

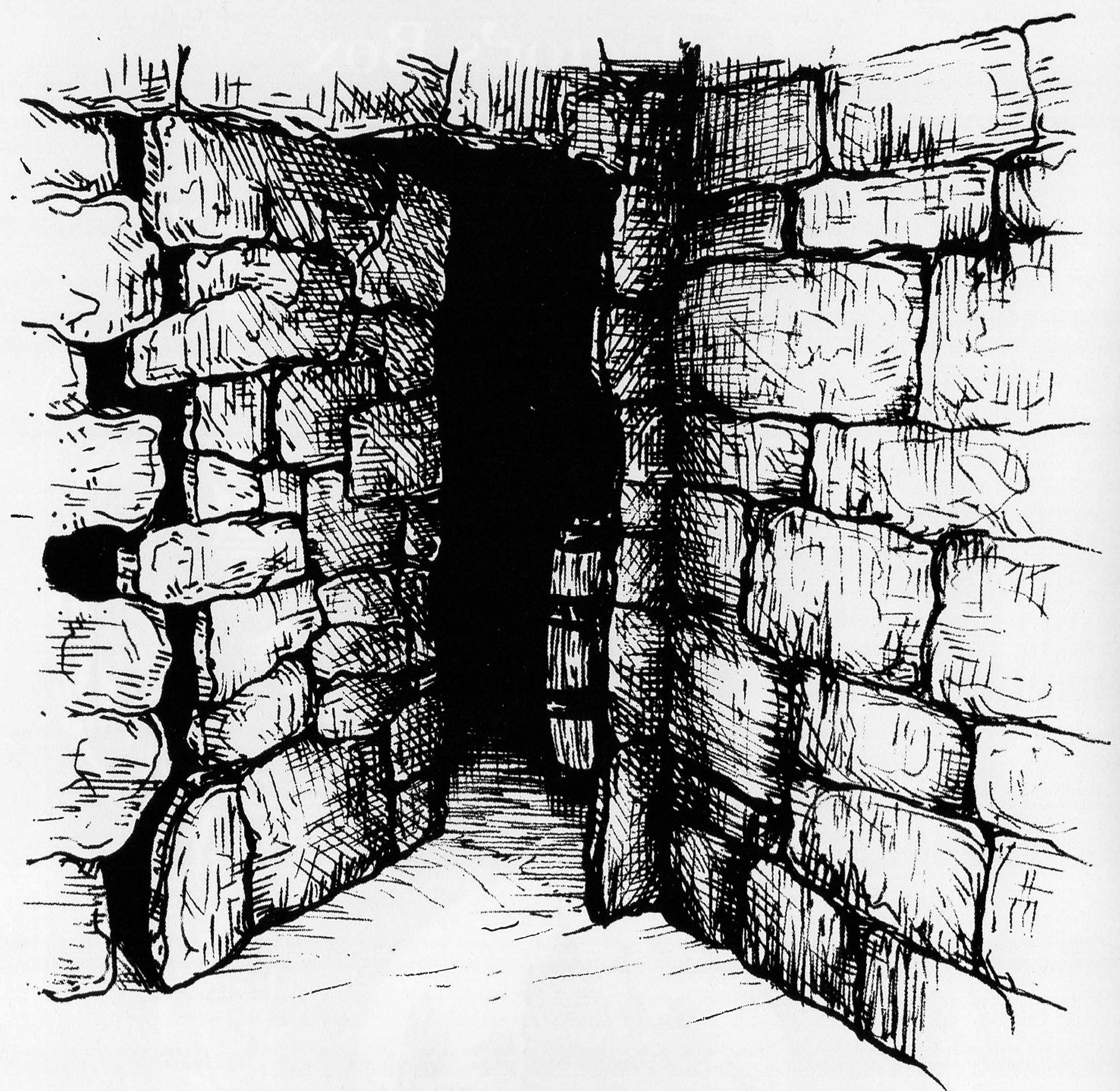
ESCAPE THE DARK®

CASTLE

Collector's Box

SUPPLEMENTAL RULE BOOK







ESCAPE THE DARK CASTLE®

SUPPLEMENTAL RULE BOOK

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How To Use This Pack

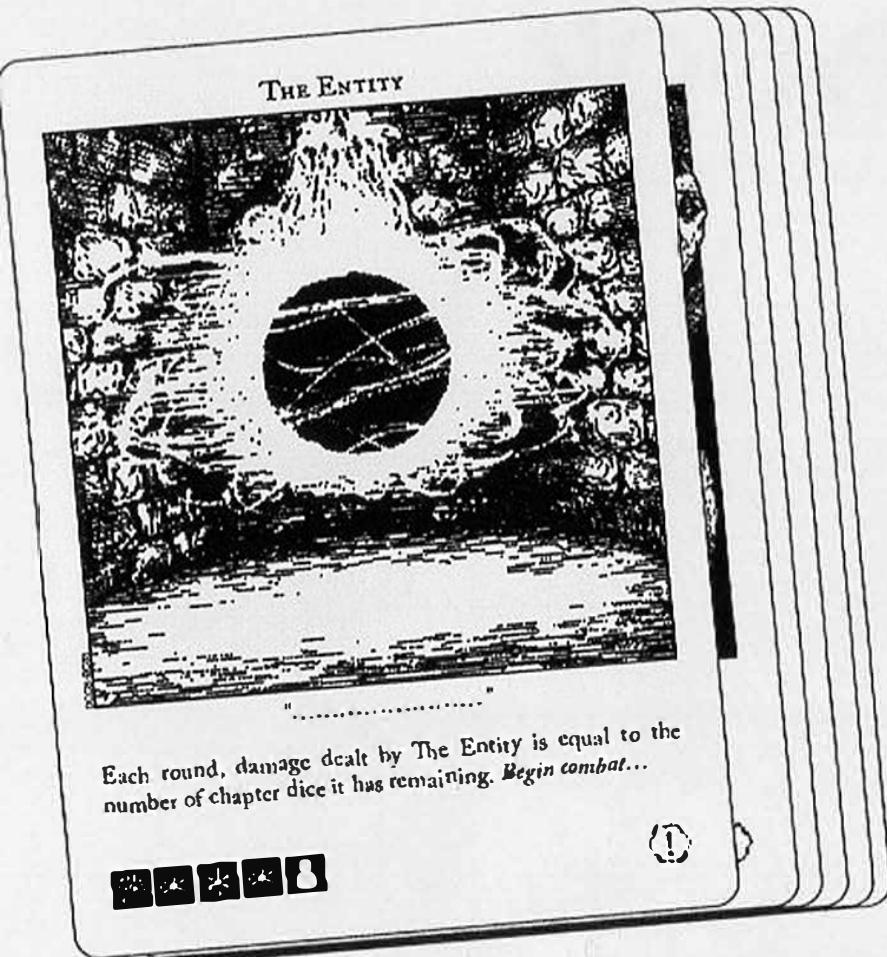
In addition to providing a storage solution, this box includes a selection of new components and accessories for Escape the Dark Castle. You will need a copy of Escape the Dark Castle to use this new content, and the following pages will explain how each of the new components can be incorporated into the game.

Think of your Escape Dark Castle collection as a toolkit. It is up to you to decide which components and rules you would like to use each time you set up the game. You are free to mix everything together for maximum variety, or alternatively to pick and choose – tailoring the game to suit your tastes. The choice is yours – enjoy!

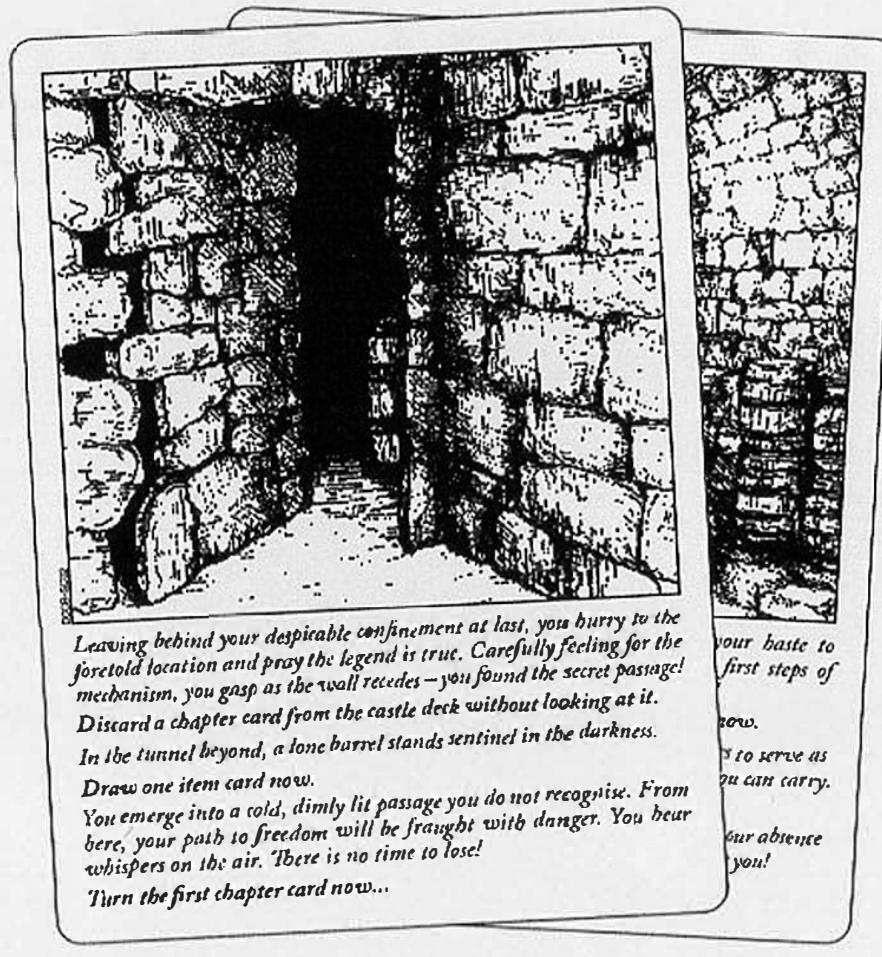
Tip: You'll find an FAQ on how specific cards work at themeborne.com/faq

COMPONENTS

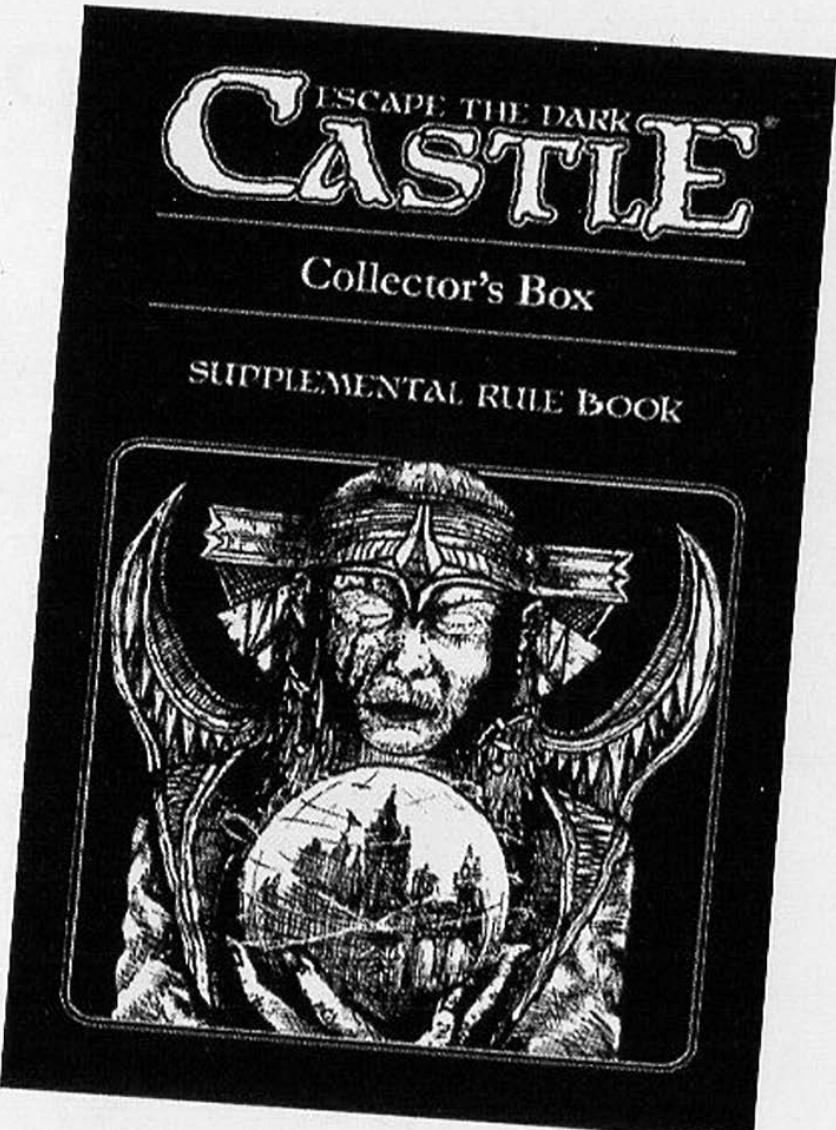
6 x Boss Cards



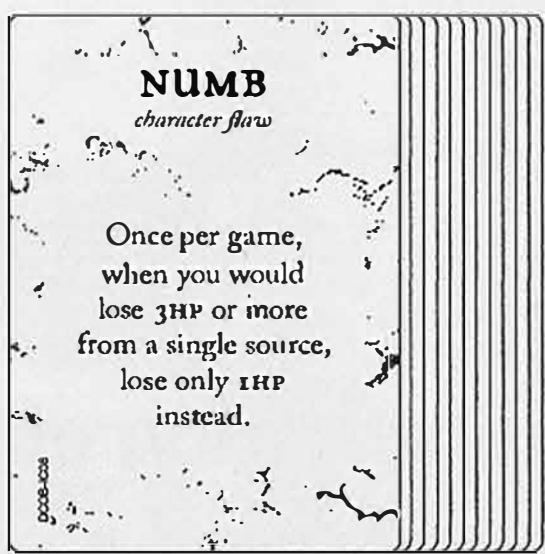
2 x Start Cards



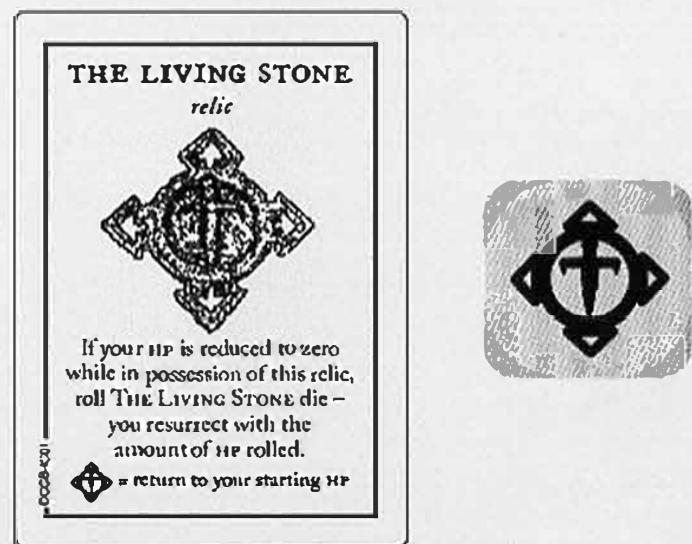
1 x Supplemental Rule Book



12 x Character Flaw Cards



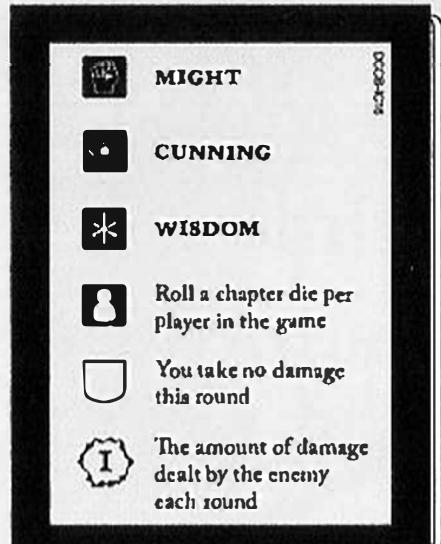
1 x Living Stone Card & Die



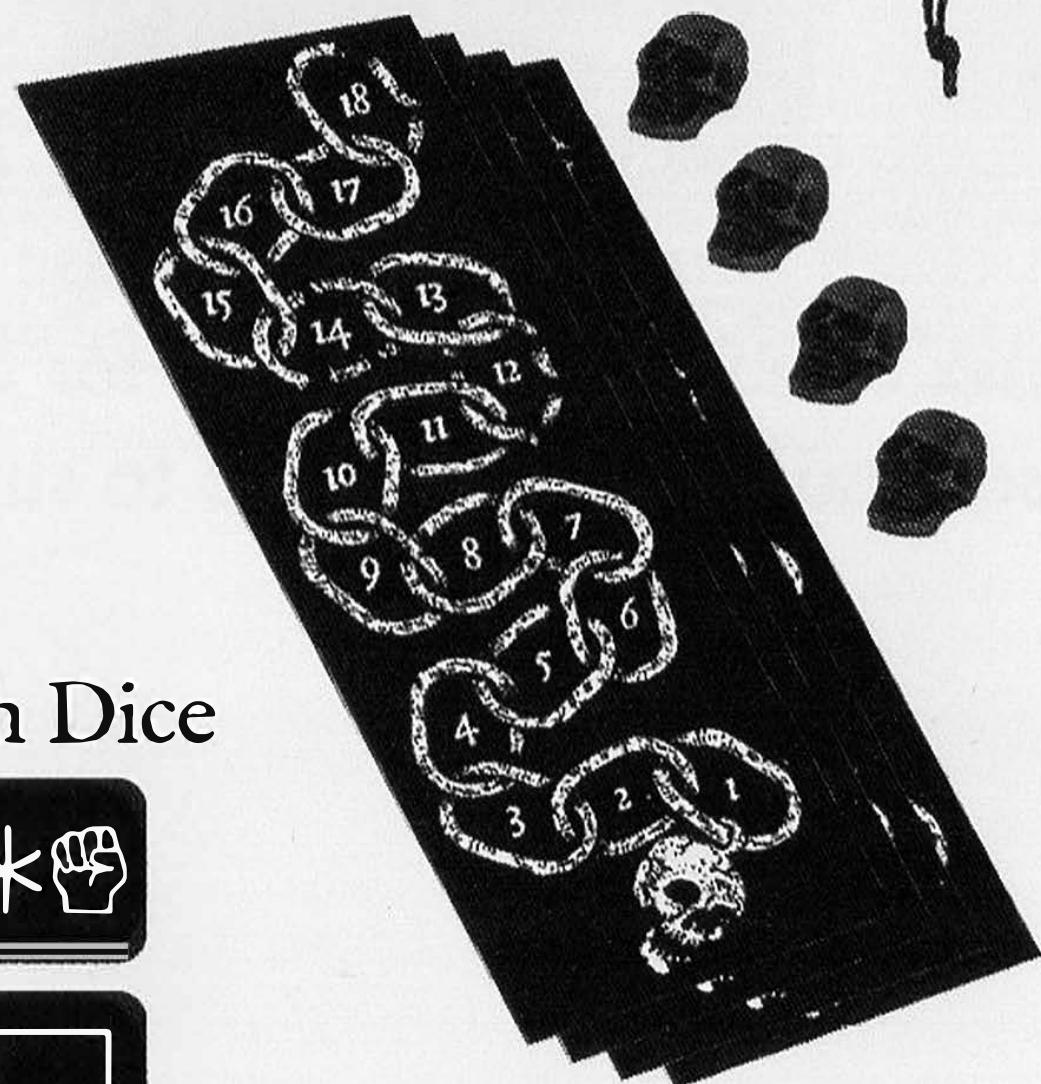
2 x Epilogue Cards



4 x Reference Cards

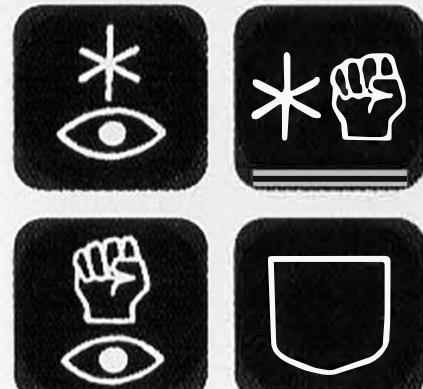


4 x Health Trackers with Skull Markers

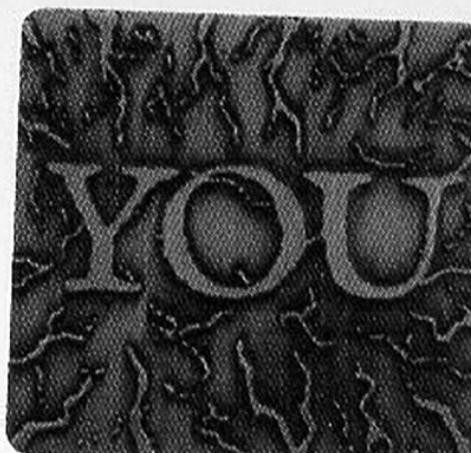


1 x Dice Bag

4 x Death Dice



1 x YOU Token

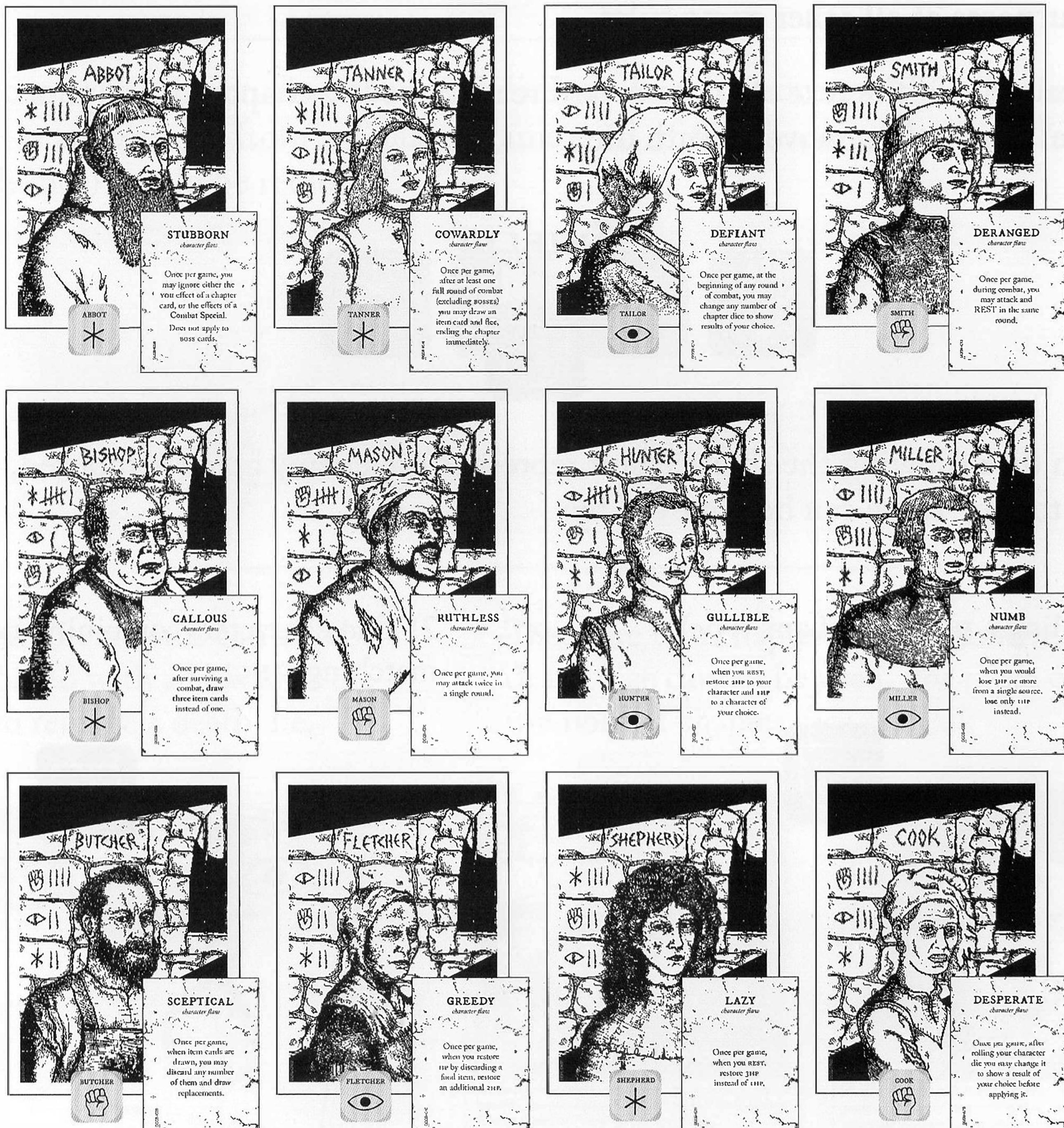


CHARACTER FLAW CARDS

The years of wrongful incarceration have taken their toll on the prisoners and each of them has developed a character flaw. These flaws give them each a special ability to draw upon once during the quest.

To play with character flaws, replace the ‘Choose Characters’ stage of setup with this one:

- Lay out all the characters in a grid along with their character dice
- Shuffle the flaw cards and deal one, face up, onto each character card
- From the combinations created, each player should choose one character they would like to play, taking their card, character die, and flaw card.



A character can only have one flaw, and flaws cannot be transferred between players. If you choose to play using flaws, we recommend also playing with Death Dice (see overleaf).

DEATH DICE

Death dice are a special kind of chapter dice, for those seeking an extra challenge.

If you choose to play with death dice, we recommend playing with character flaws (see previous page) .

To incorporate death dice into your game, simply roll them during combat setup instead of normal chapter dice whenever you see this symbol: 

After being rolled, death dice should be placed in the row of chapter dice below the chapter card as normal. From that point on, they become ‘chapter dice’ for the purposes of all other game rules.

For example, if the text of an item card read ‘remove a chapter die of your choice’ you could remove a death die.

SHIELDS

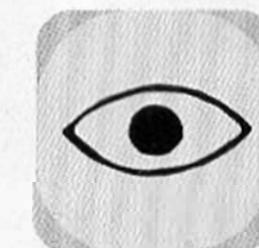


Death dice showing the shield result represent the enemy being armoured, or extra tough. These can be removed by:

1) Rolling a DOUBLE (of any type)

...or...

2) Two characters combining two matching SINGLES.



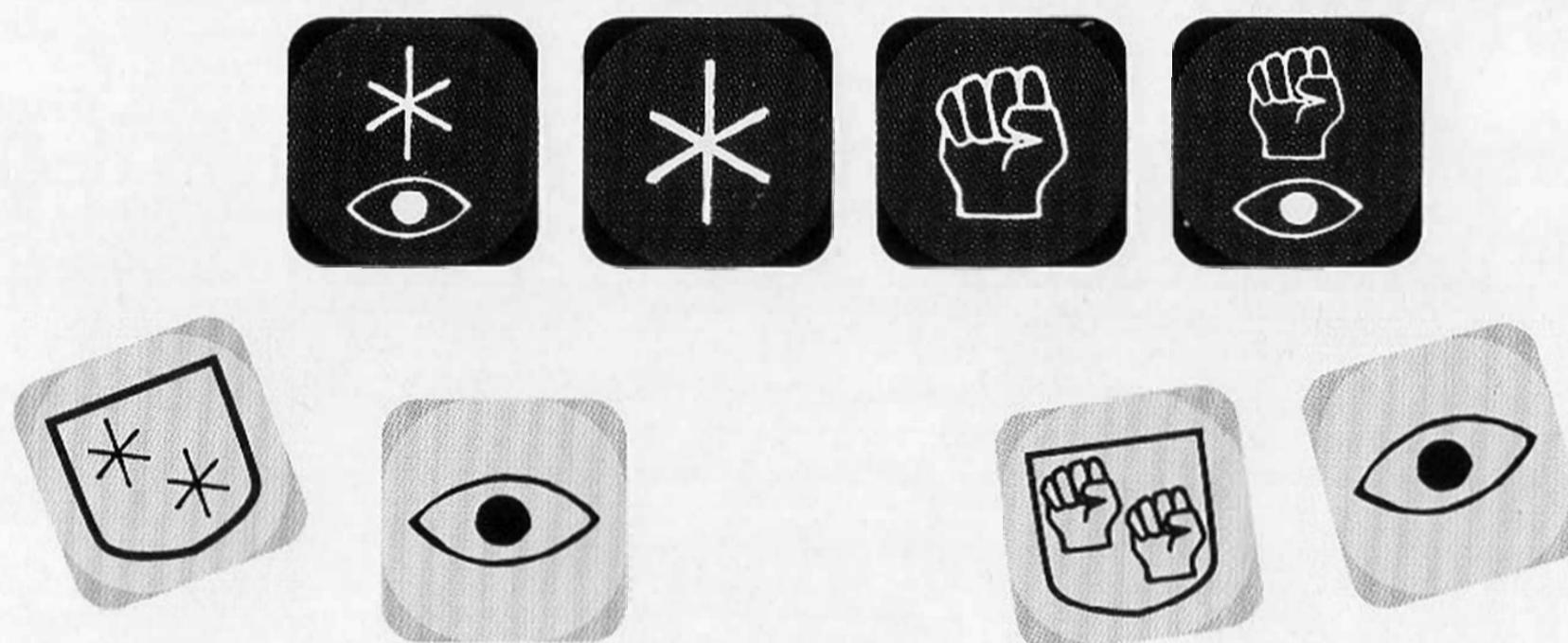
SPLIT Doubles



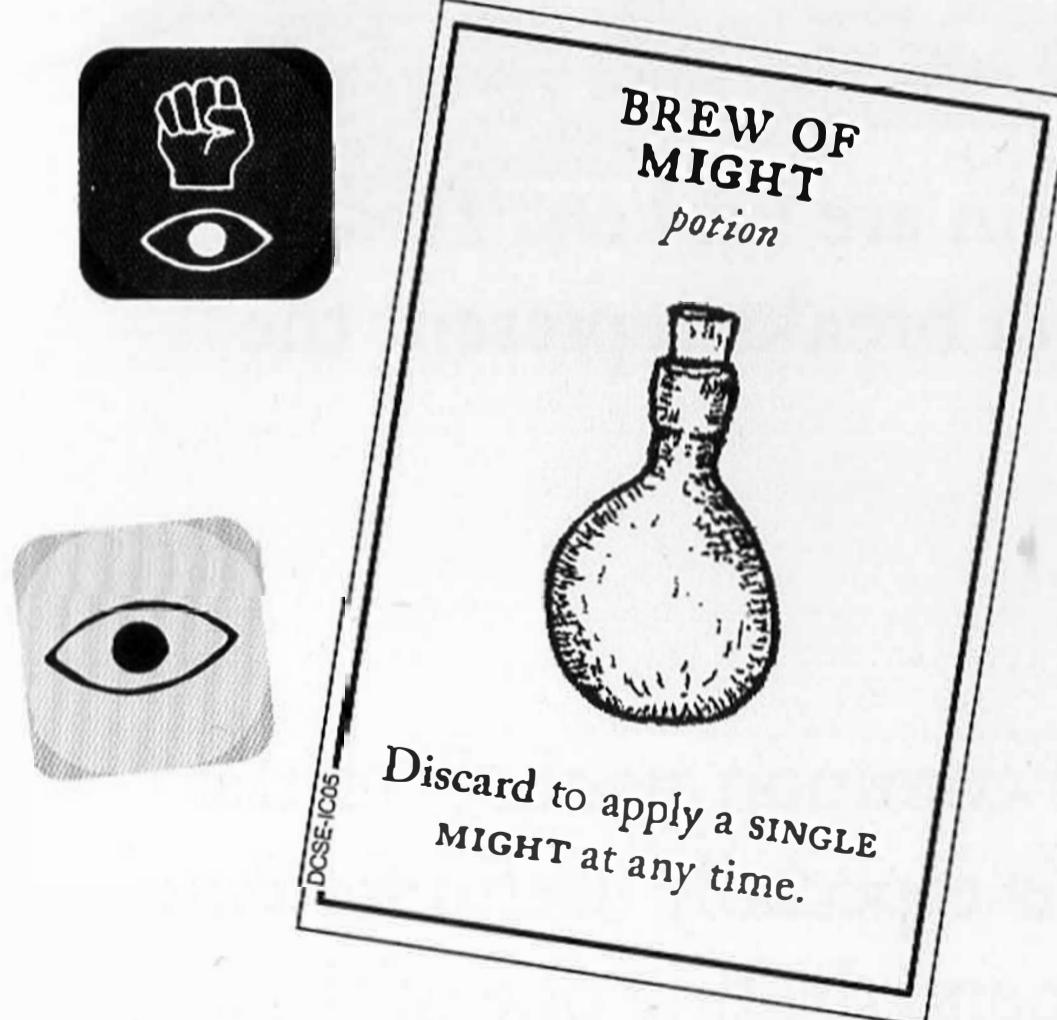
Death dice showing a ‘split DOUBLE’ result can be removed by two players combining their results in the same round to match the traits shown.



You can split and combine character dice results to remove multiple death dice. Here is an example from a 4-player game – all of the chapter dice (including the death dice) would be removed!



Certain item cards can also be combined with a character die roll to remove a death die.



There are two chapters in the game in which death dice cannot be used. For these cards, use normal chapter dice instead:

You emerge into a small, sandy arena. In the centre, a woman far taller and more muscular than yourself raises her well-worn blade and calls out: "Challengers, prepare to die!"
Begin combat...

Combat Special: Before each round of combat, nominate one player to fight the arena champion. Only that player rolls and only that player takes damage. You must fight in the first round. Players may not REST.

DCSE-CH05

A thick-set man walks boldly towards you and adopts a pugilist's stance. His speech is primitive, but you deduce he is calling out your mightiest fighter for a test of strength.
Begin combat...

Combat Special: Before each round of combat, nominate one player to fight the strongman. Only that player rolls and only that player takes damage. You must fight in the first round. Players may not REST.

DCKS-CH05

NEW START CARDS

During setup, shuffle your start cards together and select one at random to place on top of the castle deck (without looking at it). Now you'll never know how your adventure will begin.

NEW BOSS CARDS

Now you have an even greater host of devious bosses to thwart your escape. Shuffle all your boss cards together during setup to increase variety. Who will you face this time?

EPILOGUE CARDS

During setup, place these two cards side by side, face down, above the castle deck. When the game ends, turn over the corresponding card and read it aloud to bring narrative closure to your quest.

The Death Book (sold separately) replaces the Defeat epilogue card.

THE LIVING STONE

This rare and powerful relic should be shuffled into the item deck during setup, and the die set aside until called for.

THE 'YOU' TOKEN

This is a convenient visual reminder of which character turned each chapter card.

During play, when you have decided who will turn the next chapter card, give them the **YOU** token to make this clear before turning it.

HEALTH TRACKERS

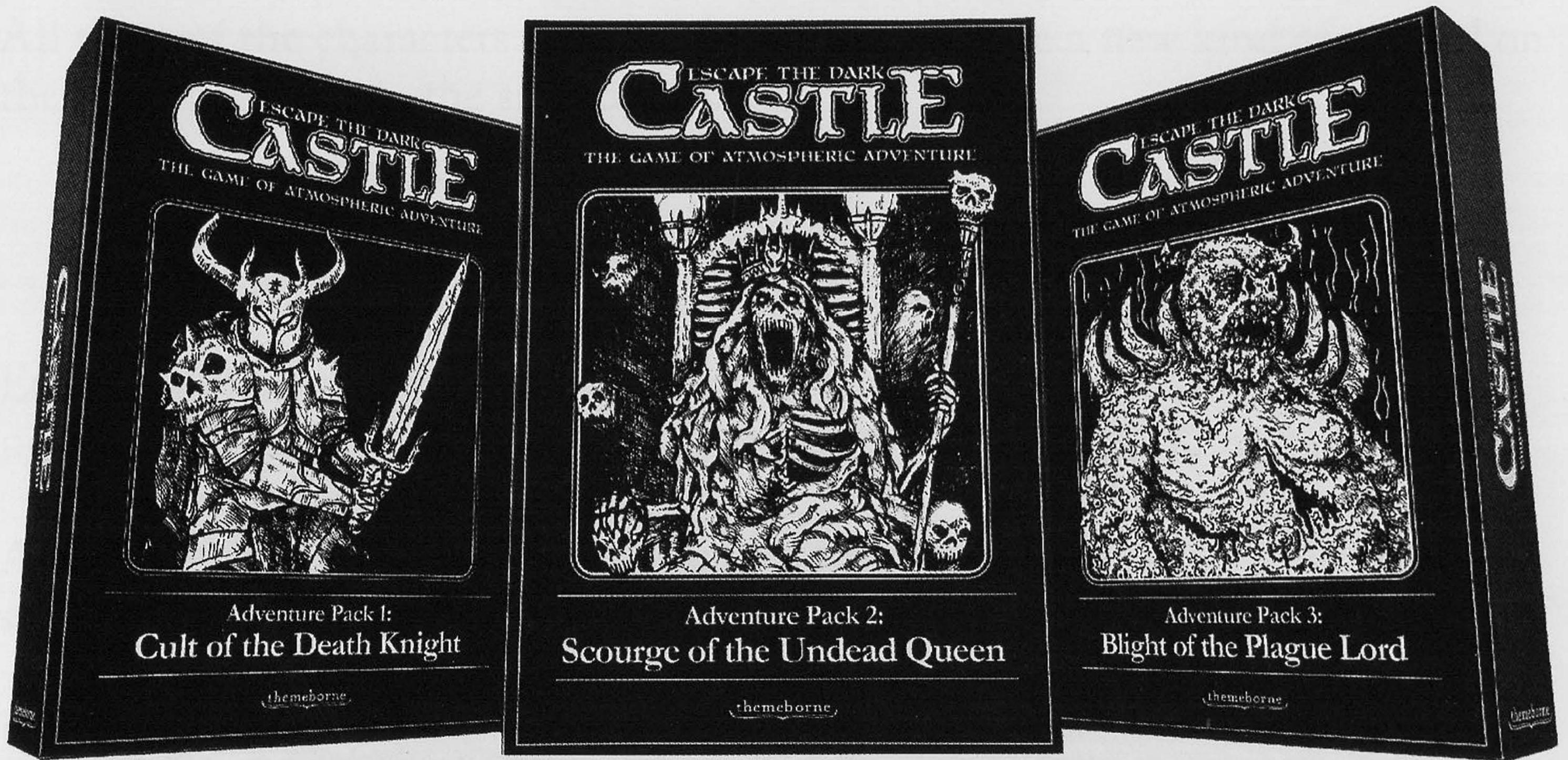
Players may choose to use the health trackers and skull markers provided, as an alternative to the scorepads and pencils from the core set.

On the trackers, you will notice three links in the chain are broken. This is a quick way to identify starting HP, where the number of breaks represent the number of players in the game.

REFERENCE CARDS

These handy reference cards serve as a reminder of what common symbols in the game mean, and serves as a reminder of key rules. This is especially useful for new players learning the game for the first time. We recommend dealing one of these to each new player as a play aid.

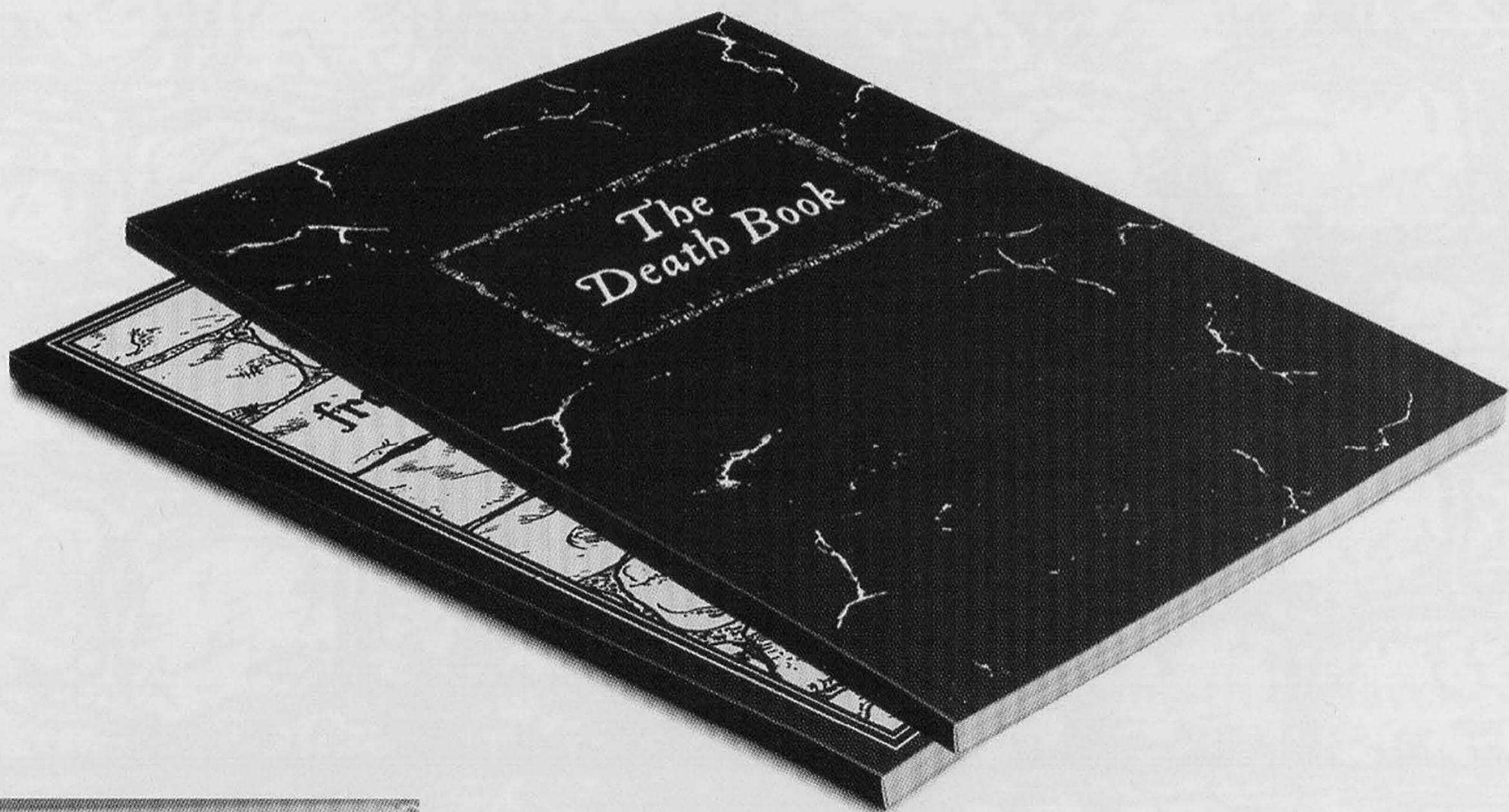




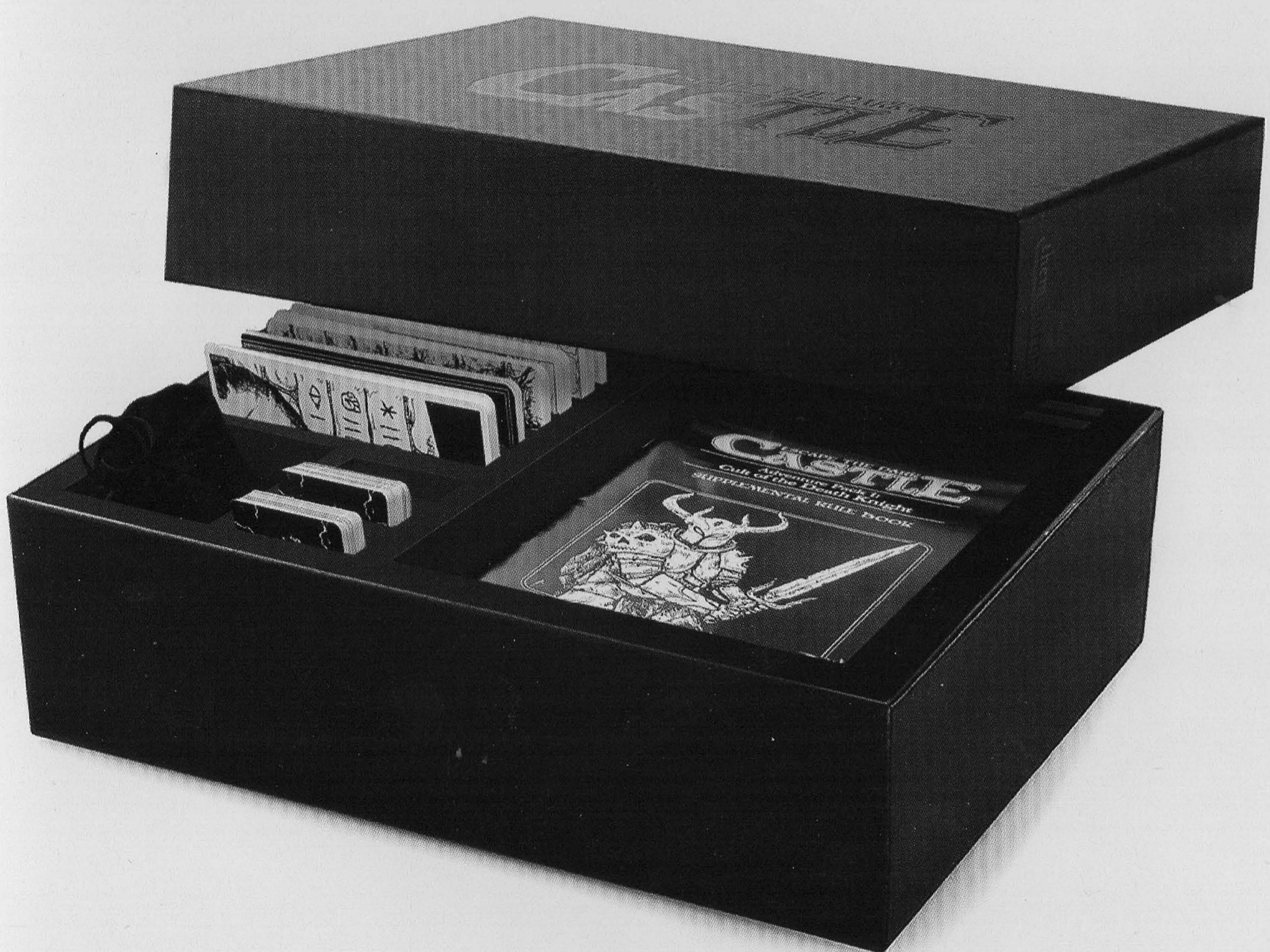
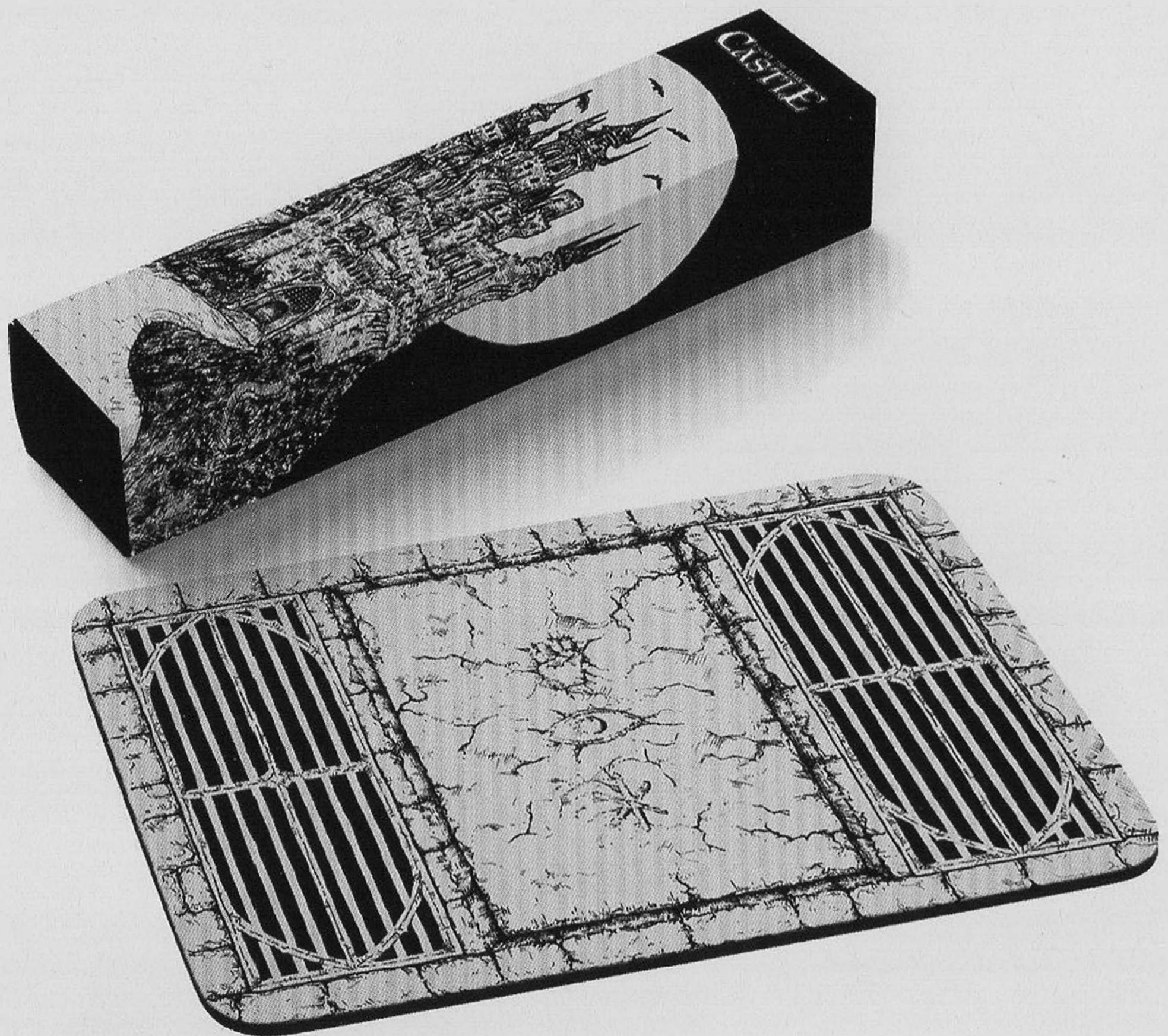
Adventure Pack 1:
Cult of the Death Knight

Adventure Pack 2:
Scourge of the Undead Queen

Adventure Pack 3:
Blight of the Plague Lord



THE
LEGEND
GROWS...



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Game Design: Thomas Pike, Alex Crispin, James Shelton
Art & Graphic Design: Alex Crispin



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