ESCAPE
The Curse of the Temple

THE SAND OF FORTUNE

If you can't use the soundtrack or you find yourself playing in noisy surroundings, use this sand timer instead to track your time within the temple.

The rules of the basic game (with soundtrack) remain unchanged except for the following modifications.

Additional component

• 1 sand timer

Changes during set-up

Before starting your adventure, place the sand timer in the center of the starting chamber so that every player can see it easily.

Proceed with the set-up steps of the basic game.

The adventure starts

When all players are **prepared** to begin, **turn** the sand timer upside down.

As long as the **sand is running,** you still have time to **explore** the temple and to **activate** the magic gems.

Beware: When the sand is running low, all players must rush back to the **starting chamber** as fast as possible. After the last grain falls, any adventurer who did not make it back to the starting chamber loses one of his dice for the rest of the game.

Next, you **turn** the sand timer upside down a **second time,** gaining more time to explore the temple. As before, anyone who doesn't make it back to the starting chamber before time runs out loses a die.

Finally, flip the sand timer one last time. Before the sand runs out this third time, all players must escape from the temple in order to win the game.

Even if only a single player remains inside the temple, all players have lost!