



Dungeon Escape

Be the first
to escape!

Julio Chiu

Julio Chiu

CONTENTS

| | |
|-----------------------------------|----|
| Rules..... | 2 |
| Characters: Cards, & Markers..... | 5 |
| Obstacles: Cards & Markers..... | 7 |
| Rewards: Cards & Markers..... | 9 |
| Level Map..... | 11 |

Julio Chiu

(INSERT TITLE HERE) RULE BOOK

GAME DESCRIPTION (two to three sentences)

Write a brief game description of 2 to 3 sentences.

I feel the game will start off fast paced and then as you level up it the game will become challenging and fast paced. I am thinking that it could be an adventure game that involves going around to find certain things.

WHO GOES FIRST?

Lowest number on dice rolled will be first

Details available here.

HOW DO PLAYERS MOVE?

Players will move based on the amount they roll for with the dice

Roll a single 6D and move in combinations of up/down, left/right movement across the level map grid.

CHARACTER ATTRIBUTES

What are these...?

1. I think the characters should have special abilities that are unique to each other
1. I feel that speed could possibly be different from all the characters
2. The characters abilities could possibly be only accessed after earning it through playing the game
3. I feel some characters could counter different obstacles such as traps.

HOW DO THEY WORK?

Here's a brief and concise explanation.

Each character has their own special ability that counters different obstacles and some will be better at certain things than others

OBSTACLE ENCOUNTERS

How do these work and alongside attributes?

These work together because they help eachother move forward faster

REWARDS

How are these earned/given?

ANY SPECIAL SITUATIONS

Player Tim can hide from enemies by using his ability and won't need to worry

If a player does this, t

heir character can steal resources from another player or gets +5 Awesomeness.

WIN CONDITION

If the players defeat the Boss Obstacle, they win!!! Rain confetti! Drop party balloons! Eat sugar-free snacks!

(INSERT TITLE HERE) RULE BOOK

The players are all trapped in a dungeon and they all try to escape

The goal is to be the first one to escape

Each character has a special ability to counter different obstacles

Miles is a character that is extremely fast and gets to walk one extra step after rolling the dice, he can also shoot lightning at the enemies

Tim is a small character that has the ability to hide from enemies

Sumo is a character who has the ability to take less damage and he has a companion that helps fight off enemies

Techno is a robot that can spot obstacles before the others avoiding them and less damage is dealt to him

The green blobs are slime which slow you down

The grey blobs are to show that you are lost

The red people are the enemies

The brown blobs mean that you are sick

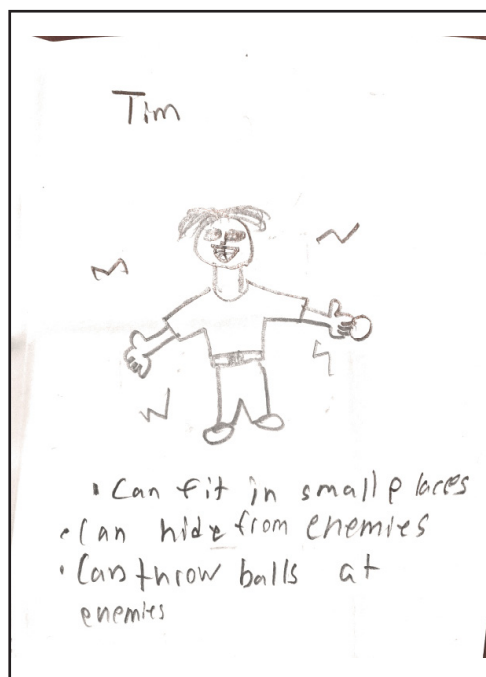
Everyone has one chance to use their special ability and can activate it whenever they want but only once and ,ust roll higher than 4 to activate if they don't roll high enough they must wait till their next turn

CHARACTERS CARDS & MARKERS FRONT

Please remove this page and cut along the edges of the cards and markers to create the game pieces.



CHARACTER ONE



CHARACTER TWO



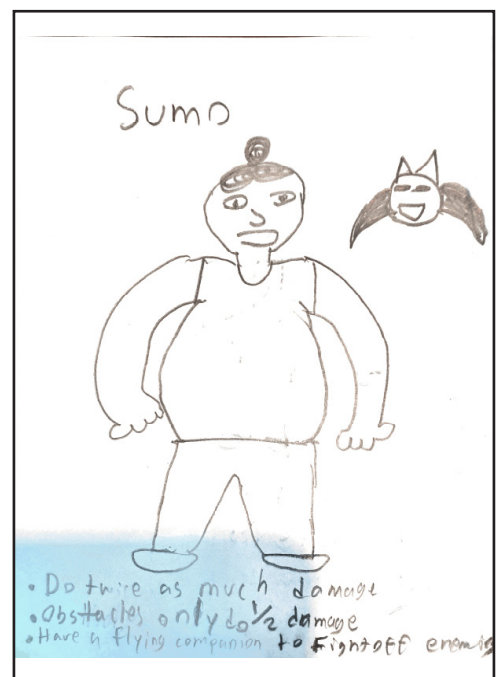
MARKER 1



MARKER 2



MARKER 3



CHARACTER THREE

CHARACTERS

CARDS & MARKERS BACK

Take only $\frac{1}{2}$ damage
from obstacles!

Have a companion
fly with you to fight
enemies!

Spot traps and avoid
them!

CHARACTER 1

Take only $\frac{1}{2}$ damage
from obstacles!

Have a companion
fly with you to fight
enemies!

Spot traps and avoid
them!

CHARACTER 2



MARKER 1



MARKER 2



MARKER 3

Take only $\frac{1}{2}$ damage
from obstacles!

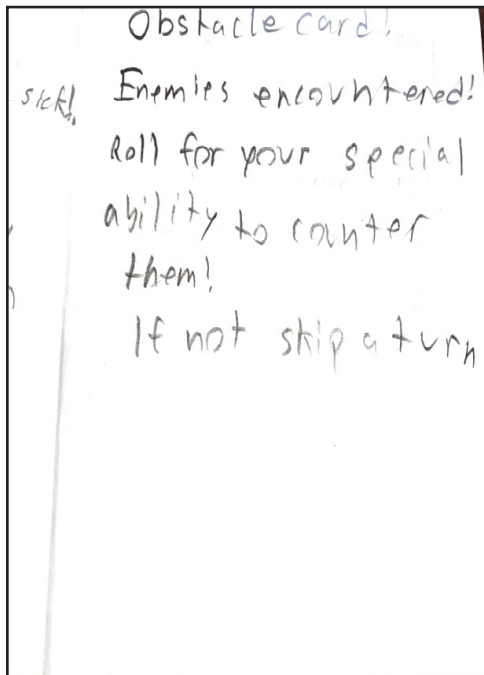
Have a companion
fly with you to fight
enemies!

Spot traps and avoid
them!

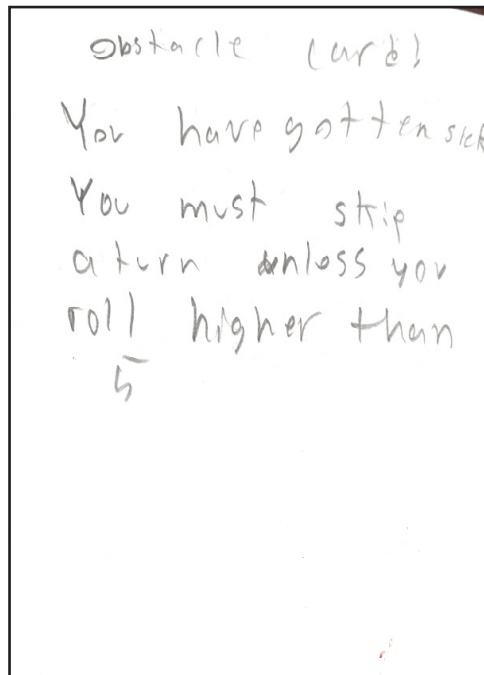
CHARACTER 3

OBSTACLES CARDS & MARKERS FRONT

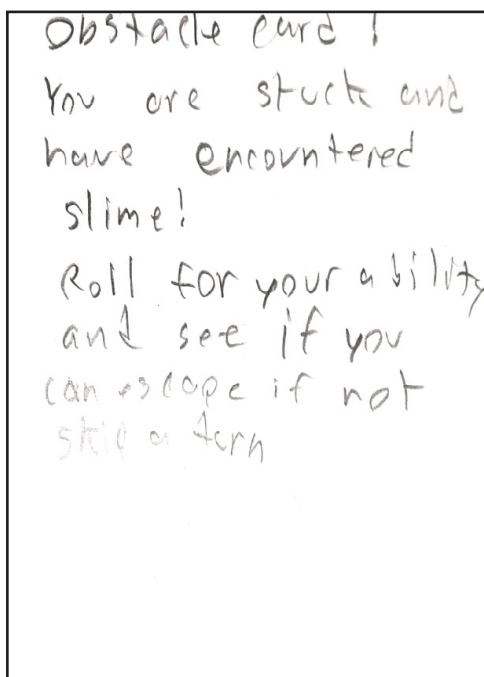
Please remove this page and cut along the edges of the cards and markers to create the game pieces.



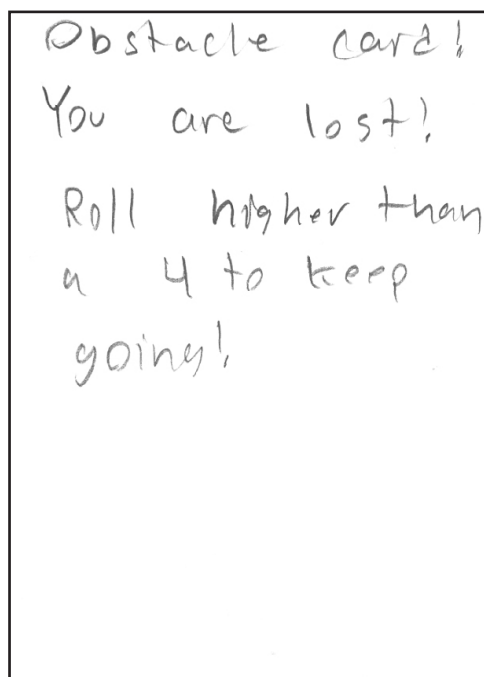
OBSTACLE 1



OBSTACLE 2



OBSTACLE 3



OBSTACLE 4

OBSTACLES

CARDS & MARKERS BACK

Obstacles!

Slime = slows you down

Enemies = try to keep you from escaping

Sickness = (You are sick and need to roll higher than 4 to heal)

Lost = (You are lost and need to roll higher than 4 to escape)

OBSTACLE 2

Obstacles!

Slime = slows you down

Enemies = try to keep you from escaping

Sickness = (You are sick and need to roll higher than 4 to heal)

Lost = (You are lost and need to roll higher than 4 to escape)

OBSTACLE 1

Obstacles!

Slime = slows you down

Enemies = try to keep you from escaping

Sickness = (You are sick and need to roll higher than 4 to heal)

Lost = (You are lost and need to roll higher than 4 to escape)

OBSTACLE 4

Obstacles!

Slime = slows you down

Enemies = try to keep you from escaping

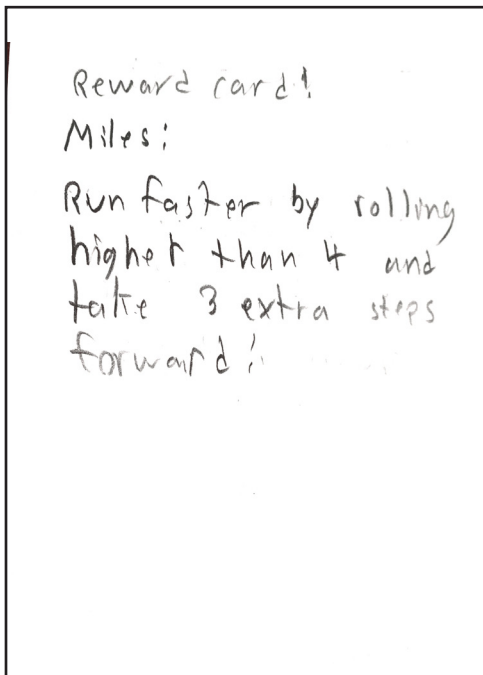
Sickness = (You are sick and need to roll higher than 4 to heal)

Lost = (You are lost and need to roll higher than 4 to escape)

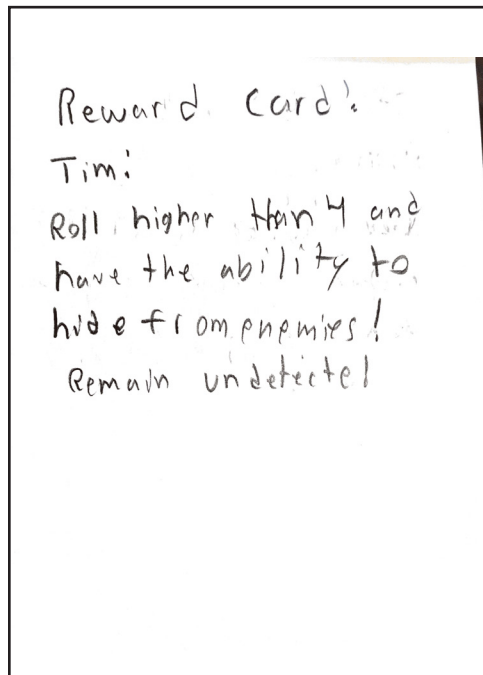
OBSTACLE 3

REWARDS CARDS & MARKERS FRONT

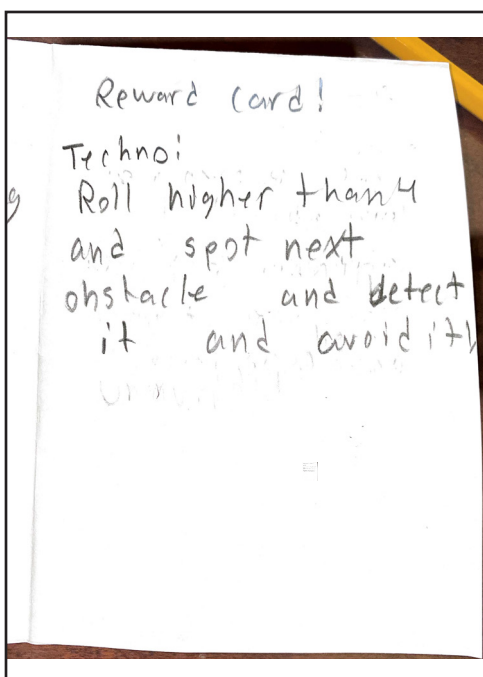
Please remove this page and cut along the edges of the cards and markers to create the game pieces.



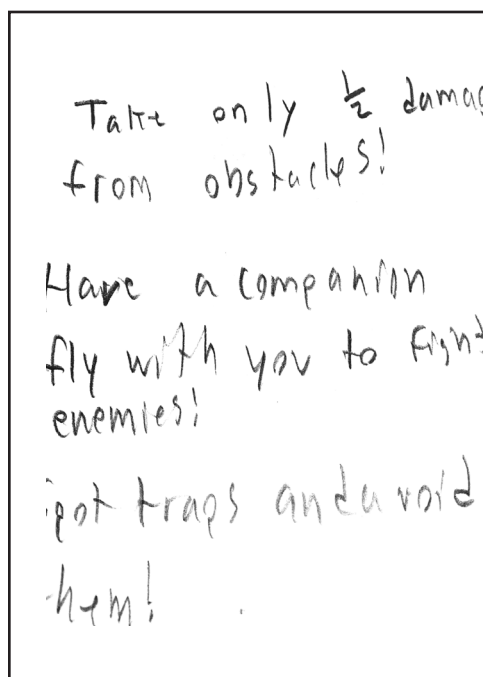
REWARD 1



REWARD 2



REWARD 3



REWARD 4

REWARDS

CARDS & MARKERS BACK

Rewards!

Each player has a
special ability!

They can each count
different obstacles
look at cards to
see

REWARD 2

Rewards!

Each player has a
special ability!

They can each count
different obstacles
look at cards to
see

REWARD 1

Rewards!

Each player has a
special ability!

They can each count
different obstacles
look at cards to
see

REWARD 4

Rewards!

Each player has a
special ability!

They can each count
different obstacles
look at cards to
see

REWARD 3

LEVEL MAP BACK

