



ESCAPE

ROLL & WRITE

A thrilling cooperative game
by Sebastian Schwarz
for 2–4 players
of 8 years up.

Together as a team you must collect magical gems and reach the exit of the temple before the game ends after a fixed number of rounds.

Each player explores their temple and gains bonus actions and gems for the whole team. Work together to unlock the special chambers, which requires two players to be in certain locations at the same time. A daunting task but with great rewards!

While a player is exploring their temple, the other players can try to follow their treasure maps to unlock bonus actions and possibly magical gems. Communication is the key to master the challenge that lies ahead!

Game components

- 1 pad of Temple sheets (double-sided)



Side used for normal game

Side used for variants



- 1 pad of Adventure sheets (double-sided)



Side used for normal game

Side used for variants:

Shows the three game variants and two dice spaces.



- 4 Adventurers (1 of each player color)



- 10 dice



Symbols on the dice:



Torch



Key



Adventurer (2x)



Black Mask

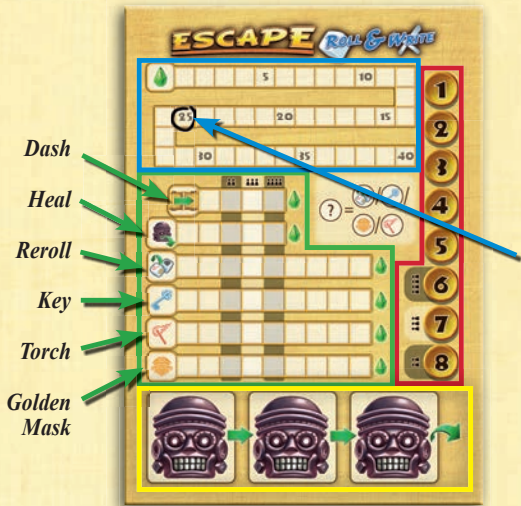


Golden Mask




Set-up (Example for 4 players - Difficulty: Normal)

1. Place one adventure sheet with the depicted side up (*normal game*) in the middle of the table.

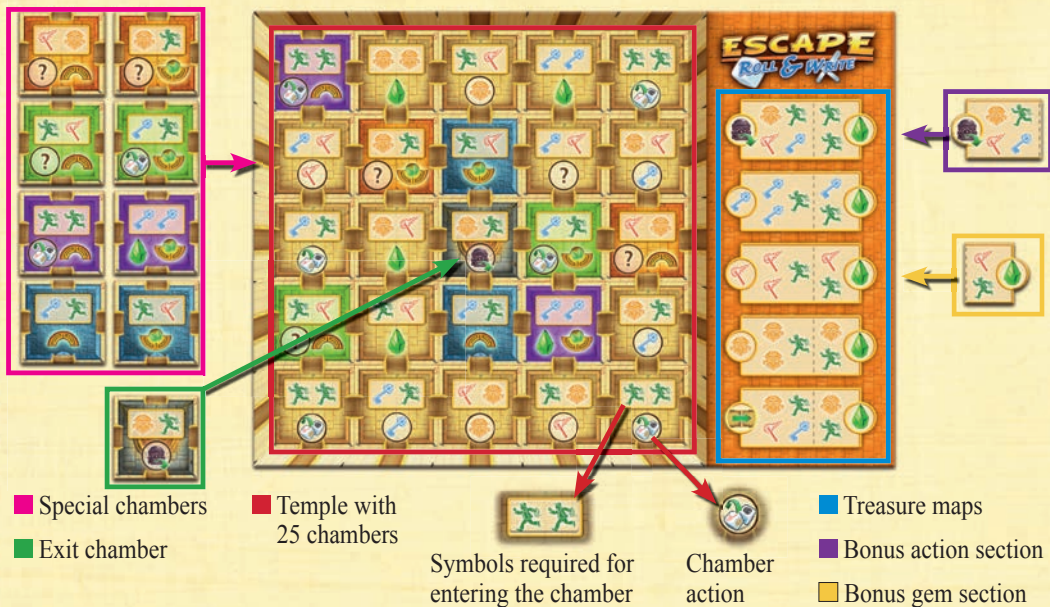


- Round track
- Gem track
- Bonus actions
- Cursed Dice area

The players decide which difficulty level they want to attempt and mark the appropriate box on the gem track with a . This determines the number of gems the players must collect in order to escape through the exit.

	Number of players	2	3	4
Difficulty:	Easy	14	20	22
	Normal	15	23	25
	Hard	16	25	28

2. Each player takes a temple sheet with the depicted side up (*normal game*), an adventurer, and a pen (*not included*).



3. Randomly determine a start player. That player takes 8 dice and places the adventure sheet in front of their temple sheet. The start player will track rounds, collected gems, and bonus actions during the game. The remaining two dice are only needed for the variants and are placed back into the box.

4. Each player chooses a different side of the temple (they may not choose the same side) to place their adventurer.

Game play

Escape Roll & Write is played over a series of game rounds: each round begins with the start player, and other players will follow in a clockwise direction. The number of rounds is determined by the number of players (*see chart on the right*).

On their turn the start player must mark the next space of the round track on the adventure sheet.

The active player on their turn rolls the dice two at a time and must decide after each roll which to keep and which to place in the common pool. Dice that show a black mask are cursed and must be placed on the leftmost space of the cursed dice area on the adventure sheet.

Once all of the dice have been rolled, the active player uses the kept dice to enter temple chambers which are adjacent to their adventurer and which they have rolled the correct symbols for. Upon entering each chamber, they perform the depicted action.

Unlocked bonus actions from the adventure sheet can be used by the active player during their turn and only by the active player. Bonus actions allow one to reroll dice to try to obtain the correct symbol, or to enter a chamber without using any symbols. A detailed explanation of the bonus actions can be found on page 6/7.

Once the active player is finished, the dice placed in the common pool are then distributed among the other players in a clockwise direction. Each player in order must take at least one die if possible, and up to two. These will be used to fulfill the treasure maps by marking the appropriate symbols, which will yield bonus actions and gems.

The game ends when the fixed number of rounds is played or if all adventurers are in the exit chamber at the same time and have collected the required amount of gems.

Number of players:	2	3	4
Number of rounds:	8	7	6



The active player has rolled two black masks and has to put them on the leftmost space.



The green player moves into the adjacent room and gains a gem for the group.



This non-active player decides to use the dice with the golden mask and the adventurer and crosses out the corresponding symbols in the treasure map section of their temple sheet.

A turn in detail

Moving cursed dice

At the start of the turn, dice sitting on a space in the cursed dice area on the adventure sheet are moved one space to the right.

Dice that were located on the **third space** – the rightmost space – are returned to the dice pool and can be rolled again.



Rolling the dice

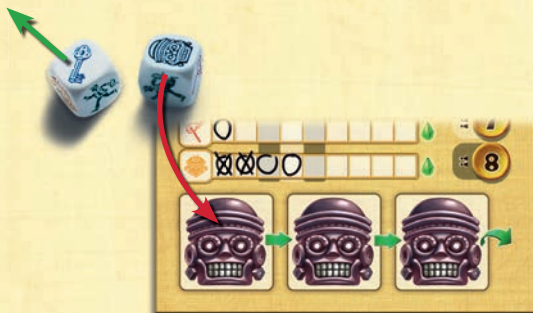
The active player takes all dice not currently on a cursed dice space and rolls them **two at a time**.

When a die shows **the black mask**, they place the die on the leftmost space of the cursed dice area on the adventure sheet.

For each **other result** the player decides if they want to keep the die for themselves or place it in the common pool next to the adventure sheet.

Then the **next pair** of dice is rolled (if only one die is left it is rolled by itself).

When all dice are rolled the active player uses their kept dice to explore the temple.



The active player has rolled a black mask, which is put onto the first space in the cursed dice area, and a key. They decide to keep the key to explore their temple.

Exploring the temple

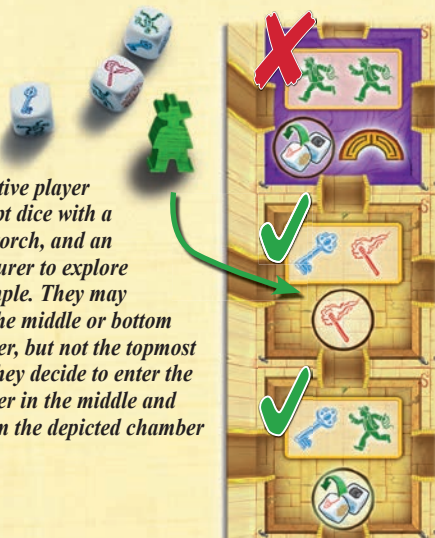
The active player may enter any chamber that is both orthogonally adjacent to their adventurer and whose required symbols are on dice they have kept.

At the start of the game, when the adventurer is not inside the temple, the player may enter the temple through any chamber on the side their adventurer is placed on.

To enter a chamber the player spends the appropriate dice and puts their adventurer in that chamber. Then they perform the depicted **chamber action** immediately.


Note: A chamber can be entered multiple times in a game, but the chamber action is only performed the first time.

The active player has kept dice with a key, a torch, and an adventurer to explore the temple. They may enter the middle or bottom chamber, but not the topmost one. They decide to enter the chamber in the middle and perform the depicted chamber action.



The chamber actions


Reroll  / **Heal**  / **Key**  / **Torch**  / **Golden Mask** 

On the adventure sheet, the next free box (from left to right) on the appropriate track is marked with a .

Joker  =  /  /  / 

On the adventure sheet, the next free box (from left to right) on either the reroll, key, golden mask, or torch track is marked.

Gem 

On the adventure sheet, the next free box on the gem track is marked with a .

After performing the chamber action, the player **crosses out** the action in the chamber on their temple sheet. That action cannot be used again for the rest of the game.

On each bonus action track the players can gain one gem upon marking a specific box on the track, determined by the number of players and indicated above the tracks.

The active player may enter **multiple chambers** if they have the required symbols. Upon entering each chamber they perform the chamber action if not crossed out and check to see if they unlocked a special chamber.

Note: No die may be used to enter more than one chamber.

Special Chambers

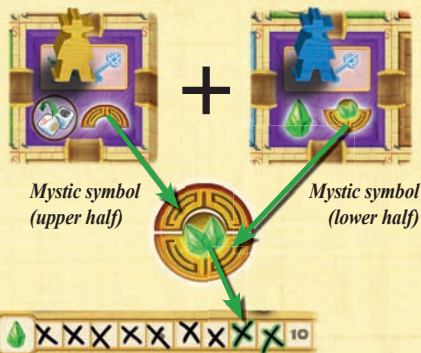
There are four types of special chambers in the temple. These chambers are in pairs of the same color, and each shows one half of the mystic symbol. Two chambers of the same color with the different mystic symbol belong together. If at any point two adventurers are in both chambers of the same color, the players unlock these chambers and gain 2 gems immediately. Then **all** players cross out the mystic symbol in **both** chambers on their temple sheet to indicate that this special chamber cannot be unlocked again by any player.



After entering the chamber with the torch symbol the player performs the chamber action: They circle a torch box on the torch track of the adventure sheet. They then cross out the torch in the chamber of their temple sheet.



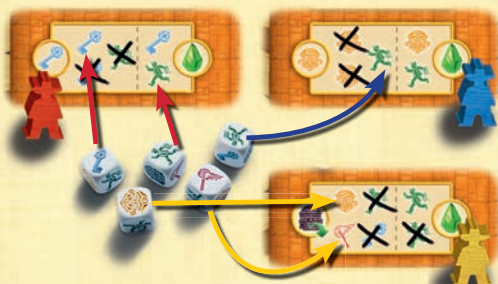
The example shows the boxes that have to be circled in a four player game in order to gain a gem.



Once the active player has used all their kept dice or cannot use any more, the dice in the common pool are distributed among the other players.


Common Pool

Proceeding clockwise starting with the player to the left of the active player, each player, except the active player, must take one or two dice from the common pool, if possible. When every player has taken either one or two dice, or there are no dice left in the common pool, players use the dice to fulfill their treasure maps.

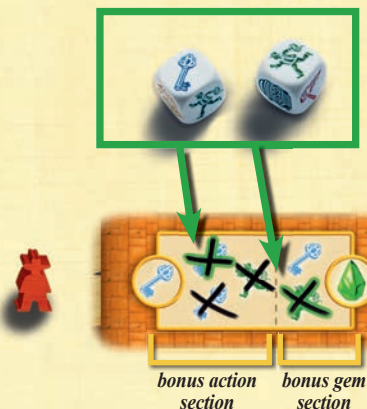


Treasure Maps

Non-active players cross out the symbols depicted on the selected die/dice on **any one** treasure map.



The player may complete the treasure map by crossing it out once they have completed the bonus action (left) side. When they do, they  the next free box on the appropriate bonus track. If they also finished the bonus gem (right) side, mark off the next space on the Gem track as well. If the player completes a map without finishing the bonus gem section, they may **not** do so later.



Important: You cannot acquire only the bonus gem!



After marking out treasure maps and taking any bonuses, the turn ends. The next player in clockwise order becomes the active player.

Bonus Actions

The active player may use a bonus action on their turn for a benefit. In order to use a bonus action, a box on the respective track has to be marked with a . The player can then cross out a  and perform the associated bonus action. A crossed out bonus action cannot be used again. Multiple bonus actions can be used on a turn, even those just gained.

Depending on the number of players, if players mark enough boxes with s on a track, they gain a gem. As soon as the required box is marked, the gem is crossed out and a gem is added to the Gem track. Players can acquire additional bonus actions until they reach the end of that track. Any unused  may still be used.

Dash



The Player can place their adventurer in any adjacent chamber without expending the symbols to enter. They still perform the chamber action, if possible.



Heal



Before rolling the dice, the player can take any set of cursed dice from one of the spaces on the cursed dice area on the adventure sheet and adds them to the dice pool.



Reroll



After rolling two dice, the player can use the reroll action to reroll **both** dice.



Note: You can use Reroll to get rid of black masks you have just rolled!

Key / Torch / Golden Mask

The player generates a temporary die of the respective symbol. They can use this temporary die like any other die during their turn.



End of Game

The game ends after the last round is played or all adventurers are in the exit chamber with the required number of gems collected.

If all adventurers are in the exit chamber and the required number of gems on the gem track has been reached, the players **win together!**

If either the number of required gems is not reached or not all adventurers are in the exit chamber, the players **lose together!**



Exit chamber

Game Variants

In order to play any of the three following game variants players need to use the reverse side (logo colored in red) of the adventure and temple sheets. Two dice are placed on the two dice spaces of the adventure sheet, which are used for the different variants. The three variants are depicted as icons on the adventure sheet. Players decide at the start of the game with which variant they would like to play and cross out the other two.





= **Closed Pathways**

Changes during game play

On each player's turn, before rolling the dice, the player must roll the two dice on the adventure sheet and place them back on the same spaces they came from.

The active player and the player to their left must now close a pathway in a chamber where the entrance symbols match the two dice on the adventure sheet — the order must match as well.

The two players each choose a pathway in that chamber and close it by marking it shut with the pen. Players can not use this pathway for the rest of the game. Pathways that lead to the outside of the temple cannot be closed; the player must choose another pathway. If all pathways in matching chambers are closed, the player does not have to close a pathway this turn.

If one or both dice on the adventure sheet show a black mask, then neither player has to close a pathway, but for each black mask a die from the dice pool has to be placed on the left most space of the cursed dice area.



The player has blocked the upper pathway.




= **Joker chamber lottery**


Changes during game play

Every time it is the start player's turn, they roll the two dice on the adventure sheet and place them back on the adventure sheet, even if the dice show the same symbol.

For that round, the rolled symbols dictate which action is carried out when a player enters a Joker (?) chamber. The player can choose the symbol from either die. Depending on the symbol the action is as follows:

Key  / **Torch**  / **Golden Mask** 

The player marks the next free box on the appropriate track of the adventure sheet with a .

Adventurer 

No action is carried out.

Black Mask 

All dice in the cursed die area are moved one space to the right. Dice that return to the dice pool can only be used from next turn onward.



The player may circle a golden mask or torch on the adventure sheet.



= **Dice Chambers**

Changes during game play

Each time the players unlock a special chamber they decide either to gain 2 gems or to take one die from the adventure sheet to add to their dice pool. This die can be used with the other dice from next turn onward for the rest of the game. When both dice from the adventure sheet are added to the dice pool, players can only gain 2 gems when unlocking a special chamber.



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