

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!*

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

## 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 6<sup>th</sup> adventurer

- 1 adventurer figure

- 1 adventurer token

- 5 dice

### New curse card & new treasure tile

- Curse card
- Treasure tile

2x

2x

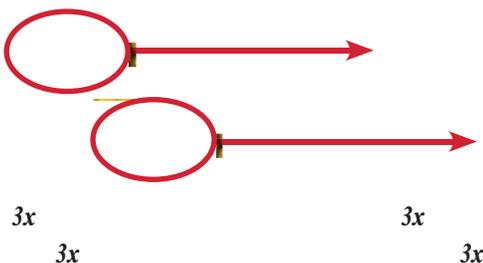
- 1 Rule book

## Module 3: Illusion chambers

### Changes during set-up

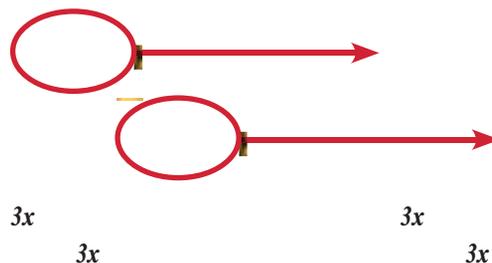
#### When playing without module 1: Curses

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



#### When playing with module 1: Curses

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



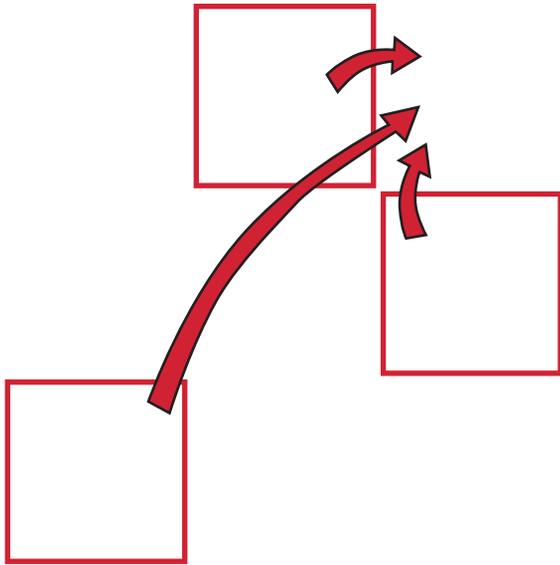
*Note: During the game, ignore the purple masks inside any illusion chamber added to the temple.*

Other than this change, set up the basic game as usual.

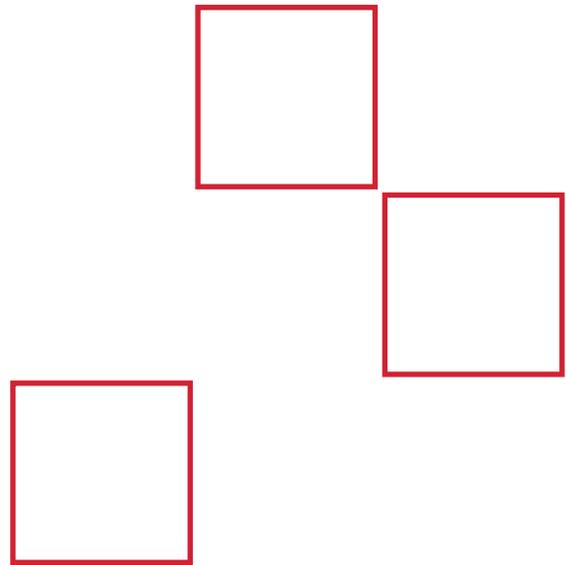
## The adventure starts

### 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.*

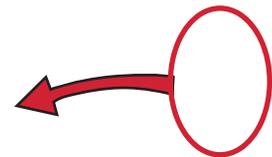


*Example 2: If the players want to leave the starting chamber through the exit to the right, they must first discover a new chamber to fill in the gap. Will it connect to the chamber on the other side...?*

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

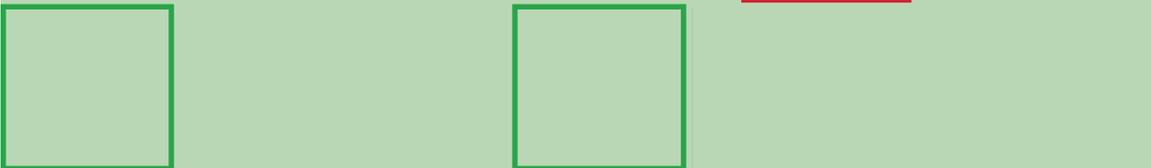
After you have set aside the starting chamber and exit, mix the remaining chamber tiles face down with the special chamber tiles, making for a larger draw pile than usual. Continue with the basic set-up from this point.

### 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*).



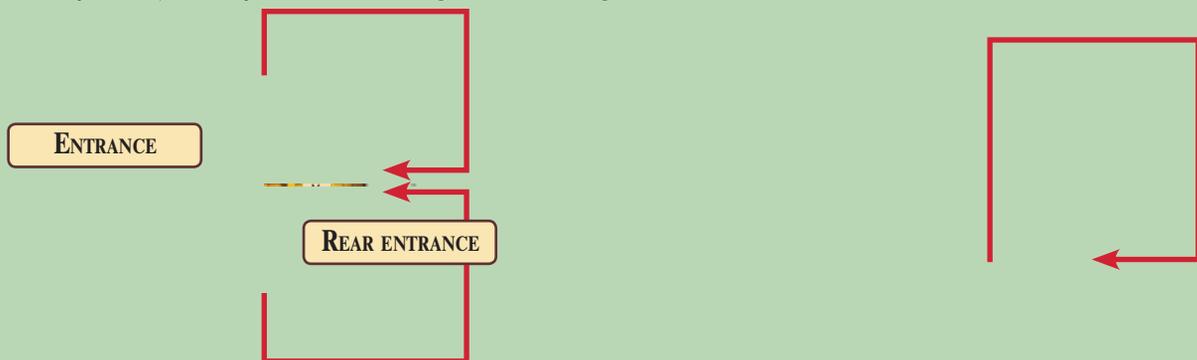
*Example 1: Both Ani (red) and Frank (blue) are inside two different linked chambers at the same time. They manage to roll the required icons and activate 1 magic gem in each chamber.*

*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:

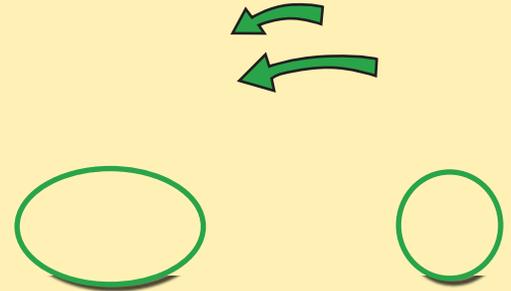
The treasure chamber holds an additional challenge for the adventurers. Only the most audacious adventurers will escape the temple with its stolen treasure!

Are you bold enough to try it?

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.

*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.

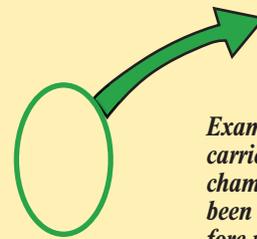


*Example: Frank (blue) has rolled a torch in addition to two adventurer icons, so he moves to the next chamber with the chalice.*

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 6<sup>th</sup> 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.