

RULES

I am a servant of the
hidden flame, wielder
of the staff of Dungar!
YOU SHALL NOT PASS!

SQUISH!

Hey guys,
there goes
our wizard.

RUN you
idiot!

DUNGEON SCOOT

Game Overview

Now you've done it – the wizard is dead, and you've gone and awakened an *Ancient Evil* the likes of which no mortal has seen for aeons. And it's chasing you.

Worse, the dungeon is collapsing all around you, dropping monsters, rubble, and treasure from the dungeon level above down on you and your companions. Can you scoot a boot and make it out alive?

Dungeon Scoot is a fast, fun game for two to four players, where the goal is to not panic and escape the dungeon before you are eaten by the Ancient Evil. If you manage to survive, you can tally up points for killing monsters, scooping up treasure, and generally being suave. If you have the most points at the end of the game, you *win*, and the other players must compose a bardic ballad to your greatness.

Game Setup

Lay out the corridor and "Ancient Evil" mats end to end to create a corridor 4 squares wide and 25 squares long, as shown in the figure on the last page of the rule booklet.

Shuffle the *Scoot* deck, deal three cards face down to each player, and put the rest of the *Scoot* deck nearby where all players can reach it, with room for a discard pile. Separate and set nearby the different tile types. Put all the *Collapse* tiles face down in a well where players can draw from it.

Alignment cards are not used in the basic game.

Each player selects a *Character* card to represent themselves in the game, and chooses which side of the card to use (each character has two possible special powers). In case of a dispute, play a game of *Dungeon Scoot* to see who gets to choose first.

Players place their character tiles on the first rune that matches the one on their character card.

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Taking turns

Play proceeds around the table in order of the characters' *speed* score, from highest to lowest. (If you sit in initiative order around the table, this is a lot easier.)

On your turn, you will first perform a *Scout* phase, and then you'll perform a *Collapse* phase.

Scout Phase

During your *Scout* phase, you try to move down the corridor towards safety at the end.

Simple movement

You can move around the corridor by taking *Panic* tokens from the bank. *Panic* tokens drain your score, so try to take them sparingly!

Moving forward down the corridor one square costs three *Panic* tokens, and can only be done once per turn. Moving one square in any other direction costs one, and may be done any number of times per turn.

Scout cards

Each turn, you will have three *Scout* cards in your hand to choose from. You may discard one (and *only* one) *Scout* card at any time during movement on your turn, move your character as indicated on the card, and then draw a new *Scout* card to replace the one you played. (Shuffle and recycle the deck if you run out of cards.)

The *Scout* cards show you where you can go and how to move with a series of arrows. This movement does not cost any *Panic*, and may provide special abilities like an opportunity to *jump* over a square, thus avoiding it altogether.

You can take *Panic* tokens to move before or after you play a *Scout* card, but not in the middle of your *Scout* card movement; the moves shown on the card must be done exactly as shown.

Restrictions

There are some restrictions in how you move.

You can pass through squares occupied by rubble or other characters, but every time you do, you must take 2 *Panic* tokens (even if you are using a *Scout* card). You cannot end your movement in a space with another player or rubble.

If you are ever *adjacent* to a monster, it grabs you and keeps you from running! You must fight the monster to continue moving, or you can end your movement. You can never enter a space with a monster.



Fighting Monsters

When you fight a monster, you roll the die and try to get less than or equal to your *Strength* score. If you succeed, you defeat the monster!

For instance, the Rogue has a *Strength* of two, so to defeat a monster she is adjacent to, she must roll a one or a two on the die.

If you miss when attacking, you must take a *Wound* token. If you've taken four *Wound* tokens, your character has died – remove your piece, your turn ends, and you take no more turns for the rest of the game.

When you defeat a monster, take it as a *Trophy*. Put it on your character card. Trophies are worth points at the end of the game.

Treasure

Sometimes, treasure from the dungeon floor above falls into the corridor. If you ever move into the same square as a treasure token, you simply pick it up and put it on your character card. Treasures are worth points at the end of the game.



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Collapse Phase

The dungeon is always collapsing around you! After your *Scout* phase, you must draw a card from the well of *Collapse* tiles. There are four types of *Collapse* tiles: *Treasure*, *Monster*, *Rubble*, and *Ancient Evil*.

Corridor Drops

The first three types, *Treasure*, *Monster*, and *Rubble*, drop items to the corridor in front of you, relative to where you are.

To figure out where the item drops, roll a die to see how many rows ahead of your current position the item drops. If this would put it off the end of the corridor, it lands in the last row.

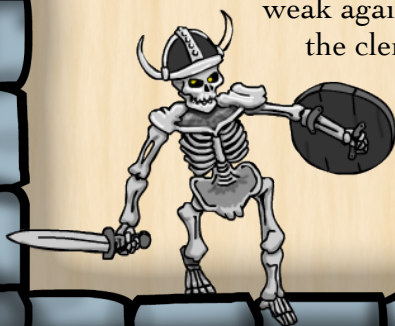
Drop the tile in the lane that matches the rune shown on your character card.

There are some restrictions on how tiles are placed:

- Treasure** Can drop in any empty square. Place the tile on the map.
- Monsters** Can drop in any empty square or in squares with treasure. Place the tile on the map, and remove any treasure there.
- Rubble** Can drop in any square. Place the tile directly on the map. It *destroys* whatever it lands on, *including players*.

Corridor drop tiles that can't be placed are simply discarded.

Skeletons are weak against the cleric.



Goblins are weak against the dwarf.



Trolls are weak against no one!



The Ancient Evil

The Ancient Evil is chasing you down the corridor. It is too powerful to fight; any character caught by it is instantly killed.

The Ancient Evil is represented by the *Ancient Evil* mat. It slides along the corridor square by square as it advances. Any treasure, rubble, monsters, or characters in squares that it enters are placed on the mat, representing things that the Ancient Evil has destroyed.

The *Ancient Evil* starts out *blocked*, and won't move until it is *released*. It is released when the first player steps on a rune that hasn't been stepped on before (usually the first player to reach the second corridor mat). If you draw an *Ancient Evil* tile before it is *released*, replace the tile in the well and redraw.

Once the Ancient Evil is released, whenever you draw an *Ancient Evil* tile, advance the Ancient Evil mat *two* squares. It consumes anything that was in the squares it now covers. Then discard the tile.

Also, the first time a character lands on a row of runes after the second (i.e., the first time a character enters the third, fourth, and fifth corridor mats), the evil advances *three* rows.

Dungeon Exit

If you move off the last corridor mat during your movement phase, you have successfully escaped the dungeon and are *safe*. Your turn immediately ends and you take no more turns.

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Scoring the Game

The game is over when all players are either safe or dead. Tally points to see who won.

Each player who died gets zero points. Each player who is *safe* tallies up their points based on their performance:

Safety:	+20
Each treasure collected:	+4
Each monster trophy:	+4
Each <i>Panic</i> token taken:	-1
Took one wound:	-2
Took two wounds:	-5
Took three wounds:	-9

Playing with less than four players

If there are fewer than four players playing, the other characters still take their turns, but they *only* perform the collapse phase and their markers are unused. When determining where tiles fall, use the character that is furthest back as the beginning column.

Move Summary

Left, right, or back	+1 Panic
Forward (once only)	+3 Panic
<i>Scoot</i> card (once only)	Free
Rubble or other character	+2 Panic

Alignment

For an advanced game, you can deal each player an *Alignment* card at the start of the game which they keep secret until revealing it at the end of the game.

Alignment cards modify the scoring rules for each character, giving them ways to earn extra points, even if they died.



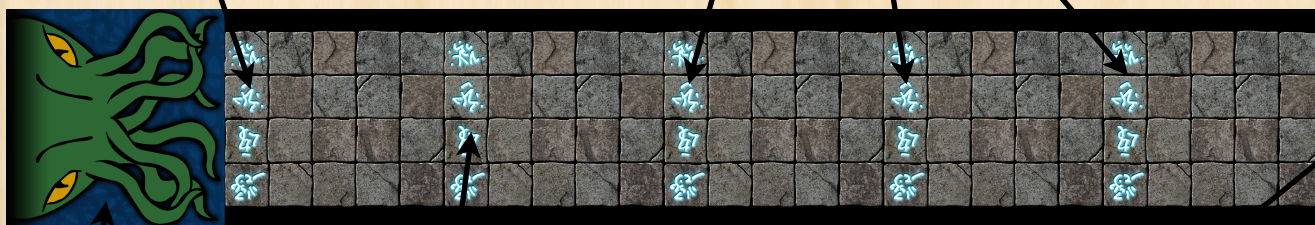
Credits

Game design and artwork by CC Chamberlin.

Game Layout

Players begin on this column.

The first player to step in each of these columns advances the Ancient Evil.



Ancient Evil

When the first player enters this column, the Ancient Evil is *released* and can start advancing.

Players are trying to get to the end of the corridor to win.