

ESCAPE

The curse of the Temple

A game of ESCAPE will be even more exciting and varied if you include one of the following modules or even both.

Module 1: Curses

Module 2: Treasures

Additional game components for the modules "Curses" and "Treasures"

• 13 enhanced chambers



All these chambers show a purple mask or a treasure icon.

You will need them for both modules.

During setup, simply exchange the 13 basic chamber tiles against the 13 enhanced chamber tiles.

• 14 curse cards

These are needed for the module "Curses" only.



• 13 treasure tiles

These are needed for the module "Treasures" only.



Module 1: Curses

During setup, shuffle the curse cards and place the pile face down in easy reach of all players.

Each time you discover a new chamber containing a purple mask, draw the top card from this pile and place it in front of you, face up.



Example: Frank discovers a chamber containing a purple mask. He draws the top card from the curse cards pile and places it in front of him.

Please note: In case a player draws a card that is identical to one they have in front of themselves already, they simply discard the newly drawn card without any further effect.

Curses have a variety of effects. If a player rolls the dice combination shown on the curse card all by themselves, they have broken the spell and discard the card.



Example: Frank has rolled the dice icons required to break the spell and discards the card.

Module 2: Treasures

During setup, shuffle the treasure tiles and stack them face down in easy reach of all players.

Each time you discover a new chamber showing a treasure icon, draw the top tile from this pile and place it face down on that icon.



Example: Frank discovers a chamber with a treasure icon and places the top tile from the treasure tiles stack on the treasure icon.

Any adventurer inside this chamber may claim the treasure if they roll two keys. They keep the tile face up in front of them until they use it.



Once used, the tile is discarded in most cases.

The curse cards



All curse cards obstruct the players during the game.



Trap:

You may not enter or discover a chamber.



Broken die:

Place one of your dice on this card. You will retrieve the die only after you have broken the spell.



Mask:

When rolling a golden mask, you may re-roll only one black mask.



Silence:

You are not allowed to talk.



Lost dice:

Each die tumbling down from the table is lost. Put it back into the game box.



Cursed hand:

You must permanently keep one of your hands on top of your head.

The treasure tiles



All treasure tiles are advantageous during the game.



Healing mask:

All adventurers may re-roll all their black masks immediately. You may use this treasure only once.



Double torch:

This treasure serves as two torch icons. You may use this treasure only once.



Double key:

This treasure serves as two key icons. You may use this treasure only once.



Teleport:

Move your adventurer figure to any other chamber containing at least one other adventurer. The two chambers do not need to be next to each other. You may use this treasure only once.



Extra gem:

Take a magic gem from the depot and place it on the treasure tile. This gem is considered activated; keep the tile in front of you until the end of the game.



Secret passage:

Place the secret passage overlapping two adjoining chambers at a spot where was no passage before. The secret passage remains there until the end of the game and can be used by all adventurers.

