

FROM THE 2000  
NATIONAL PUZZLERS' LEAGUE CONVENTION  
IN SAN FRANCISCO

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ESCAPE FROM ALCATRAZ

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BY  
MANX



WITH SPECIAL THANKS  
TO TEST-SOLVERS  
IRBS, 3I7537, & G,AMES



# ESCAPE FROM ALCATRAZ

## NOTES ON SOLVING AT HOME

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ESCAPE FROM ALCATRAZ was designed to be played in teams of solvers with moderators to hand out keys, tools, maps, and puzzles in response to completed puzzles. Obviously, this doesn't work well at home. Here are suggestions on how you might come closest to re-creating the intended effect.

1. If possible, you should enlist the help of a friend to act as a moderator. If you must act as your own moderator, try not to look ahead at the puzzles, maps, and tools more than necessary.
2. The next-to-last page of the game consists of the keys and tools you'll need to escape. If you have a moderator, he or she should cut these out and give you each one as you find it in the course of the game. If you're on your own, you'll need to do this yourself; you'll see some tools that will give a bit of the game away, but this can't be avoided.
3. The last page of the game consists of two lists that are basically cheat sheets. The first of these is WHERE DO I GET KEYS & TOOLS? It lists the source of each key or tool. If you have a moderator, when you find a key or tool in the game you should have the moderator verify it on the list. In addition, whether you have a moderator or not, you can use this list if you feel stuck. The second list is WHAT DO THE KEYS & TOOLS OPEN? When you've figured out which lock a key opens or how to use a tool, this list will verify it and let you know what maps and puzzles you get next. If you have a moderator, he or she can give you the appropriate pages. If you're on your own, you can cover the list with a sheet of paper that you slide down just far enough to reveal the pertinent section; the information is listed in the approximate order you'll encounter it (although there are a few places in the game where you can open locks in a number of different orders).
4. The maps and puzzles are in approximate order here. To begin, read the INSTRUCTIONS & HINTS page that follows this page. Then take the STARTING FOLDER (which, it turns out, may come in handy), the first map (of CELLBLOCK SECTION A), and first three puzzles (ESCAPE ROUTES, BEHIND BARS, and ESCAPE CONCERNS) and begin the game.
5. If you get stuck and your moderator (if you have one) can't help, you can contact me for a hint. Also, since I haven't supplied the puzzle answers here, if you'd like the answer to a puzzle, you can contact me. And finally, if you'd like to verify that your final answer really gets you off Alcatraz Island to freedom, you can contact me. You'll probably get a quicker response if you use e-mail rather than regular mail. Use these addresses:

e-mail: [alcatraz@puzzability.com](mailto:alcatraz@puzzability.com)

mail: Mike Shenk  
60 Gramercy Park North  
Apartment 14F  
New York, New York 10010

ESCAPE FROM ALCATRAZ  
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## INSTRUCTIONS & HINTS

You and your fellow players have been imprisoned in the Alcatraz Federal Penitentiary—"the Rock." (I know, I know, you're innocent, you didn't do it. Fine, whatever.) Like any good jailbirds, your band is intent on escaping. Fortunately for you, security has gotten ridiculously bad.

Not only are there no guards or warden to be found, but there are a number of puzzles scattered about that lead to the keys and other useful items that will spring you from the prison.

### HOW TO PROCEED

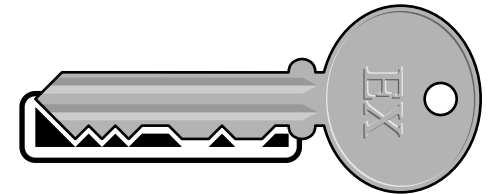
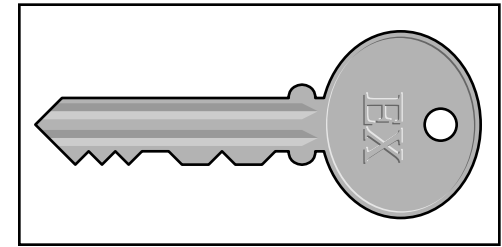
Most of the puzzles lead to keys. In these cases, the key will be clearly identified by the word KEY and a digit/letter combination (for example, KEY 5X). When you find a key, you may claim it by showing the solved puzzle and your prisoner ID to the Keeper of the Keys. The Keeper of the Keys will give you the appropriate key, which you can compare to the locks on your map (see "A Key to the Keys"). To use a key, show it to the Keeper of the Locks and indicate which lock you'd like to use the key on. If it matches, the Keeper of the Locks will give you new maps and puzzles for the area accessed. *It is recommended that you solve all puzzles for one area of the prison before moving to a new area.*

When you find an item other than a key, you may claim it by showing the solved puzzle and your prisoner ID to the Keeper of Tools. The Keeper of the Tools will give you the appropriate item. To use an item, show it to the Keeper of the Rock and indicate how you'd like to use it. If the item can be used in the way you indicate, the Keeper of the Rock will give you new maps, puzzles, and/or items as appropriate. (At one point in your escape, you'll need to pull a wire. You don't need a tool for this; just tell the Keeper of the Rock which wire you want to pull.)

When you think you've figured out how to escape from Alcatraz, tell the Keeper of the Rock.

### A KEY TO THE KEYS

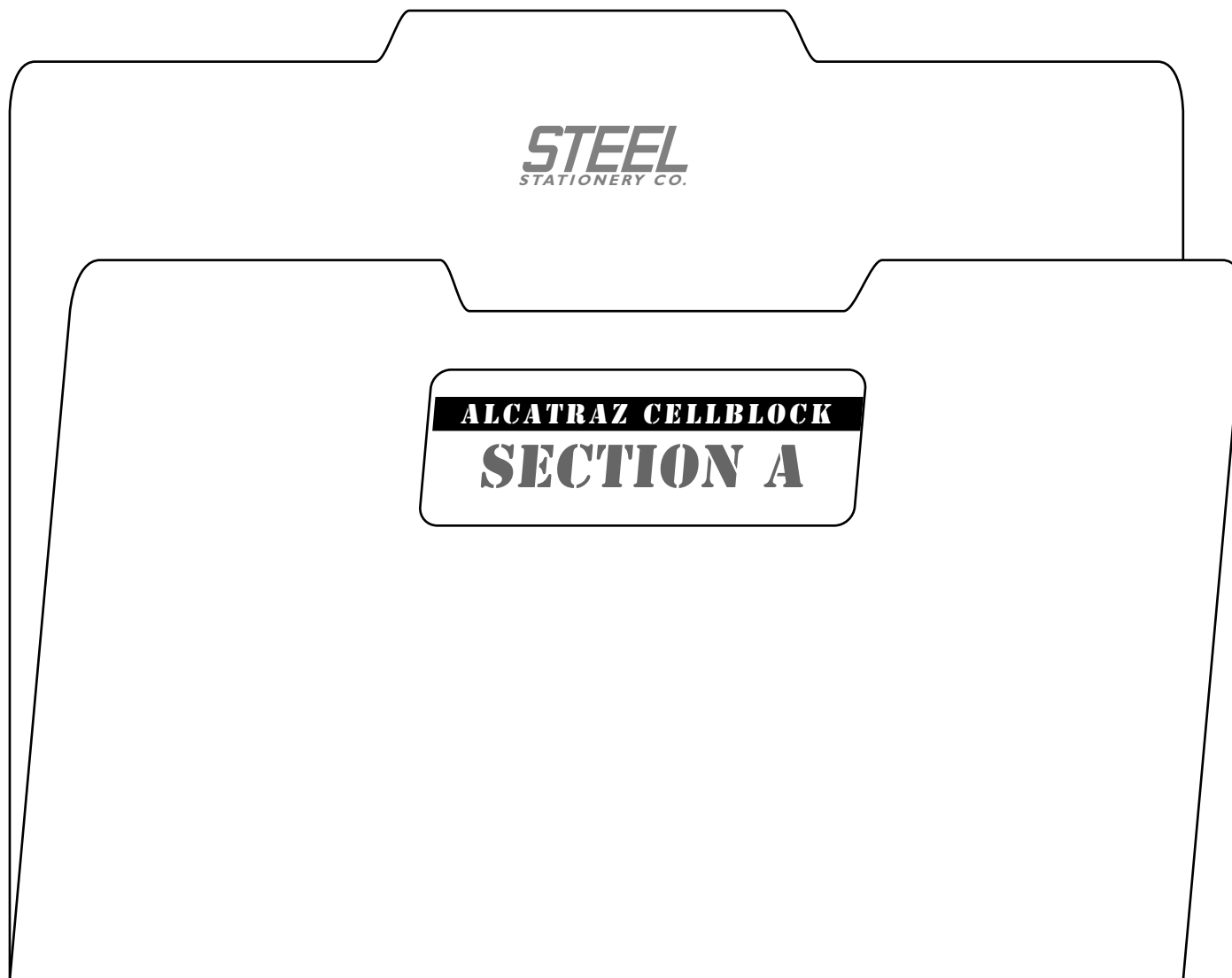
In order to escape from the Rock, you'll need to understand how to match the keys to the locks shown on the maps. Each lock is marked by a keyhole icon which is linked to a diagram of the shape of the key that will open it. To check if a particular key matches a lock, compare the outline of the key's shape with the white space on the lock diagram (as shown at right).



### IF YOU THINK YOU'RE STUCK . . .

1. The maps include brief descriptions of your location and situation, and may suggest items that would be helpful. It's a good idea if you read these descriptions to your band.
2. Each puzzle has a title, which may be important in solving it or in determining how to use it.
3. After you've solved a puzzle, don't assume you won't need it again later. It may be helpful if you keep your puzzles and maps organized.
4. If you're looking for a specific tool, you may want to make sure you don't already have it.
5. If you solve a puzzle and it doesn't seem to give you anything, see if you have another unused puzzle—maybe they can be combined to yield a key or useful item. Or maybe a puzzle you get at a subsequent location will explain it—be patient.
6. You won't find a key for every lock. Some locations are simply red herrings.
7. Each key you get is used only once. The digit/letter combinations on the keys are used only to identify the keys and will not add up to anything.

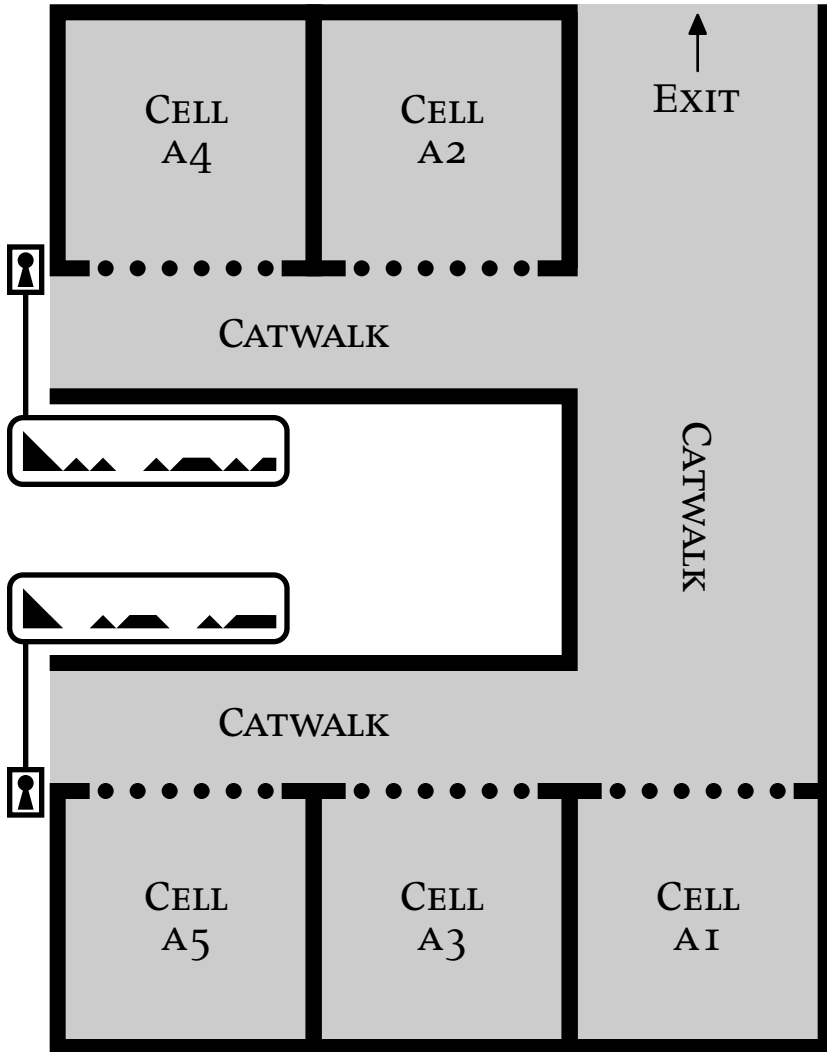
STARTING FOLDER



ESCAPE FROM ALCATRAZ

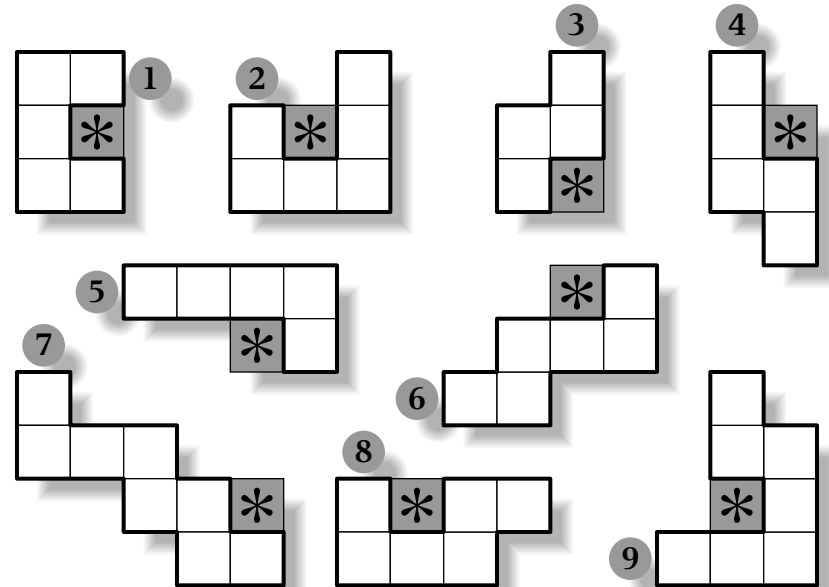
CELLBLOCK SECTION A

Your section of the cellblock contains a number of cells on the upper level of the cellhouse. The cells are located opposite each other, with a catwalk that overlooks the lower level connecting them. A single key opens the doors of all the cells on one side, and another key opens all the doors on the other. If you can obtain these two keys, your band can begin its escape.



CELLS

ESCAPE ROUTES



- 1 Reduce in amount or degree
- 2 Forest clearings
- 3 It's celebrated with a June 14th holiday
- 4 Animal called "the ship of the desert"
- 5 Disintegration of a radioactive element
- 6 Where Gauguin settled in 1891
- 7 Performed shiatsu on
- 8 Made sound
- 9 Mark the boundaries of

A A A A A A A A A A B C C  
 D D D D D E E E E E E E E F  
 G G G H H I I I I L L L L L  
 M M M S S S T T T T Y

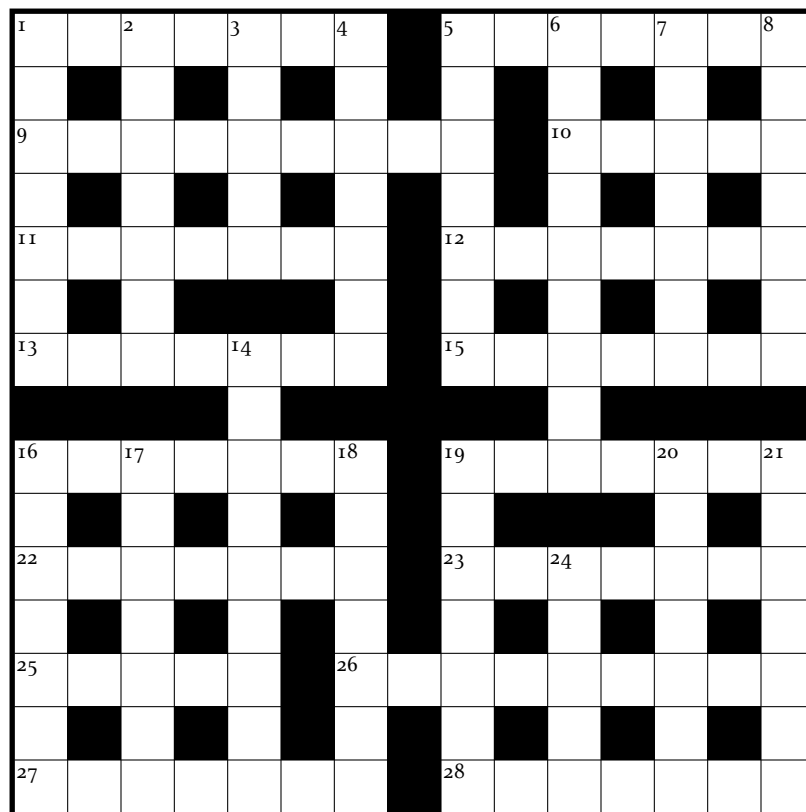
# BEHIND BARS

**ACROSS**

- 1 Excellent grades covering front of bulletin boards (7)
- 5 Lion circling unprotected watering hole (7)
- 9 Carpet sweeper holds unusual load (9)
- 10 Bumpkin has left money in Russia (5)
- 11 Vacation spots altered rosters (7)
- 12 Contemplates bathroom in Britain: something that must be done in the mirror (5,2)
- 13 Fellow who married his mother—love with a strange upside (7)
- 15 By wearing slipping Speedo, showed some skin (7)
- 16 Peers grasping chemistry finally: "They're subatomic particles" (7)
- 19 Person who came into some money just heard what it costs to travel (7)
- 22 Ordinary bridges wear out in essence (7)
- 23 Hash abuser near a section of a larger region (7)
- 25 Dodge commercial taken in by first lady? (5)
- 26 Opera singers tearing satin robe (9)
- 27 Drunken bores and Mr. McMahon recovered from an inebriated state (7)
- 28 Angry convicts finally joined forces (7)

**DOWN**

- 6 Abhor mixing bit of punch for every person who goes from pub to pub (9)
- 7 Confederate soldier makes the most of visual puzzles (7)
- 8 Picked up the tab for drunken tear with Senator Kennedy (7)
- 14 I prefer to set straight one who overcharges (9)
- 16 Arrest deviates after start of bawdy exchanges (7)
- 17 Altercation spread through air hub arbitrarily (7)
- 18 Spot bit of dirt on society girl, turning up garden (7)
- 19 One with accent hiked states (7)
- 20 A friend at movie's premiere—*MASH*, perhaps (7)
- 21 Pleased jockeys went by (7)
- 24 Montana city is a humdinger, reportedly (5)



# ESCAPE CONCERNS

**ACROSS**

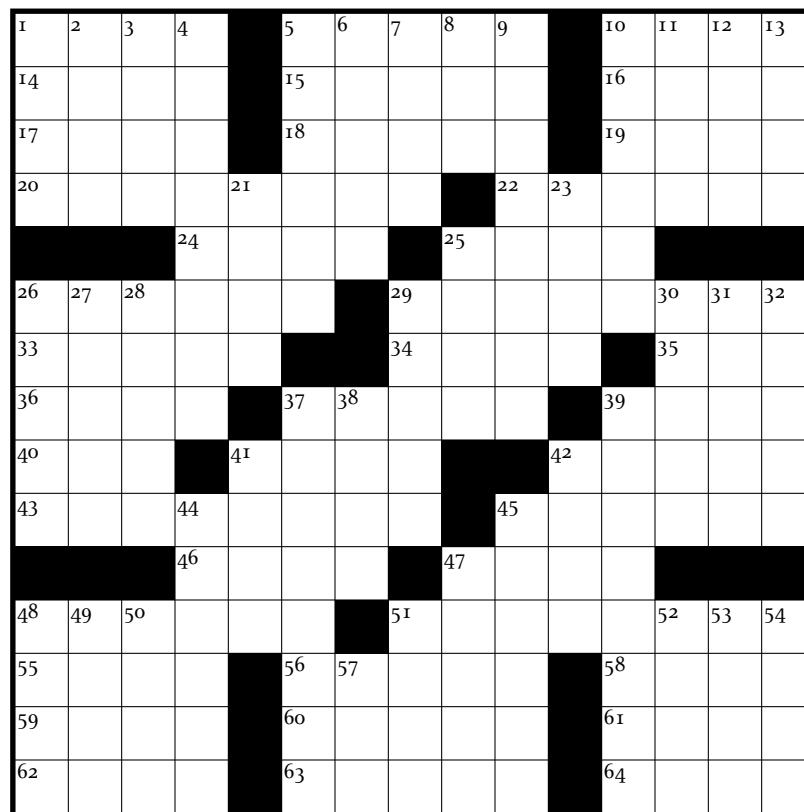
- 1 League member
- 5 Muffler, e.g.
- 10 Int. earner
- 14 Portoferraio's island
- 15 Small bottle
- 16 Directly
- 17 Security worry
- 18 Like some potato chips
- 19 Navigator of the 23rd century
- 20 They result in 15-yard penalties
- 22 Devo's only Top 40 hit
- 24 Blue Nile's source lake
- 25 Spike Lee's \_\_\_ *Gotta Have It*
- 26 Chiding sound
- 29 Silverdome team
- 33 Under any circumstances
- 34 Attend
- 35 Haw's counterpart
- 36 Park entertainer
- 37 Boost
- 39 Not nude
- 40 Biblical judge
- 41 Pipe part
- 42 Letter used to represent an angle in trig
- 43 Calling for careful handling
- 45 Financial publisher Clarence

- 46 Basketball's Archibald
- 47 Do trailers
- 48 Cry from *The Fly*
- 51 K-based
- 55 Eddie's *Beverly Hills Cop* role
- 56 Flat paper
- 58 Stuffing flavorer
- 59 Penta- doubled
- 60 Benefit
- 61 "Where Is the Life That Late \_\_\_" (*Kiss Me Kate* song)
- 62 In need of a massage
- 63 Admonishes
- 64 Kin of -kin

**DOWN**

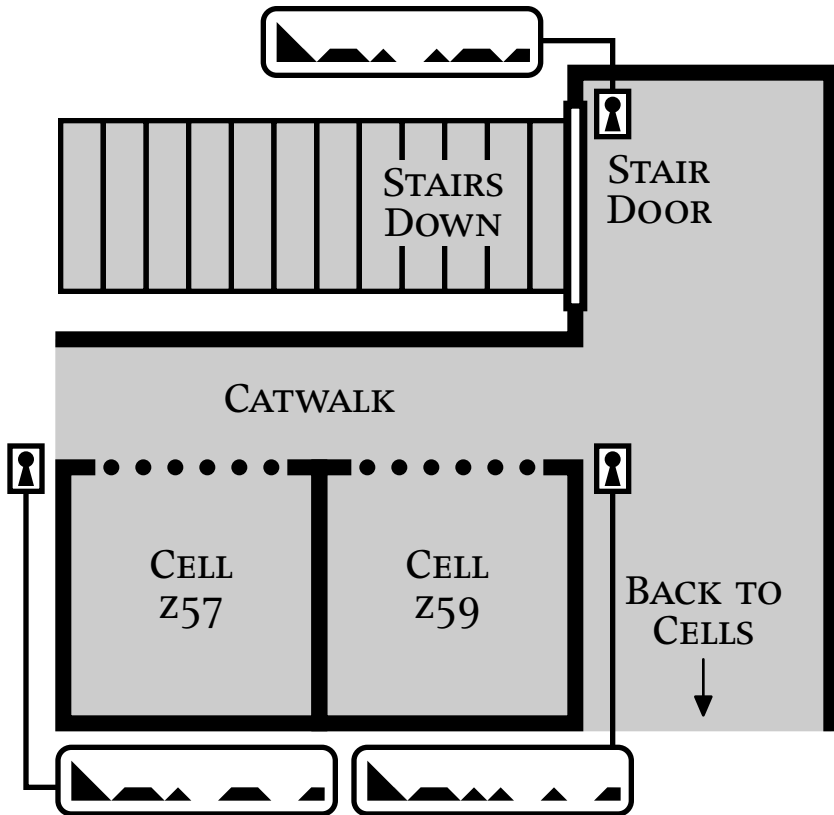
- 1 Noted archer
- 2 Home of the philosopher Zeno
- 3 Like \_\_\_ out of hell
- 4 Movie role for Marjorie Main
- 5 Pin-dropping company
- 6 Rivera of *Chicago*
- 7 Lends a hand
- 8 Joplin piece
- 9 Clockwork part
- 10 Francis's home
- 11 Masterstroke
- 12 E. \_\_\_ (intestinal bacteria)
- 13 Fastener with a crosspiece

- 21 Do carter's work
- 23 Kept in custody
- 25 Queens stadium
- 26 Broken
- 27 Of service
- 28 Language that gives us "catamaran," "mulligatawny," and "pariah"
- 29 School paper
- 30 Voyeur
- 31 "Swell!"
- 32 LeBaron choice
- 37 Scopes was found guilty of violating one
- 38 French bean
- 39 Hynde of the Pretenders
- 41 Racket
- 42 Writer Janowitz
- 44 Not out of bounds
- 45 Asian palm trees
- 47 Stern-to-bow application
- 48 "If I Only \_\_\_ Brain"
- 49 One of the suits
- 50 First name in the *Solidarnosc* movement
- 51 Carson's predecessor
- 52 Pretzel addition
- 53 "\_\_\_ Around" (Beach Boys hit)
- 54 Surrender
- 57 Actress Le Gallienne



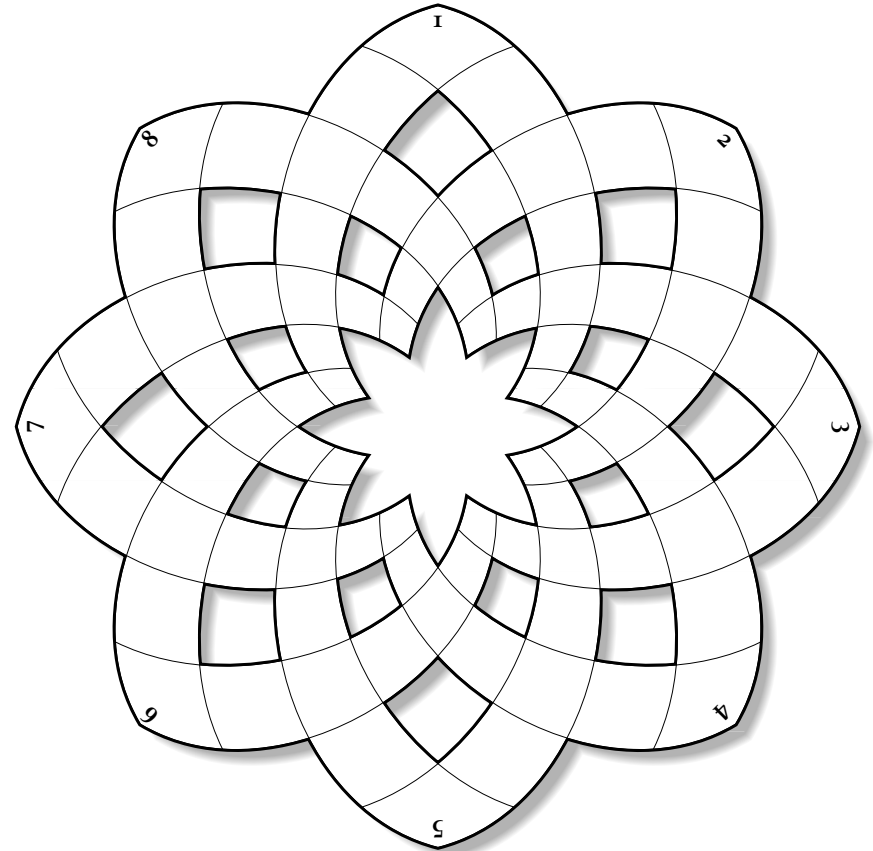
UPPER CATWALK

The only exit from the catwalk appears to be by a flight of stairs located behind a locked stair door. As you case the surrounding area, you notice two uninhabited cells that still contain some items left by former inmates.



GARDEN VARIETY

Each of the 16 seven-letter answers in this puzzle begins in the numbered space and proceeds, either clockwise or counterclockwise, toward the center. The clue for each answer consists of three seven-letter words; one of them is a (sometimes fairly loose) synonym of the answer, another is an anagram of the answer, and the third is simply a red herring that will be unused. Note: One answer is a two-word phrase.



CLOCKWISE

- 1 • BALCONY • CATERER • TIDYING •
- 2 • DEPOSIT • PLACATE • SAUSAGE •
- 3 • EMBARKS • PETARDS • SPOUTER •
- 4 • SUMMONS • TRIFLES • VINIEST •
- 5 • DILUTES • FIGHTER • MORONIC •
- 6 • ALLURES • HIGHEST • PRESUME •
- 7 • PLEASER • SAINTED • SETBACK •
- 8 • DAWDLES • ENVELOP • MUNDANE •

COUNTERCLOCKWISE

- 1 • LINKAGE • PIRATES • SAUNTER •
- 2 • BRIGADE • PARENTS • SHORTEN •
- 3 • ILLNESS • PLAYERS • SEASIDE •
- 4 • ORDERED • PELICAN • SERFDOM •
- 5 • MEDICAL • REVISED • VARYING •
- 6 • BEAGLES • HUSTLES • PERVADE •
- 7 • ASPIRER • CLIENTS • PATCHES •
- 8 • ENTAILS • GLARING • LATRINE •



# PROVERBIAL WISDOM

The answer to each of the clues below is a four-letter word that should be written in the corresponding column of the grid. (Two of these, which are not words, are already in place.) Then drop the letters into the boxes below to get a maxim reading from left to right, row by row, followed by its author. Words continue from the end of one row to the beginning of the next. Heavy bars mark the divisions between words.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	D									H					
	H									K					
	N									L					
	S									N					

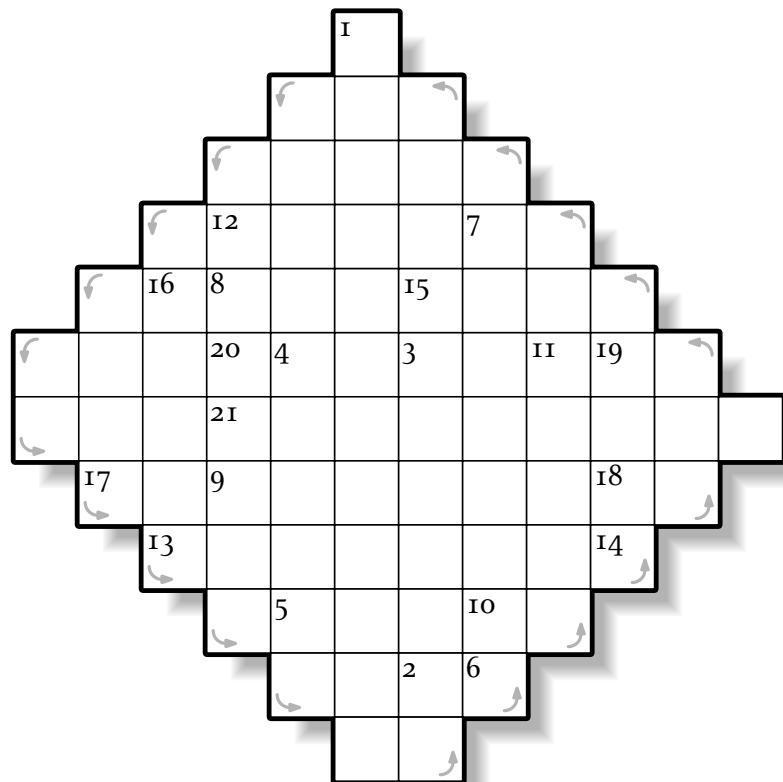
- 1 Mouthwash flavor
- 2 DHNS
- 3 Sites for golf drives
- 4 Designer known for "the New Look"
- 5 Musical symbol that's French for "key"
- 6 One of Bart's sisters
- 7 Swampy earth
- 8 Facility
- 9 Constellation part
- 10 HKLN
- 11 Filth
- 12 Lambs' moms
- 13 Stock exchange membership
- 14 "... \_\_\_'ll eat ivy, too"
- 15 Member of the opposition

# CROSSING GUARD

45	O	26	C	6	E	R				29	A	M	U	55	A	37		
I		P		E			46	I	D	15				I		N		
S		4	I	25	T	E	41			A				F		T		
C		A		D						53	O	32	H	49	R	13		
O		T		E				A		C		A				R		
28	P	57	N	35			A	9	S	14	43		I	A	11	O	44	
N								G		O				T		O		
17	U	38	G	20	T	2	27		X			G	24	E	16	T	54	
		A		C				R		D		D		O		A		I
34	H	51	M	7			58	U	52	N	48	N	39		G		N	
E		S		N				A		A		R		23	30	X	5	
12	L	3	M	40				N		M		N			I		M	
I		Y		47	A	42		I	21	E	56			I	8	A	G	18
E		E		I						N		L			I			N
22	U	19	L	33	N	G			10	I	36	S	I	31	E	N	50	

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58		

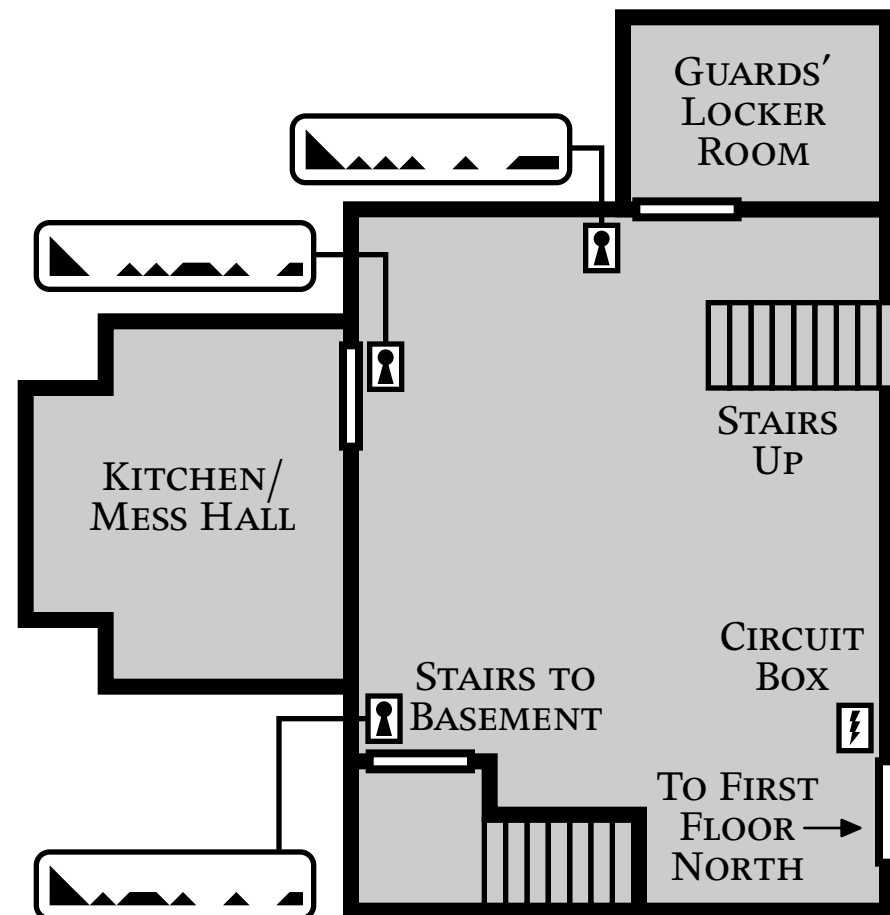
## WEAVE ONLY JUST BEGUN



- |   |   |
|---|---|
| 1 Diagonally (hyph.)                      | 12 Deep blue hue                                  |
| 2 Adjective often paired with "dangerous" | 13 Characters from early sci-fi (2 wds.)          |
| 3 Minneapolis and Saint Paul (2 wds.)     | 14 Imposing home                                  |
| 4 Bindle stiff                            | 15 <i>The Swiss Family Robinson</i> author Johann |
| 5 Wife of Zeus                            | 16 Actress Nora of <i>Three Kings</i>             |
| 6 Paint brand ___-Williams                | 17 Wide-brimmed hat                               |
| 7 Historic raft (hyph.)                   | 18 Owner of Woody and Buzz, in <i>Toy Story</i>   |
| 8 Plant                                   | 19 Crocheter's concern                            |
| 9 Steed's boss                            | 20 Pigeon output                                  |
| 10 Capital on the Red River               | 21 Saxophones, for example                        |
| 11 1989 PGA Player of the Year (2 wds.)   |   |

## FIRST FLOOR SOUTH

Coming down to the first floor of the cellblock, you find locked doors that lead to the guards' locker room, the kitchen and mess hall, the stairway to the lower level, and the north portion of the first floor. The first three of these doors require keys, but the door to the north area is protected by an electrical lock with no apparent way to open it from this side. The only possibility is a small circuit box mounted on the wall beside the door. Unfortunately, this box is held tightly shut with four screws. If only you had a screwdriver, perhaps you could open it.



FIRST FLOOR SOUTH

A FEW POINTERS

The grid below conceals 15 holes, which you are to locate in the empty spaces. The number of holes in each row and column is given by the corresponding number beside the grid. In addition, each arrow points directly toward one or more of these holes. An arrow may be immediately next to the hole it points to, or all the way across the grid from it. When you have found all the holes, their placement should help your *band* to escape.

	1	1	0	2	3	3	0	1	2	1	1
2	↘				↓			←	←		
1						←					
2				←	↘			↖	→		
2		↑		←				→			
1											
1		↘							←		
0	↘								↓		
1					↖						
2					→			↖			
1				↑						↑	
2											

FIRST FLOOR SOUTH

BAND ON THE RUN

This puzzle contains two sets of answers: Each Row holds two answers, clued in order by the corresponding clue; and each Band holds one answer or more, starting in the lettered space and proceeding clockwise around the grid.

1	A										
2		B									
3			C								
4				D							
5					E						
6						■					
7											
8											
9											
10											
11											

- |  |  |  |
|--|--|--|
| <b>ROWS</b>  | 9 Possum of the comics/Copter for carrying injured soldiers  | <b>B</b> Once more/Genus subdivision/Singer Fitzgerald/Showy, fragrant flower/Many landmark visitors |
| 1 Silly ass/Car frame                                  | 10 Ready for the dry cleaner/Sitarist's music  | <b>C</b> 1937 movie with Cary Grant as a ghost/Go snorkeling/Band's sample tape/Corset's cousin      |
| 2 It's a long story/Scrutinize                         | 11 Business colleague/Blubber  | <b>D</b> Sentimental yearning for yesteryear/Soldier's "pineapple"                                   |
| 3 Bar, legally/Xerxes's kingdom                        |  | <b>E</b> Bulldog quality   |
| 4 Dictator's aides/Confiscated                         | <b>BANDS</b>   |  |
| 5 Key/Sign up  | <b>A</b> Sudden jerk/Lieutenants/What you hope to become/Brown songbird/Catches/A building and its grounds |  |
| 6 Annapolis student/Choreographer de Mille             |  |  |
| 7 Lacking consistency/Inactive                         |  |  |
| 8 One who causes devastation/Writers Godwin and Sheehy |  |  |

## PICTURE THIS

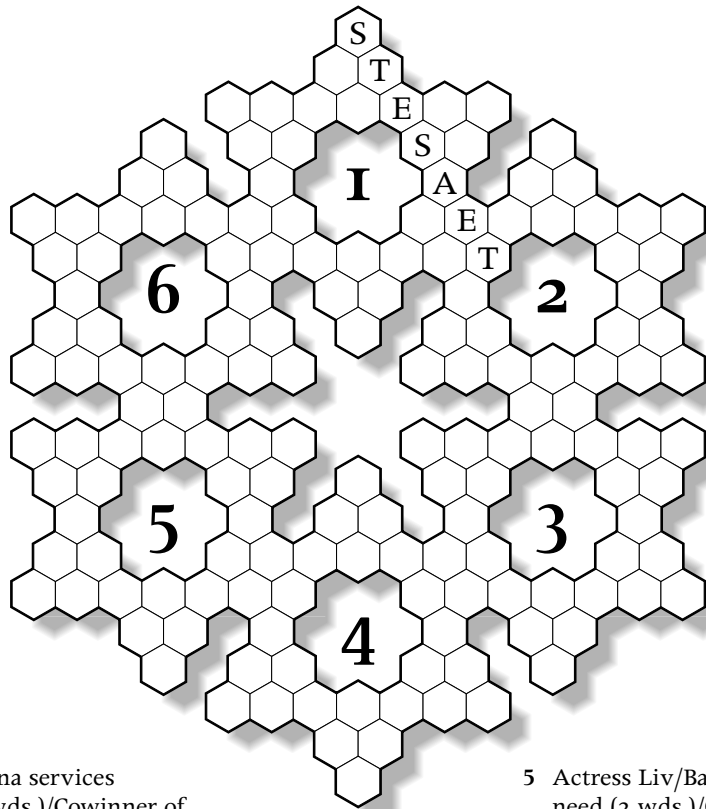
To solve this puzzle, you'll need to have a keen eye, know a smattering of trivia, and be able to handle a bit of transdeleting.

- 1 What is the first name of the actress who played the title role in the film *Ninotchka*?
- 2 What is the common name for  $C_2H_5OC_2H_5$ , once widely used as an anesthetic?
- 3 According to the Buggles song that launched MTV, what "killed the radio star"?
- 4 What coins are being issued at a rate of five new designs every year, commemorating the fifty states?
- 5 What British financier founded the De Beers Mining Company, had a region of Africa named for him at one time, and left a fortune to start a scholarship to Oxford?
- 6 What soft white mineral is equated with 1 on the Mohs scale?
- 7 What type of event could you attend at either Christie's or Sotheby's?
- 8 In what mythology would you find Asgard, the abode of the gods, and Valhalla, the hall of slain heroes?
- 9 What composer, best known for his "Grand Canyon Suite," had his "San Francisco Suite" premiere in San Francisco in 1960?
- 10 What art form is most closely associated with Milan's Teatro alla Scala?
- 11 What sport is played in the biennial Ryder Cup matches?
- 12 What name is shared by Alice's cat in *Alice in Wonderland* and a woman in the kitchen in the song "I've Been Working on the Railroad"?
- 13 What word for a highest point comes from the Latin for "little feather"?
- 14 What satellite, launched July 10, 1962, made possible live transatlantic telecasts?
- 15 What infamous world leader was born in 1879 as Iosif Vissarionovich Dzhugashvili?
- 16 When he sings his theme song, the cartoon character claims "I'm Popeye, the" what?
- 17 What normally silent performer had the only spoken word—"Non!"—in the Mel Brooks film *Silent Movie*?
- 18 What actor won an Oscar for playing the blind Lt. Col. Frank Slade in *Scent of a Woman*?
- 19 What does an X indicate on a bowling score sheet?
- 20 What Hoosier poet wrote the poem "Little Orphant Annie"?
- 21 What kind of animal was Nag in Kipling's story about Rikki-Tikki-Tavi?
- 22 What 1980s sitcom was set at the Stratford Inn?
- 23 The entire body from the waist up is a legal target when fencing with which sword?



## KITCHEN THE TRIVET

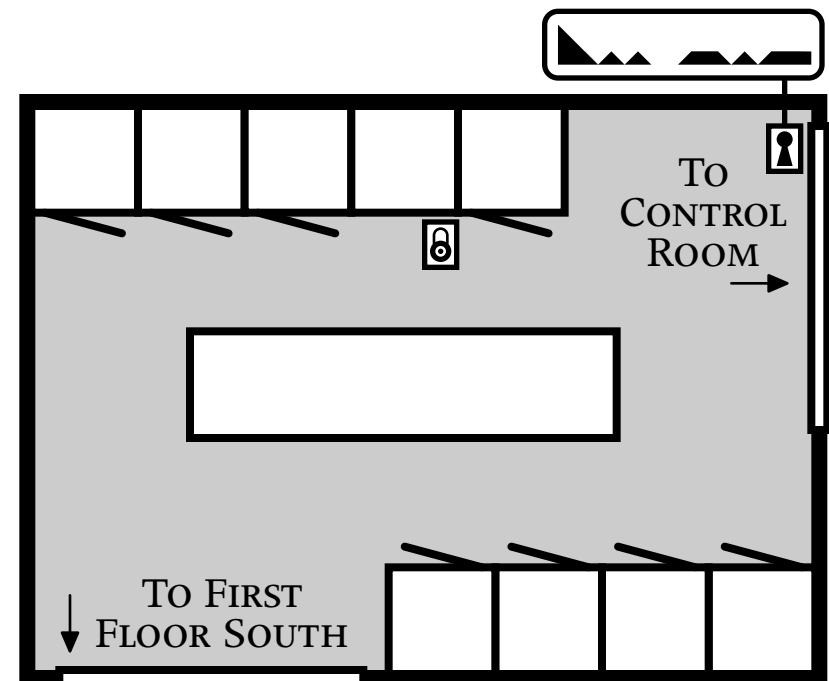
The answer to each clue is a seven-letter word that is to be entered in the grid in a straight line tangent to the correspondingly numbered hole. The first answer (TEA SETS) has been filled in.



- |  |   |
|--|---|
| <p><b>1</b> China services (2 wds.)/Covinner of the 1993 Nobel Peace Prize/Fitted for insertion into a mortise/Flowers of the rhododendron family/Kelp, for example/Work week starts</p> <p><b>2</b> Acorn's source (2 wds.)/Baked eggs until firm/Checked for concealed weapons/Detonates (2 wds.)/In the open air/River of Venezuela</p> | <p><b>3</b> Draw magnetically/Master a forgotten skill/More bananas?/Onion used in béarnaise sauce/Poultry buy/Takes to the skies</p> <p><b>4</b> Actress Dietrich/Building/Football shirts/Pre-washing laundry chore/Taunting/Wimbledon champ of 1981, 1983, and 1984</p> <p><b>5</b> Actress Liv/Baker's need (2 wds.)/Castle in France/F. Murray Abraham's Oscar-winning role/'60s TV show about an African veterinarian/Sold tickets at high prices</p> <p><b>6</b> Like Simba/Making money/1954 film in which Brando played Napoleon/One way to get a wrong number/Rejoiced proudly (in)/Tympanic membrane</p> |
|--|---|

## ESCAPE FROM ALCATRAZ GUARDS' LOCKER ROOM

The guards' locker room contains the locked door to the control room and nine lockers. Eight of these are unlocked and, to your dismay, contain nothing of interest. The last locker is secured by a heavy padlock. To open it, you'll need to find yourself a good steel file.



GUARDS' LOCKER ROOM

FILE CLERK

The clues for this acrostic are given in no particular order at the bottom of the page. Answers to these clues should be put into the blanks in alphabetical order.

1	D	2	G	3	B		4	I	5	F	6	E	7	A	8	H	9	J	10	B		11	E	12	J	13	C		
14	F	15	D	16	A	17	H	18	G	19	J		20	D	21	C	22	B	23	G		24	A	25	I		26	D	
27	C	28	B	29	J	30	E	31	F		32	G	33	I	34	C		35	B	36	H	37	E	38	F	39	I	40	C
	41	D	42	J	43	H		44	C	45	E	46	A	47	J	48	B	49	G		50	C	51	I		52	A		
53	H	54	G	55	B		56	F		57	E	58	I	59	D	60	F	61	A		62	H	63	A					

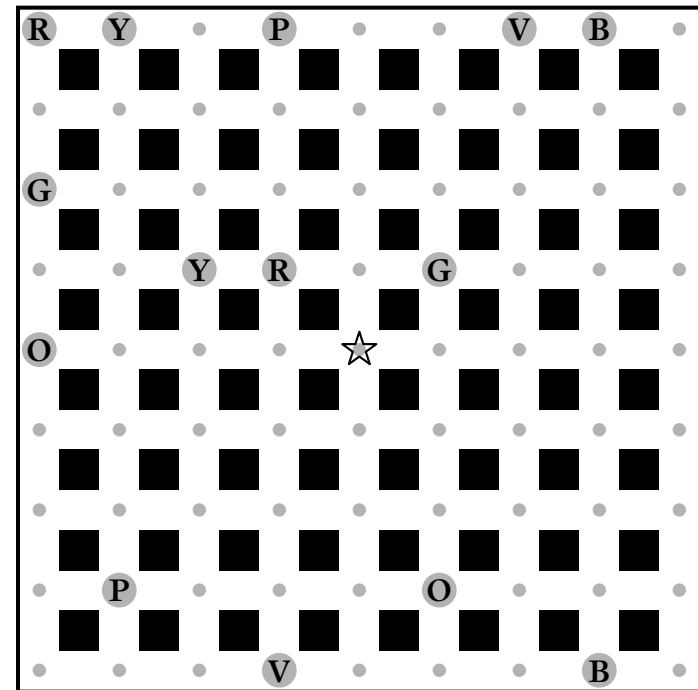
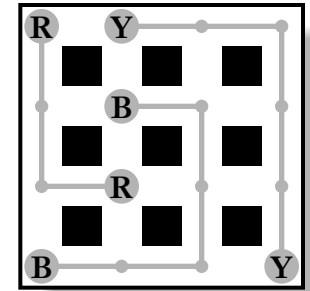
- A. 24 16 46 61 7 63 52
- B. 22 28 35 3 10 48 55
- C. 34 13 44 50 21 27 40
- D. 26 59 15 20 41 1
- E. 57 45 6 37 30 11
- F. 14 56 38 31 5 60
- G. 23 2 54 49 32 18
- H. 36 62 53 8 17 43
- I. 4 51 33 39 58 25
- J. 19 12 9 29 47 42

- Adenauer who was West Germany's first chancellor
- Imperfect or defective
- Overshadowed; made gloomy
- Retreat, as from a confrontation (2 wds.)
- River sacred to the Hindus
- Seasoning that may follow *au* on a steakhouse menu
- Star of TV's *Tarzan* in the 1960s (2 wds.)
- Stir up, as trouble
- Title that means "old man" in Arabic
- Triangular muscle of the shoulder

CIRCUIT BOX

GETTING WIRED

The circuit box contains wires of seven colors—red, yellow, pink, violet, blue, green, and orange. Each of these wires connects two appropriately labeled relays in a continuous path that does not cross the path of any other wire. Furthermore, every junction point in the circuit box (marked by a gray dot) will be used by one and only one wire. The layout of a simpler, three-wire circuit box is shown at right. To open the door, you must pull the wire that passes through the junction point marked by a star.











EXERCISE YARD

CRITICAL CODE

"N VNKS MALQCA MVP

MPRBW VNFC OCCH

KPHELWCACW TPRAQV ANQC

LH CRAPJC, MVP QALCW

PRQ N TCM PT QVC PBW

JAPFCH 'ERAC-TLAC'

BLQCANAU ESCBCQPHE MLQV

ERTTLKLCHQ BPKNB KPBPA

QP LHQALZRC QVC

ERJCATLKLNB NHW QVC

BNIU."

—MLBBLNG TNRBSHCA,

PH GNAS QMNLH



**ALCATRAZ  
FEDERAL  
PENITENTIARY**

TO: ALL GUARDS

FROM: THE WARDEN

RE: OUTGOING PRISONER MAIL

NOTE: PLEASE READ THIS ALOUD TO YOUR  
FELLOW GUARDS.

IN ANSWER TO ESCAPE CONCERNS,  
ALL LETTERS FROM PRISON SHOULD BE READ  
IN ORDER TO IDENTIFY ANY MEANS OF  
ESCAPE.

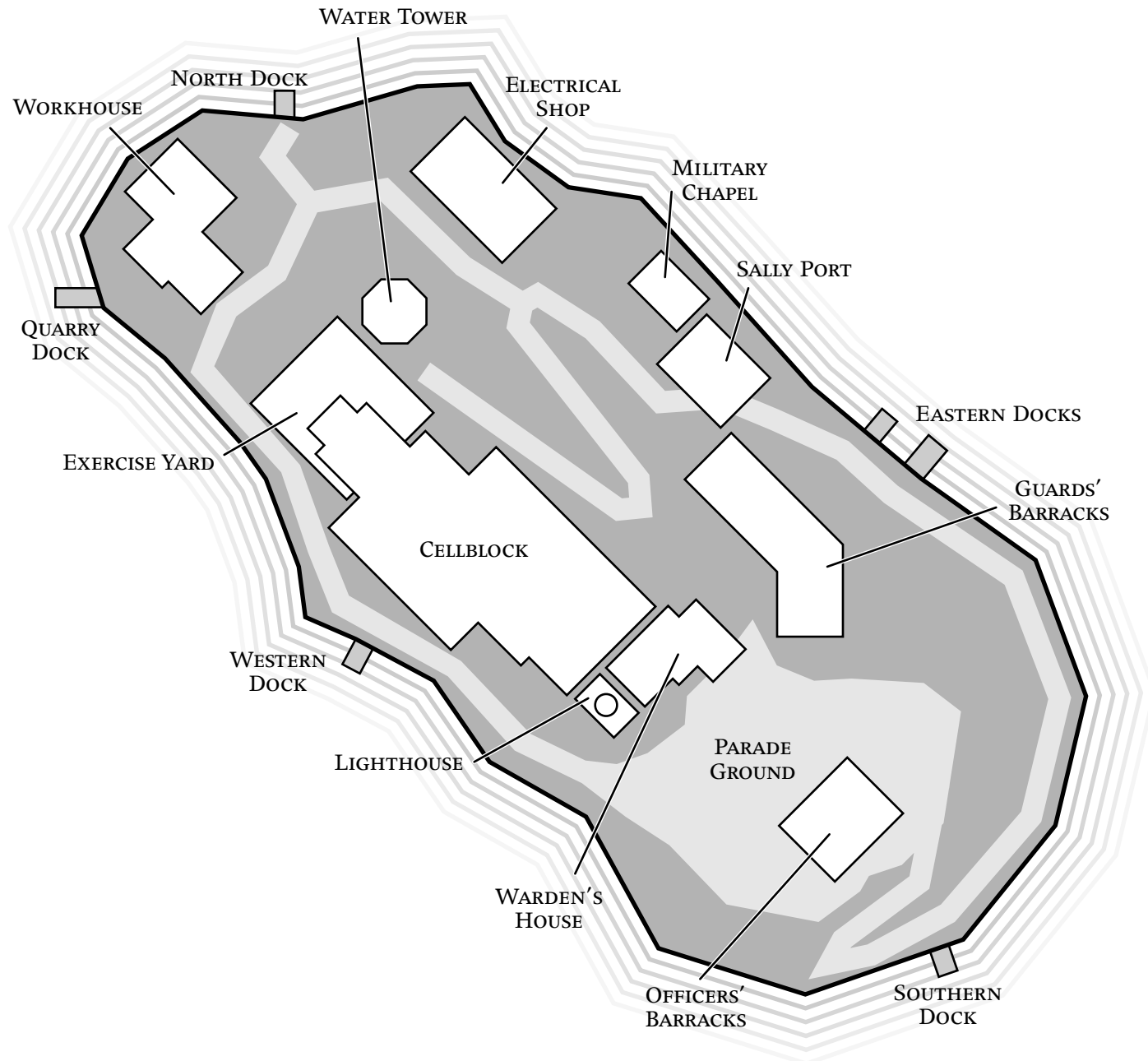
ENVELOPE CONTAINING A NOTE TO THE GUARDS



**ALCATRAZ  
FEDERAL  
PENITENTIARY**

SPECIAL MEMO TO:  
ALL GUARDS

ESCAPE FROM ALCATRAZ  
MAP OF ALCATRAZ ISLAND





PRISONER NUMBERS & TEAM ASSIGNMENT CHITS

HELLO. MY NUMBER IS  
**A281988**

HELLO. MY NUMBER IS  
**A429811**

HELLO. MY NUMBER IS  
**A240056**

HELLO! MY NUMBER IS  
**A686901**

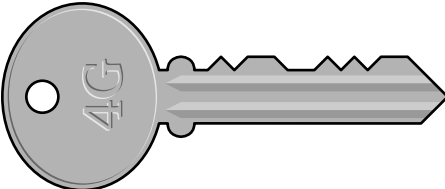
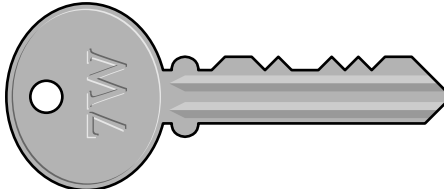
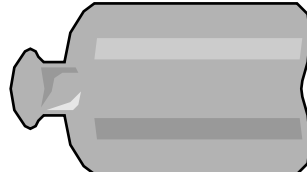

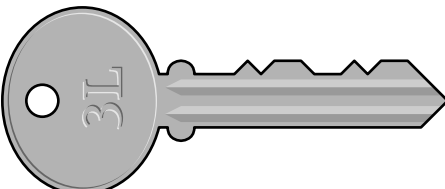
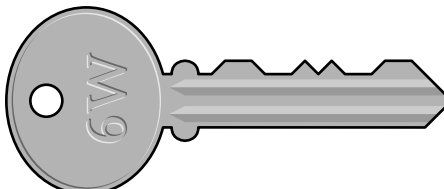

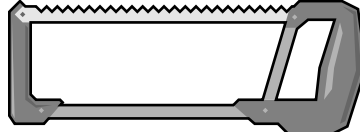
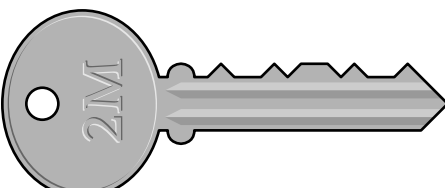
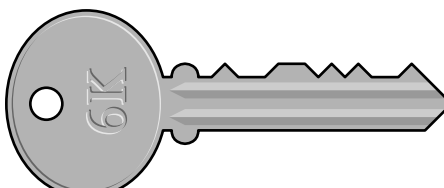
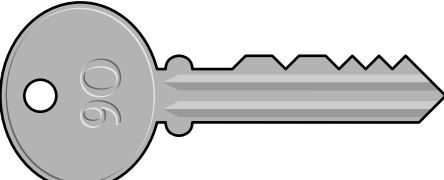

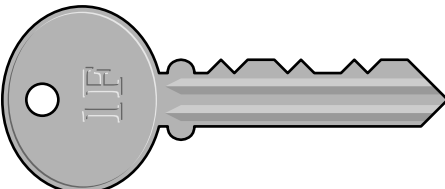
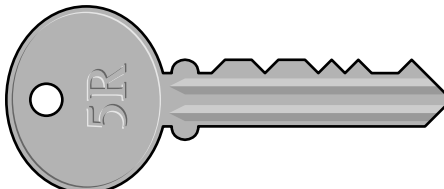
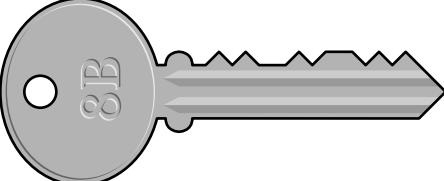
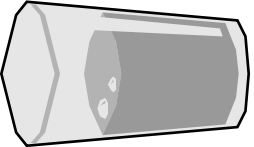
HELLO. MY NUMBER IS  
**A320537**

HELLO. MY NUMBER IS  
**A097341**

HELLO. MY NUMBER IS  
**A511371**

SECTION <b>A</b>	SECTION <b>B</b>	SECTION <b>C</b>	SECTION <b>D</b>	SECTION <b>E</b>	SECTION <b>F</b>	SECTION <b>G</b>	SECTION <b>H</b>	SECTION <b>I</b>	SECTION <b>J</b>	SECTION <b>K</b>	SECTION <b>L</b>	SECTION <b>M</b>	SECTION <b>N</b>	SECTION <b>O</b>	SECTION <b>P</b>	SECTION <b>Q</b>	SECTION <b>R</b>	SECTION <b>S</b>	SECTION <b>T</b>	SECTION <b>U</b>	SECTION <b>V</b>	SECTION <b>W</b>	SECTION <b>X</b>	SECTION <b>Y</b>
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# KEYS & TOOLS

 <p>4G</p>	 <p>7W</p>	 <p>FLASK OF VODKA</p>	 <p>SPADE</p>
 <p>3L</p>	 <p>6W</p>	 <p>STEEL FILE</p>	 <p>HACKSAW</p>
 <p>2M</p>	 <p>6K</p>	 <p>90</p>	 <p>SCREWDRIVER</p>
 <p>1F</p>	 <p>5R</p>	 <p>8B</p>	 <p>ORANGE JUICE</p>

## WHERE DO I GET KEYS & TOOLS?

This list indicates how you acquire the keys and tools. It gives away much of the game, so you may want to consult it only when you feel it is absolutely necessary.

KEY	WHERE DO I FIND IT?
1F	ESCAPE CONCERNS (shade the boxes containing any of the letters of PRISON as indicated by the letter to the guards)
2M	WEAVE ONLY JUST BEGUN (read one of the diagonals as suggested by the first answer)
3L	ESCAPE CONCERNS & ESCAPE ROUTES (find the ESCAPE ROUTES pieces in ESCAPE CONCERNS and read the letters indicated by the asterisks in order)
4G	DIVISION PUZ (apply the code from CRITICAL CODE to the answer)
5R	CROSSING GUARD & GARDEN VARIETY (take the middle letters of the unused words in GARDEN VARIETY)
6K	BREAKING OUT (read the letters in the gray squares in order)
6W	THE BIRDMAN OF ALCATRAZ (read the leftover letters in column order)
7W	BAND ON THE RUN & A FEW POINTERS (superimpose the grids for the two puzzles and read the letters in the holes)
8B	BEHIND BARS (read the letters that follow BAR in answers in clue order)
9O	PICTURE THIS (sound out the third line of the instructions, as suggested by the leftover picture of an ear)
TOOL	WHERE DO I FIND IT?
STEEL FILE	FILE FOLDER labeled STEEL STATIONERY COMPANY
VODKA	FILE CLERK (read column 9 of the grid)
ORANGE JUICE	THE TRIVET (read outer letters of the grid)
SCREWDRIVER	MIX VODKA & ORANGE JUICE
SPADE	PAINT DETAIL (picture of the Ace of Spades)
HACKSAW	CRITICAL CODE & PROVERBIAL WISDOM (the cryptogram identifies Twain as a "hack," making the proverb a "hack saw")

## WHAT DO THE KEYS & TOOLS OPEN?

This list is given in the approximate order you'll follow to escape; you'll get a better feel for the game if you try not to look ahead.

	WHAT DOES IT OPEN?/WHAT PUZZLES & MAPS DO I GET NEXT?
3L	CELLS A1, A3, A5/if you've also opened CELLS A2 and A4, you get the UPPER CATWALK map and GARDEN VARIETY, PROVERBIAL WISDOM, and CROSSING GUARD
8B	CELLS A2, A4/if you've also opened CELLS A1, A3 and A5, you get the UPPER CATWALK map and GARDEN VARIETY, PROVERBIAL WISDOM, and CROSSING GUARD
5R	CELL Z59/WEAVE ONLY JUST BEGUN
2M	STAIR DOOR/map of FIRST FLOOR SOUTH and A FEW POINTERS, BAND ON THE RUN, and PICTURE THIS
7W	KITCHEN/THE TRIVET
9O	GUARDS' LOCKER ROOM/map of GUARDS' LOCKER ROOM
STEEL FILE	GUARD'S LOCKER/FILE CLERK
VODKA	with ORANGE JUICE, gets you the SCREWDRIVER
ORANGE JUICE	with VODKA, gets you the SCREWDRIVER
SCREWDRIVER	SCREWDRIVER/GETTING WIRED
PULL YELLOW WIRE	DOOR TO FIRST FLOOR NORTH/map of FIRST FLOOR NORTH and THE BIRDMAN OF ALCATRAZ, BREAKING OUT, and DIVISION PUZ
1F	WORK ROOM/PAINT DETAIL
6W	DOOR TO EXERCISE YARD/map of EXERCISE YARD
SPADE	dig in EXERCISE YARD/CRITICAL CODE
6K	MAIL ROOM/letter to all guards
HACKSAW	cut bars blocking CELLBLOCK EXIT/get nothing
4G	CELLBLOCK EXIT (only after using the HACKSAW on the bars)/MAP OF ALCATRAZ ISLAND and ISLAND ANAQUOTE