

ESCAPE

Traps - Expansion 3 -

Variety is guaranteed as all modules in Escape can be played individually or combined in any way that suits your tastes. Arrange your adventure, and off you go!

The "Escape" base game is required when playing with this expansion.
The rules of the basic game remain unchanged except for the following adjustments.

Game components

Module 7: Trap chambers

- 5 Trap chambers



2x Cliff



1x Invocation chamber



1x Moving platform



1x Slide trap

Module 8: Time chambers

- 8 Time chambers



4x Prohibition chamber



2x Lava chamber



1x Torch chamber



1x Sacrifice chamber

- 2 Sand timers

1 x Green (30 seconds),
1 x Blue (1 minute)



- 2 Time tokens



Module 7: Trap chambers

Changes during set-up

Mix the 5 trap chambers face down, draw 2, 3 or 4 chambers, then set them near you without looking at them. Remove the remaining trap chambers from the game.

Shuffle the trap chambers in front of you with the draw pile, then take five chambers at random from the pile, shuffle them with the exit tile, and place them on the bottom of the draw pile.

Changes during game play

Whenever a player has discovered a trap chamber and connected it with its stairway entrance, they immediately place their adventurer inside the trap chamber.

All trap chambers have different effects:

Moving platform:

The player lifts this chamber together with their adventurer and moves it clockwise around the temple without changing its orientation, testing each empty space adjacent to an existing tile in the temple until the entrance stairway on the moving platform connects to a door on another chamber in the temple.

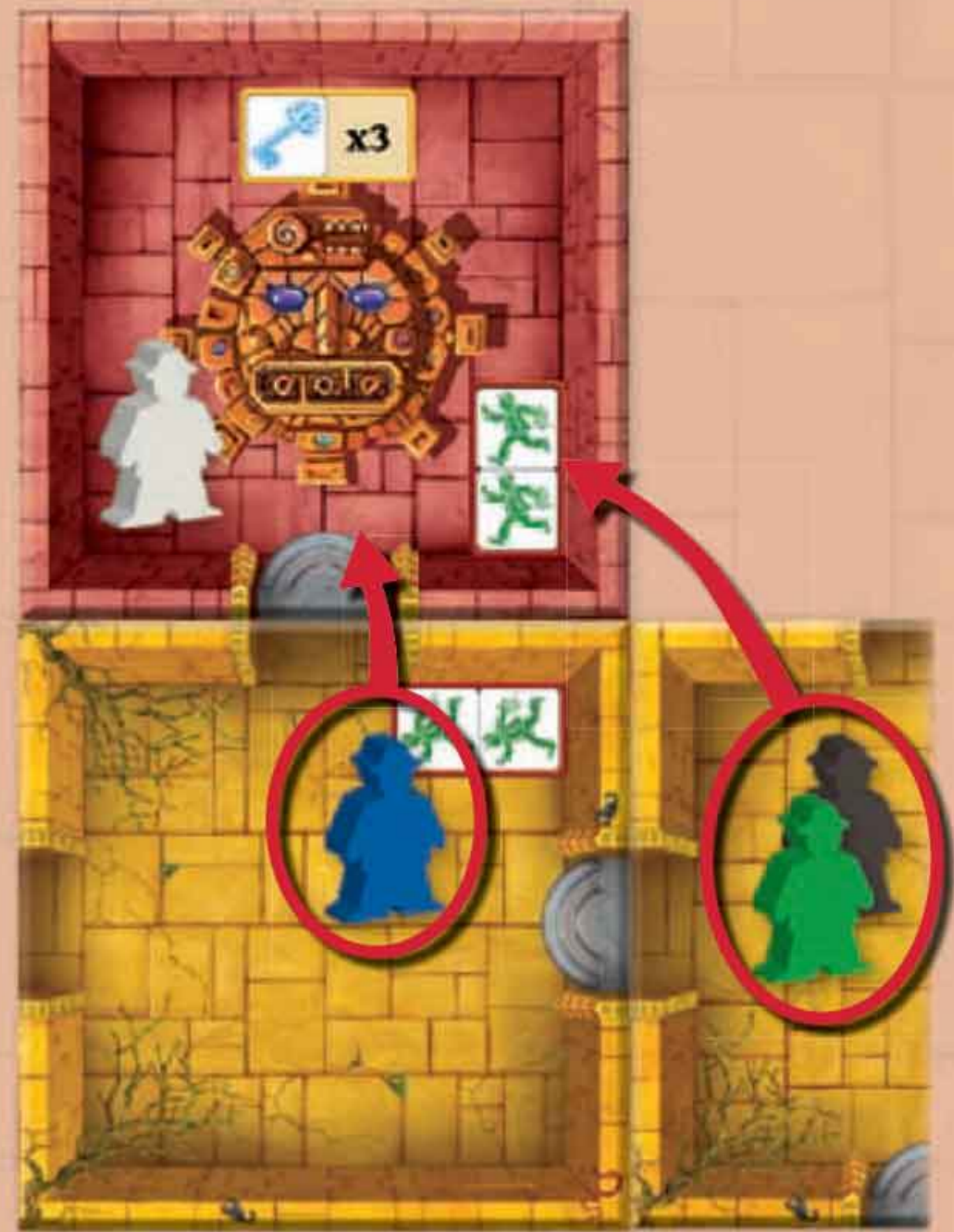
If no such entrance currently exists to which the moving chamber can connect, the player must wait until the other players have discovered and placed a chamber that allows for the moving platform to move. Until this happens, the player cannot move their adventurer.



Invocation chamber:

In addition to placing their own adventurer in the invocation chamber, the player must also immediately **move all other adventurers to this chamber**. The players must now move onward from this chamber.

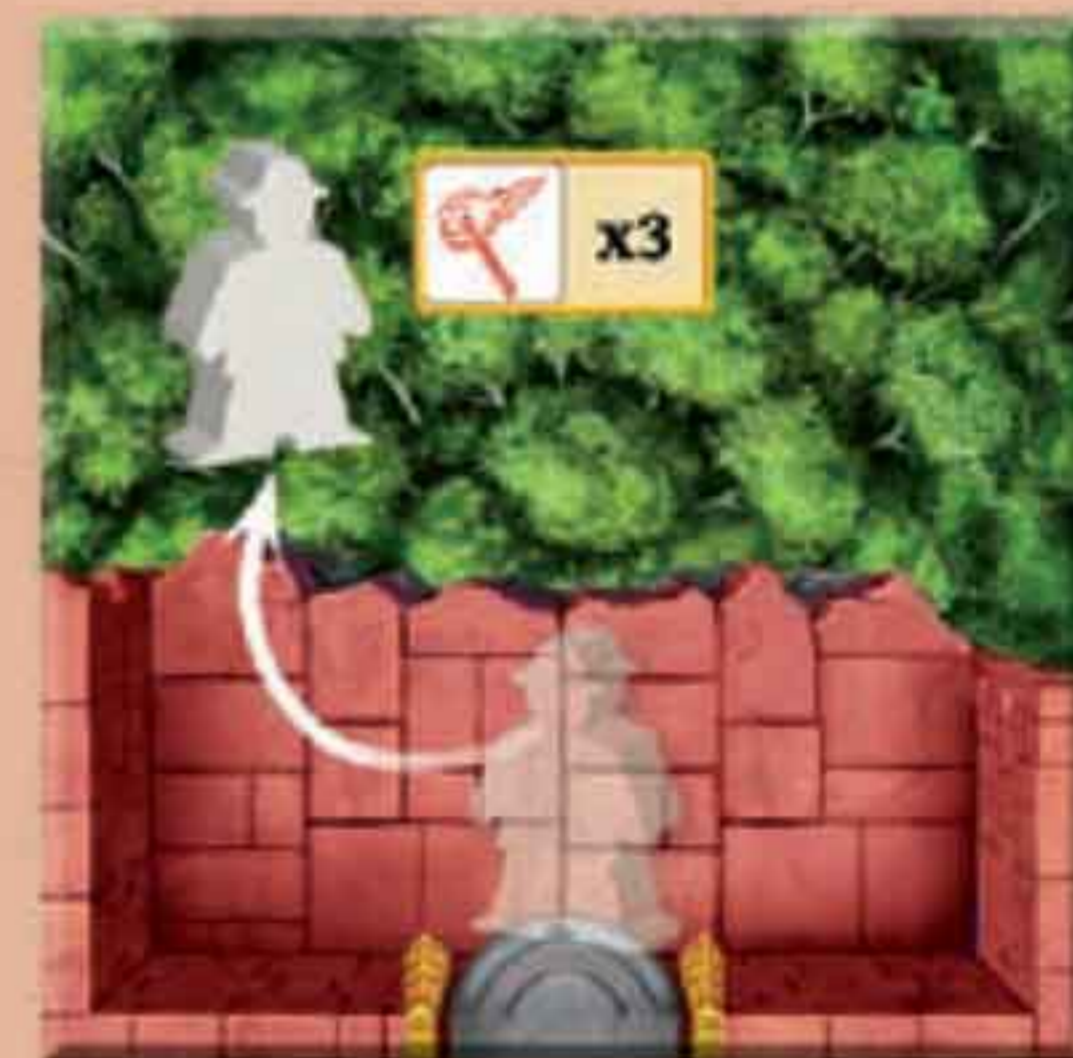
Once the invocation chamber has been discovered and placed, a player may use its effect to summon all adventurers to this chamber. To do so, a player must roll **3 key icons** while their adventurer is in this chamber.



Cliff:

The player places their adventurer on the cliff above the bricked area and **cannot leave this chamber until they have rolled 3 torch or 3 key icons**, depending on the chamber. Once they do, they place their adventurer on the bricked area and can now leave this chamber normally.

Other players can enter the cliff chamber to **help** the trapped adventurer, but they can **pass only golden masks** to free this player's dice. The trapped adventurer must roll the 3 torch or 3 key icons **on their own**.



Slide trap:

The player cannot leave this chamber via the tilted staircase entrance, but must instead try to find a way out by discovering and placing new chambers.

Other players can enter this chamber using the tilted stairway entrance if they want to, but they also can no longer leave this chamber via the stairway.



Module 8: Time chambers

Changes during set-up

Mix the 8 time chambers face down, draw 2, 3 or 4 chambers, then set them near you without looking at them.

Remove the remaining time chambers from the game. Shuffle the time chambers in front of you with the draw pile,

then take five chambers at random from the pile, shuffle them with the exit tile, and place them on the bottom of the draw pile. Place the 2 sand timers and 2 time tokens next to the draw pile.

Changes during game play

As soon as a player has discovered a **time chamber** and connected it with its stairway entrance, they activate the chamber by placing the appropriate sand timer onto the chamber and letting the sand trickle down (**prohibition chambers = green sand timer, all other time chambers = blue sand timer**).

Depending on the time chamber, all players must now either solve a task before the sand timer runs out or refrain from taking certain actions until the time has passed. Once sand has run out in the timer, place it next to the draw pile again.

If a time chamber is discovered and the sand timer needed for it is already in use, place time token #1 on this new chamber. Once the sand timer has run out, immediately flip it and place it on this chamber, returning the time token to the draw pile.

In the rare case that two new time chambers are discovered while the sand timer is still in use, place time token #2 on this second chamber. Place the sand timer on the chamber with time token #1 first, then on the chamber with time token #2.

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Prohibition chambers:

Activate the chamber by placing the green sand timer on the upper sand timer icon.

As soon as time has expired, flip the sand timer and place it on the lower sand timer icon.

Once time has expired a second time, place the sand timer next to the draw pile.

Players **cannot perform** an action depicted next to a sand timer icon as long as the sand is running in a timer next to this space.

- *Magic gems:* Players cannot activate magic gems.
- *Golden masks:* Players cannot use golden masks in order to re-roll blocked dice.
- *Movement:* Player cannot enter any chambers.
- *Starting chamber:* Players cannot enter the starting chamber.



Sacrifice chamber:

Activate the chamber by placing the blue sand timer on the sand timer icon. Each player must **immediately place one die in this chamber.**

Each player now has 1 minute in which to enter this chamber; if they do, they immediately retrieve their one die.

Any player who fails to retrieve their die in time loses it, returning it to the game box out of play.



Torch chamber:

Activate the chamber by placing the blue sand timer on the sand timer icon.

Players now have 1 minute in which to enter this chamber and collectively roll 7 torch icons on their dice.

If the players fail to achieve this result in time, two players each lose one die, returning them to the game box out of play.



Lava chamber:

Activate the chamber by placing the blue sand timer on the sand timer icon.

Players now have 1 minute in which to enter this chamber and collectively master the 3 tasks one after the other.

First, they must master the task next to the sand timer. If they do, move the sand timer down 1 space (without flipping it) and face the second challenge. If they solve this problem as well, move the sand timer down 1 space and try to fulfill the final task.

If the players manage to complete all 3 tasks within 1 minute, nothing happens.

However, if they don't manage to complete this chamber in time, they suffer the consequences next to the task that they failed to fulfill.



- Roll 5x torch or lose 3 dice total from any combination of players

- Roll 4x key or lose 2 dice

- Roll 3x adventurer or lose 1 die



- Roll 5x torch or else add 3 magic gems to the gem depot

- Roll 4x key or else add 2 magic gems

- Roll 3x adventurer or else add 1 magic gem

