ALCATRAZ
THE SCAPEGOAT

GAME OBJECTIVE

Alcatraz: The Scapegoat is a cooperative board game for 3–4 players which features a unique traitor mechanism. The players take the roles of prisoners who are planning to escape from Alcatraz together. But it is known in advance that not everyone is going to succeed…

The prisoners planning to escape carry out particular tasks, each constituting one of the six elements of the plan. Those players who together manage to carry out all 6 elements and escape in time win the game.

However, the players mustn't be too slow. If there is a full complement of guards in the prison, the plan falls apart and they lose the game.

GAME COMPONENTS

The box contains the following elements: 12 double-sided location sheets, 4 prisoner sheets, 55 cards (plan, blackmail and auxiliary cards), 4 wooden player markers, 68 wooden markers, 27 tokens and the rulebook.

LOCATION SHEETS



12 sheets forming the prison where the players move in order to get Items which are necessary for completing tasks and, consequently, carrying out the plan of the escape. Each location has its own game rule which players may use.

PRISONER SHEETS



4 character sheets – one for each player. Each sheet has Stamina and Cash counters, 3 spaces for storing Items and the counter of completed elements of the plan.

NOTICE! A player cannot have more Stamina, Cash or Items than there are spaces on their sheet!

TASK CARDS



30 cards determining the tasks the prisoners have to carry out during their escape (see frame *Escape plan*).

BLACKMAIL CARDS



11 cards describing the extra options for the Scapegoat.

AUXILIARY CARDS



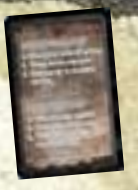
12 cards helping to draw locations.

THE SCAPEGOAT CARD



1 card where you mark the Scapegoat's extra actions (see frame *The Scapegoat*).

GAME RULES SUMMARY



1 double-sided card including the summary of the rules. They do not affect the game directly.

MARKERS



ITEM TOKENS



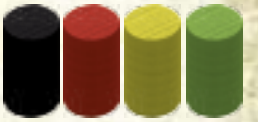
26 tokens symbolizing the Items necessary for completing tasks. 5 Keys, Knives, Clothes, Drugs and Tools, and one Gun – a universal Item which may replace any other one.



THE SCAPEGOAT MARKER

1 marker used for marking the Scapegoat's extra actions *(*see page 3 frame *The Scapegoat*).

PLAYER PAWNS



4 markers in four colors, used for marking the locations where the priosners are.

PLAYER MARKERS



24 markers in 4 colors, each color for one player. They are used for marking the players' current Stamina and Cash and for voting for the Scapegoat.

PLAN MARKERS



23 markers used for marking the completed (by carrying out particular tasks) elements of the plan on the character sheets.

GUARD MARKERS



21 blue markers symbolizing the prison guards.



GAME SETUP

Before the beginning of the game take all the elements out of the box and:

1. Place the location sheets, **in any order you like**, in the middle of the table in 3 by 4 pattern. Choose (intentionally or randomly) which side of each sheet is face up. If this is your first game, use the silver sides.
2. Place appropriate Item tokens in each location – according to the symbols, e.g.: 3 Drug tokens in the INFIRMARY.
3. Use the auxiliary cards to place 8 Guards in the locations. Draw in two rounds, 4 locations each.
4. Use the auxiliary cards to randomly choose the players' starting locations. Then place their player pawns there, one per each player.

5. Give each player the player markers in their color and one marker in each other color. One marker in each color should be put aside (including the player's color – the markers will be used later for voting), the remaining two should be placed on the prisoner sheet on number "0" on the Cash and Stamina counters. If 3 people play, one marker in each color should remain in the box.



6. Shuffle the task cards and form a deck from them, then put it next to the location sheets. Draw 3 x 1 card, each time randomly choosing the location the task is assigned to (use the auxiliary cards). Put the appropriate task on a given location.

NOTICE! If the task cards show 2 identical elements of the plan, place the new task on the bottom of the deck and draw a new card – until you get a different element.

NOTICE! There can be only one task on each location – if you drew otherwise, draw again – until you get a different result.

7. Randomly choose the player who will be the Scapegoat in the first round (see frame *The Scapegoat*).
8. You are sentenced to a looooong time in prison. You can now start planning your escape.

GAME OVERVIEW

The game is divided into subsequent rounds and each round is divided into phases:

1. A new Guard appears.
2. Someone has to be the Scapegoat.
3. The prisoners try to complete the plan.

The first round of the game begins with phase 3: The prisoners try to complete the plan.

A NEW GUARD APPEARS

At the beginning of a round the Scapegoat uses the auxiliary cards to determine a location and places a new Guard there.

If there are already 4 Guards in the location, draw once again – until you get a different location.

> The game ends and all the players lose if you have to draw the 21st guard and place him on the board.

SOMEONE HAS TO BE THE SCAPEGOAT

Now it is time to choose the Scapegoat for this round. The players may talk, confer and argue or form alliances, but they have to do it openly – other players must know.

Negotiations have to stop when the current Scapegoat orders a vote or after 2 minutes. Then each player secretly chooses the marker in the color of the player they want to be the new Scapegoat and hides it in their hand.

On a given sign you simultaneously show the markers in your hands. The player who gets the most votes is the new Scapegoat. This player takes the Scapegoat card and appropriately places the Scapegoat marker on it (see frame *The Scapegoat*).

Ties are resolved by the player who was the Scapegoat in the previous round (you may say that they have "a vote and a half"). You may vote for yourself. You always have to vote.

THE SCAPEGOAT



During each round the players vote and one of them becomes the Scapegoat. This situation has both advantages and disadvantages.

The Scapegoat has at least 1 Action Point more than the rest. If in the next round the same player is chosen as the Scapegoat, they get another extra Action Point, etc. up to three extra points. Choosing a new player cancels these bonuses.



Only the Scapegoat may use blackmail cards, which may significantly delay completing the plan… Maybe it will be better to choose a player who does not have such cards?

Unfortunately, being the Scapegoat has also a drawback. If a task is carried out successfully, the Scapegoat does not get the reward – completed elements of the plan (see frame Escape plan).

Note for experienced gamers: if you have ever played **Battlestar Galactica** or **Shadows over Camelot**, let us inform you that the Scapegoat in NOT like a Cylon or a Traitor! **Alcatraz: The Scapegoat** is a game about conflicted loyalties. If a player is the Scapegoat in one round that doesn't mean that this player will be your enemy till the end of the game. By treating the current Scapegoat this way you actually upset your own chance of escaping.

THE PRISONERS TRY TO COMPLETE THE PLAN

Now it is time to take your actions, which will lead you to carrying out escape plan.

During this phase the players – starting with the Scapegoat and then going clockwise – take their actions. The first player takes all their actions, then the next player acts, etc…

Some actions are more time-consuming than others – they cost Action Points (AP) – some are less time-consuming and are free.

THE NUMBER OF ACTION POINTS IN A ROUND

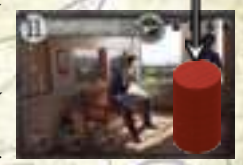
If 3 participants play, each player has 3 AP at the beginning of the round. If 4 participants play, each player has only 2 AP at the beginning of the round. Remember that the Scapegoat has always at least 1 AP more!

The players do not have to use up all their AP in their turn.

ACTIONS WHICH COST 1 AP:

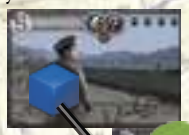


- **Moving to an adjacent location** – moving a player pawn to this location. Locations that are connected by their corners are also considered adjacent.



- **Using a location's rule**, e.g. taking a Drug token from the INFIRMARY. Some of the locations' rules do not cost AP. For the details of these rules see page 4 *Locations*.

NOTICE! One prisoner may use a certain location rule only once per round.



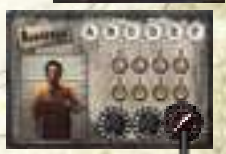
- **Stealing** –taking 1 Item or 1 Cash point from a player in the same room against their will.

NOTICE! One prisoner may steal only once per round.



- **Starting a riot**– moving one Guard marker from an adjacent location to the one you are currently in.
- **Carrying out an element of the plan**, assuming that all conditions of the task are fulfilled (see frame *Escape plan*).

NOTICE! The Scapegoat cannot perform this action.



- **Discarding a Item** – placing it in an appropriate location.



- **Playing a blackmail card** – using the rule written on the card played. After playing the card, put it on the discard pile.

NOTICE! Only the Scapegoat can perform this action.

FREE ACTIONS:

- **Exchanging/Giving** Items or Cash – if two prisoners are in the same location, they may exchange Items and Cash. Both players have to agree on that. A prisoner may give another prisoner any number of Items or any amount of Cash. You may decide not to take anything or not to give anything in return, but both players have to agree on that.



- **Bribing the Guards** – in your turn you may ignore 1 Guard in the same location per each Cash point you spend (see frame *The influence of Guards on performing actions*).



- **Spending a Stamina point** – a prisoner may spend 1 Stamina point to get 1 extra AP.

NOTICE! You may only use 1 Stamina point per round (even if you have more).

When the last player finishes their actions, a new round begins.

THE INFLUENCE OF GUARDS ON PERFORMING ACTIONS

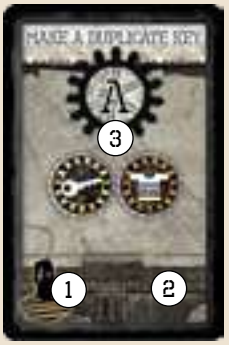
The guards keep an eye on the prisoners and their presence makes it much more difficult for the players to plan their escape. An increased number of Guards in a location may cause an action to cost more AP or become completely impossible.

NUMBER OF GUARDS IN A LOCATION	EFFECT
0	**none**
1	none
2	**Actions cost 1 AP more. This does not concern moves, playing blackmail cards and free actions.**
3	**You cannot perform any actions which cost AP, apart from moving and playing blackmail cards. Free actions can be performed. This does not concern moves, playing blackmail cards and free actions.**
4	**The prisoners cannot enter this location and cannot perform any actions there, apart from moving – leaving this location.**

There can never be more than 4 Guards in one location!

ESCAPE PLAN

– Tunnel? – Finished and hidden [B].
– Manhole? – Opened [C].
– Set of keys? – Got it! [D]
– Clothes? – Ready [E].
So we only have to start a riot [A].
– Let's take a hostage [F] and run!



During the game the prisoners – more or less willingly – cooperate while carrying out tasks to complete the elements of the plan. When a group of players together complete all the elements of the plan, they immediately escape and win.

HOW TO OBTAIN AN ELEMENT OF THE PLAN?

- During the game there are always 3 task cards placed on locations. In order to complete a task, the following conditions have to be fulfilled: there is at least the necessary number of prisoners in the location where the task is being carried out (1)
- there are no more Guards than the maximum number in this location (2)
- the prisoners in this location have together all the required Items (3)

If all the above conditions are fulfilled, one of the players in this location has to spend 1 AP in their turn and complete this task as an action. If there are two Guards in this location, you have to spend 2 AP or bribe the Guards with Cash (see frame *The influence of Guards on performing actions*).

After performing such an action you have to place all the Items used for this task on the appropriate locations. In the first place on the primary location related to the Item, then **EXCERCISE YARD** and **VISITING AREA**. (see *Locations*).



Example: Michael wants to carry out the task "Make a duplicate key". The conditions are: having two Items – Key and Clothes, and no Guards in the location – unfortunately, there is one Guard there. Michael takes the following actions: he starts a riot (1) drawing the Guard to his location, then he moves (2) to the location with the task and completes it (3) placing Key and Clothes on appropriate locations. He spends 3 AP to do all this.

REWARD

The player who spent an action to complete an element of the plan marks the element which was on the task card on their character sheet.

Then the player draws another card from the top of the task deck and all other players, apart from the Scapegoat, mark the element from this card as completed on their sheets (the conditions are irrelevant in this case, only the element matters). It does not matter whether the rest of the players helped to carry out the task or not - each of them gets this randomly chosen element as a reward - apart from the Scapegoat.

Example: Michael completed the task "Make a duplicate key", got element A and marked it on his prisoner sheet. Now he draws a task card from the top of the deck – it has element D. Chris marks this element on his prisoner sheet. Ralf does not get a reward – he is the Scapegoat in this round.

Then remove these two task cards from the game – they will not be used anymore!

NEW TASK

After receiving rewards and discarding cards, the Scapegoat draws a new task card and uses the auxiliary cards to randomly choose the location where the task will be placed. If the task cards show 2 identical elements of the plan, put the new one on the bottom of the deck and draw a new task card – until the elements are different. There can be only one task on one location – if you drew otherwise, draw again until you get a different location.

ENDING THE GAME

Immediately after getting rewards for the completed tasks you check whether there is a group of players (at least without one player!) who completed at least one element each (A, B, C, D, E and F). If so, the game ends. Determine the players who escape.

If the Scapegoat doesn't have an element indispensable for the escape, the Scapegoat stays in prison.

If the Scapegoat is indispensable, check whether any other player doesn't have an indispensable element. If there is only one such player – this player stays in prison.

If there are more than one such player, the one who has the fewest (taken into consideration in the following order): completed elements of the plan, Cash, Items, Stamina.

If there is still a tie, the rest of the players decide who will be the lucky guy...

Example: Michael has elements A, B and C. Ralf has B, D and F, Chris has D and F and has just completed element E. Michael is the Scapegoat in this round, but his elements are indispensable for escaping.He escapes together with Chris, while Ralf stays in prison, as his elements do not contribute to the plan and he isn't indispensable.

However, you have to be quick – if the 21st Guard appears in the prison, you all lose. And remember, this doesn't mean that the Scapegoat wins!

LOCATIONS

Some locations' rules concern collecting Items there. If there are no Items in such a location, you cannot use its rule.

If a rule makes you exchange Items, place the chosen Item in a location which lacks such a Item – marked with an appropriate symbol.

NOTICE! If there are as many Items in a location as the symbols show, you cannot place Items there.

1. CHAPEL	
Choose another prisoner's blackmail card and discard it.	Spend any one Item or 1 Cash and take another prisoner's blackmail card. *
2. RADIO ROOM	
Move any 2 Guards to any locations.	Move 1 Guard to any location. **This is a free action.**
3. DINING HALL	
Gain up to 3 Stamina points.	Gain 1 Stamina point. **This is a free action.**
4. INFIRMARY	
Take 1 Drug and place it on your prisoner sheet.	Exchange any one Item or 1 Cash for 2 drugs. If there is only one Drug in this location, you can take only this one Drug. *
5. EXERCISE YARD	
Exchange any one Item or 1 Cash for any Item from this location. * **This is a free action.**	Exchange any one Item or 1 Cash for any two Items from this location. *
6. VISITING AREA	
Take a chosen Item token and place it on your prisoner sheet.	Exchange any one Item or 1 Cash for a Gun, which can replace any other Item. *
7. WORKSHOP	
Take 1 Tool and place it on your prisoner sheet.	Exchange any one Item or 1 Cash for 2 Tools. If there is only one Tool in this location, you can only take this one Tool. *
8. RECREATIONAL ROOM	
Gain up to 2 Cash points.	Gain 1 Cash point. **This is a free action.**
9. CELL BLOCK	
Take 1 Knife and place it on your prisoner sheet.	Exchange any one Item or 1 Cash for 2 Knives. If there is only one Knife in this location, you can only take this one Knife. *
10. LAUNDRY ROOM	
Take 1 Clothes and place it on your prisoner sheet.	Exchange any one Item or 1 Cash for 2 Clothes. If there is only one Clothes token on this location, you can only take this one Clothes. *
11. GUARD'S ROOM	
Take 1 Key and place it on your prisoner sheet.	Exchange any one Item or 1 Cash for 2 Keys. If there is only one Key in this location, you can only take this one Key. *
12. WARDEN'S OFFICE	
Draw 1 blackmail card from the top of the deck.	Exchange any one Item or 1 Cash for 3 blackmail cards. Choose one card and keep it, discard the rest. *

* The exchanged Items should be placed on an appropriate location.

TIPS FOR A FUGITIVE

A HARD LONG WAY TO FREEDOM

As a player who participates in the escape, always ask yourself a question first: Can I carry out an element of the plan together with other prisoners in this round? If not, choose a task with an element of the plan that you have not already had and try to complete it.

Whenever you can, try to make other players sacrifice more resources (actions, Items, Cash) to do this. Otherwise, you will soon become the Scapegoat.

THE SCAPEGOAT'S TOUGH LIFE

The Scapegoat rarely has a specified aim in the first round. There is a very small chance that the players will be able to complete a task in the first round. Check if this is possible – if not, make yourself ready for the next round to set someone else up as the Scapegoat.

Don't panic if you become the Scapegoat during the game. First, you should check if the rest of the players can complete an element of the plan. If not, you are free to act – think which element you want to complete on your own and start collecting the necessary Items.

However, if the rest are able to carry out a task – you have to stop them. The best idea is to steal an Item necessary for completing the task. Remember to run away with it, otherwise the player you stole the Item from will be able to take it back. You may also move more Guards to the room where the task will be completed. It is best to use the Radio room. If there are no alternatives, try to get a blackmail card and play it immediately. And if there is absolutely no way of stopping other players – just get ready for the next task.

PROBLEMS WITH THE LAST ROUND:

During one in a few dozen games (mostly with 4 players) there may be a situation when you will be in doubt who should escape or will be dissatisfied with the result. We (the authors) tested different variants of choosing the winner and we decided on the current ones (on the previous page), as they cover the most cases, cause the fewest paradoxes and are quite simple. We don't include detailed descriptions of controversial situations, they would just blur the whole image of the rules. The problems you may face are for example: which of the redundant players should escape? Maybe both? Can you escape alone? If you are in such a situation, our guidelines are:

1. Only one player, the most useless (no matter if they are the Scapegoat or not), should stay.
2. Try to empathize, feel like real prisoners and make the decision on this basis.

In case any elements are missing, please contact us by email: tech@kuzniagier.com – we will supply the missing pieces as soon as possible.

ALCATRAZ: THE SCAPEGOAT

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