
ESCAPE
BIG BOX

ESCAPE
The Curse of the Temple

You must activate the magic gems in the temple chambers in order to banish the curse, and you have only ten minutes to do so before the temple collapses. Don't sit still for a second – start running now and you might just escape!

A game by Kristian Amundsen Østby for 1 - 5 players

Game components for the basic game

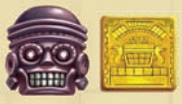
- **6 main chamber tiles**



Starting chamber | *Exit* | *Gem chamber x 2* | *Gem chamber x 2*

- **13 basic chamber tiles** – without purple mask and/or treasure icon





You need the chambers with a purple mask and/or treasure icon only if you want to play with the expansion modules.

- **1 gem depot** (for the magic gems)



- **25 magic gems**



- **25 dice** - 5 for each adventurer



Adventurer | *Key* | *Torch* | *Black mask* | *Golden mask*

- **5 adventurer figures** - 1 of each player color



- **5 adventurer tokens** - 1 of each player color



- **1 CD containing soundtrack and audio introduction**



- **1 Rule book**

Summary and object of the game

Escape is a real-time board game. Instead of playing the game in rounds, each player rolls his five dice as **quickly** and as **often** as he can without waiting for his team-mates!

Players have only **ten minutes** to escape from the collapsing temple, so don't dawdle. Every second you delay brings you a step closer to being entombed. While searching for the exit, the players will discover new chambers – but they'll need the right combination of adventurer, key and torch icons to enter and explore these chambers. Some chambers contain magic gems, and players must use their dice to **activate** as **many gems** as possible in order to break the curse blocking the exit.

The sooner they find the exit chamber and the more magic gems they activate, the easier it will be for them to escape.

Watch out, though, as twice during the game a gong will sound throughout the temple heralding a count-down. Hurry back to the **starting chamber** as only this location is guaranteed to be safe. Fail to make it back in time, and you lose one of your precious dice. Be sure to **coordinate** your actions and **look out for one another** as some tasks can be completed only collectively. What's more, even if only one player fails to escape the temple in time, all of you have lost the game!

Set-up of the basic game

1. You will need the **6 main chambers** and the **13 basic chambers (that is, all the chambers without the purple mask and/or treasure icon).** Set aside the **starting chamber** and **exit.** Mix the **remaining chamber tiles** face down, then stack them as a **draw pile.** Place the starting chamber in the center of the playing area, then place 2 randomly drawn chamber tiles next to it, as shown in the illustration below. Finally, take the top 4 tiles of the draw pile, shuffle them together with the exit tile, then place them on the bottom of the draw pile.
Exception: If you are playing alone or with a second player, insert the exit tile in the middle of the draw pile.

2. Use the chart at right to determine how many **magic gems** to place into the **gem depot.**

Then place 2 additional magic gems next to the depot.

1 & 2 players.....7 gems
3 players.....11 gems
4 players.....14 gems
5 players.....16 gems





DRAW PILE



STARTING CHAMBER



The stairway on each tile must touch the starting chamber.

GEM DEPOT







3. Each player selects his color, then takes **5 dice** as well as the appropriately colored **adventurer figure** and **adventurer token.** All players place their figure on the starting chamber and keep their token in front of them. *This will help you to identify your fellow players quickly.*
Exception: If you are playing alone, take 7 dice instead of 5.



The **CD** contains an audio introduction to the game (in 3 languages) and 2 versions of a ten-minute soundtrack. The audio introduction provides a summary of Escape, and we suggest you listen to it before your first game. When playing the game, choose the version of the soundtrack at random or select the one that you prefer. Your soundtrack choice will not affect the length of the game as the playing time on both is identical. For your first game, we recommend track 1.
Alternatively, you can download the soundtrack from the website www.escape-queen-games.com and listen to it on any device of your choice. **Place all components not needed for the basic game back in the game box.**

The temple chambers

Each chamber of the temple has different features:

Magic gem icon

One or more players must roll the indicated number of die icons in order to activate the magic gem.

Some chambers have no gem icons, while others show 1 or 3 gem icons.

Entrance

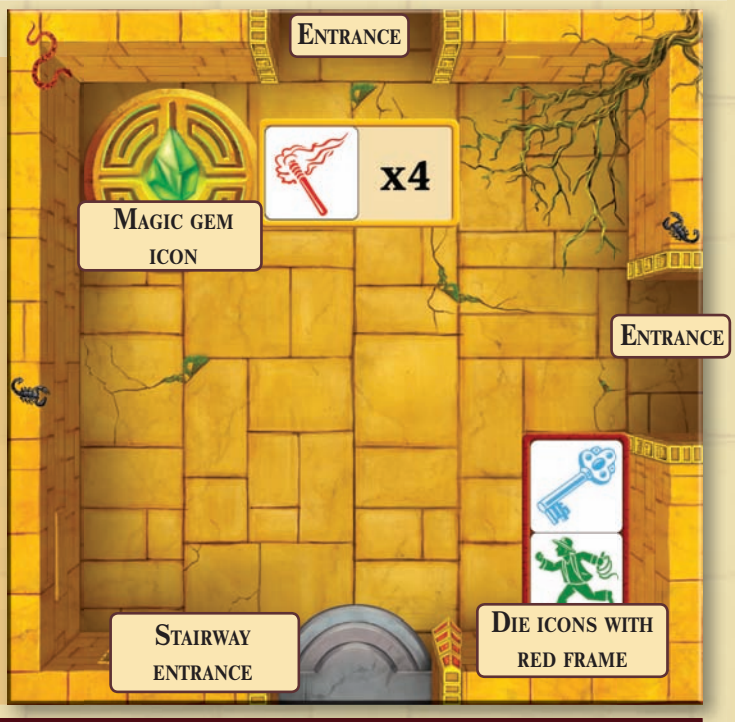
A new chamber from the draw pile must be placed next to an entrance on a face-up tile.

Die icons with a red frame

A player must roll these icons if he wants to enter this chamber.

Stairway entrance

This is the chamber's entryway; when this tile is added to the temple, the stairway must connect this tile to the temple.



The die icons

Each die shows five different icons:



Adventurer (x2): You need this if you want to **move** from chamber to chamber or **discover** new chambers.



Key and torch: You may **enter** certain chambers only by rolling keys or torches; you will also need these icons to **activate** the **magic gems.**



Black mask: If you roll a black mask, you are under a spell and the **die** is **accursed.** Place this die aside; you may use it again only after the spell has been broken.



Example: Ani has rolled two black masks and must place both dice aside. For the time being, she has only three dice left to roll.



Golden mask: A golden mask breaks the spell on **up to two** black masks. With the spell broken, the player may now use these dice again.



Example: Ani has rolled a golden mask and may now add her two dice with the black masks to her next roll.

Adventurers who are in the same chamber may **help one another.** For example, if a player rolls a golden mask and doesn't use it for himself, one other player may use it to break the spell on up to two of his accursed dice.



Example: Ani (red) has rolled one golden and one black mask. Because Frank (blue) is also in this chamber and worse off, she decides to let him use the golden mask. On his next roll, Frank rolls all five of his dice, while Ani can roll only four.

Note: With each golden mask, you can help only one other player. Helping one another this way does not change ownership of the dice!

The actions

Using various dice combinations, the players may perform different actions.

- **1. Enter a chamber**
- **2. Discover a new chamber**
- **3. Activate magic gems**
- **4. Escape**
- **5. Provoke a turn of fate**

After a player has performed one action, he must **re-roll all dice used** for this action.

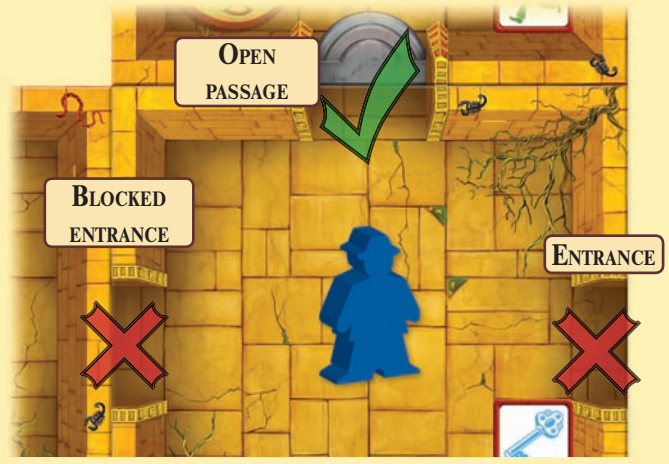
A player may **put aside** any dice **not used** for an action and use them for a later action.

At any time, a player may re-roll any dice he set aside previously (other than black masks, which can be used again only with the help of a golden mask).

The actions in detail:

1. Enter a chamber

A player may enter a chamber only if its **entrance** is **not blocked.**



Example: Frank may enter only the chamber shown on top because the left entrance is blocked by a wall and there is no adjoining chamber at the right entrance – at least not yet.

In order to enter a chamber, the player must roll the **icons** shown in a **red frame** inside the new chamber.



Example: Frank has rolled his dice and uses the two adventurer icons to enter the next chamber.

2. Discover a chamber

A player inside a chamber with one or more **unblocked entrances** that **don't already connect** to other chambers may discover a new chamber.



Example: Frank is inside a chamber that has two entrances without an adjoining chamber. Therefore, he could discover two new chambers.

A player must roll **two adventurer icons** in order to draw one new chamber from the draw pile and place it next to his current chamber. The new chamber's **stairway entrance** must join the current chamber's entrance.



Example: Frank uses two adventurer icons and connects the stairway entrance of the top chamber from the draw pile to one of the entrances of his current chamber.

3. Activate magic gems

You will find two types of chambers in which you can activate magic gems:



Chamber with 1 gem icon



Chamber with 3 gem icons

A player inside a chamber containing one or more magic gem icons must **roll** the **required number** of torch or key icons in order to **activate** the **number of magic gems** shown. After a gem has been successfully activated, take a gem from the gem depot and place it on the appropriate gem icon.



Example: Frank has rolled 4 torch icons and activates the magic gem inside his current chamber. He removes one gem from the depot and places it inside the chamber.

Several adventurers inside a chamber containing one or more magic gem icons may **join forces** in order to obtain the required number of key or torch icons.

*Note: You **may** cooperate to activate 1 gem. You **must** cooperate to activate 2 or 3 gems.*



Example: Ani (red) and Frank (blue) together have rolled 7 keys and decide to activate 2 magic gems. They place 2 gems from the depot on the corresponding gem icon inside their chamber.

If at least **one** of a chamber's gems has been **activated, no adventurer** may activate any further gems inside this chamber.

Example: Two of this chamber's gems have been activated, so players cannot activate any more gems here.

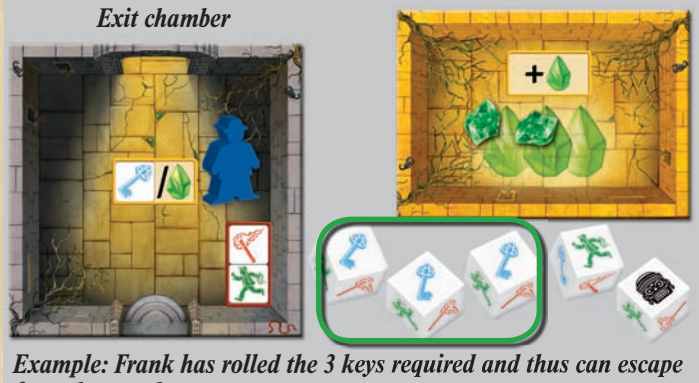


4. Escape

A player can escape only if he is inside the exit chamber.

In order to escape, a player must **roll** as many **keys** as the number of gems in the gem depot **plus one.** Each player must roll the required number of key icons **by himself!**

Exit chamber



Example: Frank has rolled the 3 keys required and thus can escape from the temple.

After a player **has escaped,** he no longer needs all of his tools, so he can **give one** of his dice to any adventurer still inside the temple. This adventurer may use the die immediately.



Example: Frank has managed to escape and gives one of his dice to Ani (red), who can use it immediately.

5. Provoke a turn of fate

If there are **too many accursed dice** in play, players may transfer **one** of the two gems lying next to the depot to the depot. Then, all adventurers may **re-roll all** of their **accursed dice** (black masks). Players must reach this decision **unanimously!** A turn of fate can be provoked **only twice** during the course of the game.

Note: Do not use the turn of fate too lightheartedly because each additional gem makes it harder to escape.

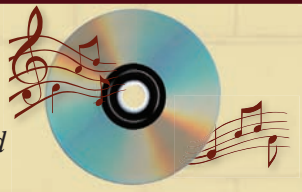


Example: With black masks slowing their progress and hastening their doom, the adventurers take a chance with fate, freeing their black masks from the curse while decreasing their odds of making it out alive. One additional gem is placed on the depot, then all players may re-roll their black masks.

The adventure starts

When all players are prepared to begin, insert the CD into your CD-player and start playing one of the soundtracks (see page 3). After a short introduction, the game begins with the command **"Escape!"** Immediately start rolling your dice and do not forget that you have only **10 minutes** to escape!

Hint: For an easy start, we recommend playing your first game without the soundtrack for a few minutes in order to get accustomed to the mechanisms of the game.



The soundtrack

During the soundtrack, you will hear **3 countdowns.** The first starts with the bang of a gong and ends with a door being slammed. The second countdown starts with two bangs of a gong and ends with a door being slammed. These two countdowns indicate that you need to rush back to the starting chamber. **Any adventurer** who doesn't make it to the starting chamber before the door slams shut **loses one** of his dice for the rest of the game. Return any such lost dice to the game box. After the door slams shut, you can continue to explore the temple, proceeding from the chamber where you're currently located. The third countdown starts with three bangs of a gong and ends with the sound of the temple collapsing; this signals **the end of the game** after exactly 10 minutes.



Example: Ani (red) came close but failed to make it into the starting chamber before the door slammed shut. Thus, she must play with one less die for the remainder of the game. (If Ani doesn't make it back to the starting chamber in the second countdown, she will lose a second die.)

End of the game

The game ends after 10 minutes – that is, at the end of the third countdown. If **any** adventurer is **inside** the temple when it collapses, then all players have **lost** the game!

If **all** players manage to **escape** from the temple before it collapses, they have **won** the game as a team!

For a more challenging game

Players may agree before the start of the game to increase the number of gems in the gem depot.
There are two variants:

Experts: 3 additional magic gems. **Professionals:** 6 additional magic gems. The action "Provoke a turn of fate" is no longer available.

ESCAPE
The Curse of the Temple

A game of Escape is even more exciting and varied when you include one or both of the following modules.

Module 1: Curses
Module 2: Treasures

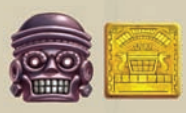
Additional game components for the modules "Curses" and "Treasures"

For Module 1: Curses & Module 2: Treasures

• 13 curse and treasure chambers



All of these chambers show a purple mask, a treasure icon, or both.



To use "Curses", "Treasures" or both modules, return the 13 basic chamber tiles to the box during set-up and use these 13 curse and treasure chamber tiles instead.

For Module 1: Curses • 14 curse cards



3x 2x 3x 2x 2x 2x

For Module 2: Treasures • 13 treasure tiles



2x 2x 2x 2x 2x 3x

Module 1: Curses

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

Each time you discover a new chamber (■ **2. Discover a new chamber**) that shows a purple mask, draw the top card from this pile and place it in front of you, face up.



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

Note: If a player draws a curse card identical to one already in front of him, he discards 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 himself,** he has lifted the curse and removes the card from the game.



Example: Frank has rolled the dice icons required to lift the curse and removes the card from the game.

Note: Ignore any purple masks revealed during set-up at the start of the game.

Module 2: Treasures

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

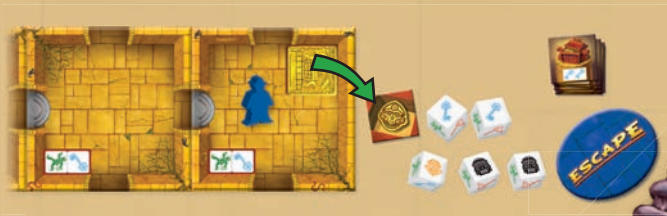
Each time you discover a new chamber (■ **2. Discover a new chamber**) that shows a treasure icon, draw the top tile from this pile and place it face down on the treasure icon.



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 who rolls **two keys** may claim the treasure tile as an action. He keeps the tile face up in front of him until he uses it.

Once used, the tile is discarded in most cases.



The curse cards

All curse cards interfere with players during the game.



Trap:

You may not enter or discover a chamber.



Broken die:

Place one of your dice on this card. Retrieve the die only after you have lifted the curse.



Mask:

After rolling a golden mask, you (or the player of your choice in the same chamber as you) may re-roll only one black mask.



Silence:

You are not allowed to talk.



Lost dice:

Each die of yours that falls off the table is permanently lost. Return the die to the game box.



Cursed hand:

You must place one hand on top of your head and keep it there until this curse is lifted.

The treasure tiles

All treasure tiles provide advantages to players during the game.



Healing mask:

All adventurers may re-roll all of 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.



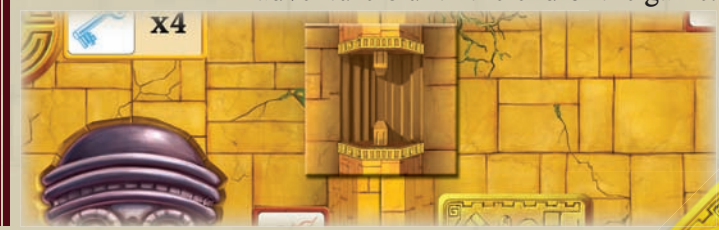
Extra gem:

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 so that it overlaps two adjacent chambers that have no open passage between them. This secret passage can be used by all adventurers until the end of the game.



ESCAPE
Illusions – Expansion 1 –

You must own the „Escape" basic game to use this expansion. Except for the following modifications, the rules of the basic game remain unchanged.

The expansion 1 contains components for a 6th adventurer, a new curse card, a new treasure tile, and two new game modules:

Module 3: Illusion chambers
Module 4: Special chambers

Each module can be used individually or combined with any or all of the other modules, providing numerous ways to play, explore and escape. Create your own adventure and get going!

Game components

Module 3: Illusion chambers

- 6 illusion chambers



Module 4: Special chambers

- 3 linked chambers



- 2 double chambers



- 1 treasure chamber and 1 chalice



The 6th adventurer

- 1 adventurer figure
- 1 adventurer token
- 5 dice



New curse card & new treasure tile

- Curse card
- Treasure tile



2x



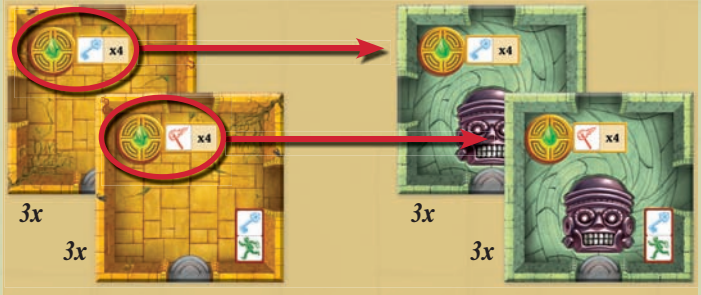
2x

Module 3: Illusion chambers

Changes during set-up

When playing <u>without module 1: Curses</u>

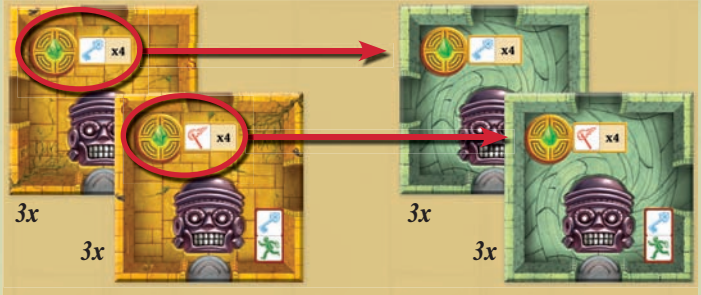
Remove the 6 chambers showing only one magic gem from the 13 basic chambers and replace them with the 6 illusion chambers.



Note: During the game, ignore the purple masks inside any illusion chamber added to the temple.

When playing <u>with module 1: Curses</u>

Remove the 6 chambers showing only one magic gem from the 13 enhanced chambers and replace them with the 6 illusion chambers.



The adventure starts

Special features of the illusion chambers:

Immediately after both the first and the second countdown, remove all discovered illusion chambers from the temple and place them on the bottom of the draw pile *(example 1)*. This may result in gaps within the temple, so in order to continue exploring, the players must fill these gaps by discovering new chambers *(example 2)*.



Example 1: After the countdown ends, the players remove all illusion chambers in the temple and place them face down under the draw pile.



Example 2: If the players want to leave the starting chamber through the exit to the right, they must first discover a new chamber to fill in the gap. Will it connect to the chamber on the other side...?

Replace – Before removing illusion chambers, place any magic gems that players have activated on these tiles back in the box *(example 3)*. Thus, activating these gems will still help you escape! In addition, place any adventurers on these chambers on the starting chamber; since these players did not make it to safety in time, they must lose one of their dice *(example 4)*.



Example 3: The players remove the magic gem from the illusion chamber and place it back in the box.



Example 4: Ani (red) is still inside an illusion chamber at the end of the countdown. Her adventurer returns to the starting chamber, and she loses one die.

Module 4: Special chambers

Changes during set-up

After you have set aside the starting chamber and exit, mix the remaining chamber tiles face down with the special chamber tiles, making for a larger draw pile that usual. Continue with the basic set-up from this point.

Changes during: The actions

3. Activate magic gems

Special features of linked chambers:

To activate magic gems in the linked chambers, players must have discovered at least two of these tiles. What's more, at least two of these chambers must have at least one adventurer on them at the same time trying to roll the icons required to activate the gems. Once the players have achieved this, they simultaneously activate 1 gem in each of these linked chambers *(example 1)*. The linked chambers can be used like this only once during the game. Thus, if players manage to activate magic gems in 2 linked chambers, they cannot later activate the magic gem in the third linked chamber *(example 2)*.



Example 1: Both Ani (red) and Frank (blue) are inside two different linked chambers at the same time. They manage to roll the required icons and activate 1 magic gem in each chamber.

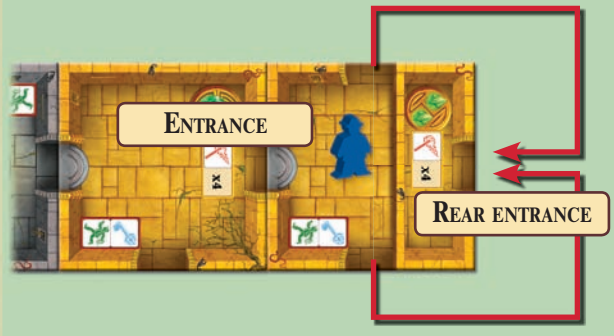


Example 2: Later, Frank (blue) discovers the third linked chamber. The magic gem in that chamber can no longer be activated because the two other linked chambers have already been used.

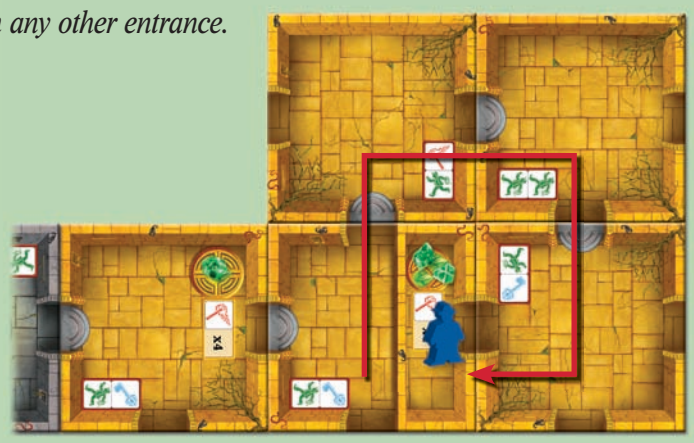
Special features of double chambers:

If players want to activate the magic gems in a double chamber, they must enter that chamber through its rear entrance (example 1). To do this, players need to place new chambers to create a path to the rear entrance (example 2).

Note: Before entering the back of a double chamber, a player must roll the icons shown in this tile's red frame, just as if he were entering the tile through any other entrance.



Example 1: Frank (blue) enters a double chamber by its entrance. However, he can activate the magic gems only if he enters the chamber by its rear entrance.



Example 2: Frank (blue) has managed to enter the double chamber by its rear entrance and can now attempt to activate the magic gems.

Note on Module 2: Treasures

You cannot use the „secret passage" treasure tile to pass through the inner wall in a double chamber.

Special features of the treasure chamber:

The treasure chamber holds an additional challenge for the adventurers. Only the most audacious adventurers will escape the temple with its stolen treasure!

Are you bold enough to try it?

Particular case during set-up: *If the treasure tile is drawn during set-up before the game begins, insert this tile face down in the middle of the draw pile, then draw a replacement tile and place it next to the starting chamber.*

As soon as the treasure chamber is discovered (**2. Discover a new chamber**), place the chalice on this tile. The adventurers must now carry the chalice to the exit in order to recover the treasure before the temple collapses. Even if all players manage to escape in time, if the chalice remains inside the temple, then they have lost the game.

1. If an adventurer is in the same chamber as the chalice, he can pick it up and carry it to the next chamber. While carrying the chalice, he must roll a torch icon in addition to the red-framed icons in the adjoining chamber he wants to enter. Once he does this, he moves both his adventurer and the chalice into this chamber.



Example: Frank (blue) has rolled a torch in addition to two adventurer icons, so he moves to the next chamber with the chalice.

2. Any adventurer can attempt to move the chalice as long as he's in the chamber where the chalice is located.



Example: Both Ani (red) and Frank (blue) can try to pick up the chalice and carry it to the next chamber.

3. As soon as the chalice reaches the exit chamber, remove it from the game. The adventurers have recovered the treasure! Now they just need to save themselves...



Example: Frank (blue) has carried the chalice to the exit chamber. The treasure has been recovered and is therefore removed from the game.

Note on Module 2: Treasures

You cannot use the „teleport" treasure tile to teleport the chalice with your adventurer.

The 6th adventurer – now you can enjoy this adventure with six players!

Changes during set-up

With 6 players, place 18 magic gems into the gem depot during set-up. Otherwise, set up the game as usual.

New curse card & treasure tile



Soul exchange:

Choose another player and exchange adventurer tiles with him.

Until the curse is lifted, you each control the adventurer of the other player. Do not change their locations in the temple when exchanging tiles.



Large torch:

Place the large torch face-up in your current chamber. This chamber now serves as an additional starting chamber for all players until the end of the next countdown. After the countdown, remove this tile from the game.

ESCAPE Quest – Expansion 2 –

You must own the "Escape" basic game to use this expansion. The rules of the basic game remain unchanged except as detailed below.

This expansion contains 2 new modules:

Module 5: Quest chambers

Module 6: Characters

You may use these modules individually, together, or in any combination with other modules for "Escape", whether from the basic game, the "Illusions" expansion, or elsewhere. Compose your own adventure, then start exploring!

New components

Module 5: Quest chambers

- **5 Quest chambers**


Altar chamber


Task chamber


Ghost chamber



Tree of Life


Obelisk chamber

- **3 Quest markers**



- **6 Task tiles**



- **1 Ghost**



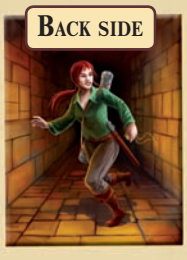
- **3 Gem tiles**



Module 6: Characters

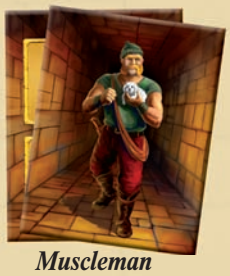
- **12 Character cards – 2 cards for each character (1x permanent, 1x activatable)**





Discoverer


Doc


Muscleman


Priest


Mechanic


Mentalist

Module 5: Quest chambers

The quest chambers offer new challenges. Each chamber confronts you with a task that you must master before you can escape from the temple. At the start of the game, all players must agree on how challenging they want this adventure to be. The more quest chambers you include in the game, the more difficult it will be to escape.

Set-up modifications

Shuffle the quest chambers face down; draw 1, 2 or 3 of them; then place the remaining quest chambers in the box out of play.

Shuffle these quest chamber tiles into the draw pile, then draw four tiles, shuffle them together with the exit tile, then place them on the bottom of the draw pile.

Next, place as many quest markers on the gem depot as the number of quest chambers in the game. Shuffle the task tiles face down, then place them next to the gem depot, along with the ghost and the 3 gem tiles. Proceed with the set-up as normal.



The adventurers have agreed to use 3 quest chambers, thus they place 3 quest markers on the gem depot.

Note: If you own the treasure chamber from Expansion 1: Illusions, treat it as a quest chamber from now on.

The quest chambers in detail:

When the players complete a task on a quest chamber, they move one quest marker from the gem depot onto the corresponding chamber.

Each task can be completed only once. As long as at least one quest marker is on the gem depot, the players cannot escape.



Though Micha has rolled the keys needed to escape from the temple, he cannot do so because one quest marker remains on the gem depot.

Altar chamber:



In order to complete this task the players must sacrifice 2 dice. If a player is inside the altar chamber, he may sacrifice 1-2 dice, placing them on the altar. If a player sacrifices only one die, a second die must be placed on the altar by a different player in order to complete the task.

Note: The dice do not have to be sacrificed simultaneously.



Micha is the first player to sacrifice a die and places it on the altar chamber.



Ani sacrifices the second die and places it on the altar, together with a quest marker.

Task chamber:



Once this chamber is discovered, the players stack 4 of the 6 task tiles face down inside this chamber. When an adventurer first enters this chamber, he reveals the top tile. Each tile shows a distinctive combination of icons that must be rolled by one or more adventurers who are inside this chamber. As soon as these icons have been rolled, remove that tile from the game and reveal the next one. After all 4 task tiles have been removed from the game, this task is complete.



Micha rolls the icons needed and removes the top tile.



Ani comes running to help Micha. Together they roll the icons needed for the second tile.

Ghost chamber:



Once this chamber is discovered, place the ghost inside the **starting chamber.** The players must force this ghost to return to the ghost chamber. Any player in the same chamber as the ghost can "push" the ghost into an adjoining chamber by rolling two torches. The ghost can be moved only through open entrances, not through walls. Once the ghost is inside the ghost chamber, the players have completed this task.

Note: The adventurers cannot enter the ghost chamber.





Micha rolls 2 torches and pushes the ghost into the next chamber, towards the ghost chamber.

Tree of Life:



The tree of life is dying, and the adventurers must take steps to heal it.

While inside this chamber, one or more players must roll twice as many golden masks as the number of total players. Once the required number of golden masks has been reached, the tree is healed and the players have completed this task.





Four adventurers are inside the temple, and together Micha, Ani and Alex roll the 8 golden masks they need.

Obelisk chamber:

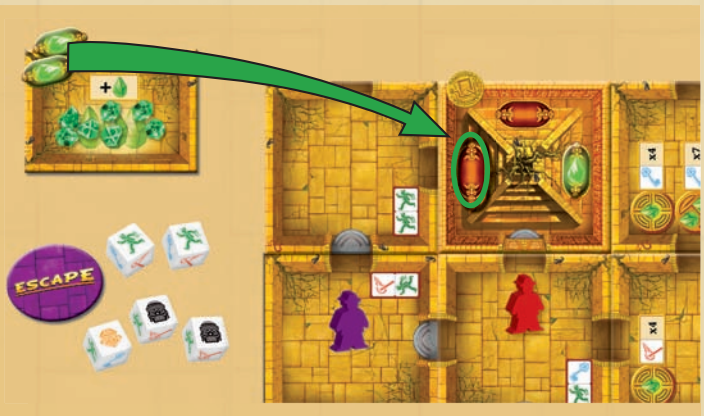


Once this chamber has been discovered, place it with the blocked stairway entrance next to an open entrance, then place the 3 gem tiles on the gem depot and a quest marker on the obelisk chamber. This task is complete, but the gem tiles count as additional magic gems. To remove them from the gem depot, the obelisk chamber must be surrounded; for each of the 3 walls of the obelisk chamber adjacent to another chamber, the adventurers can move one gem tile from the gem depot to the corresponding space on the obelisk chamber.

Note: The adventurers cannot enter the obelisk chamber. They cannot remove gem tiles by activating magic gems, but only by enclosing the obelisk chamber with other chambers.



Micha discovers the obelisk chamber and places it adjacent to one wall already. He places the quest marker and 1 gem tile inside the obelisk chamber.



Ani places another chamber next to the obelisk chamber and moves one more gem tile to the chamber.

Module 6: Characters

Each player chooses one of the six characters and gains that character's special ability for this game.

Set-up modifications

Each adventurer chooses one character and takes the two corresponding character cards, one of which shows a permanent ability, the other an activatable ability. Each player chooses one of their two cards and places it face-up in front of them. Remove the non-chosen cards from the game, then proceed with the usual set-up.

Permanent and activatable abilities:

A **permanent ability** can be used by the player at any time during the game and as often as allowed by the rules.

An **activatable ability** must be activated by rolling the icons shown on the card.

Once the ability is used, the adventurer flips the card to its back side.

After the end of the next countdown (i.e., the door being slammed shut), the adventurer flips the card face up and can activate it once again.



Micha has used his ability and flips the card to its back side. He must wait until the end of the next countdown before he can use his ability again.

Characters and their abilities:



Permanent:

When performing action **2. Discover a new chamber** you may place the drawn chamber (after having looked at it) on the bottom of the draw pile and draw a new chamber instead; you must place this new chamber next to your current chamber.

Discoverer



Activatable:

If you roll 3 adventurers, you can move your own adventurer up to 3 chambers.







Permanent:

Your own golden masks allow you to reroll up to three black masks. If you give a golden mask to another player, that adventurer can also reroll up to three black masks.

Doc



Activatable:

If you roll 2 golden masks, you can allow another adventurer to reroll all of her black masks, no matter where she's located.





Micha activates his ability so Ani can reroll all of her black masks.

Muscleman



Permanent:

Each of your own rolled torches counts as 2 torches.





Ani activates one magic gem with 2 torches.

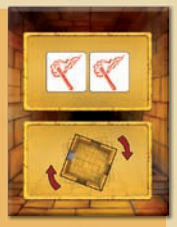


Activatable:

If you roll 2 torches, you may use them to rotate any chamber of your choice other than the starting chamber.







Priest



Permanent:

If all of your dice show black masks, you can move your adventurer to any chamber that contains at least one other adventurer.

Note: You are not allowed to reroll the black masks immediately.



Activatable:

If you roll 3 black masks, you can use them to contribute either 3 keys or 3 torches in order to activate magic gems in any chamber in the temple. Then reroll the 3 black masks.



Micha has black masks only. He moves to Ani's chamber so she can help him with golden masks.









Ani has already rolled 4 keys. Micha uses his ability and contributes 3 more keys. Together they activate 2 magic gems.

Note: You can also use this ability to simply reroll 3 black masks.

Mechanic



Permanent:

You may use your golden masks as keys. After using a golden mask as a key, you must reroll the die immediately.



Activatable:

If you roll 2 keys, you can use them to move your adventurer to any chamber that contains at least one other adventurer.



Ani uses 1 golden mask as a key and activates the magic gem.

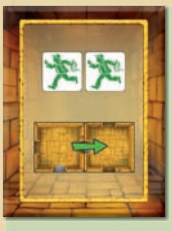








Mentalist



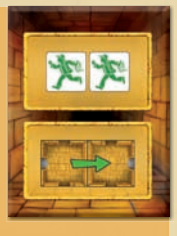
Permanent:

When performing action **1. Enter a chamber** you can enter any adjoining chamber with 2 rolled adventurers.



Activatable:

If you roll 2 adventurers, you may use them to enter an adjoining chamber through a wall.



Due to his ability Micha can enter the chamber with his 2 rolled adventurers.









Micha enters the starting chamber through the wall.

Note: You cannot pass through the walls of the double chambers in Escape: Illusions.

Queenie: The Pit

Only playable with the basic game. The rules of the basic game remain unchanged.

Game components and changes during set-up

• 1 chamber

After you have set aside the starting chamber and exit, mix the Pit with the remaining chamber tiles.

• 4 curse cards

During set-up, shuffle the new curse cards with the other curse cards.

The rest of the set-up stays the same.

The new chamber "Pit"

If a player enters the Pit, he can try to collect 5 black masks by himself in order to activate 2 magic gems.

Note: Player should enter the Pit together, because once the gems are activated, one player will need the help of the golden masks.



New curse cards



Lost treasure:

You must discard one of your treasure tiles immediately without using it, then discard this curse. If you possess no treasures, you're already in bad shape, so just discard this curse.



Really cursed:

Each time you have to draw a new curse card, draw two instead.

Queenie: Doomed

Only playable with the basic game. The rules of the basic game remain unchanged.

Game components and changes during set-up

• 2 treasure tiles

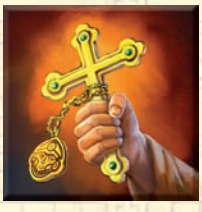
During set-up, shuffle the new treasure tiles with the other treasure tiles.

• 2 curse cards

During set-up, shuffle the new curse cards with the other curse cards.

The rest of the set-up stays the same.

New treasure tiles



Counterspell:

Discard one of your curse cards. You may use this treasure only once.

New curse cards



Doomed:

You may not escape from the temple until you have lifted this curse.



Stand up:

You must stand up immediately and remain standing until you have lifted this curse.

Queenie: The Fountain

Only playable with the basic game. The rules of the basic game remain unchanged.

Game components and changes during set-up

• 1 chamber: The Fountain

After you have set aside the starting chamber and exit, mix the Fountain with the remaining chamber tiles.

• 4 curse cards

During set-up, shuffle the new curse cards with the other curse cards.

The rest of the set-up stays the same.

The new chamber "Fountain"

If a player enters the Fountain, he can regain one of his lost dice by rolling 2 golden masks by himself.

A player may regain only **one** die per game.





New curse cards



Poison:

If the first or second countdown ends and you have the poison curse, then the following happens:

- **If you are inside the starting chamber,** you still lose **one** of your dice.
- **If you are not inside the starting chamber,** you lose **two** of your dice.



Strangle vines:

Each time you roll an adventurer, you cannot use it for an action and must reroll the die on your next roll.



ESCAPE Challenges

Note: For all challenges you may add to the deck as many Special rooms from expansion 1: Illusions as you like. You can also add the Queenies, the Pit and the Fountain.

*In the following pages you will find **26 challenges** for Escape.*

Each challenge requires a certain combination of modules. They are sorted by **7 difficulty levels**, and in the left hand column you will see if a challenge requires one or both of the Escape expansions:

Expansion 1: Illusions

Expansion 2: Quest

New rules for set up

Put the starting chamber in the middle of the table. Put gems in the depot according to the table below.

Some challenges require that you add a certain number of extra gems. Prepare your deck of tiles. Put aside the **exit** and all **quest chambers**.

Shuffle the remaining tiles and reveal the two starting chambers adjacent to the starting chamber. Take the top 12 tiles from the deck and shuffle them with the exit and the number of quest chambers required for the challenge. Put these tiles back on top of the deck.

All quest chambers, as well as the exit, should now be among the top 13-20 tiles.

Put two gems next to the depot.

You always have **two Turns of fate**, regardless of your difficulty level.

Number of gems in depot:

1 & 2 players.....7 gems
3 players.....11 gems
4 players.....14 gems
5 players.....16 gems



Extra gem

= Add the given number of gems to the depot **in addition** to those given in the table to the left.



Quest

= Add the indicated number of **Quest chambers** to the deck.

Note: that the «Treasure chamber» from Expansion 1 is also a Quest chamber

Level & required expansions	Modules					
	Extra gems	*Curses*	*Treasures*	*Quests*	*Characters*	*Illusion chambers*
1a Exp 2	+1	✔	✔		✔	
1b Exp 1	+2		✔			✔
1c Exp 2			✔	2		
1d Exp 2	+1			1	✔	

Level & required expansions	Modules					
	Extra gems	Curses	Treasures	Quests	Characters	Illusion chambers
2a	+3	✔	✔			
2b Exp 1	+3		✔	1		✔
2c Exp 2	+4			1	✔	
2d Exp 2				3		
3a Exp 2	+3			2		
3b Exp 1	+6		✔			✔
3c Exp 1	+4		✔	1		✔
3d Exp 2	+4	✔	✔	1	✔	
4a	+6	✔	✔			
4b Exp 2	+1		✔	5	✔	
4c Exp 1 Exp 2	+3		✔	3	✔	✔
4d Exp 2	+5		✔	3	✔	
5a Exp 2	+4	✔	✔	3	✔	
5b Exp 2	+5			4	✔	
5c Exp 1	+6	✔	✔	1		✔
5d Exp 2	+4		✔	5	✔	
6a Exp 2	+6	✔	✔	3	✔	
6b Exp 2	+3	✔	✔	5	✔	
6c Exp 1 Exp 2	+5	✔	✔	3	✔	✔
6d Exp 2	+6		✔	5	✔	
6e Exp 1 Exp 2	+3			6	✔	
Ultimate Exp 1 Exp 2	+6	✔	✔	6	✔	✔



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