

Dungeon™ Escape!

Alternate Ways to Play





Team Dungeon Escape!

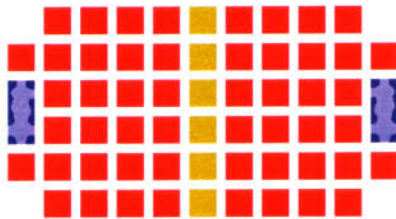
*Cooperate to nab the treasure
before the other adventuring team.*

Players: Two teams of 2 or more players

Setup: 6 x 11 minus the corners. 58 cards plus two Starts.

Remove the exits.

-  – Starting room
-  – Card from pile A (treasures and rooms)
-  – Card from pile B (normal rooms)
-  – Exit



The Play





The object is to be the first team to get 3 or more treasures at your Start location. In this variant, players may use supplies cooperatively as long as each player using it is in the same room. This means that three players on the same team with only one rope in a room with a Chasm may all cross it, but they must do so on their own turns. Weapon, potion, enchantment, and treasure effects may not be used cooperatively. Players defend cooperatively, however. If more than one defender is in a room, all those players form a unified defense against any attackers, adding all their bonuses to a single roll. Cooperative exploration makes a big difference here.

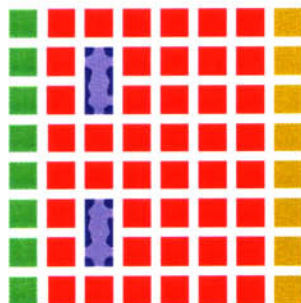
5-6 Player Map

Dungeoneering for a crowd!

Players: 5 - 6 players

Setup: 8 x 8 grid. Same as the Advanced layout except for the Start rooms. Use all the room cards for this one.

-  – Starting room
-  – Card from pile A (treasures and rooms)
-  – Card from pile B (normal rooms)
-  – Exit



The Play





This version uses the same rules as standard Dungeon Escape! This layout gives players more space to maneuver and is ideal for 5 or 6 players. We do not suggest using this setup instead of the Advanced layout when playing with fewer players, but you are welcome to try it.

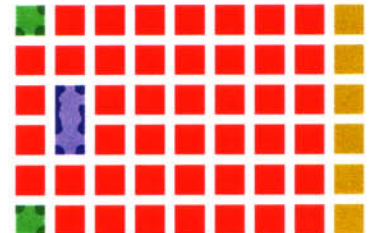
Dungeon Escape! Solo Quest

*Take on the dragon yourself...
then run run run for your life.*

Players: 1 player

Setup: 6x9 grid. One start, only one treasure room (the Dragon's Lair). Remove the five following rooms from the rest of the deck: the Over/Under with no loot, the two four-way darkness rooms and the two chasm and river rooms that have no loot.

-  – Starting room
-  – Card from pile A (treasures and rooms)
-  – Card from pile B (normal rooms)
-  – Exit



The Play

When you defeat the dragon, it is only stunned and you get two free moves. Once you have the treasure, the Dragon will chase you. Each one of your turns after you nab the treasure, the dragon may either tunnel through a wall to get to you or move up to 4 rooms in a straight line. The dragon is not stopped by any of the obstacles. Be sure to move the dragon intelligently or there will be no challenge.

To Win

Get to the exit with the treasure. Score yourself by counting the number of revealed rooms. The lower the number, the better!

Have other cool ways to play our games? Questions? Comments? Let us know at Comments@StoneTabletGames.com

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