INFIRMARY

Cross out number. If you cross out three numbers surrounding a letter, cross out that letter. Complete letters by crossing out both. Gain a privilege by doing the same.

STOREHOUSE

Write number in any box. Columns and rows cannot have more than one of the same number. Fill in all six marked boxes to complete that letter. Gain a privilege by filling in all boxes on that half.

WELCOME TO ALCATRAZ

In Roll to Escape, you and your fellow prisoners are attempting a prison break. You will race to finish the six parts of your plan (C F B D E G) to immediately escape Alcatraz, although anyone who doesn't escape at the same time as you loses, and is left behind.

This is a competitive game for 2+ players that takes about 30 minutes.

LIBRARY

Exchange number for listed letter, and mark that space with a dot. Place letter in any box. Finish a commonly known word of that length to complete that letter. Gain a privilege by using each number in that row.

LAUNDRY

Write number in any wedge. Opposite wedges must contain the same number. Fill all four marked wedges to complete that letter. Gain a privilege by filling all wedges on that half.

SET-UP & GAMEPLAY

Make sure each player has a matching player sheet (version 4.2) and fill out their information (name and crime).

Cut out the nine cards to the left (or write the names on scrap paper) to form a nine card deck. You also need 3 six-sided dice.

Each player needs a method of writing on their sheet, and of communicating with each other. All players need to see the three cards drawn each round and the three dice.

VISITOR'S CENTER

Write number in any box. Numbers must always be greater than all numbers to their left in that row. Fill in all four marked boxes to complete that letter. Gain a privilege by filling that row.

YARD

Cross out number. Connect it vertically or horizontally to any other crossed out number. Complete letter by crossing all marks with at least one line. Gain a privilege by doing the same.

Draw three cards face-up and roll the three dice. Players may use up to all three dice in those three rooms according to the rules of that room (on the cards). This may be three dice in one room, or split in some other way. The other rooms are considered 'guarded'. Using dice in rooms will help complete parts of the plan. If a letter is completed in a room, cross it off your escape plan. You don't need to complete it in another room. You don't need to use all three dice every turn.
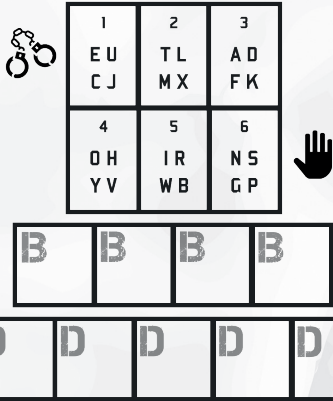
First player to complete all six steps in any order wins. There can be ties. All other players immediately lose, although you can play for second, third, etc. if you wish.

SHOWER

Exchange number for listed line shape. Place line in any box so that at least one end connects to an edge or another line. Fill all marked boxes to complete that letter. Gain a privilege by connecting two symbols with lines.

WORKSHOP

Write number in any box. Pairs of numbers must add up to a number in third space. Fill in all five marked boxes to complete that letter. Gain a privilege by filling in that column.

Each room has access to two 'privileges' (shared and private). You only get one privilege per room according to the rules of that room (after gaining one, cross out the other).
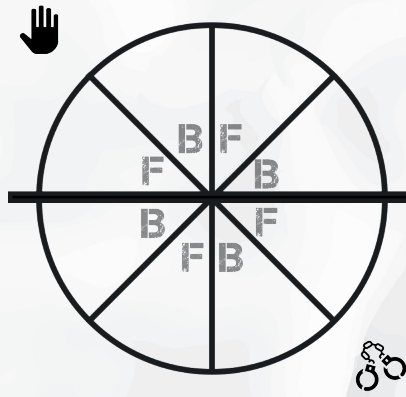
If you gain a shared privilege, you get to cross out a number and use it in any room. Choose another player; they cross out the same number and also get to place it in any room.

MESS HALL

Write number in any box. All numbers in each column must be odd or even. Adjacent numbers cannot be identical. Fill in all five marked boxes to complete that letter. Gain a privilege by filling in that column.

ROLL TO ESCAPE
Version 4.2

Game by Jono Naito, Jakob Maier, Ben Sobine, Bobby West

Rules and more at storymachinegames.com/ printandplay

Log Plays, Rate The Game → BoardGameGeek.Com

If you gain a private privilege, circle it. You may use it by crossing it out starting next turn. One lets you use a die twice on a future turn; the other lets you use a room that is guarded (i.e. not one of three cards drawn). You may use multiple private privileges at once.
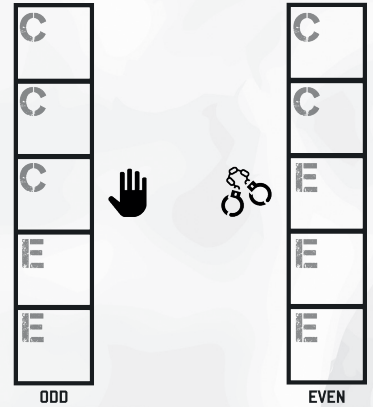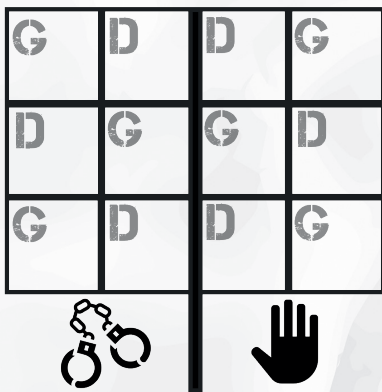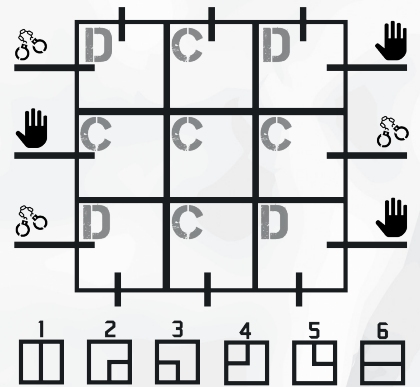
LIBRARY

| 1 EU CJ | 2 TL MX | 3 AD FK |
| 4 OH YV | 5 IR WB | 6 NS GP |

| B | B | B | B |

| D | D | D | D | D |

LAUNDRY

F B F B B F F B

MESS HALL

C		C
C		C
C		E
E		E
E		E

ODD — EVEN

STOREHOUSE

G	D	D	G
D	G	G	D
G	D	D	G

YARD

6 1 3
5 G G G 2
4 C C G 1
3 G C G 5
2 4 6

SHOWER

D	C	D
C	C	C
D	C	D

1 2 3 4 5 6

INFIRMARY

1
2 3
E
4 5 6
F F
3 2 1
E
4 5
6

WORKSHOP

G	G	7
G	G	6 / 8
G	F	5 / 9
F	F	4 / 10
F	F	3 / 11

VISITOR'S CENTER

| B | E | E | B |

| B | E | E | B |
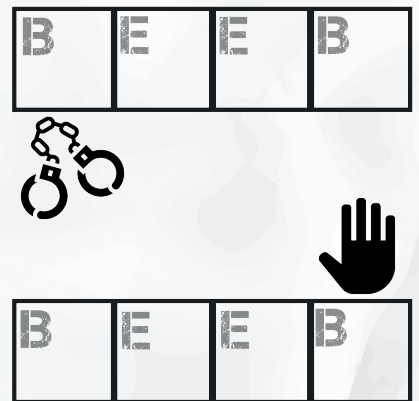
Shared

1 in any room	2 in any room
3 in any room	4 in any room
5 in any room	6 in any room

Private

Ignore a Guard	Play Die Twice
Ignore a Guard	Play Die Twice
Ignore a Guard	Play Die Twice

C — collect intel
F — forge papers
B — bribe contacts
D — distract guards
E — escape the building
G — get across the river

ROLL TO ESCAPE

Version 4.2

Name:

Crime: