

# *Run Away!!*

You are a party of brave heroes. You've fought your way past ugly monsters (mostly kobolds), disarmed cleverly hidden traps (with the "help" of some kobolds), and found treasure to last you for years to come (kobolds really do have a lot of treasure). Now you've made it to the heart of the dungeon and only one challenge awaits. The Boss Monster.... Wow. It's big. Really big. And really angry.

At times like this, we find out who the truly brave are. And it's definitely not you... RUN AWAY!!!

## Printable Components

Deck of 112 cards

8 Character Dials

1 Board

4 Boss Cards

Gold Counters

Wall Counters

Global Counters

## Non-Printable Components

20 Meeples (4 of each color)

1 Boss Monster Figure

## Objective

The winner is the person who survives AND has the most gold at the end of the game. Gold is great, but if you die in the dungeon, it doesn't help you.

It is possible for everyone to die in the dungeon. In this case, no one wins.

## Summary of Turn Order

- 1) Determine Running Order
- 2) Draw Hand and Select Speed
- 3) Play Encounters
- 4) Characters (and the Boss) run, revealing encounters as they go. Play Items during this step.
- 5) End of turn (Discard cards. Did anyone escape? Is the boss in front of anyone?)

## Set Up

- Randomly (or not) choose a Boss Monster card
- Randomly (or not) select a Class card for each player
- Choose a set of Meeples. Place one of them in front of you (so everyone remembers which color you are) and place one on the start space.
- Separate the Item cards from the rest of the deck and the randomly deal two to each player. This forms each player's personal Inventory. Shuffle the remaining Item cards back into the deck, and deal out all cards evenly among the players. Each player will have their own deck and discard pile for the duration of the game.

## Play (The Standard Rules are for 4 or 5 players. See Variants below for a 2 or 3 player game)

### 1) **Determine Running Order**

On Round one, or in the event two or more players occupy the same space, draw the top cards of their decks, and compare speed values. The winner will go first. The Boss always loses ties. On subsequent rounds, the player who is in the lead, (i.e. is closest to the exit) becomes the first player. The player in second position will run second, and so forth. Place your Meeple on the Running Order track. The Boss also counts as Runner and has a position in the Running order.

## 2) **Choose Base Speed**

Each player draws four cards from their deck. Choose one of these cards and place it horizontally in front of you, face down. If you do not have enough cards in your deck, the discard pile of the player *on your left* becomes your deck. The large number in the corner of the card represents your Base Speed; i.e. how fast you are running this round. (*Unencumbered Bonus: If you have zero cards in your Inventory, your Base Speed is +3*)

## 3) **Play Encounters**

Beginning with the last player in the Running Order, each player chooses two cards to play on two separate opponents. The cards may not be played on the same opponent. These are the Encounters that the Heroes will face during the Running Phase. If any player has no face down Encounter cards in front of them at the end of this step, they draw the top card of their deck and place it face down in front of them as an Encounter card.

## 4) **Everybody RUN!!!**

Starting with the first player in the Running Order, and going in sequence of Running Order, reveal your Base Speed. Place your fourth Meeple on the space you started. This will make it easier to keep track of how far you've moved in total. Move your Meeple until you reach an Encounter space (marked with an E). Then flip over any Encounter Card in front of you and follow its instructions. If the card does not reduce your remaining Speed to zero, send you backwards, or otherwise require you to stop, continue moving. If there is a Global token on the space, flip over one of the Encounters in front of you before facing the Global Encounter. A space can only have one Global token at a time, so if the Encounter you flip is also a Global, discard it immediately. If you flip over an Item, you may pause to take it into your Inventory, but doing so slows you down, costing 2 Speed, although you may pick up the item if you have less than 2 speed remaining.

### 4A) **The Boss Monster gives chase!!!**

When the Boss's turn comes up, the Boss Monster moves

according to the rules on its card. If the Boss Monster ends his move on one or more Heroes, he confronts those Heroes and deals Confront Damage. If he passes over any Heroes, he deals Trample Damage as he runs right over them. In addition, the Boss's speed is reduced by 1 for every Hero he passes. Certain Encounters or Items on the Heroes may effect the Boss. Unless otherwise noted, these effects only trigger if the Boss actually lands on or passes that Hero or a Global token placed by that Hero. *(Note: You do not Confront the Boss if you land on him, only if he ends his move on you, unless the Boss is Laying in Wait, as described below)*

#### 4B) **Using an Item or Class ability**

During the running phase, you may play an Item from your Inventory. You may not play more than one item per turn. You may also use your class ability once per turn. You may use an item or ability on yourself at any time including during another player's run, or on another Runner that lands on or passes you, or that you pass or land on.

#### 4C) **Bonus Encounter**

If you flip all the Encounters in front of you and land on another Encounter space, you may choose to reveal the final card from your hand. If it is an Item you may put it in your Inventory for free. If it is Event, you may play it on any Hero or the Boss. Otherwise, you may face it as an extra encounter.

### 5) **End of Round**

Discard all tokens that were placed on the board this round.  
Discard all cards, unless a card affects your Hero next round.

#### 5A) **Laying in Wait**

If there are any Heroes behind the Boss Monster at the end of a turn, draw a card and consult the chart below. If the result is less than or equal to the number shown, the Boss stops running and waits for the Heroes to catch up. A Boss that is Laying in Wait always goes last in the Running Order. Any Hero who *passes* the Boss takes 1 Damage, and a Hero who lands on the Boss must Confront the Boss. The Boss will start running again on the turn

after he is passed.

<u># of Heroes behind</u>	<u>Lays in Wait on a</u>
1	3
2	4
3	5
4	6

### Escaping the Dungeon

The first Hero who escapes the Dungeon gains +10 Gold. A Hero who escapes the Dungeon does not immediately sit out the rest of the game. Instead the following changes occur:

1) The player moves his Meeple to the last space on the Running Order, and remains there unless he is bumped up by another escaped Hero.

2) Instead of choosing a Base Speed, he creates/contributes to the End Game Clock. He draws his hand as usual, but the first card he chooses will contribute to the Clock. The Clock is formed by all escaped or dead Heroes, so the more players who are out, the more quickly the game is likely to end.

3) The game ends when the Clock has five consecutive numbers, i.e 3, 4, 5, 6, 7. When this happens, finish the current round of play. Any Heroes who do not escape this round are dead.

### Dead Heroes

A Dead Hero has lost the game, however his death triggers the End Game Clock just as if he had Escaped, except on the round your Hero is killed, you may add two cards to the Clock instead of one. Leave your Meeple on the board and hold on to your items

because your body can be looted.

### Looting Dead Heroes

If you pass the remains of one of your opponents, you can pause to loot the body. Looting stops your run, regardless of how much Speed you have remaining. Look at an opponent's inventory. You may choose to take one of their Item cards. If you do not want any of the Items they have OR they do not have any, draw Luck and gain that much Gold instead.

### Last One Out is a....

If there is only one Hero left in the Dungeon at the end of the round, he is allowed one more round to escape. If he fails to do so on the next round, he is lost in the dungeon and counted as a Dead Hero.

## Modifier Symbols



Your Hero's Speed is increased, decreased, or changed. Cannot be reduced below 0 unless by a BACKTRACK effect.



The Boss's Speed is increased, reduced, or change by this amount. Cannot reduced below 0.



Heal this much Life or take this much Damage



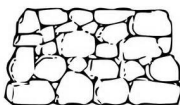
Gain or Lose that much Gold



The Boss deals this much more or less Damage if it Confronts the Hero this Round. This applies only to the Hero the card was played on or the space that the Global token was placed.



The Boss deals this much more or less Damage if it Tramples the Hero this Round. This applies only to the Hero the card was played on or the space that the Global token was placed.



This effect creates a wall. Place a Wall token on the space where you flipped this encounter. Any Runner must stop on this space, but suffers no other effects.



This is a Global effect. Place a Global token on the space where you flipped this Encounter and matching token on the card. Any runner who passes or lands on this space must face that Encounter.. Only one Global Encounter per space.



This Encounter stops the Hero. While the card *may* cause you to move further, once it is resolved, your speed is reduced to zero. No item can boost your speed, although you may still play items that have other effects, such as healing.

## Other Terms

**LUCK:** A random number. Draw the top card of your deck, the card's Speed value is your Lucky Number. If a card uses this term more than once, each one is a separate draw.

**LUCKY/UNLUCKY:** Draw luck, Even (Blue) Numbers are Lucky. Odd (Red) numbers are Unlucky. You have better odds of being Unlucky.

**BACKTRACK:** Most of the time a card cannot reduce your speed below zero. However some Encounters cause you to become so disoriented, that you end up running in the wrong direction. These are identified as BACKTRACK effects. A BACKTRACK effect replaces your remaining speed and moves you backwards by the number listed. Moving backwards always ends your turn, and you do not flip any more Encounters.

**NEXT TURN:** If an Encounter has an effect that occurs next turn, do not discard it at the end of the round. Keep it in front of you as a reminder of the card's effect.

**EVENT:** If an event is flipped as an Encounter, it applies its effects as usual to the Hero who flipped it. When played as a bonus encounter, it is placed in front of any player. This will effect that Hero during the next round of play.

**BOSS EVENT:** A Boss Event effects the Boss during its next run, regardless of who or when it was flipped or revealed.

**SEARCHING THE DECK:** If a card requires you to search your deck, and you do not find what you are looking for, take your opponent's discard pile as usual, but *do not* continue searching.



## **Two Player Variant**

In a two player game, make the following changes:

- Draw a hand of only three cards instead of four.
- Play only one Encounter. This Encounter may be played on yourself or your opponent.
- There is no End Game Clock in a two player game. The last player in the dungeon has two rounds to escape, before becoming lost

## **Three Player Variant**

In a three player game, make the following changes:

- Draw a hand of only three cards instead of four.
- Play only one Encounter instead of two.