

# 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.

