ROUND SUMMARY

1) NEW GUARD ENTERS THE PRISON
2) VOTING FOR THE SCAPEGOAT
3) PRISONERS TRY TO COMPLETE THE PLAN

GUARDS / EFFECT

0-1 	NONE
2 	ACTIONS COST 1 AP MORE.
3 	YOU CANNOT PERFORM ANY ACTIONS WHICH COST AP, APART FROM MOVING AND PLAYING BLACKMAIL CARDS. FREE ACTIONS CAN BE PERFORMED.
4 	THE PRISONERS CANNOT ENTER THIS LOCATION AND CANNOT PERFORM ANY ACTIONS THERE, APART FROM LEAVING THIS LOCATION.

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ACTIONS THAT COST AP

- MOVEMENT
- LOCATION USE (1 / AREA)
- STEALING (1 / ROUND)
- START A RIOT
- CARRYING OUT A PLAN
- DROP ITEM
- PLAY BLACKMAIL CARD (SCAPEGOAT ONLY)

FREE ACTIONS

- VOLUNTARY EXCHANGE
- BRIBE A GUARD
- SPEND STAMINA(1/RND)

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