

Want more clues or updates on Break In games?
Wanna repackage the game to share with
friends? Visit BreakInToEscape.com for additional
hints, tips, repackage instructions and more!

Once you finish your adventure, share your
prison experience with other partners in crime.
Post pics of you playing or displaying your ball
and chain with #BreakInToEscape and
#BreakInAlcatraz

Try to **BREAK IN™** to other cool places!



We wanna hear about how much fun you had! Get in touch at:

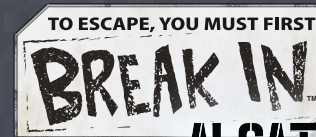
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To Escape, You Must First, Break In#v#i#mdghp dun# i#Søll P r qv#u#CCF 1



1 to 6 Players
Ages 10 to Adult



DO NOT CONTINUE UNTIL
YOUR WHOLE GROUP IS
PRESENT.

IMPORTANT! DO NOT OPEN THE BOX UNTIL
YOU ARE DIRECTED TO DO SO.

Welcome to Break In: Alcatraz!
You are about to begin a challenging adventure.

The night of June 11, 1962 marks the only successful
break out from Alcatraz. Every other attempt to escape
the world's most secure prison failed or resulted in
the deaths of the men trying to escape. No one has ever
figured out how these men made their way off the island.
But no one ever knew their secret: There was an outside
man.

It's the day of the big break out. The boys inside need
your help if they're going to succeed. But to make their
plan work, you've got the most impossible and daring
job of all: You need to break into the inescapable
prison known as "The Rock." You know it's insane.
You'll be walking into a fortress with armed guards,
cells made of hardened steel, and be surrounded by the
unforgiveable waters that have made escape impossible.

Who would be crazy enough to break into the one place no
one has ever escaped from?

Contents

- Expanding 3D Game Board
- 54 Cards
- 7 Solution Sticks
- Envelope with 4-Piece Raft Puzzle
- 2 Piece Ball & Chain (Hidden Inside Box)
- Radio Decoder

Setup

Visit BreakInToEscape.com to check for any updated clues and hints!

To prepare to play, set the **deck of cards** to one side, symbol-side up. During the adventure, you will come upon these symbols. When you do, find the matching card in the deck and read it aloud.

Place the **seven solution sticks** to one side.

You begin the game with your **radio, tools and letter**. These three cards are near the top of the deck. Find them and reveal them now.

Tips and Tricks

Make sure cards 5 and 48 have all punch-outs removed.



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David Yakos is an inventor, artist and engineer. Co-founder of product design firm Salient Technologies and Streamline Design invention house, he develops products from toys & games to valves for NASA.

Nicholas Cravotta and **Rebecca Bleau** are the award-winning team behind BlueMatter Games™. Based in Grass Valley, CA, they embrace a joyful, playful life and work together to create games that change the world through play.

Steve Downer is an award-winning artist in film, games and DC comics. Based in Montana, he has worked on titles including Superman, Wonder Woman and his new favorite, Break In games.

In addition to the amazing tour of Alcatraz Island, these books were most helpful in the making of this game: Alcatraz Escape Files from the Golden Gate National Parks Conservancy, A History of Alcatraz Island 1853-2008 by Gregory L. Wellman, and Escaping Alcatraz by Michael Esslinger and David Widner.

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Invented and Game Design by David Yakos.
Streamline Design LLC.

Puzzle and Story Design: Nicholas Cravotta and Rebecca Bleau.
BlueMatter Games™.

Illustration by Stephen Downer.

Read aloud, and then begin your adventure!

The day Frank Morris was transferred to Alcatraz, he was already planning his escape. Since then, you've been receiving letters from him with hidden messages. You know he and three other men - Allen West and the Anglin brothers John and Clarence - plan to break out of Alcatraz on June 11 while the warden is away on a fishing trip.

You also know there's no way they're going to make it. The water surrounding Alcatraz is near freezing. The currents are strong. And there are sharks. You owe Frank big time. So you're going to help by taking a boat and meeting them out on the water before they freeze to death. But that's not enough. You'll never find them in the dark. They need a radio beacon to let you know where they are.

So now you've got a plan as daring as Frank's. You're going to break into Alcatraz with a radio beacon and escape with Frank so the boat can find you. You know it's crazy. But is it? The guards will never suspect someone is trying to sneak in, so they won't be looking for you.

This just might work.

Are you ready to begin? We recommend searching for symbols that explain a location in more depth. For example, look on the side of the box near a floating bottle and in the middle of the ocean on the top of the the box. Find the matching cards in the deck and read them.

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Game Play

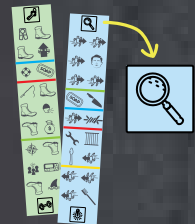
During the course of this adventure, you'll need to overcome many challenges and solve puzzles if you want to be able to break in and help your friends escape. You will **work together** as a group. **Be sure to share information you discover with your fellow players.**

You will encounter two types of symbols during the game: **card symbols** and **solution symbols**.

→ **Card symbols** do NOT have a box around them. You can find card symbols on the box, another card, and as the solution to a puzzle. When you see a card symbol, find the matching card in the deck and read it.



→ **Solution symbols** always have a box around them. Solution symbols are associated with an object or location that you need to use as an answer to a puzzle. Solution symbols tell you which solution stick to use to check your answer.



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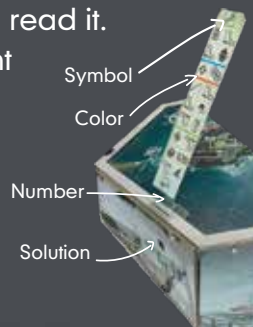
Checking Your Solutions

Some puzzles will result in a symbol that matches one of the cards in the deck. You've solved the puzzle if you figure out the symbol. Find the matching card in the deck and read it.

Other puzzles require three parts to solve them: a **solution symbol**, a **color**, and a **number**. For example, you might need three objects to solve a puzzle. One will give you a symbol, another will give you a color, and the third will give you a number.

Once you have all three parts of the solution, you can confirm your answer. Find the **solution stick** with the solution symbol you want to use. **Slide the stick into the slot matching the number you believe is the answer. Drop the solution stick down in the slot until you reach the line with the color you want to use. Look through the cutout.** If you see a symbol, find that matching card in the deck and read it. If the symbol you see leads you to a hint card instead of another puzzle, you have the wrong answer. **Try again.**

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Hints

Any time you would like a little help, you can refer to the **hint card** associated with the current puzzle. Use the **red filter on the Radio Decoder** to reveal hints. The final hint will typically give you the solution to a puzzle or tell you the next card to read.



Tips and Tricks

Want to look at a puzzle while another player is working on it? Take a picture with your phone.

Ready To Play?

Begin by exploring your environment. **Look at all the sides and top of the box for clues.** When you find a **card symbol** on the box, **it will be highlighted with a circle.** Look through the deck for the card with the matching symbol and read it. Be sure to search carefully and find all of the symbols each time you enter a new area. Do not open or unfold layers until instructed to do so on a card.

If you are new to Break In games or would like some extra guidance, **read the #1 card. Complete step 1 before reading Step 2 and so on.** Remember, don't open the box/layer until you are directed to do so during game play.

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