

Dungeon Escape

Number of players: 1 to 8

Average time: 30 minutes

Goal: Escape the dungeon alive while collecting the most treasure.

Team goal: Defeat Dungeon boss and escape.

Equipment Required

1 deck of playing cards

1d6-8d6

REPRESENTATION CARD TYPE

Monsters - 2-5

Healing potion - 6

Deadly traps - 7-10

Fighter - Jack/Queen of Hearts

Wizard - Jack/Queen of Diamonds

Rogue - Jack/Queen of Spades

Cleric - Jack/Queen of Clubs

Treasure - Non-character Jack/Queen

Double treasure - King

Random treasure - Joker

Dead end - Ace

A. Decide which player goes first

Each player rolls the dice to see who takes the first turn and who chooses the first character. The player who rolls highest will take the first turn. Player turns proceed clockwise.

B. Pick characters

The player who takes the first turn, chooses their character first. Then the other players choose their character in clockwise order.

Each type of character has a special ability when a "1" is rolled on any die:

- **Fighter** – Instantly defeat the monster.
- **Wizard** – Reroll with a +2 bonus
 - When the Wizard rerolls, the player simply rolls again, and adds +2 to the result. The player must take the consequences of the reroll even if the reroll has a "1" on a die. The Wizard may not reroll twice in a row.
- **Rogue** – Instantly defeat the trap.
- **Cleric** – Increase health by one point (to a maximum of six).
- **Dwarf** - A roll of "1" against a monster does one point of damage. A roll of "1" against a trap prevents the Dwarf from losing a health point.
- **Elf** - A roll of "1" against a monster does one point of damage. A roll of "1" against a trap allows a reroll with a +1 bonus.

- **Crusader** - The player instantly destroys a creature or hazard that matches the character's suit when it's revealed.
- **Scout** - The player may look at one adjacent card before choosing where to move, without revealing the card to other players. The player may look at two cards if possessing a legendary item.

Players use their character cards as markers on the game board. Each character starts with **6HP**. When a player loses all **HP**, then they are immediately out of the game.

C. Set up the game board

Shuffle and place the remaining deck of cards (minus each player's character) face-down in a 7x5 square with a card missing in the middle space as shown in Figure 1. Place the additional cards face-down in the discard pile.

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CCCCCCC
CCCCCCC
CCCXCCC Discard
CCCCCCC pile
CCCCCCC

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Each player places their character card in the empty center space marked with an **X**, to start the game.

Player turn

Each player (in turn) will move his character card to an adjacent game space. Players may not move diagonally. If a face-down card is in the space, then that space is occupied. Otherwise, the space is empty. (Instead of moving, a player may elect to skip their turn, use a potion, or leave the dungeon when at a corner space.)

1. Moving to an empty space

The player places their character card in the adjacent empty space and ends their turn. Multiple players are allowed to be on the same empty space.

2. Attempting to move to an occupied space

Turn the card face-up to reveal to all players what obstacle or reward occupies that space.

1. **Ace - Dead-end** – If a player encounters a dead-end, then they simply place it face-down and end their turn. A player cannot move to a space occupied by a dead-end.
2. **Jack/Queen/King/Joker – treasure** – If a player finds treasure, he collects this card by removing it from the game board. Congratulations! This space is now empty. The player moves their character card to this space and ends their turn.
3. **#6 – Healing potions** – If a player finds a healing potion, then they collect this card by removing it from the game board. This space is now empty. The player moves their character card to this space and ends their turn.

4. **#s 2-5 – Monster** – A monster's health is equal to its card number, and a monster is defeated when this health reaches zero. After revealing a monster, immediately roll one die, if the result is greater than the monster's card number, reduce the monster's health by one point. If the result is not greater than the monster's card number, then the player loses one health point.
5. **#s 7-10 – Deadly trap** – The player must immediately roll 2d6, if the result is greater than the trap's number, then the trap is defeated. If the result is not greater than the trap's number, then the player loses one health point.

3. Defeating a trap or monster

If a player defeats the trap or monster, then remove it from the game board. This space is now empty and the player moves their character card to this space.

4. Retreating or advancing

If a player has not yet defeated the trap or monster, then they may choose to retreat or advance. When a player chooses to retreat, they simply return the card to a face-down position and end their turn with their character card remaining in their original space on the game board. Otherwise, a player may elect to advance by rolling again and facing the consequences. A player may continue advancing (rolling again) until they either defeat the trap or monster; lose all of their health; or choose to retreat.

5. Using a healing potion

If a player has collected a potion, they may choose to use it during their turn instead of moving. To use a potion, the player rolls a die and adds the result to their health. A player's health can never be greater than six total points and extra health is wasted. The player discards the used potion and ends their turn.

6. Leaving the dungeon

A player who has successfully moved their character card to the corner of the gameboard may leave the dungeon on their turn. A player that leaves the dungeon retains all treasure accumulated and has escaped alive. Remove their character card from the gameboard. The other players continue playing while the player who has left the dungeon simply skips their turn.

Winning the Game

The game ends when all players have either left the dungeon or died by losing all of their health points. The winner is the player who successfully left the dungeon with the most treasure. To determine who has the most treasure use the following point system.

Jack/Queen - 1 treasure point

King - 2 treasure points

Joker 1-6 treasure points*

*For each Joker, roll two dice and take the lower number rolled as the treasure points it is worth. Only determine a Joker's value at the end of the game.

Alternate Rules

A. Different sized game boards

There are other options for game board layouts than 5x7, and the largest possible game board is 7x7. In addition, different starts and exits for the game board can create fun variations.

B. Dangerous retreats

As an alternate rule, a player cannot retreat freely, but must roll. If the result is less than the card number of the creature or monster, then the retreat is successful, but the player loses a health point.

C. Legendary items

If a character finds a 6 card that matches their suit, then it is not a healing potion. Rather, it is a legendary item. When a player possesses a legendary item, then their character's ability activates on a roll of "1" or "2" on any die.

Team playing

To leave the dungeon you need to fight your way out.

Monsters 2-5

Healing potion 6

Deadly traps 7-10

Fighter - Jack/Queen of Hearts

Wizard - Jack/Queen of Diamonds

Rogue - Jack/Queen of Spades

Cleric - Jack/Queen of Clubs

Boss – King of Spades

Legendary Weapon – Ace of Spades

Legendary Shield – Ace of Clubs

[Treasure - Non-character Jack/Queen]

Random treasure - Joker

Dead end – Ace of Diamonds and Hearts, Jokers.