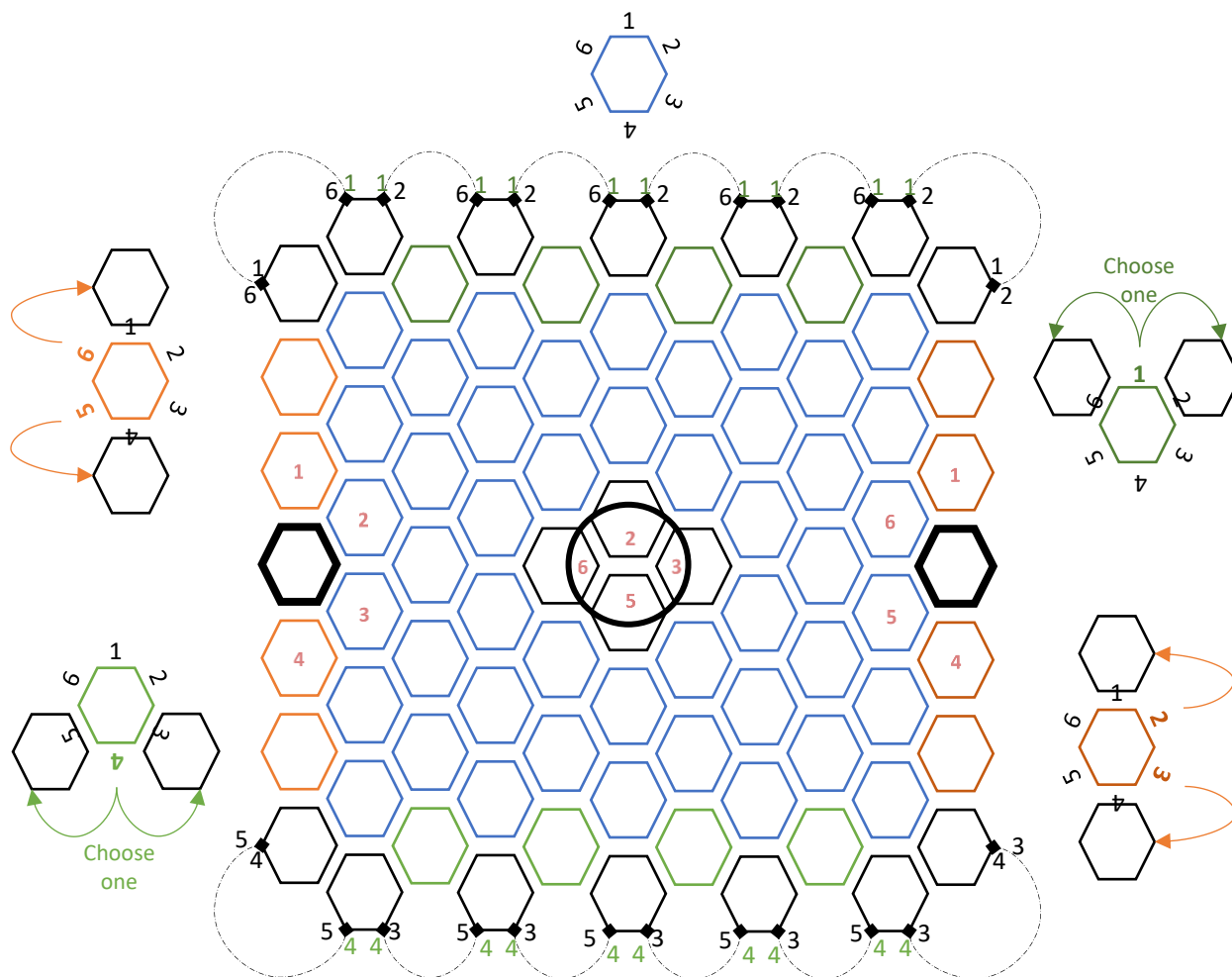


After recovering the holy water from the previous game, you must now escape the ancient temple to return it. This time around, the temple is crumbling and you must dash to the exit before you fall into your death.

- **You start within the central circle.** The number in red on the hexagons (HEXs) are only considered at this phase. Roll 2 dice. Select one to determine where you first move (HEXs 2,3,5 or 6 in the circle). Consider 1 and 4 as “wildcards” and choose one position at will. Then cross all the HEXs with the red numbers corresponding to the value of the other die. Crossed HEXs are collapsed floors.
- **Every turn rolls 2 dice.** Based on the legends (around the game board) select the adjacent HEXs corresponding to the rolled numbers (directions). Move to one and cross the other (as you move, nearby floor collapses). You can select to collapse an already crossed HEXs, which has no effect.
- Continue until you reach one of the marked (darker) HEXs on the sides. These are the doors to the outside, but the first one you reach is blocked, meaning that **you have to get to both of them to win.**
- **If you get a double roll**, you’ll move into the collapsing floor. In this special case, your quick reflexes allow you to jump over and move twice, jumping over crossed HEX for free.
- If you are forced to **pass through one crossed HEX**, you fall on it add **one penalty point** to your score.
- **Once you reach the second marked HEX, you win.** Your game score is your penalty points! Can you do it with 0 penalty points?



Example of game after the first 10 or so turns:

