

Description

You have been imprisoned for a crime you have not committed and must escape the dungeon before your execution. Beware, there is a blood thirsty monster prowling the dungeon who will hunt you if you leave your cell. Find or steal the key while avoiding the monster and escape through the door to freedom!

Dungeon Escape

Instructions

Start by placing the monster tile (M) and hero file (H) on their start points. Each turn you will roll the dice and move your hero around the dungeon, based on the number on the dice rolled. Before you reach the door you must have picked up the key. The key can be either picked up from the key tile or by stealing it from the monster.

After the heroes turn, you will roll the dice to move the monster. The monsters will always move towards the hero but the hero can move around the dungeon however they want. If the hero or the monster land on an arrow square they must follow the arrow direction and the number of squares the arrow states, if there is a number. **To play with 2 people, one player will control the hero, the other player will control the monster, following the same rules of movement**

World Rules

Both Hero and Monster can't walk through walls. The Monster will always take the shortest route to the hero unless it lands on an arrow square. The player and monster can't move through the statues, but they can be broken to clear a path at the cost of one turn.

Gameplay Rules

The Hero can't travel through a monster occupied square, the monster will stop moving when they reach the hero's square. If the monster reaches the hero the hero will need to roll an even number to escape to any adjacent square and is able to roll and move twice on their next turn. If the Hero does not roll an even number then they will be killed by the monster and both will need to return to the starting zones. In order to steal the key from the monster, the hero will need to be one square behind the monster and roll an odd number on a die. Failing to roll an odd number will result in the hero being caught and the game is over. The hero can acquire the key by landing on the key square at the end of all their movement. Statues can be broken by the hero by rolling a 1, 3 or 6, failing a roll means the monster or hero can't move on the next turn. Mark broken statues with a (X). In the 2 player variant the monster can also choose the break the statues based on a dice roll, The monster won't do this with only 1 player.

Monster Start

The game board is a 10x10 grid. The top-left corner has a door icon. A 'Hero Start' tile is at the bottom-left. A 'Monster Start' tile is at the top-center. A key icon is in the middle-right. Statues are placed in the middle-right. Arrows with numbers (x2, x3) indicate movement directions. A door is at the top-left.

(M) (H)