

Escape the Prison

Can you escape from Lincoln Castle's Georgian Prison? You'll need a coin to flip and your wits about you – every choice you make could lead you to freedom or disaster!

It is two hundred years ago and you've been caught stealing a loaf of bread. You tried to run but the shop keeper gave chase and caught you. The local constables put you in prison. You told the judge it was just to feed your poor family and kindly Judge Ince took pity on you; rather than being sent to Australia you have been sentenced to serve three years in Lincoln Prison. Well, are you going to try to escape? It is time to choose your adventure, make your choices and follow your course starting at Number 1.



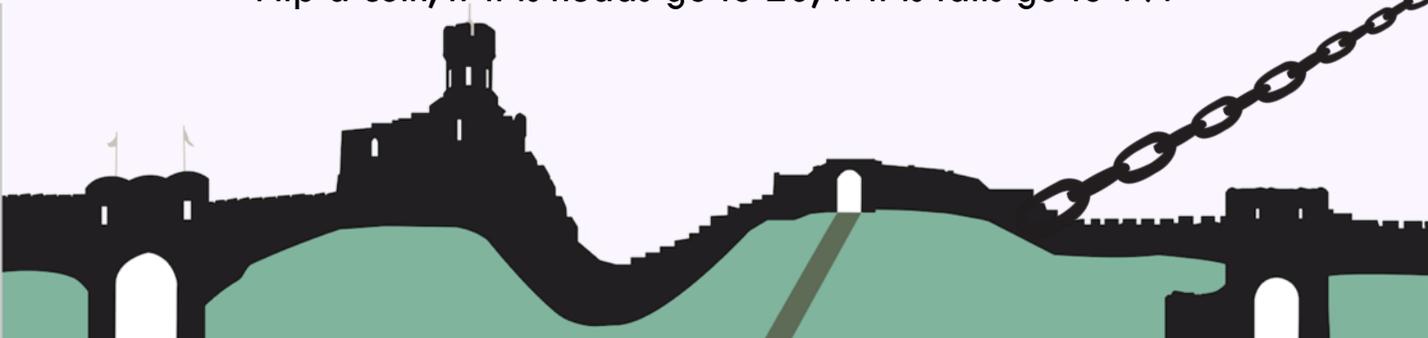
1. You are taken out of the Court House and marched to Lincoln Prison in the centre of the castle. You stare up at the big red brick building and feel very small. Are you going to try to escape or will you just bide your time?

Go to 15 if you plan to escape, go to 8 if you will just do your time.



2. You are taken down to the basement to help prepare the food. The chief cook, George, is very mean and has a nasty scar on his forehead. When you ask him how he got it he mutters something about some idiot dropping a bucket of glue on his head. Is that what made him so moody and odd? He makes you peel so many potatoes that your fingers bleed. As the Guards take you back to your cell, you see a chance to slip the knife up your sleeve.

Flip a coin, if it is heads go to 20, if it is tails go to 19.



3. You are taken to the Chapel with the other prisoners. You look up at the altar where the Chaplain, Reverend Ward, is standing. He might have a heart of gold, but he has a sour look on his face. He shouts at you all, telling you what terrible sinners you are. The sermon seems to go on for hours and you have to stand all the way through it. How your legs hurt! Eventually he runs out of things to say and the service comes to an end. On the way out you pass by where he has left his key on a shelf.

Flip a coin, if it is heads go to 20, if it is tails go to 14.



4. The guards don't notice you take the hat and jacket. Now you have a disguise if you get out. Eventually they stop chatting and you are taken through the corridors to your cell.

Go to 11.



5. You try to climb the walls of the Castle. They look very tall, but luckily they are old and not completely smooth so there are bits you can use as footholds.

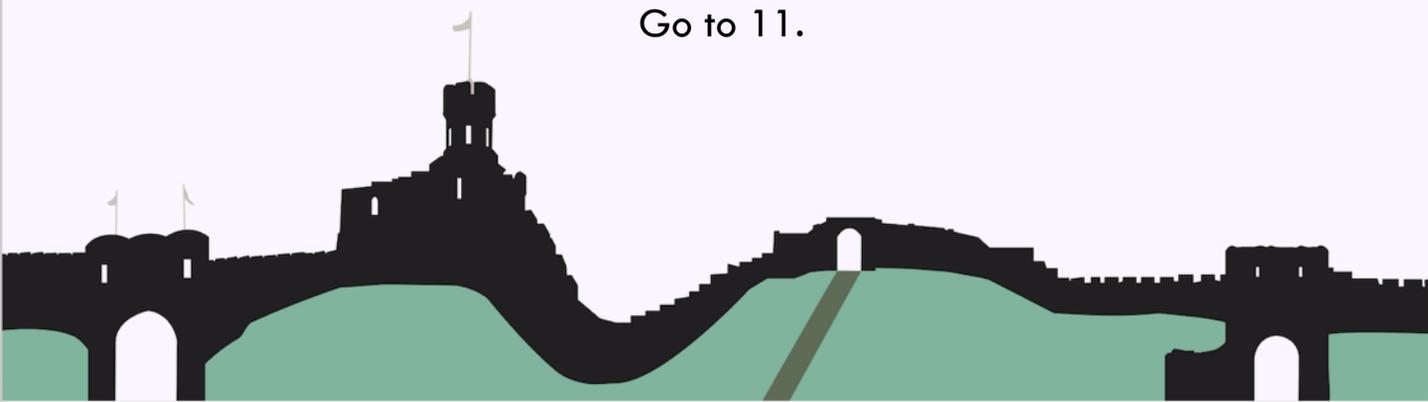
Flip a coin, if it is heads you hear a noise behind you, go to 20.

If it is tails go to 9.



6. You look down at the drop. It is too far. You creep back to your cell and hope that you might get another opportunity another day.

Go to 11.



7. You creep along the corridor and pass many cells. Written on blackboards on the doors of the other cells are the names and crimes of the other prisoners. They sound a terrible bunch. One called Flint Sparks had burnt down a haystack. Another called Dinah Mite blew up a bank. His accomplice, Robyn Banks, was in the cell next door. Owen Cash was inside for not paying his debts. Tim Burr had deliberately chopped down a tree that crushed his enemy's house. Ivor Chopper had killed a man with a small axe. You notice that one, Doug A. Hole, had got ten more years added to his sentence for trying to escape, so you hurry along. Best not get caught.

Flip a coin, if it is heads go to 12, if it is tails go to 16.



8. You carry out your sentence. Wow, it is boring! Imagine staring at those blank walls for three years. Yawn! Your adventure is eventually over. The End.



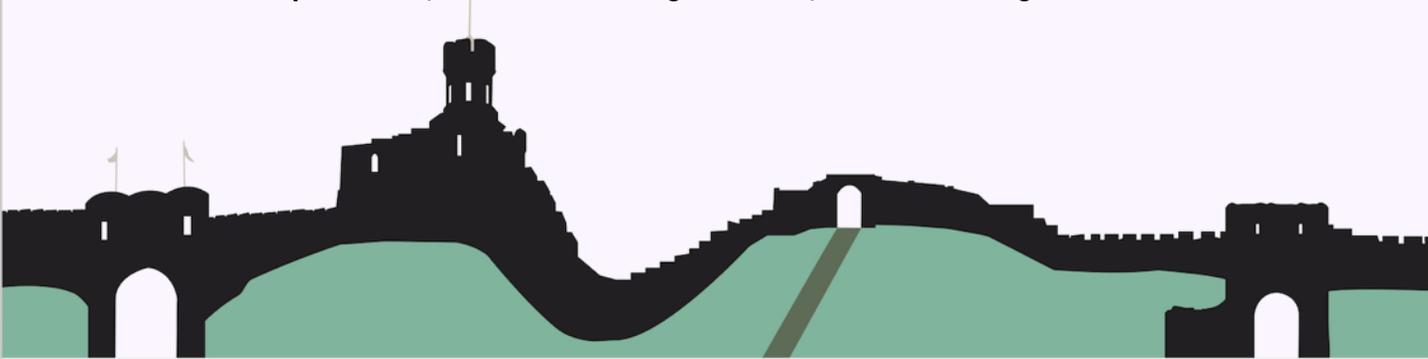
9. You climb down the outside of the walls and stroll along the street trying to look as normal as possible, but you can hear your breathing is very loud. You pass a Night Watchman, will he stop you?

Flip a coin, if it heads go to 23, if it tails go to 20.



10. You reach the gate. You notice a mean looking man with short hair guarding the entrance, but he seems to be distracted by a toy or trinket in his hands.

Flip a coin, if it is heads go to 13, if it is tails go to 20.



11. You are taken to your cell. It is cold and damp with a terrible smell.

If you have a key and a knife, you might try to escape, go to 21.
Otherwise flip a coin, if you gets heads go to 2, if tails go to 3.



12. Suddenly a light shines on you. "There he is, Jon, get him!" Two guards, a tall mean looking one and a very short one, grab you and send you to a punishment cell.

Go to 20.



13. With a cheery "goodnight" you stroll past the guard. Your heart is racing but you seem to have got away with it.

Go to 23.



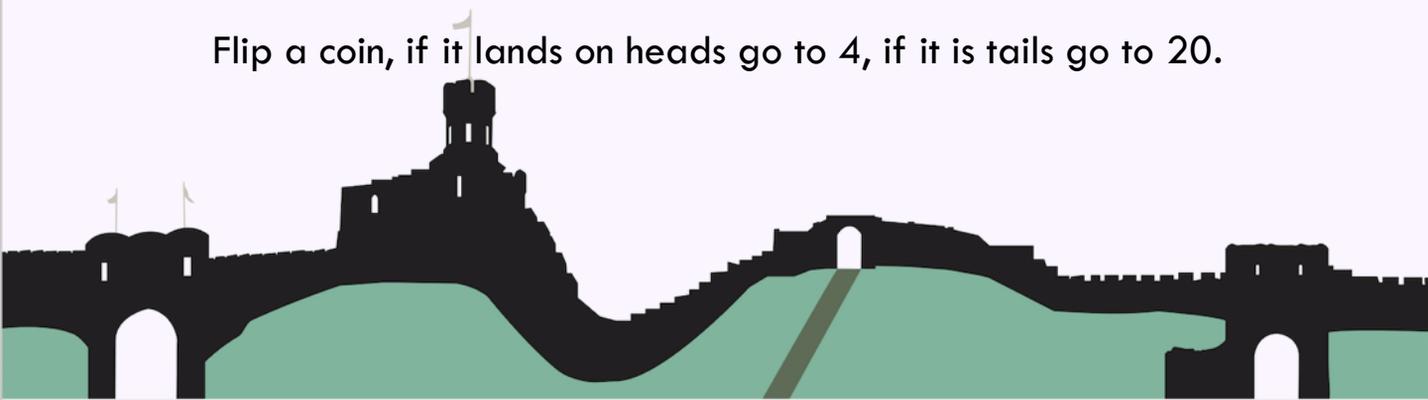
14. You grab the key and slip it into your pocket. You are a step closer to freedom.

Go to 11.



15. As you walk through the entrance of the prison, you notice a small table in the corner of the first room with a hat and jacket lying on top. Your guard is distracted for a second as he chats with the officer at the entrance. You quickly decide to steal the clothes and hide them under your shirt. As they talk, you creep closer to the table and make a grab for the items.

Flip a coin, if it lands on heads go to 4, if it is tails go to 20.



16. The doors on the bottom floor are all locked, so you climb the stairs to the top where you find an open window.

If you have the sheets go to 22, if not go to 6.



18. What can you take? Perhaps the sheets? You could knot them together to make a rope. You decide to grab them and go outside into the corridor.

Go to 7.



19. You successfully steal the knife. Stay calm!

Go to 11.



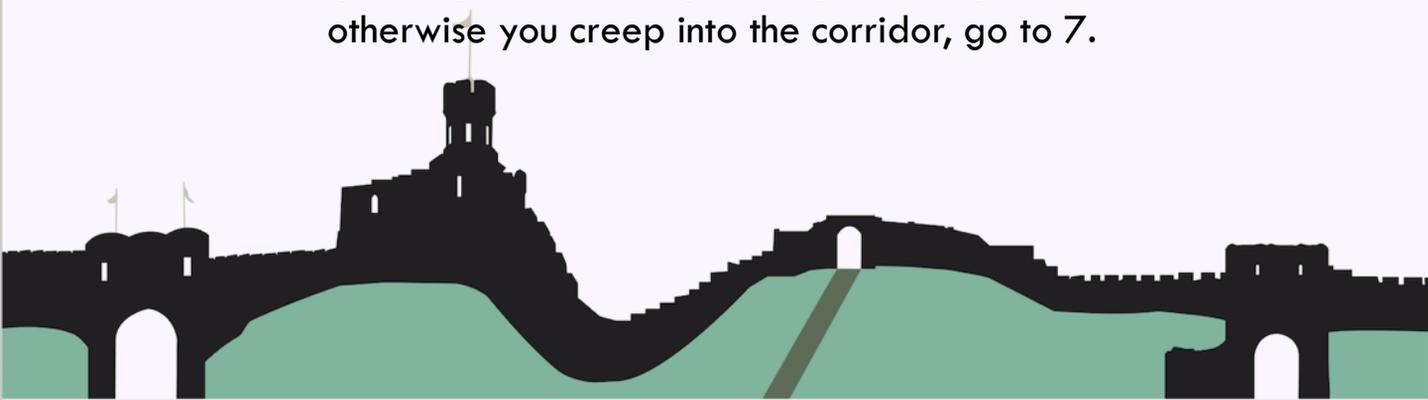
20. You were caught and you get sent to a punishment cell. It is cold and dark with no window. What's that scratching sound, is it a rat? And what's that horrid smell? You can't tell how long you are there but eventually you are let out and sent to your cell.

Go to 11.



21. You use the knife to wedge open the hatch in your door where they shove the food through. You take the key and put your hand through the gap and unlock your door. Very slowly you open the door praying it won't squeak.

If you stop to take things from your cell go to 18,
otherwise you creep into the corridor, go to 7.



22. Using the sheets, you carefully climb down the outside of the prison.

If you have the hat and jacket you might be able to bluff your way out if the front gate, go to 10.

Otherwise you have to climb the walls, go to 5.



23. You have escaped! You change your name and try to live a good life from now on. No more stealing for you!

