

Escape: The Curse of the Temple

A game for 1-5 players by Kristian Amundsen. Condensed rules by Eric Postpischil, <https://edp.org>.

Setup

Place the start chamber (grey edge, gold dais) in the center of the table.

Shuffle the 4 3-gem chambers and the 13 basic chambers (4 1-gem, 9 0-gem) and stack them facedown.

Deal 2 chambers next to the start chamber, putting the steps of each by a doorway of the start chamber.

Shuffle 4 chambers with the exit chamber (grey edge, sunlit exit), and put them on the bottom of the stack.

- Exception: For 1/2 players, put the exit chamber in the middle of the stack (approximately).

Put the gem depot on the table.

For 1/2/3/4/5 players, put 7/7/11/14/16 gems on the depot and 2 beside it.

Put a figure for each player in the start chamber and give the player the matching adventurer token and 5 dice.

- Exception: For 1 player, use 7 dice.
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Play

Start the timer. All players roll their dice and play simultaneously and continuously. Players may talk and coordinate.

Each player may roll any of their dice not showing a black mask (making it an accursed die).

Each player may use their dice (and only their dice except where stated):

- Use the icons shown in a red frame in a chamber to enter the chamber.
 - The player must have an open passage into the chamber (doorway and steps, no wall).
- Use 2 green adventurers to discover a new chamber.
 - Take the top chamber from the supply. Place it with its steps by a doorway of your current room.
- Use the icons shown by a magic gem/gems to activate it/them.
 - Multiple players in the same chamber may combine their dice for this.
 - Example: For a gem with a torch icon “x4”, one player may contribute 3 torches while another contributes 1.
 - Put 1 gem from the supply onto the activated gem/gems.
 - After this, no other gem spaces in this chamber may be activated.
- Use 1 golden mask to break the spell on 1 or 2 black masks, after which they may be rerolled.
 - You may use your golden mask for 1 other player in the same chamber. It may not be split among 2 players.
- In the exit room, use 1 more key than there are gems remaining in the depot to escape.
 - Upon escaping, you may give 1 of your dice to any other adventurer still in the temple.

All dice used for an action must be rerolled before they can be used again.

Players may “provoke a turn of fate”:

- Upon unanimous decision, players may move a die next to the depot into the depot and reroll all black masks.

At the first third of the time and again at the second, players must have returned to the start chamber or lose a die.

- For the first third, the soundtrack sounds 1 bang of a gong and then a slammed door.
- For the second third, the soundtrack sounds 2 bangs of a gong and then a slammed door.
- Any adventurer who fails to reach the start chamber loses 1 die for the rest of the game.

As the time ends, the soundtrack sounds 3 bangs of a gong and then the sound of the temple collapsing.

Game End

All players win if all players escape the temple. If any player remains in the temple, all players lose.

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Variants

Experts: Add 3 gems to the depot.

Professionals: Add 6 gems to the depot, and the option to provoke a turn of fate is not available.

The Curses and Treasures modules may be used together or separately.

- Whether using either or both, use the 13 tiles with curses (purple mask) and treasures (gold squares).
- See the Curses and Treasures sheet for details of the curse tiles and the treasure tiles.

Curses:

- Shuffle the 14 curse tiles and stack them facedown.
- When you discover a chamber with a purple mask, draw the next curse tile and put it face-up in front of you.
- The curse on the tile is in effect until you (alone) use the dice shown on the curse tile, after which it is discarded.

Treasures:

- Shuffle the 13 treasure tiles and stack them facedown.
- When you discover a chamber with a treasure, draw the next treasure tile and put it on the tile.
- Any adventurer in the room may use 2 keys to claim the treasure.
- Anytime after a player claims a treasure, they may use it for its benefit.
 - Each treasure is activated only once. Most are discarded, but the extra gem and secret passage treasure tiles are used to record their effects.