their prisoner.
- Another player rolls the die for the sentinel and announces its final score.
- The highest result wins, and if there is a tie, the sentinel wins.
- If the prisoner loses, the piece is returned to the main cell block. A sentinel who lost, is placed back on the System board.

Escape:

- A prisoner that is in a Run space at the start of the turn, can initiate a Run.
- If there are other prisoners in the same space, they can join the attempt.
- The Run deck in question is shuffled, and the number of Run cards shown on the Run tile is dealt out.
- During the Run, all the players can play any relevant Escape Cards.
- The Run cards are revealed one at a time.
- The leader of the Run decides which one of the prison characters involved in the attempt tries to perform the challenge on the card.
- The player controlling that prisoner adds up the prisoner's Escape score for the ability in question, and rolls the die.
- If the result is at least the same as the number on the Run card, the challenge was successful.
- If the challenge was unsuccessful, follow the instructions on that Run card.
- The prisoner characters, who were still actively involved in the escape attempt after the final challenge, have now escaped.

