

JANKEN



Deck

Dungeon Escape

1 Player Solitaire

Use your book of spells to get through a maze of monsters!

Summary:

While on a brave adventure you were caught by a wicked king and thrown into his dungeon full of monsters. You must escape using only your wit and your book of spells!

The Object:

Get your checker safely to the end of the dungeon and defeat the final monster to escape.

The Deck:

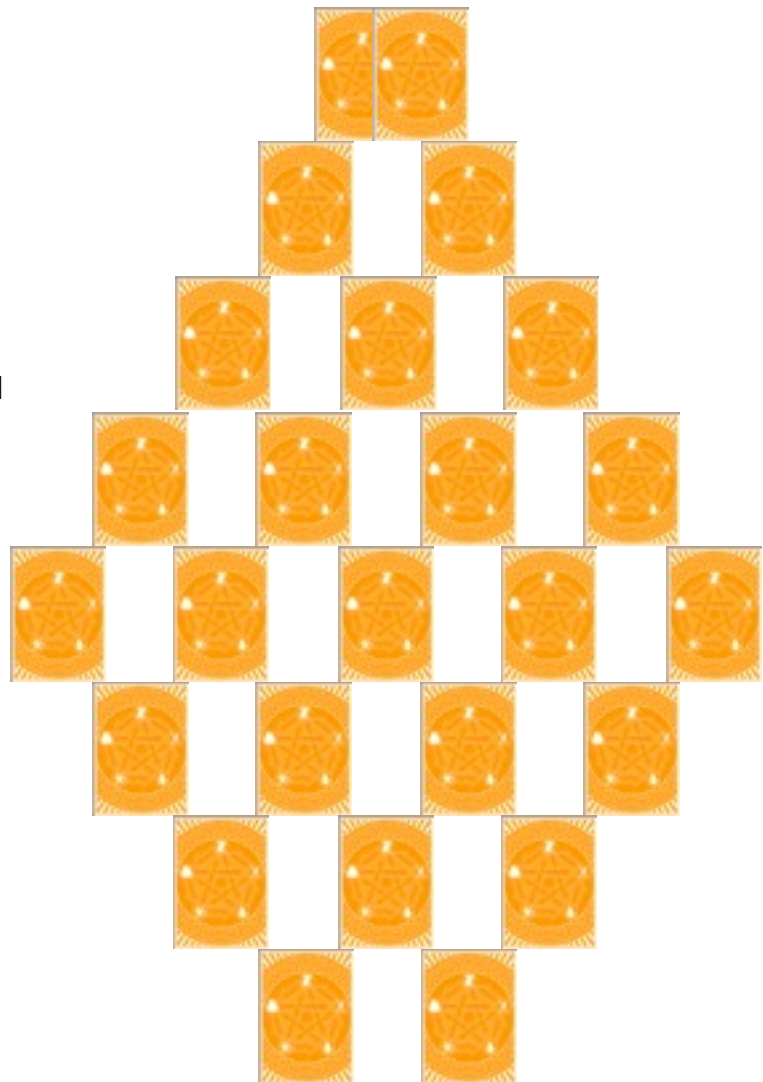
Jokers are optional. Use a checker or other marker (a coin or button) as your playing piece.

The Deal:

Deal cards in a diamond shape face down as shown in the diagram. Each card represents a monster in a different room of the dungeon. The checker (the red circle at the bottom) represents you, The Hero. At the top corner of the dungeon is the exit represented by two face down cards. The rooms are all connected by their corners. Travel from room to room by moving your checker diagonally in any direction.

Deal four more cards to yourself. This is your Spell Book.

The Exit



Spell Book



The Hero

JANKEN Deck

Dungeon Escape

1 Player Solitaire

**Use your book of spells to
get through a maze of monsters!**

The Play:

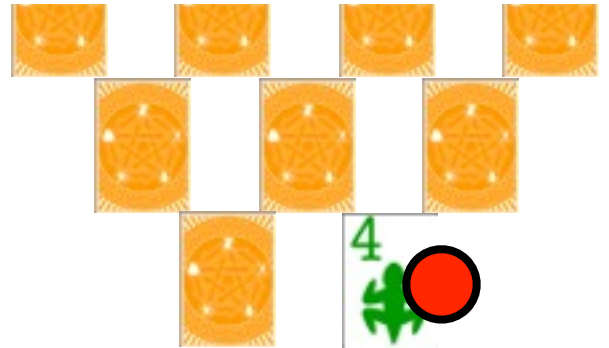
To begin your adventure, move your checker to one of the first rooms and turn over the card. The suit of the card represents how the monster attacks. To defeat the monster, play any card from your spell book that is a stronger suit.

When you defeat a monster you take his power (his card) to keep in your Spell Book and you leave your card behind, turned sideways, to show that you have cleared that room of monsters. If you ever need to go back, you can go through that room without fighting any monsters.

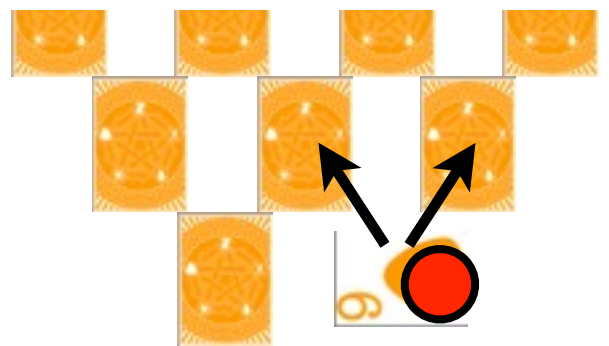
In the sample to the right (top diagram), the player chose to enter the room on the right by moving his checker to that room. Turn over the card to see the monster attacks with the 4 of Lizard. The player can counter the attack using the Spell Book with either the 2 of Scissors (Scissors decapitates Lizard) or the 9 of Rock (Rock crushes Lizard).

The 4 of Lizard is defeated with the 9 of Rock (bottom diagram), the 9 of Rock is left behind and turned sideways, and the 4 of Lizard card is put into the Spell Book, available to use later.

Now the player can move up to the left or to the right in the next turn.



Spell Book



Spell Book



Dungeon Escape

1 Player Solitaire

Use your book of spells to get through a maze of monsters!

The Play (continued):

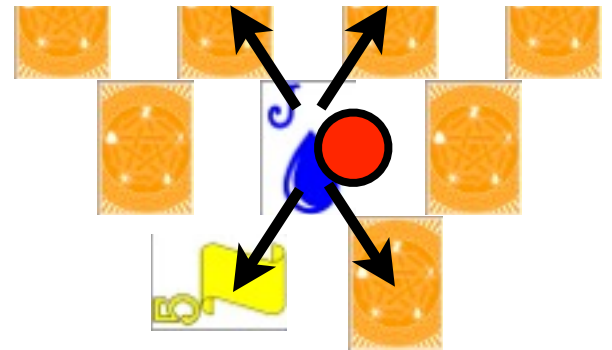
If you do not have a stronger suit in your Spell Book, you can block the attack using the same suit. The monster is not defeated but you can pass through to the another room. The monster card stays face up and you keep your spell, but if you ever return to that room you will be attacked again.

If you do not have any cards with stronger suits or the same suit, you are not able to defend from the monster. You must retreat back to to room you entered from.

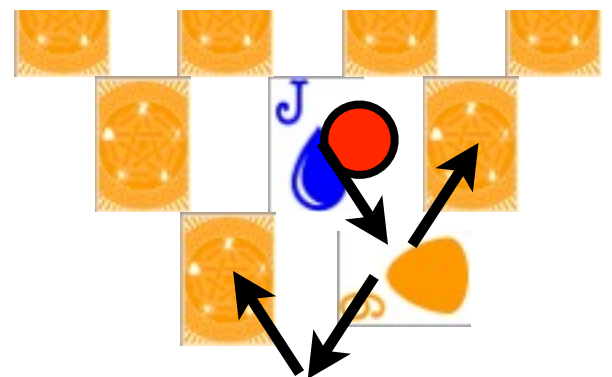
Dodging: A player can dodge an attack by returning to the room he entered from and not using any cards from the Spell Book. You can dodge even if you have a card to defeat or block the attack. Dodging counts as one turn.

In the top diagram on the right, the player is attacked with a Jack of Water. None of the cards in his Spell Book are stronger than water, but he can counter the attack with another water attack (King of Water or 4 of Water). He keeps his spell and the Jack of Water can stay in the room. The player can go up in either direction, down to the right, or back down to the room he entered from. If he ever returns to this room he must defend from the Jack of Water again.

In the bottom diagram the player does not have a card in his spell book to beat the Jack of Water. He must dodge and return to the room he came from (9 of Rock). To continue he can go up and right to as new room, or back to the starting position to go up and left.



Spell Book



Spell Book



JANKEN Deck



Dungeon Escape

1 Player Solitaire

Use your book of spells to get through a maze of monsters!

The End:

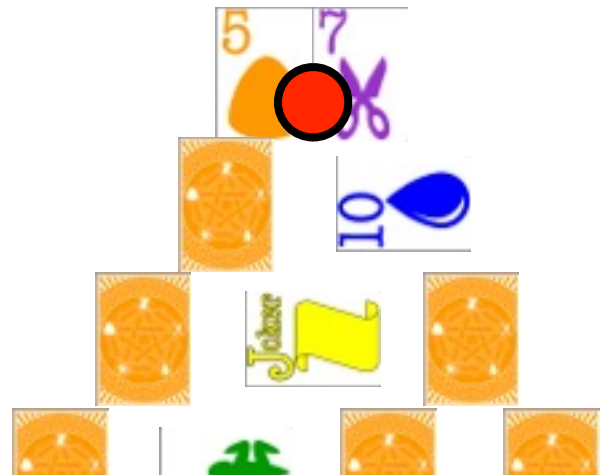
If you can make it to the top room, there is one final test before you can escape. You must defeat the two headed dragon, represented by the two cards in the final room. You need to have two different cards in your Spell Book that can defeat both cards at the same time. (You can't defeat one head first then the other with a new spell, you can't defeat both cards with one spell, and you can't counter an attack with the same suit to get past)

If you can not defeat both heads of the two headed dragon you will need to explore the dungeon until you collect the right spells to defeat both heads at once.

When you get to the final room and defeat the final monster you can escape and win the game!

Check out the next page for different game variations!

The Exit



Spell Book



You can defeat the Two Headed Dragon (5 of Rock and 7 of Paper) at the exit. Which two spells do you use to win the game?

Dungeon Escape

1 Player Solitaire

Use your book of spells to get through a maze of monsters!

Variations

Explorer Mode:

Try building a bigger dungeon! Deal a diamond that is 6x6, 7x7, or even 8x8! (You will need Jokers)

Advanced Mode:

Try getting through with only three cards in your Spell Book!

Expert Mode:

Can you escape with only two cards in your spell book?

Joker Rules:

Joker rules only apply when you or the monster is using the Joker in battle. For blocking, the suit of the Joker must match the suit of the other card.

Dungeon Race (two players):

Deal two diamond dungeons that share the same exit. (See diagram on right) The first player to defeat the two headed dragon in the middle is the winner. Players alternate taking turns. Each player chooses one card from their spell book to determine who goes first (strongest card wins). Your turn ends each time you: defeat a monster, block a monster, dodge a monster, or move your piece back to a cleared room or the starting position.

