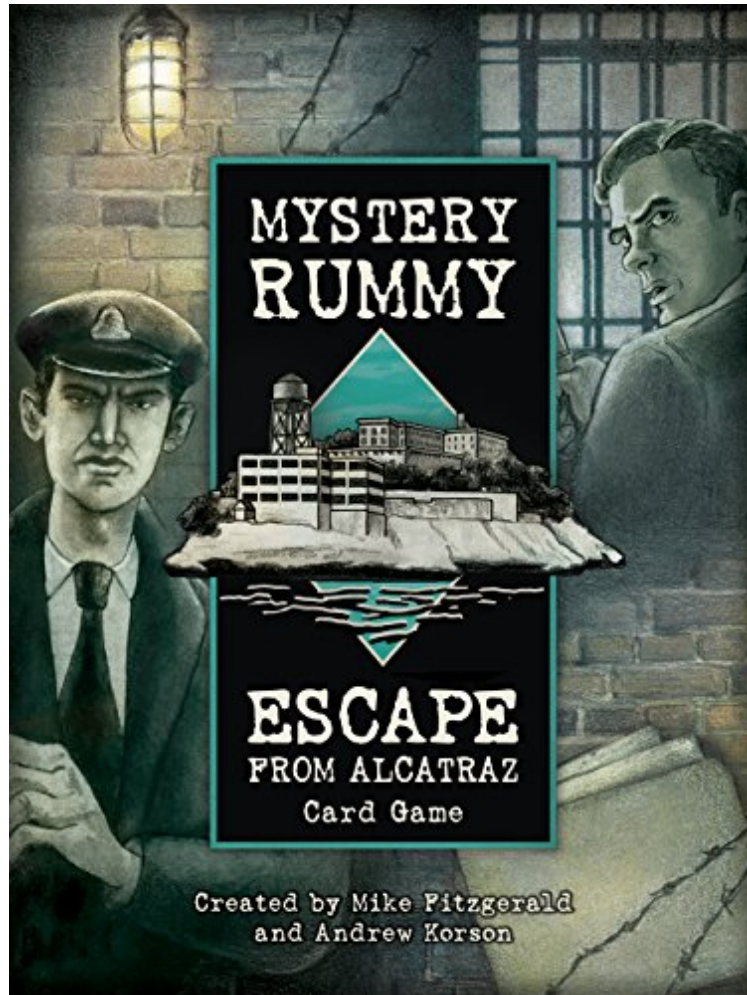


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## Escape from Alcatraz

*Mike Fitzgerald and Andrew Korson*  
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#2008410 in Books US Games 2015-01-28 Original language: English 6.50 x 5.25 x 1.50l, .84 #File Name: 1572817216125 pages In this exciting new Mystery Rummy Card Game inspired by actual events, players are in charge of uncovering prisoners' escape plans. Players Gather Information By Melding Matching Plan Cards Or Playing Off An Existing Plan. When Players Collect 8 Matching Plan Cards And Identify The Plan's Mastermind, They Can Foil The Escape Plan, Capture The Culprit And Score Points | File size: 25.Mb

**Mike Fitzgerald and Andrew Korson : Escape from Alcatraz** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Escape from Alcatraz:

0 of 0 people found the following review helpful. A fine addition to the wonderful Mystery Rummy series. By BoardGameGeek reviewer EndersGameRummy is a classic traditional card game, and few game designers have made a themed Rummy variant better than Mike Fitzgerald, with his successful Mystery Rummy series. Escape From Alcatraz is #5 in this series. The theme is certainly a good one. Alcatraz Island is well known for the federal prison that was operating there from 1933-1963, notoriously known as the toughest prison in America. Its claim to fame was that

during its 29 years of operation, no prisoner apparently managed to escape alive, although 36 prisoners did make 14 unsuccessful escape attempts. In this Mystery Rummy game, we are guards at Alcatraz, trying to make sure nobody escapes. To that, do we're trying to find out about plans that are in progress by would-be escapees, and foiling these plans when we have enough information about a particular plan, along with having identified a mastermind who is behind it. The basics of gameplay use the typical Rummy mechanic. In typical Rummy style, you start your turn by drawing two cards from the deck ("Cell Block") or one from the face-up discard pile ("Solitary"), and must end your turn by discarding a card to the discard pile. If you get a meld of three cards of one suit/plan, you can play those cards; on their turn other players can then lay off by playing cards from that suit/plan as well. But that's where the game differs from normal Rummy. Whenever you make a meld or lay off, you turn over one of the Action cards, and follow the instructions on that card. Unlike other Mystery Rummy games, these action cards aren't part of the main deck, but are a separate deck. Also unlike many other Rummy games, you don't get points subtracted for what's in your hand, or for cards played on meld, but only score points for foiling an escape. This requires 8 cards in total of any suit/plan to be in play among all the players, and then playing an Escapee (representing a plan mastermind) either from your hand or from the Yard along with your previously played plans of that suit. These cards are then placed under your Foiled card, and will score at game-end. Other players may immediately put cards from that suit/plan under their Foiled card for scoring as well, adding an eligible Escapee (representing a plan co-conspirator) from their hand if they have one. Escapees hang out in the Yard during the game, and any remaining in the Yard when someone goes out will score bonus points for that player. There's good reason that the Mystery Rummy games are as popular as they are, and this title is as good as the others in the series. It has a more casual and lighter feel due to the separate Action deck, which adds an additional element of unpredictability, but at the same time makes decisions about hand management easier. The scoring system here is also simpler and more forgiving than the other games in the series. It's very suitable as a light and casual family game, and both my children and wife enjoyed it a lot, as did I. Despite the familiar rummy engine underlying the gameplay, this game still feels fresh and somewhat original, with mechanics that help create fun and tense decisions. And the theme has been incorporated into the game enough to feel that it has some meaning. The components are also excellent quality, particularly the incorporation of historically accurate flavour text recounting the setting of the game. People looking for a fun and relaxing card game that still offers a challenge need look no further than the superlative Mystery Rummy series, and this title is certainly perhaps one of the easiest and lightest ones, and one I can highly recommend. - EndersGame @ BGG1 of 1 people found the following review helpful. Best Mystery Rummy Game yet! By Michael C. Drury Escape from Alcatraz is a superior thematic rummy game by Mike Fitzgerald. Gameplay is quick and dynamic. The look of the game is what grabs me. U.S. Games did a bang up job with the art and design- sets the mood and carries the theme brilliantly. Appropriate (and fun) for all ages especially those interested in crime history.

In this exciting new Mystery Rummy Card Game inspired by actual events, players are in charge of uncovering prisoners escape plans. Players gather information by melding matching Plan Cards or playing off an existing Plan. When players collect 8 matching Plan Cards and identify the Plan's mastermind, they can foil the Escape Plan, capture the culprit and score points. First player to earn 100 points is the winner. Let no prisoner escape from THE ROCK!  
!Game includes: 84 Escape Plans Cards and 14 Escapee Cards 31 Action Cards 4 Foiled! Cards Illustrated Instructions