ESCAPE

FROM ALCATRAZ BIRTHDAY



RULES OF THE GAME

BASIC RULES -

1. Have fun, but remember safety first - please do not hurt anyone. Always stay in control.
2. Any questions on play - contact one of the adults with a walkie talkie - they will check with the commissioner. Whatever the commissioner says goes.
3. Go with it. Suspend your disbelief. If there is a lock, then you can't get in unless you break it. If you are hit by a bullet, you are injured. The more realistic you make it, the more fun this will be.

ROUND ONE

1. Each person will choose 1 card. You will either be a prisoner or a guard (don't worry, we will play 2 rounds so everyone will get a chance to be both parts).
2. massive jail break - once released prisoners make their way to the airducts (on the top floor) - you do not need to go as a group, however, the only way to open the Armory is to retrieve the combination cards that will give you the combination, and only 1 combination card per person is given, and only one of the combinations is correct.
3. Each Guard has a baton, ring of keys and a gun. If you are hit with a baton - you must "pass out" on the ground for a slow count of 20. If you are hit with a bullet, you must go to the infirmary to be patched up by the medic. Once patched up, you can return to the prison break fray.
4. If you are a guard and you are ambushed, you must give 1 key (and only 1) to your attacker. If you are hit by a bullet or knocked out with your own club, you must go to the infirmary after giving up one key. Once patched up you can return to the fray.
5. Prisoners, SECRET CARDS that will help you in round 2 are hidden all over the playing field. Gather as many as you can. They will be helpful in bartering with other prisoners and guards.
6. When the commissioner declares a lock down, all prisoners must return to their cells - all guns and batons must be returned at this time so round 2 can begin.

ROUND TWO

1. Every prisoner needs a key. If you don't have one, barter for one. Each key signifies your means of escape. There are 4 escape routes, your key tells you which course you must take-

silver key = Boiler Room (the obstacle course outside)
gold key = The sewers (located in the garage)
rose gold key = the generator (Xander's room upstairs)
bronze key = fake your own death. Guards will remove you on a stretcher.

2. Prisoners will be released 2 at a time by one of the adults with a walkie talkie.
3. Once a Prisoner escapes, find your way to the Lawyer's office (upstairs in main room) - you will be officially freed. While waiting for the game to end, you have a few activities you can do.
4. Guards will be patrolling every part of the playing field. Watch out, if they hit you with a baton, you are down for 20 seconds. If they hit you with a bullet, you must go to the infirmary. Be sneaky. Try not to get caught.

THE END

1. Once everyone is free, we will reset for round two & everyone will switch places.