

These are the steps you'll need to follow to reach Alcatraz Island. Search the area for all of the card symbols (highlighted in a circle) and set them aside until you need each one. Complete the steps in order. Read and complete step 1 before moving on to read step 2, etc.

- 1) Look at the map and find the boat symbol. Find and read the card that matches the symbol.
- 2) Distract the captain so you can remove the passenger list out of his pocket.
- 3) Look at the bottle in the water. Find and read the card that matches the symbol near the bottle.
- 4) With the map and after talking to the guard twice, you should have enough information to figure out the path to the shore with the best chance of not getting caught.

Once you reach Alcatraz Island,
you can look at card #2
if you still want guidance.

These are the steps you'll need to follow to meet up with Frank and the other three prisoners trying to escape. Search the area for all of the card symbols (highlighted in a circle) and set them aside until you need each one. Complete the steps in order. Read and complete step 1 before moving on to read step 2, etc.

1) Look around the control room. Read the two cards that match the symbols you find there.

2) Look in the warden's office. Read the card that matches the symbol you find there. Determine Frank's cell number by exploring the control room and the warden's office.

3) Search Frank's cell for clues to locate the prisoner uniform Frank has hidden for you. You'll need to find shirt, pants and shoes. It may be helpful to shine a light into Frank's cell to better see any clues he left for you. This may also be a good time to review the letter Frank had sent you.

4) Open the vent in Frank's cell. Use your tools.

These are the steps you'll need to follow to escape the cell house. Complete them in order:

1) There are four symbols in the utility corridor next to the other three prisoners' cells. Read the four cards that match these symbols.

2) Figure out the most efficient way to open each of the three vents.

3) Look in the secret workshop.

4) Repair the raft.

5) Escape by climbing down from the roof using the pipes on the side of the cell house.

Once you reach the ground,
you can look at card #4
if you still want guidance.

These are the steps you'll need to follow to reach the boat waiting for you. Complete them in order:

1) Look at where the four of you start before running down to the water. Read the card that matches the symbol you find there.

2) Find the three cards that match the letters at the end of the three paths. Do not look at these until you have chosen which path you shall take. Choose the path that will get you to the shore without being discovered.

3) Attach the ball and chain. Visit BreakIntoEscape.com for a short how-to video.

4) Figure out how you will get past the sharks (symbol), decode the radio message (color), and determine where the current will take your raft (number).

Use  to decode your answers.

5) Make it safely to the boat.



You sent Frank a letter with a hidden message telling him you are breaking in to help him. You asked him to get a prisoner uniform for you. You received a letter back but still haven't figured out what it means, especially these parts:

Alcatraz Island, May 1962.

I used to mend shoes but now I work in the library. As I lie here in bed, I realize how much you have to look up before you can find what you're looking for.

The barber here is terrible and gets hair down my shirt. Last time, I pointed to three spots on my head I wanted him to not cut, and he shaved a big hole right in the middle of them!

Remember that night at the Billy Goat Tavern when you spilled your drink on my pants? Gosh, that was a good time.

- Frank

You've never been to the Billy Goat Tavern, so it took you a while to find out it's in Chicago. It has three locations: 60 Lake Street, 203 Yorktown Center, and 430 Michigan Ave. What the heck is Frank talking about?

Perhaps you can "accidentally" trigger an alarm to distract the captain.

1 Try to get one of the alarm whistles stuck on so it makes a lot of noise.

2 Move the switch toward the whistle you want to turn on. One might be broken.

3 You need lots of pressure to sound the whistle... more than you have now.

SOLUTION

2

3

Solution:

Select the whistle on the right for  symbol, turn the dial to Red (color), and move the switch toward 2 (number).



It is the morning of June 11, the day Frank Morris and his companions plan to escape. You're on the ferry that runs between Alcatraz and San Francisco. Another passenger with you on the ferry is a prison guard returning to the island. You're pretending to be a plumber coming to fix some broken pipes. There's a problem. The captain has a list of passengers in his pocket. At the end of the day, they make sure all visitors have left the island. You're going to need to get your name off that list if you don't want everyone looking for you later.

Goal: Distract the captain by "accidentally" sounding the whistle so you can sneak the passenger list out of his pocket. You'll need a symbol, color, and number to solve this puzzle.

If you want a hint:



You "accidentally" turn on the alert whistle. While the captain is distracted turning it off, you sneak the passenger list out of his pocket.

"No one's ever escaped the Rock alive," says the guard next to you. At first you are nervous he saw you take the list, but he draws you a map. "Of the three places to escape to, Treasure Island is the farthest away, followed by Angel Island, then San Francisco."

Next he tells you about the 12 escapes that have been attempted - and failed. He draws these with solid colored lines and numbers them. "During #10, they never even made it out of the cell house." You draw dotted paths connecting the cell house to paths other prisoners have used. You'll need to figure out the path from the cell house to the shore with the greatest chance of success.

Goal: Determine the path to the shore with the best chance of not getting caught. You'll need your destination (symbol), the place where you'll climb down from the cell house roof (number), and the path you'll follow to the shore (color).

You should talk to the guard twice. Read this card.

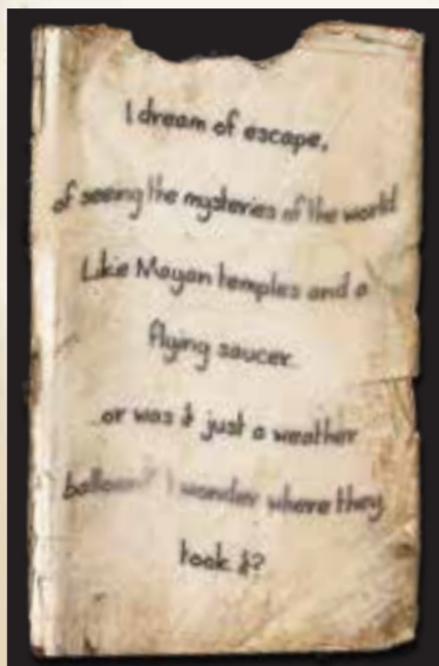


If you want a hint:



You spot a bottle floating in the water. With a net in hand, you lean over the rail of the boat and scoop up the bottle as it passes by. Inside the bottle you find a note.

"It's a message from a desperate prisoner," says the captain, looking over your shoulder. "One who knows he will never escape. You should keep it as a souvenir of your visit to Alcatraz."



Determine the path from the cell house to shore with the best chance of not being seen or getting caught.

1 Have you talked to the guard twice, once to get a map and once to hear about the escape attempts?

2 SYMBOL

Your destination is neither the closest nor the one to the east.

3 You can eliminate paths that are on the wrong side of the island and too far away from your destination.

4 COLOR

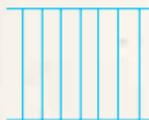
The area with the most escapes (2,3,5,7,8) is heavily patrolled.

5 Choose the path that is closest to your destination.

6 NUMBER

Choose the point on the roof that heads directly towards your destination.

Solution:
Magnifying Glass Icon, Green, 2



SOLUTION

● Acting only curious and looking for helpful information from the guard, you say, "Surely if someone escaped the cell house they could easily get to the water and swim off the island without being seen and getting caught."

The guard laughs. "Not a chance. The closest destination is the most tempting, but the strong currents will drag you out to sea. Anyway, the shore is busy and you'd be noticed. You could swim east, but then you'd end up at a military base and certainly be sighted."

"It's really cold, so you don't want to be in the water longer than you have to. Also, there's not much cover along the shore, so you'd want to reach the water close to where you plan to dive in."

"Two attempts were made at the dock. Because of them, the ferry double checks everyone and accounts for every passenger. And there's always someone patrolling that area."

"The most attempts tried to escape near the Model Industries building. They all got caught. We run extra patrols there. We have that whole area covered."

● Nobody's going to get past. Trust me." ●

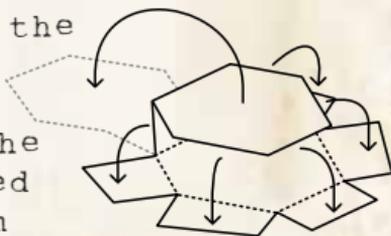
As the boat pulls into the dock, the captain is distracted and you slip the passenger list back into his pocket, with your name erased.

You find yourself getting excited. You're curious what the world's most secure prison looks like from the inside.

You have plenty of time to think about what you are doing as you walk up the long hill to the cell house. You enter through the main door.

You hope your stay here is short. Very short.

Snap open and fold down the sides and flip open the lid to enter Alcatraz. Be sure to find all of the card symbols highlighted in a circle and set them aside until you need each one. Use Card 2 as your guide.



You have successfully made it to Alcatraz Island.

Find Frank's cell number.

1 You can find Frank's prisoner number on the warden's desk.

2 Frank is being moved tomorrow.

3 Figure out Frank's current cell by working backward from where he is going to be moved.

4 Working backward, move Frank across the block, down one floor, and over one cell from his new cell.

SOLUTION

Solution:

Frank is in cell block B (Rifle Icon), Floor 1 (Green), in cell number 138.



You enter the control room in the cell house. To the right, you can see the warden's office. "There are no work orders for plumbers today," says the guard. He eyes you suspiciously.

"The work order came directly from the warden," you say.

"The warden is out on vacation," says the guard.

"Maybe it's on his desk," you say. The guard sighs and walks around the security window. You follow him into the warden's office. When he isn't looking, you slide the fake work order onto the desk. "Is that it?" You point at the work order.

As the guard reads the work order, you realize you have no idea which cell Frank is in.

There is a clue (symbol) in the warden's office to help.

Goal: Find Frank's cell.

You'll need his cell block (symbol), floor (color), and cell (number).

If you want a hint:



Taking a break from "plumbing", you walk past Frank's cell, #138 B block. Inside, Frank nods to you. He touches his uniform, giving you a thumbs up. Good. He's gotten a uniform for you. He moves his accordion aside to show you the vent behind it. That must be how he plans to get out.

As you walk past, Frank pumps the accordion. A piercing shrill note echoes throughout the cell house. It's amazing how loud it is. Then Frank begins to play a familiar song whose name you don't remember.

Later, the bell rings. The prisoners stand as their cell doors open and are led to the recreation yard. Now you just have to find the uniform. Maybe Frank left clues for you in his cell.

Goal: Locate the shoes (color), a shirt (symbol) and pants (number).

If you want a hint:



Frank Morris/AZIM
needs to be relocated
before I get back
from my trip. I want
him moved across
the block, up one
floor, and one
cell over.

DMBlackhall



The ceiling of Frank's cell showed a path through the library to the shoes. Scratches on his cell bars helped you locate the shirt in the barbershop. And empty cell 430 on "Michigan Avenue" had pants hidden under the pillow.

Just before the guards change in the control room, you sign out. Then you say, "I forgot my tools," and return to the cell house. Now the guards just starting work won't know you're still here.

The prisoners are back in their cells when the dinner bell rings. As the prisoners line up, you remove your clothes to reveal the prisoner uniform underneath. You hide everything under your shirt and join the back of the line. As you pass Frank's cell, you duck in. Perfect. No one saw you.

The automatic cell door slams closed, locking you in. There's no turning back now.

Goal: Use your tools to open the vent in Frank's cell before the prisoners return from dinner. What symbol do you see? Find and read the matching card.

Read this card.



Locate shoes, a shirt and pants so you can blend in with the prisoners.

1 Shoes:

Frank said something about shoes in his letter. Don't forget to "look up."

COLOR

2 Find the path outlined on the ceiling of Frank's cell. You may need to shine a light to see it. Follow the path in the library to find the right shelf.

3 Shirt:

The marks on the bars of Frank's cell are two plus signs and an equals sign.

SYMBOL

4 Find the three objects in the barbershop as referenced in the letter. The center point of all three is where the shirt is hidden.

5 Pants:

Locate the Billy Goat Tavern in Alcatraz as referenced in the letter.

NUMBER

6 Which street is in the cell block? Use that number.

Symbol, color, number: Key Icon in Barbershop, Red, 430.



SOLUTION



If you want a hint:

Open the vent in Frank's cell.

1 Place the tools on the vent to reveal a symbol.

2 Line up the shafts of the screwdrivers with the diagonal grating.

3 Line up the white on the vent with the white background on the tools.

4 When the tip of the longest screwdriver (brown) sits between the four white dots on the grate, you'll see an image.

SOLUTION

Solution:



You remove the vent in Frank's cell and sneak into the utility space that runs behind all of the cells. And just in time. You slide the accordion back and replace the fake vent just as the cell door slides open. The prisoners are returning from dinner.

Frank comes in and lays on his bed. You whisper, "Frank! I'm here." Without getting up, Frank says, "Hang tight. We'll wait for evening."

It seems to take forever for all the prisoners to settle down. Eventually the cell house grows quiet, then dark. You hear gentle rustling as Frank removes the fake vent.

"It's time," he says.

Snap open and unfold the sides of the prison cell to discover the secret workshop. Be sure to look for card symbols (highlighted in a circle).



You have successfully made it this far.
Use Card 3 for additional guidance.

Figure out the most efficient way to open each of the three vents.

1 John's Vent:

Start at the green piece. The pieces touching it have to be red or yellow.

2 COLOR

Guess one piece as yellow. Then continue coloring the pieces until you reach the red piece. If there are two red pieces touching, then the original piece must have been red, not yellow.

3 Clarence's Vent:

Trace each line all the way around the vent to see if you can detach the vent from the wall.

4 SYMBOL

Find which line goes through only one chunk of glue and can completely detach the vent.

5 Allen's Vent:

Try choosing all the outside pieces and see how many pieces you need to knock out to go all the way around the vent. Remember, it's 30 minutes per piece you need to remove.

6 NUMBER

Try using just the pieces touching the vent.

Symbol, color, number is: Lock Icon, Red, 240



SOLUTION

For months, the men have crawled through their vents at night to get to their secret workshop. During the day, the vents are glued in place to keep them from being discovered.

John Anglin is meticulous. All pieces around his vent are the same size but are one of three colors. He uses light pressure to remove green pieces, medium pressure for yellow pieces, and high pressure for red pieces. No piece touches another piece needing the same pressure to remove.

Clarence Anglin methodically drilled holes around his vent and glued it back in four places. He needs to dislodge only one chunk of glue to free the vent.

Allen West made the life jackets and paddles in his cell, so he fell behind in digging out his vent. It will take about 30 minutes to dislodge each piece.

Goal: Hurry before the guards discover you! Figure out the most efficient way to open each of the three vents. You will need a symbol, color and number.

If you want a hint:



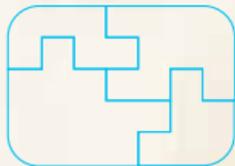
Repair the raft.

1 Match the outside edges of the raft pieces together.

2 There are two sides to each raft piece.

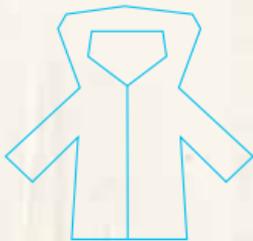
3 To get rid of the hole, the raft needs to be a different shape.

4 Look carefully at the pattern the different shades of color make.



Solution:

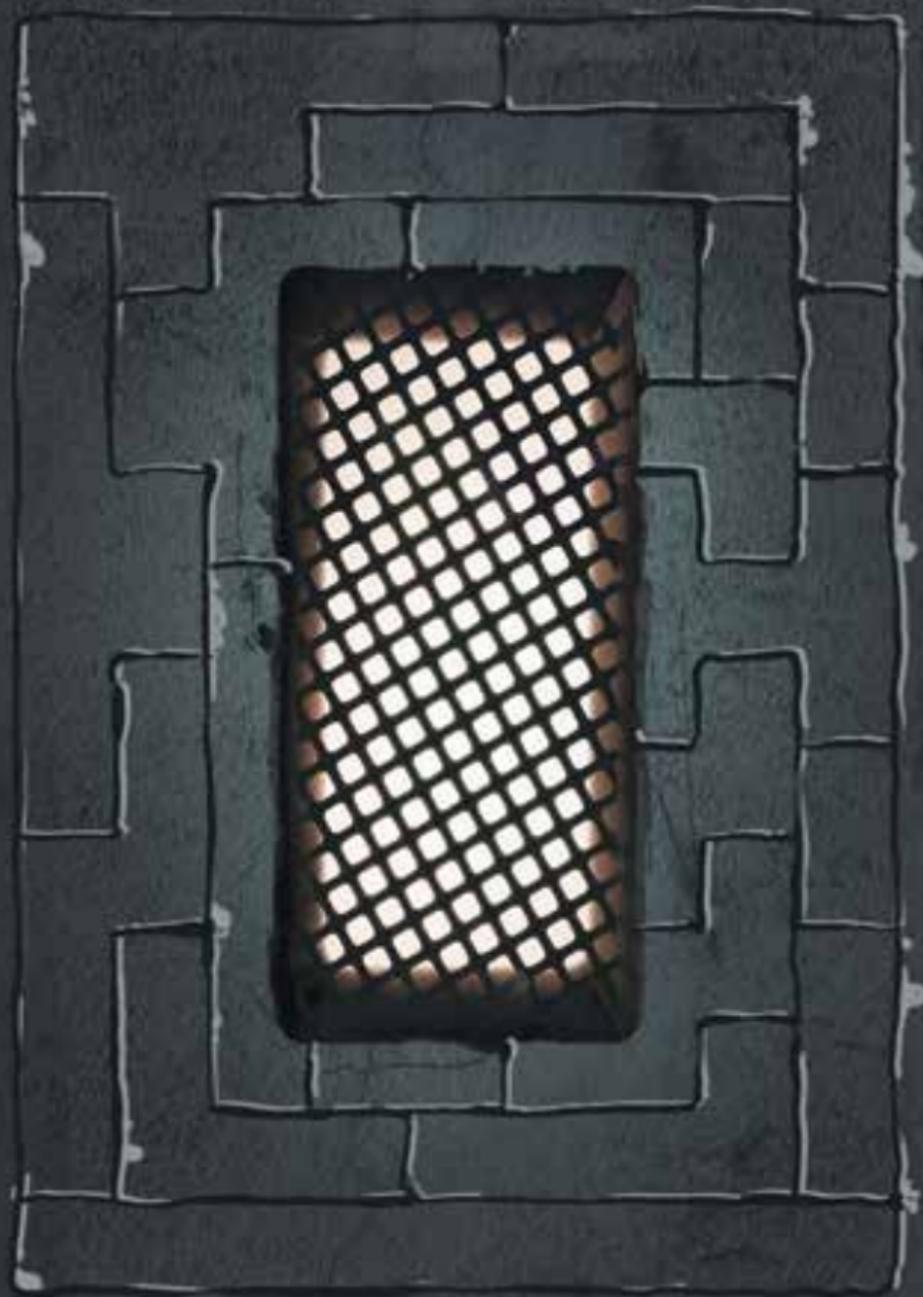
You will find this symbol in the repaired raft. Draw and read that card.



SOLUTION







Clarence is free in minutes, quickly followed by John. They put fake heads in their beds to fool the guards. As the three of you work on Allen's vent, it quickly becomes clear that it is going to take about four hours to free him, four hours you don't have.

"You can't leave me behind," pleads Allen. You whisper to Frank, "They're moving your cell tomorrow. If you don't leave tonight, you won't be leaving at all." Frank grunts. "We won't go without you, Allen," he says for all of you to hear.

As you chip away at Allen's vent, you can hear him fighting back his frustration. Then he calls you over to the vent. "You broke in to help us. If they find you in the morning, they'll put you in a cell next to the rest of us." His voice takes on resolve. "I can't be responsible for that. Go. Complete the escape. If I can catch up, I will. If I can't, I'll cover for you."

It is with great reluctance and regret that you leave Allen behind.

Read this envelope.



Climb down the pipes safely without being seen.

1 There's a place where only one of the pipes is not broken. You'll have to travel along this segment of pipe.

2 You never need to climb along the pipe with vines.

3 Leaving the workshop, you'll get the symbol first, the number second, and the color third.

4 The number you need is on the pipe farthest from the vine.

5 The color you need is on the side of the building.

Start on the middle pipe. Follow the pipes so that you discover the gauge symbol, the number 270, and the color green, in this order.



You and Frank carry the raft. John has the life jackets. Clarence holds up a huge raw steak. "I got this from the kitchen. It was for the warden, but he's gone fishin' so he won't miss it."

Frank says, "Couldn't you have at least cooked it?"

You help each other climb through a round broken ventilator on the roof that Allen discovered. As you carefully make your way across the roof, you hope he is able to catch up. You need to climb down the pipes starting near the ventilator. Follow a continuous path from the roof, around the building and to the ground. You may move between pipes only where they are connected.

Goal: Climb down the pipes safely without being seen. The path you need to take will pass through only one symbol, color and number one time each.

If you want a hint:



You use a hot steam pipe to seal the raft pieces together to create a narrower but slightly longer raft that can still carry everyone.

There's also a set of shackles in the secret workshop. These might be useful later so you take them with you.

It's time to leave the secret workshop and Alcatraz.

Read this card.



You watch the guards and searchlights:

1) The guard behind you takes 10 minutes to walk around the cell house. To avoid being seen by him, you must reach the shore by the tenth minute.

2) Two other guards patrol four areas each, taking four minutes to complete a rotation. X shows where they spend the first minute of their patrol. You start on one of the circles. You spend the first minute on the first square space on the same path.

3) Share the same area or cross paths with a guard and you'll be discovered.

4) Every third or fourth minute, the searchlights light up sections of the island. If you are in one of these areas when it is lit, you will be seen.

5) The raft slows you down. You take a minute to move through each area.

6) You can safely move into a space that a guard is leaving. You can also stay in an area for an extra minute to avoid the guards and searchlights.

● Snap open and unfold the final box to reveal the path to the shore. Use Card 4 as your guide. ●

As the four of you drop to the ground from the roof, you can smell the bay. If only the guard on the boat knew how much he had been helping you.

You hear footsteps. You just miss being seen by a guard. The man on the boat said nothing about this area being patrolled! This completely messes up your escape plan. Instead of going left, you'll need to go around the right side of the powerhouse. Then you see the searchlights lighting up the island. Farther down the hill you see two other guards on patrol. Great.

Find the three cards that match the letters at the end of the three paths. Do not look at them until you have chosen the path that will get you to the shore.

Goal: Choose the path that will get you to the shore without being discovered.

If you want a hint:



You hide a minute to avoid the searchlight. As you rush forward, you realize that the guard will be walking toward you so you can't sneak past. You'll have to wait several minutes for him to clear the area, which means you won't make it to the shore within ten minutes.

You turn back to try another path.

Avoid the guards and searchlights so you can get to the shore within ten minutes.

1 You have ten minutes to move the eight spaces to the shore. This means you can stay where you are up to two times.

2 If the searchlight shines in an area every three minutes, it will shine there during minutes three, six and nine.

3 The second searchlight shines on the space just before the shore during minutes 4 and 8. You'll need to be in the space just before the searchlight by minute 8 so you have time left to reach the shore.

4 Figure out where the guards will be at minutes 6, 7 and 8 so you can figure out where you can get past them.

5 It takes a long time to get past guards who are walking toward you.

6 Solution: Choose the middle path, path B.

You hide a minute to avoid being seen by the guard. Then you rush forward. As you do so, you realize that you'll be able to clear the guard as he comes back around but that you'll be caught by the searchlight on minute 8. If you wait for the searchlight to clear, the guard will come back around and catch you.

You turn back to try another path.

You've reached the shore without being seen! Frank adjusts his accordion so it won't make any noise. Then he uses the bellows of the instrument to quickly pump up the raft.

As he does this, you look out over the water. The boat is out there somewhere in the dark. You power up your radio. Because Alcatraz guards might be listening in, the boat is going to tell you where they are by spreading the message over the four channels. You listen to Channel A. You hear a single word with a long pause, then another word. You write down the words until they repeat. You switch to Channel B and write down another series of words. You do the same for Channels C and D. When you look at the words, you expect to get a clear message, but you don't. It's nonsense.

You find a metal ball at the water's edge that you can attach to the chain you brought with you. Then you can use it to sink any evidence that you were on Alcatraz to the bottom of the San Francisco Bay where no one will ever find it.

When you have attached the ball and chain read this card:





● The four of you put on life vests, then get on the raft and row away from shore. You drop the ball and chain over the edge of the raft sinking all trace of your existence. As you do, you think about Allen again. Looks like he didn't make it.

The sudden shift in weight on the raft causes everyone to almost fall off. You barely hold on but drop the radio. You quickly grab it out of the water, but the damage has been done. It's broken.

That's not the only problem. A strong, consistent current pulls you along. It's going to be a challenge to make the raft go where you want unless you can figure out the pattern of the current.

The raft also seems to have a leak. Frank frantically tries to keep it pumped up with the accordion.

And then you see a distinctive fin cut through the surface of the water. There are sharks. Lots of them. Maybe Allen is the only one who is going to survive this night.

Read these cards.



Channel A

causing
course
go
north
are
of
north
west
message

Channel B

currents
change
avoid
north
repeating
strong
boat
east
not

Channel C

strong
boat
east
not
currents
change
avoid
north
repeating

Channel D

are
of
north
west
message
causing
course
go
north



If you want a hint:

Find your way safely through the sharks.

1 Put an X in each space where you know a shark cannot be.

2 When two sharks are next to each other, the other two sharks must be in the same line.

3 When you find the direction a line of sharks goes, you know there are no sharks in the spaces next to them, even diagonally.

4 Pick a shark. Extend out one space in any direction. If this space is next to another shark, you know the line can't go in this direction so mark the space with an X.

Solution:

You can reach the North side safely.

SOLUTION



You find yourself surrounded by sharks!
And these are only the shark fins you can see. There are many more sharks hidden under the water.

1) This breed of shark always travel in groups of exactly four sharks in a straight line. Each line of four sharks goes left/right, up/down, or diagonally.

2) No shark from any line can be adjacent (above, below or diagonal) to a shark from any other line.

3) To escape, you'll need to find a path through the sharks, always moving left/right or up/down but never diagonally. You are safe as long as your raft is never next to more than one shark on the left or right or up or down. You can safely pass sharks that are diagonally next to your raft.

Goal: Find your way to safety by making it to one of the three symbols.

Where will the current take you in the next three moves?

1 The movement of the current changes in two ways.

2 There is a direction pattern and distance pattern that will affect the raft at the same time.

3 The distance pattern moves 1:1, 2:2, 3:3, 4:4, 5:5 spaces and then repeats.

4 The direction pattern changes from southwest, northwest, northeast, northeast, northwest, southwest and then repeats.

Solution:

In three more moves, the current takes you to area 2.

SOLUTION

Figure out where the boat is expecting to meet you.

1 Listen to the first word from each channel, then the second word, and so on.

2 You have to figure out which order to listen to the channels to hear a message that makes sense.

3 The messages repeats. Check decoder for a clue.

4 The message is either "repeating message" or "message repeating."

5 If the message is "message repeating", the first four words from each channel don't make any sense.

6 Listen to one word at a time in each channel in this order: Channel B, Channel D, Channel C, Channel A.

7 Look at the compass to discover which direction corresponds with the direction you heard.

SOLUTION

Solution:

You want to go to the northwest (Blue).

#2



Use this card and the appropriate solution stick to verify your answer.

#3



#1

You make it safely through the sharks and out to where the ship is waiting for you. The four of you feel giddy as you realize you've escaped Alcatraz! Now you just have to find the boat.

John points. "Is that it over there?" The four of you yell to attract the boat, but with the rough water, they can't hear you this far away. With a sickening feeling you watch the boat move away. The current is stronger than you realized, which is why you miscalculated where the boat would be. The truth hits you like a line drive in the stomach: You aren't going to be rescued. Your teeth are already starting to chatter from the cold. And it doesn't seem to matter how fast Frank pumps the accordion, the raft keeps sinking.

Then with horror you watch as several sharks swim over toward you and start circling the raft.

Read these cards.



No. You can't quit now. Not when you are so close. There must be something you can do to get the boat's attention.

Whatever you do, you'd better do it fast, before the boat is completely out of sight.

And before the raft sinks.

And before the sharks move in.

Frank says, "I've got an idea. Clarence, I'll need your steaks and I'll use my accordion."



or

Clarence says, "I know what to do. We'll use the oars and the knife Frank swiped from the kitchen."



or

John says, "I know how to get their attention. I'll need the stash of cash you brought. I'll also need your lighter, Frank."



Whose plan do you follow?



Clarence sadly hands the steaks to Frank, who immediately throws them into the water. "What are you doin'?" shouts Clarence. "Watch," Frank says. The sharks smell the blood and leave circling the raft to go after a much easier meal than you.

Frank picks up his accordion and adjusts it so it can make sound again. "This is no time for music," says Clarence. "Not that what you play can be called music." Frank pumps the accordion, and a shrill noise threatens to break your ear drums. It's the same piercing sound you heard him play before. But it's music to your ears as you see the boat turn in your direction. The boat pulls up alongside the raft. Strong hands help you on board. As a man reaches for the raft, you say, "Leave it. Let them think we didn't make it."

While Clarence and John talk about going to Brazil, Frank claps you on the shoulder. "Thanks," he says. "We couldn't have done it without you." As you cover yourself with a thick, dry blanket, you realize you truly have done the impossible.

*Congratulations on your successful Break
In to Alcatraz! Share your success!*
#BreakInToEscape #BreakInAlcatraz

Frank hands his lighter to John. "Give me the money," he says to you. "What are you doing, John?" asks Frank. "We need light," says John. "So the boat can see us."

With horror, you watch as John lights the stack of \$20s. "That's the escape money!" you shout. John raises his hand high and waves, creating a flaming beacon. "What use is escape money if you don't live to use it?" You want to tackle John, but then Frank cries out, "The boat is turning around!" As the boat approaches, John tries to put out the burning money by plunging it in the water. When he lifts his hand, there's nothing left but a worthless clump of pulp.

Strong hands help you board the boat. Clarence whacks John in the head. "Now how are we going to get to Brazil?" Frank claps you on the shoulder. "It'll be all right," he says. He's right. You escaped Alcatraz and you're all alive. "Thanks," continues Frank. "We couldn't have done this without you." As you cover yourself with a thick, dry blanket, you realize you truly have done the impossible.

*Congrats on your successful Break In to
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Clarence hands his oar to Frank. "You and John wave the oars. They're big and yellow so someone on the boat is bound to see them." Next Clarence takes Frank's knife. "If I can cut one of the sharks, the rest will go after it instead of us."

As John and Frank wave the oars, the raft becomes unsteady. Clarence slips and falls. As he sits up, you see the knife sticking out of the raft. "I didn't mean to..." Clarence says as the raft quickly deflates. Suddenly you are underwater. You can't believe how cold it is.

As you desperately swim, the boat pulls up alongside you. Strong hands help you on board. The boat searches for the others. But there is no sign of them.

Over the years you wonder what happened to Frank, Clarence and John. Their bodies were never found. Were they swept out to sea or did they somehow make it to shore? These men were daring, so you can easily imagine them finding their way to Brazil. But you will never know.

That said, you still did the impossible. You broke into Alcatraz and you escaped.

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