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Escape Room: Egypt — The Curse of Bastet

An adventure of puzzles, choices, and secret paths through the shadows of Ancient Egypt.

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BEFORE YOU ENTER THE TOMB

This is a cooperative gamebook for **1 to 5 players**. Do not read the book in the usual order. Begin at **SECTION 1** and proceed only to the section indicated by your chosen answer.

Materials

- Pencils and sheets of scrap paper.
- A 90-minute timer.
- A ruler or strip of paper to help you follow lines and symbols.

Rules

1. Do not consult the solution index during the game.
2. You may use a hint whenever you are stuck. In timed mode, each hint immediately deducts five minutes from your remaining time.
3. If the timer reaches zero, including any penalties incurred for using hints, stop and go immediately to **SECTION 58**. The official result is a defeat by timeout. You may then continue solely to test the remainder of the manuscript.
4. Record every symbol marked with a ruby: ◆. You will need them during the final ritual.
5. The team can achieve complete victory only by recovering both rubies, performing the correct ritual, and accepting the consequences of the decisions made during the expedition.

Historical Note

Worshipped as the guardian of the home, protector against evil spirits, and goddess of fertility, music, and perfume, Bastet occupies a unique place in the Egyptian pantheon. The daughter of Ra, the sun god, she embodied the protective eye of the pharaoh—a force that could be as gentle and welcoming as the morning light, or as relentless and fierce as her counterpart, Sekhmet.

Although deeply rooted in the real history of Ancient Egypt, this story is entirely fictional. No prior knowledge of Egyptology is required to unravel the mystery: the logic, reasoning, and everything needed to solve each puzzle are concealed or revealed within the text itself.

THE EXCAVATION TEAM

Each player may choose a role. The roles do not affect the answers; they simply help divide the tasks.



THE EXCAVATION TEAM

This adventure can be played alone or as a group. If you are playing as a team, assign the roles before entering the tomb. The roles do not affect the answers or grant any special advantages; they simply help organise the investigation.

READER

Reads the narrative, inscriptions, and every available option aloud.

SCRIBE

Records codes, symbols, words, discovered objects, and important decisions. Some clues may be needed again later.

CODEBREAKER

Analyses hieroglyphs, sequences, patterns, and hidden messages. The Codebreaker must explain their reasoning to the team before an answer is chosen.

TIMEKEEPER

Keeps track of the expedition's 90-minute time limit and alerts the team when 60, 30, 15, and 5 minutes remain.

EXPEDITION LEADER

Listens to every player and confirms the final decision whenever the team cannot reach a consensus.

If there are fewer players, one person may take on several roles. If you are playing alone, you will perform all of them.

Have paper, pencils, and a timer ready. Do not proceed to another section until you have chosen an answer, and do not consult the solutions before completing the adventure.

When the team is ready, begin the countdown and proceed to **SECTION 1**.

Prepare your materials. Start the timer. Enter the tomb.

SECTION 1 — THE FIRST EYE

Western Desert, 6:42 p.m.

After eleven days spent clearing sand from a passage that appeared on no map, guided by an old photograph of renowned archaeologists who were never the same after that expedition—the ones who returned, of course—the team reaches a circular chamber. Tomás carries a bag containing small pottery fragments and samples of mineral dust collected during the excavation. At the centre stands a basalt statue: Bastet, seated, with two dark rubies in place of her eyes.

Professor Tomás Vale approaches. An incomplete inscription marks the base. Before anyone can photograph it, he touches the left ruby. The stone breaks free with a sharp crack.

The ground trembles. The pedestal descends into the darkness, taking the statue with it. The second ruby leaps from its socket, rolls between the team's boots, and disappears through a crack. The entrance door slams shut.

A woman's voice rises from the depths. She speaks in the language of the ancient priests. Years of study allow them to understand the words—but cannot explain why they seem to emerge from within each archaeologist's mind:

"Return my eyes to me before I find yours.

My eyes reveal the way, but only those who protect life shall be worthy of my blessing.

The hundreds guard the memory. The tens face the units. Whatever survives

shall open the way."

CHALLENGE

A new door appears in the wall, with a strange tablet beside it. The sequence opens one of three doors.



Only one door is the correct one.

⛔ Choose your answer carefully.

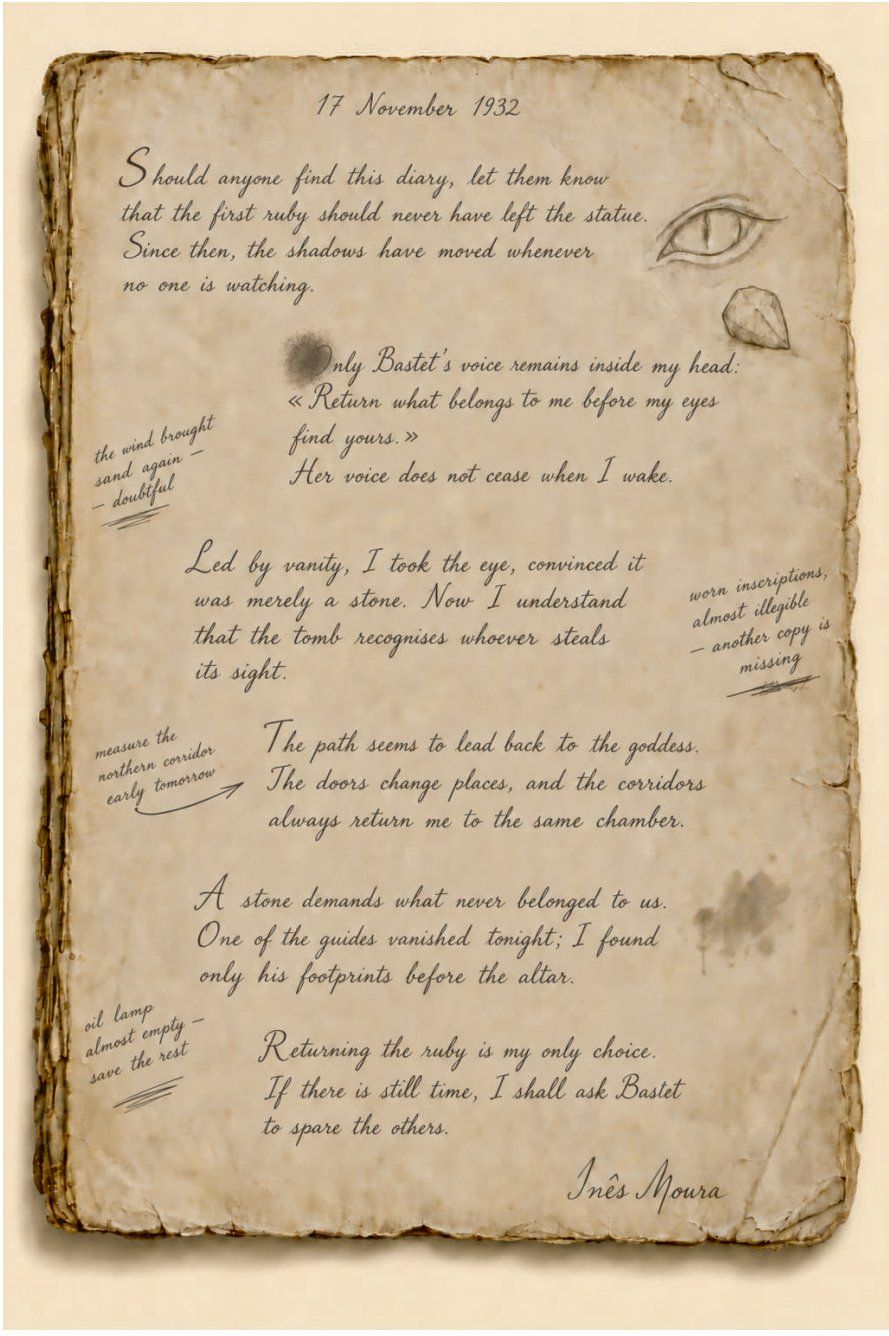
CHOOSE YOUR ANSWER

```
The sequence is 1-3-2-3 → SECTION 12
The sequence is 1-3-2-0 → SECTION 30
The sequence is 2-3-2-3 → SECTION 31
```

SECTION 12 — THE CORRIDOR OF NAMES

The door opens. The ruby torn from the statue remains in Tomás's hand; a fine crack now runs through the centre of the stone. They advance cautiously. In the next chamber, they find the diary of the archaeologist Inês Moura, who disappeared in that region in 1932. They can barely contain their excitement, but …

The final page reads like a farewell.


17 November 1932
Should anyone find this diary, let them know that the first ruby should never have left the statue. Since then, the shadows have moved whenever no one is watching.
Only Bastet's voice remains inside my head: « Return what belongs to me before my eyes find yours. » Her voice does not cease when I wake.
the wind brought sand again — doubtful
Led by vanity, I took the eye, convinced it was merely a stone. Now I understand that the tomb recognises whoever steals its sight.
worn inscriptions, almost illegible — another copy is missing
measure the northern corridor early tomorrow
The path seems to lead back to the goddess. The doors change places, and the corridors always return me to the same chamber.
A stone demands what never belonged to us. One of the guides vanished tonight; I found only his footprints before the altar.
oil lamp almost empty — save the rest
Returning the ruby is my only choice. If there is still time, I shall ask Bastet to spare the others.
Inês Moura

CHALLENGE

Ra is the beginning of all things.

Every morning, his first ray awakens what the night tried to conceal.

Six memories have survived on this page. In each one, seek the place where the light is born. When the hand of the dead obscures the path, let the remaining voices reveal what has vanished.

Gather the six signs. Draw the word they form in the sand, and the passage will open.

⛔ **Don't you dare move forward without writing a response.**

CHOOSE THE ANSWER

```
SOLTAD → SECTION 32
SOLTAR → SECTION 14
SALTAR → SECTION 33
```

SECTION 14 — THE STONE THAT DRINKS THE LIGHT

A narrow passage opens, and you follow it until you find a slab of obsidian—black and polished—set into the wall. There is no way forward. Beneath it, you discover a fragment of the tomb's map: a grid of letters crossed by four directions.

The female voice invades your thoughts once again. This time, every word resonates in a deep murmur, almost like the purring of a feline:

"Mere mortals... Do you dare follow in the footsteps of a goddess?"



As your finger slides, the path will be revealed.

CHALLENGE

The five-letter sequence identifies the next door. A compass would really come in handy.

⛔ Hold your horses, Indiana Jones. Nobody moves forward without giving an answer—unless you want to trigger a trap.

CHOOSE THE ANSWER

```
BURAS → SECTION 34
AREAS → SECTION 35
BASTA → SECTION 16
```

SECTION 16 — THE ROOM OF THE FOUR GUARDIANS

Of course, it was never going to be an easy door. Four female figures flank the entrance: Isis, Nephthys, Sekhmet and Bastet. No knowledge of the myths is required; an inscription in dear Inês's diary describes the order.

"Nephthys will find my footprints upon the ground.
Between Sekhmet's roar and my step, not a single grain of sand shall fall.
Isis shall walk with two shadows."



DESAFIO

Quatro discos no chão devem ser pressionados do primeiro ao quarto.

⛔ Curiosity didn't kill the cat, don't move forward without an answer.

CHOOSE THE ANSWER

```
Sekhmet - Bastet - Ísis - Néftis → SECTION 18
Ísis - Sekhmet - Bastet - Néftis → SECTION 36
Sekhmet - Ísis - Bastet - Néftis → SECTION 37
```

SECTION 18 — THE WELL OF WHISPERS

The discs sink and reveal a staircase. At the bottom lies a dry well—you brought water, didn't you? The second ruby gleams between two stones, but a metal grate prevents the team from reaching it.

One of the archaeologists then recalls the words of an old lecture on Bastet:

— Life awakens at the centre of the body, for every womb holds the memory of creation.