

Path Untouched

“Escape the cave with your friends. Don’t get touched by the monster.”

- 1 Dungeon Master (DM)
 - Eyes open
 - Run the game
 - Move the monster
- Up to 4 Other Players
 - Feel out labyrinth from one endpoint to the other
 - Eyes closed

Rules

- Players must keep their eyes closed
- Players can’t use more than 2 fingers on the board at one time
- Players must move within the path
- Only the DM and the player whose turn it is can touch the board
- Players are encouraged to talk and communicate with other players while traversing the cave
- All players left alive have to escape the dungeon in order to win
 - If only one player makes it out everyone still loses
- Players share a pool of health
 - Start HP is number of players -1
- If you touch a trap it is triggered
 - If you don’t know what it is, the DM will reference the trap guide
- If you die and there are no HP tokens, that player is out
- If the monster lands on the player the DM moves the player to Jail
 - The player must spend one turn inside the jail
 - The Monster gets reset to its Lair
- Players can use their ability three times
- Someone must have the Clairvoyant ability
- Players must stop to help teammates out of traps

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Game Flow

Setup

- Players roll to decide what order they go in
 - High number wins
 - Tie means a re roll between the tied players
- Players choose what color piece they want
- Players choose what ability they want
 - No two players can have the same ability
- Board starts face down
- Players close their eyes
- DM flips the board up and starts a timer for 45 minutes

Turn Cycle

Players go first

- Players roll a die to determine how many total tiles they can feel in any direction. Players can move to any tile that they touch. They cannot choose to stay on the same spot.
- Players should describe the tiles they feel aloud to help their teammates.
- DM moves each player’s piece for them.
- Player abilities can be used at any time but are limited to 3 uses during the course of the game.

The DM moves the monster

- After all players have taken their turn, the DM rolls to see how many tiles the Monster will move.
- The DM has to move the monster the exact number of spaces equal to the die roll.
- The monster must end its move on a player’s tile in order to capture that player.

The turn cycle repeats until an ending condition is met.

Ending Conditions

- The turn cycle repeats until time runs out, the player’s run out of lives, or they escape.
- If time runs out, the game goes into **overtime** (15 minutes)

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- Players that run into the monster are not only jailed but lose 1 HP token
- Whoever doesn't make it out after overtime dies in the dungeon, and the game ends.

Player Abilities

- **Clairvoyant**
 - Look at the board for 3 seconds
- **Tool Kit**
 - Disable a trap you are next to
- **Flash Bang**
 - Monsters die roll is divided by 2 and rounded up
- **Bear Trap**
 - Stop the monster for 1 turn
- **Teleporter**
 - Swap your location with your teammate
- **Running Shoes**
 - Everyone gets an extra roll for a round
- **Mirror (4 players only)**
 - Copy one of your teammates abilities

Trap Guide

- **Sandpaper >>> Spikes**
 - Lose one HP token
- **Hole >>> Trick Wall**
 - DM moves you to the other Hole tile across from the one you touched
- **Velcro Fluff >>> Restart**
 - DM Moves player back to the beginning
 - End your turn
- **Pipe Cleaner Circle >>> Pit**
 - Stay on that tile until another player comes to get you
 - Can “climb out” after 3 turns
 - Costs 1 HP token
 - End your turn
- **Staples >>> Exit**
 - Land on this tile to leave the dungeon

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- **Bars >>> Jail**
 - Player goes here if caught by monster
- **Monster Face >>> Monster Lair**
 - Monster goes here after capturing a player

Piece Guide

- **Colored Pieces** - players
- **Wooden Squares** - HP tokens
- **Orange Animal** - the monster