

ESCAPE

Quest - Expansion 2 -

You must own the "Escape" basic game to use this expansion. The rules of the basic game remain unchanged except as detailed below.

This expansion contains 2 new modules:

Module 5: Quest chambers

Module 6: Characters

You may use these modules individually, together, or in any combination with other modules for "Escape", whether from the basic game, the "Illusions" expansion, or elsewhere. Compose your own adventure, then start exploring!

🇬🇧 New components

Module 5: Quest chambers

- 5 Quest chambers



Altar chamber



Task chamber



Ghost chamber



Tree of Life



Obelisk chamber

- 3 Quest markers



- 1 Ghost



- 6 Task tiles



- 3 Gem tiles



Module 6: Characters

- 12 Character cards - 2 cards for each character (1x permanent, 1x activatable)



Discoverer



Doc



Muscleman



Priest



Mechanic



Mentalist

Module 5: Quest chambers

The quest chambers offer new challenges. Each chamber confronts you with a task that you must master before you can escape from the temple. At the start of the game, all players must agree on how challenging they want this adventure to be. The more quest chambers you include in the game, the more difficult it will be to escape.

Set-up modifications

Shuffle the quest chambers face down; draw 1, 2 or 3 of them; then place the remaining quest chambers in the box out of play.

Shuffle these quest chamber tiles into the draw pile, then draw four tiles, shuffle them together with the exit tile, then place them on the bottom of the draw pile.

Next, place as many quest markers on the gem depot as the number of quest chambers in the game. Shuffle the task tiles face down, then place them next to the gem depot, along with the ghost and the 3 gem tiles. Proceed with the set-up as normal.

Note: If you own the treasure chamber from Expansion 1: Illusions, treat it as a quest chamber from now on.



The adventurers have agreed to use 3 quest chambers, thus they place 3 quest markers on the gem depot.

The quest chambers in detail:

When the players complete a task on a quest chamber, they move one quest marker from the gem depot onto the corresponding chamber.

Each task can be completed only once. As long as at least one quest marker is on the gem depot, the players cannot escape.



Though Micha has rolled the keys needed to escape from the temple, he cannot do so because one quest marker remains on the gem depot.

Altar chamber:

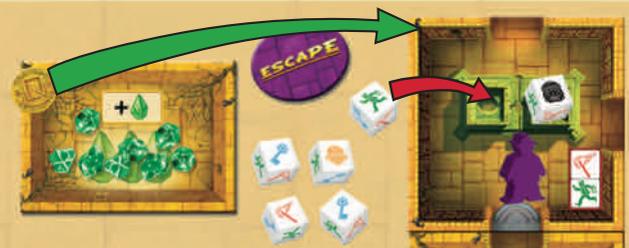


In order to complete this task the players must sacrifice 2 dice. If a player is inside the altar chamber, he may sacrifice 1-2 dice, placing them on the altar. If a player sacrifices only one die, a second die must be placed on the altar by a different player in order to complete the task.

Note: The dice do not have to be sacrificed simultaneously.



Micha is the first player to sacrifice a die and places it on the altar chamber.

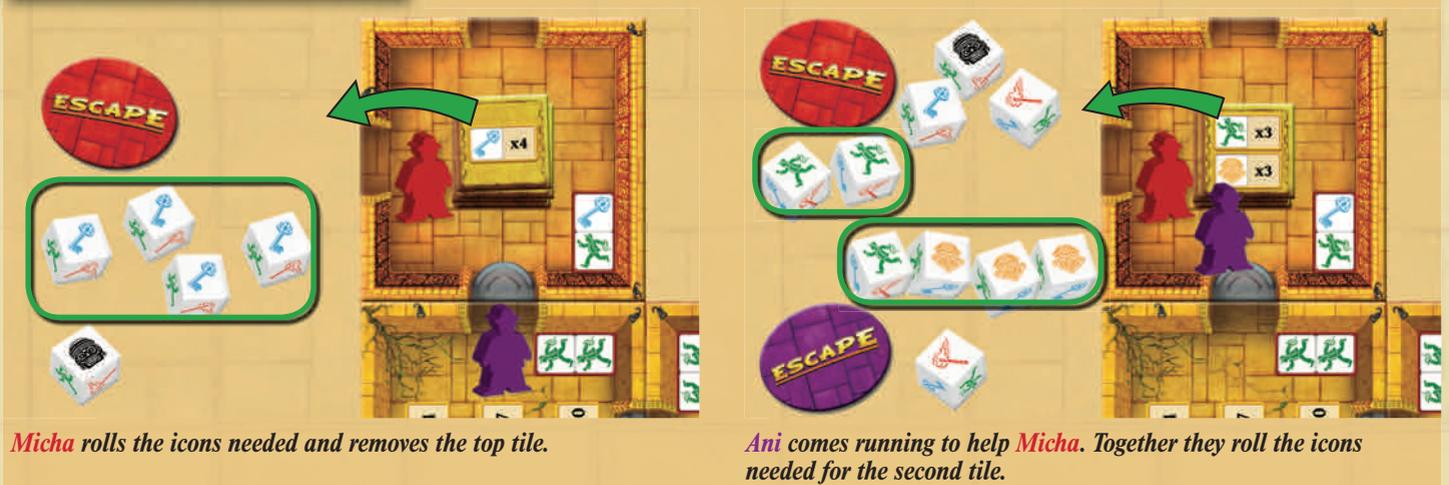


Ani sacrifices the second die and places it on the altar, together with a quest marker.

Task chamber:



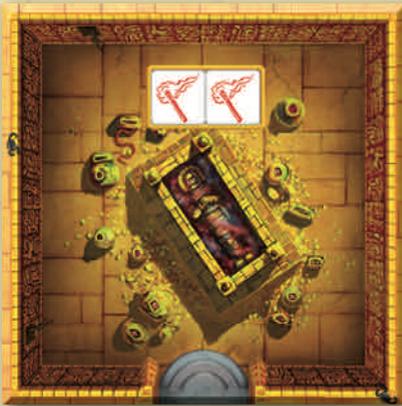
Once this chamber is discovered, the players stack 4 of the 6 task tiles face down inside this chamber. When an adventurer first enters this chamber, he reveals the top tile. Each tile shows a distinctive combination of icons that must be rolled by one or more adventurers who are inside this chamber. As soon as these icons have been rolled, remove that tile from the game and reveal the next one. After all 4 task tiles have been removed from the game, this task is complete.



Micha rolls the icons needed and removes the top tile.

Ani comes running to help Micha. Together they roll the icons needed for the second tile.

Ghost chamber:



Once this chamber is discovered, place the ghost inside the starting chamber. The players must force this ghost to return to the ghost chamber. Any player in the same chamber as the ghost can “push” the ghost into an adjoining chamber by rolling two torches. The ghost can be moved only through open entrances, not through walls. Once the ghost is inside the ghost chamber, the players have completed this task.

Note: The adventurers cannot enter the ghost chamber.



Micha rolls 2 torches and pushes the ghost into the next chamber, towards the ghost chamber.

Tree of Life:



The tree of life is dying, and the adventurers must take steps to heal it.

While inside this chamber, one or more players must roll twice as many golden masks as the number of total players. Once the required number of golden masks has been reached, the tree is healed and the players have completed this task.



Four adventurers are inside the temple, and together *Micha*, *Ani* and *Alex* roll the 8 golden masks they need.

Obelisk chamber:



Once this chamber has been discovered, place it with the blocked stairway entrance next to an open entrance, then place the 3 gem tiles on the gem depot and a quest marker on the obelisk chamber. This task is complete, but the gem tiles count as additional magic gems. To remove them from the gem depot, the obelisk chamber must be surrounded; for each of the 3 walls of the obelisk chamber adjacent to another chamber, the adventurers can move one gem tile from the gem depot to the corresponding space on the obelisk chamber.

Note: The adventurers cannot enter the obelisk chamber. They cannot remove gem tiles by activating magic gems, but only by enclosing the obelisk chamber with other chambers.



Micha discovers the obelisk chamber and places it adjacent to one wall already. He places the quest marker and 1 gem tile inside the obelisk chamber.

Ani places another chamber next to the obelisk chamber and moves one more gem tile to the chamber.

Module 6: Characters

Each player chooses one of the six characters and gains that character's special ability for this game.

Set-up modifications

Each adventurer chooses one character and takes the two corresponding character cards, one of which shows a permanent ability, the other an activatable ability. Each player chooses one of their two cards and places it face-up in front of them. Remove the non-chosen cards from the game, then proceed with the usual set-up.

Permanent and activatable abilities:

A **permanent ability** can be used by the player at any time during the game and as often as allowed by the rules.

An **activatable ability** must be activated by rolling the icons shown on the card.

Once the ability is used, the adventurer flips the card to its back side.

After the end of the next countdown (i.e., the door being slammed shut), the adventurer flips the card face up and can activate it once again.



Micha has used his ability and flips the card to its back side. He must wait until the end of the next countdown before he can use his ability again.

Characters and their abilities:



Permanent:

When performing action **2. Discover a new chamber** you may place the drawn chamber (after having looked at it) on the bottom of the draw pile and draw a new chamber instead; you must place this new chamber next to your current chamber.

DISCOVERER



Activatable:

If you roll 3 adventurers, you can move your own adventurer up to 3 chambers.



Permanent:

Your own golden masks allow you to reroll up to three black masks. If you give a golden mask to another player, that adventurer can also reroll up to three black masks.

Doc



Activatable:

If you roll 2 golden masks, you can allow another adventurer to reroll all of her black masks, no matter where she's located.



Micha activates his ability so *Ani* can reroll all of her black masks.



Permanent:

Each of your own rolled torches counts as 2 torches.

Ani activates one magic gem with 2 torches.



MUSCLEMAN



Activatable:

If you roll 2 torches, you may use them to rotate any chamber of your choice other than the starting chamber.



Permanent:

If all of your dice show black masks, you can move your adventurer to any chamber that contains at least one other adventurer.

Note: You are not allowed to reroll the black masks immediately.

Micha has black masks only. He moves to Ani's chamber so she can help him with golden masks.



PRIEST



Activatable:

If you roll 3 black masks, you can use them to contribute either 3 keys or 3 torches in order to activate magic gems in any chamber in the temple. Then reroll the 3 black masks.



Ani has already rolled 4 keys. Micha uses his ability and contributes 3 more keys. Together they activate 2 magic gems.

Note: You can also use this ability to simply reroll 3 black masks.



Permanent:

You may use your golden masks as keys. After using a golden mask as a key, you must reroll the die immediately.

Ani uses 1 golden mask as a key and activates the magic gem.



MECHANIC



Activatable:

If you roll 2 keys, you can use them to move your adventurer to any chamber that contains at least one other adventurer.



Permanent:

When performing action **1**. Enter a chamber you can enter any adjoining chamber with 2 rolled adventurers.

Due to his ability Micha can enter the chamber with his 2 rolled adventurers.



MENTALIST



Activatable:

If you roll 2 adventurers, you may use them to enter an adjoining chamber through a wall.



Micha enters the starting chamber through the wall.



Note: You cannot pass through the walls of the double chambers in Escape: Illusions.