



# Build Your Own Dungeon Rules Challenge

## Dungeon Tile Types

1 of Each,  
Blank on  
Reverse



10 x  
Dead End  
Tiles



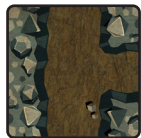
10 x  
Corner  
Tiles



10 x  
Two Way  
Tiles



8 x  
Three Way  
Tiles



8 x  
Four Way  
Tiles



## Token Types



2 of each DieMinion  
Token, double sided.



Some Dungeons will  
not use all DieMinion  
types.



1 of each Stat Token.



Some Dungeons will  
not use all of the Stat  
types.



1 Ability Token.



2 Time Tokens.



4 DIE tokens to show  
where the Epic Party  
tiles are.

For the Dungeon Design Challenge, you must follow the below criteria to be eligible to win:

- No more than 8 tiles in any direction.
- The map must be designed for Solo play, with only one Start tile.
- There cannot be more of any type of tile than listed on the left.
- There can be any number of blank tiles
- There cannot be any tunnels left “open”, this means that any tile side that has an open tunnel must connect to another open tunnel.
- There can only be a maximum of 2 of each DieMinion Tokens, however these tokens are not required to be used.
- There can only be a maximum of 1 of each Stat Token. It is recommended that these be spread out over the dungeon.
- There can only be 1 Ability Token.
- There can be up to 2 Time Tokens.
- There can be up to 4 DIE in the Dungeon Tokens.

You must also provide a WIN condition for your map:

- Mention if any DieMinions must be acquired.
- Mention if any Stat Tokens must be acquired.
- State how many Epic Party’s must be defeated (represented by the DIE Tokens).
- Any other rules you wish to apply to the map should be written as well, but try to avoid making it overly complex.