



# Rules:

**2 to 4 Players / Ages 8 to Adult**

## Introduction:

Players are prisoners who have been thrown into a deep, dark dungeon. Of course, they are innocent and must try to escape.

Players try to escape by collecting Tunnel Cards.

Previously earned Tunnel Cards may be lost through misfortune or direct action of other players.

The first prisoner to place 8 Tunnel Cards on his or her Escape Path is the **winner**.

## Equipment:

6 Dice, 28 Tunnel Cards, 1 Dungeon Pit, 1 Playing Board, 4 Prisoner Cards.

## Preparation:

Place the Dungeon Pit through the opening in the Playing Board.

Each player selects a Prisoner Card and places it on the "Start" space in front of him or her.

Keep the Tunnel Cards in a pile to the side.

Examine the dice. The shovels, keys, lanterns, daggers, and ladders are **Escape Tools**; the sixth symbol is a helmeted **Guard**.

# Play:

1. Select a player to go first. Play then follows to the left.
2. To begin a turn, roll the six dice into the pit. Dice must land within the pit, otherwise throw again.
3. Place **ALL** matches of **two** or more dice in any of the corners on top of the Dungeon Pit wall.
4. The player takes, but does not place on his or her Escape Path, Tunnel Cards as follows:

## Tunnel Cards

### Matches of Escape Tools

If 2 tools match take 0 Cards

“ 3                      “                      1 Card

“ 4                      “                      2 Cards

“ 5                      “                      3    “

“ 6                      “                      4    “

### Special Dice Combinations

**3 different pairs of**  
symbols (may include  
Guards) . . . . . 1 Card

**6 different symbols**  
on a single roll . . . . . 3 Cards

5. A player who qualifies for one or more Tunnel Cards may choose to:

**STOP**                      that turn. The player then **places the Tunnel Cards on his or her Escape Path** (beginning with the “Start” space, and moving the Prisoner Card to the right as many spaces as there are Tunnel Cards. See the picture on the top of the game box).

**OR**  
**CONTINUE** that turn by trying for more Tunnel Cards; however, by continuing, players risk losing all Cards gained during that turn.

6. A player who **chooses to continue** or who **did not qualify for any cards on his or her first roll**, proceeds as follows:

1. Roll dice not previously moved to the Dungeon Pit wall.

2. Move all matches to the Dungeon Pit wall as before; these may be either new matches, or additional matches of dice already on the wall.

3. Take appropriate Tunnel Cards if any.

7. After each roll during a turn, a player must move **at least one die** onto the wall. If successful, he or she may **STOP** or **CONTINUE** as described previously. If unsuccessful, that player's turn automatically ends, and all Tunnel Cards taken **during that turn** are lost and returned to the pile.

Any time **all six dice** are moved to the wall, the player who chooses to **CONTINUE** begins again by rolling all six dice. However, that player risks losing Tunnel Cards already earned as explained above. He or she **may** stop after matching one pair of Escape Tools (not Guards) and place any collected cards on his or her Escape Path.

## 8. Guards:

The Guards always try to catch escaping prisoners.

When Guards are rolled, the following rules apply:

**A. Two Guards** are moved to the wall just as other matches. However, a player who rolls two Guards **MUST CONTINUE ROLLING** until either:

1. The turn ends because no dice can be added to the wall.

2. All six dice are on the wall.

3. A third Guard appears.

**B. Three or more Guards** on a wall immediately ends any turn. Any Tunnel Cards earned on that turn are returned to the pile **and** the player must also return to the pile one Tunnel Card (if any) already on his or her Escape Path.

## 9. Challenging:

The Challenge may be used **instead of any regular turn** to slow down an opponent and move the Challenger ahead.

The Challenger announces who is being Challenged. To be successful, the Challenger must move at least 3 Guards to the wall, **either one at a time or in combination**. He or she has up to three rolls to accomplish this. If unsuccessful, the turn is over. If successful, the Challenger takes one Tunnel Card from the opponent's Escape Path and **adds it** immediately to his or her own path.

The Challenger then has the choice of stopping **or** Challenging the **same** opponent again, and may continue as long as each Challenge is successful. However, if a new Challenge fails, not only is the turn over, but he or she must return to the opponent all Tunnel Cards taken on that turn.

## Winning:

The first player to place 8 Tunnel Cards on his or her Escape Path, thus moving the prisoner out of the dungeon and off the playing board, is the winner.



We will be glad to answer inquiries concerning these rules. Address: Parker Brothers, Salem, MA 01970