

Domino Run: A solo roll & move adventure game.

Designed by Ronald Villaver ([CC BY-NC 3.0 PH](#))

You've awoken as a cube in a world with domino tiles falling from the sky, being chased by this ominous black cube for reasons unknown. All you can do is run. For some reason you know that the black cube must never catch you. You also know that, when you complete double value domino tiles you gain power-ups that help you run better. Suddenly a vision, "Get all seven keys to escape..."



Components:

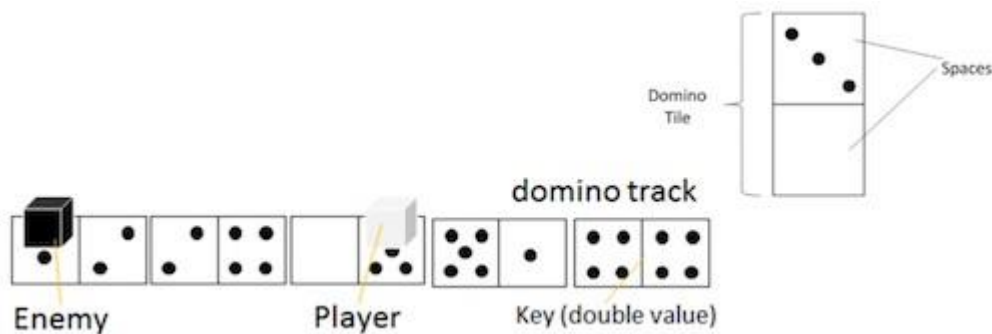
1 Set of dominoes

4 Six-sided dice

1 Black Cube, 1 White Cube

Setup:

1. Shuffle dominoes into a face down draw pile. Take 2 starting dice. Draw and place 5 domino tiles following the



face-down. This tile allows the you once per turn to convert a die face of the lower value to the higher value.

3. Enemy:

Move X spaces towards the white cube, where $X = 2 +$ the number of keys the you claimed.

Whenever the enemy lands on a flipped tile, remove that tile from the line and set it in front of you face-down, the enemy ends its movement on the space where the tile was removed.

- **Damage:** If the enemy catches / reaches the your space and you still own a bonus treasure, sacrifice one of your treasure and return it back to its source. Move the enemy in the empty space in front of the first tile of the line. **If you are unable to sacrifice a treasure you lose the game.**

4. Cleanup:

- Remove all tiles behind the Enemy cube and return it face down to the draw pile.
- Draw and place tiles in front of the line until X tiles are in front of the white cube where $X = 2 +$ the number of keys you claimed.

Victory: If you claimed all 7 keys you win!
