

# ESCAPE

The curse of the Temple

A game by Kristian Amundsen Østby for 2 - 5 players

*You are a member of a team of adventurers – trapped in a cursed temple. You must activate the magic stones in the temple chambers collectively in order to banish the curse. Try to get out before the temple will collapse after 10 minutes!*

## Game components

- 6 main chamber tiles



Starting chamber

Exit

Gem chamber x 2

Gem chamber x 2

- 13 basic chamber tiles



*All chambers which are not showing a purple mask or treasure icon.*



- 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 This rules book

- 1 Supplement (Module 1: Curses, Module 2: Treasures)

## Summary and object of the game

EXCAPE is a real-time board game, which is not played in game rounds!

Instead, each player throws their 5 dice as fast and as often as they can without waiting for their teammates.

The time limit is only 10 minutes for all players to escape from the collapsing temple.

While seeking the exit, the players discover new chambers using different dice combinations. There are magic gems in some of the chambers. The players try to activate as many gems as possible with their dice in order to break the spell blocking the exit. The escape

becomes easier the sooner they will find the exit and the more magic gems they activate.

However, watch out, twice during the game a gong is heralding a countdown. Hurry back to the starting chamber, because this is the only safe place. If you do not make it there in time, you will lose one of your precious dice.

Coordinate your actions and help each other, because there are some tasks you can solve only collectively. If only one of you stays behind inside the temple, all of you have lost the game!

## Setup of the basic game

You will need the 6 main chambers and the 13 basic chambers.

**1.** Put the starting chamber and the exit aside. Mix all remaining chamber tiles face down and pile them up as draw pile. Then, place the starting chamber in the center of the playing area and place 2 randomly drawn chamber tiles next to it, as shown in the illustration below. Finally, merge the exit tile with the top 4 tiles of the draw pile and put these at the bottom of the draw pile.

**2.** Place the gem depot next to the draw pile. Depending on the number of players put a certain number of gems into the depot:

Additionally, put 2 magic gems next to the depot.

|                |         |
|----------------|---------|
| 2 players..... | 7 gems  |
| 3 players..... | 11 gems |
| 4 players..... | 14 gems |
| 5 players..... | 16 gems |



**3.** Each player selects their player color and receives 5 matching dice, one adventurer figure and one adventurer token. All players place their figure on the starting chamber and keep their token in front of them, thus clearly indicating their player color.



There is an audio introduction to the game (in 3 languages) and 1 soundtrack (2 versions) on the CD. The audio introduction gives a short summary of Escape. You should listen to it before your first game. When playing the game, listen to that soundtrack version which you like better.

*Alternatively, you can download the soundtrack from the web site ... and listen to it with any device of your choice.*

**Put all components not needed for the basic game back into the game box.**

## The temple chambers

Each chamber of the temple provides different features:

### Magic gem icon

Players must roll the shown number of die icons in order to activate the magic gem.

There are no gem icons in some chambers, while other chambers show 1 or 3 gem icons.

### Entrance

A new chamber from the draw pile must be placed next to an entrance.

### Die icons with red frame

Players must roll these icons if they want to enter the chamber.

### Stairway entrance

this is the entry to the chamber.



## The die icons

Each die shows five different icons:



**Adventurer (2x):** You need this if you want to move from chamber to chamber or to discover new chambers.



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



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



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



**Golden mask:** A golden mask breaks the spell of a black mask. One golden mask breaks the spell of up to two black masks and the player may use their accursed dice again.



*Example: Ani has rolled a golden mask and may roll her two accursed dice (black masks) again during her next turn.*

Several adventurers being inside the same chamber may help each other. If a player rolled a golden mask and does not use it themselves, another player may break the spell of up to two of their accursed dice with it.

*Note: With each golden mask, you can only help one other player.*

*Note: Helping each other this way does not mean that the ownership of the dice is changing!*



*Example: Ani (red) has rolled one golden and one black mask. Because Frank (blue) is in this chamber as well, she decides to have Frank use the golden mask. During his next turn, Frank rolls again all his five dice, while Ani can roll only four dice.*

## The actions

Using various dice combinations, the players may perform different actions, even several actions with one roll only, if possible.

1. Enter a chamber
2. Discover a new chamber
3. Activate magic gems
4. Escape
5. Turn of fate

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 and there is no adjoining chamber (yet) to the right entrance.*

After a player has performed one action, they 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.

A player may re-roll any dice they put aside anytime (except black masks of course, which can be used again only with the help of a golden mask).

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 no adjoining chamber(s) to its entrance(s) 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 to place it next to their current chamber. The new chamber's stairway entrance must join the other chamber's entrance.



*Example: Frank uses two adventurer icons and joins 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



Chamber with 1, 2, and/or 3 gems

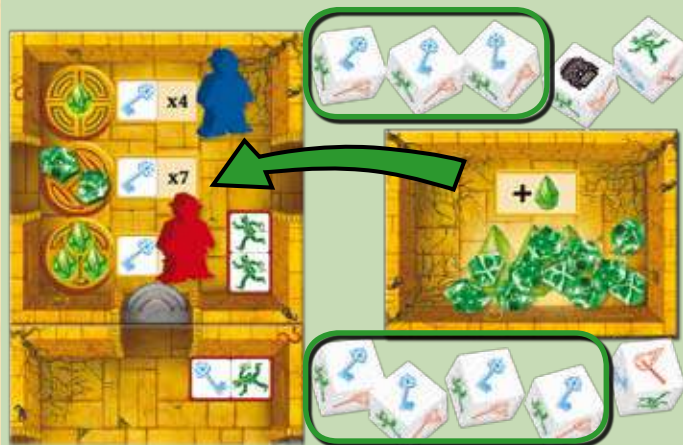
A player inside a chamber containing one or more magic gems must roll the required number of torch or key icons in order to activate that many magic gems as shown. After a gem has been successfully activated, take a gem from the gem depot and put it on that chamber's gem storage place.



*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 gems may join their forces in order to obtain the required number of icons.

*Note: To activate 2 or 3 magic gems, players must work together.*



*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 storage place inside their chamber.*

If at least one of a chamber's gems has been activated, no more gems inside this chamber may be activated until the end of the game.

*Example: Already 2 of this chamber's gems have been activated, so players can activate no more gems here.*



### 4. Escape

A player can escape only, if they are inside the exit chamber.

In order to escape, a player must roll that many keys as the current number of magic gems in the gem depot plus 1 key. Each player must roll the required number of key icons all by themselves!

Exit chamber



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

After a player has escaped from the temple, they are in a safe place and may give one of their dice to any other 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. 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 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: Because too many black masks had been rolled, the adventurers decide to put one additional magic gem inside the depot. Thus, 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 the soundtrack. After a short introduction, the game begins with the request ESCAPE! Immediately start rolling your dice and do not forget that you have only 10 minutes time to escape!



## 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 demand that you rush back to the starting chamber. Any adventurer who does not make it to the starting chamber in time until the door slams shut, loses one of their dice for the rest of the game. Return these dice to the game box.

The third countdown starts with three bangs of a gong and ends with the noise of the collapsing temple; this is the end of the game after exactly 10 minutes.



*Hint: For an easy start with ESCAPE, we recommend to play the game without the soundtrack for a few minutes, so you will get accustomed to the game mechanics.*

## End of the game

If any adventurer is left inside the temple when it collapses, all players have lost this game of ESCAPE!

If all players have managed to escape from the temple before it collapses, all players have won this game of ESCAPE as a team!

## For a more challenging game

Players may agree before the start of the game to increase the number of gems inside the depot.

We recommend adding 3 or 6 magic gems to the number mentioned by the setup instruction.