



## CREDITS

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**Illustrator:** Jules Dubost

**Publisher :** UNFRIENDLY GAMES  
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**Special thanks:**  
 Thanks to @L\_atelier\_12 for prototyping  
 the game, and to Romain Blanchard for  
 his contribution to level design.

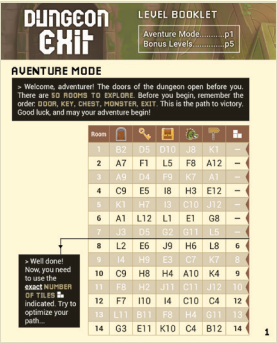




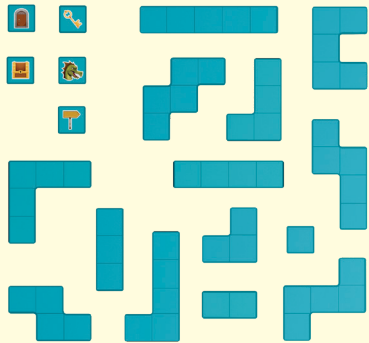
MATERIALS



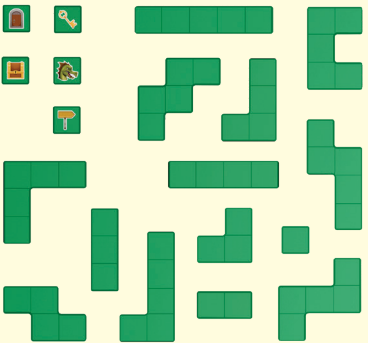
2 double-sided boards



1 level booklet



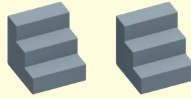
1 blue game set



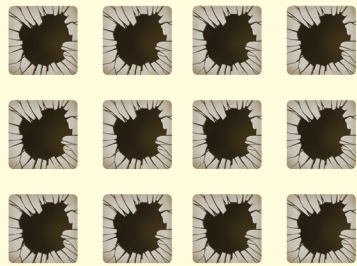
1 green game set



4 Bridges



2 Stairs









12 Pits

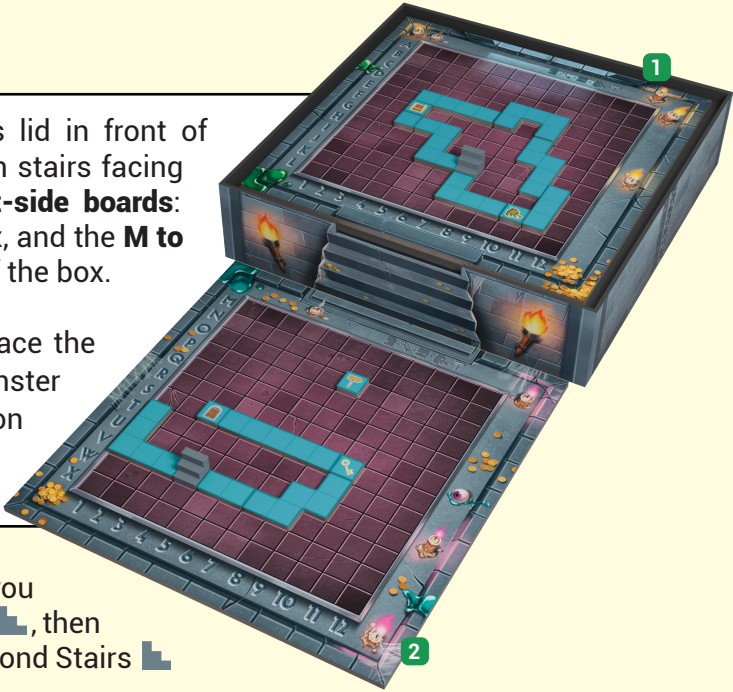




1 line marker

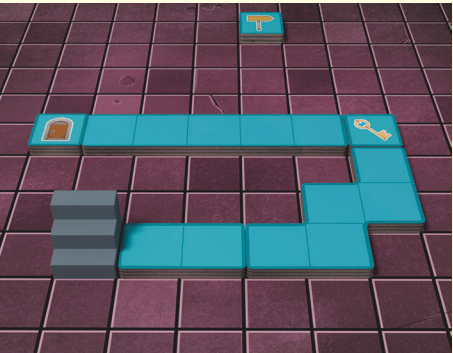
UPPER FLOOR MODE

Solo play only

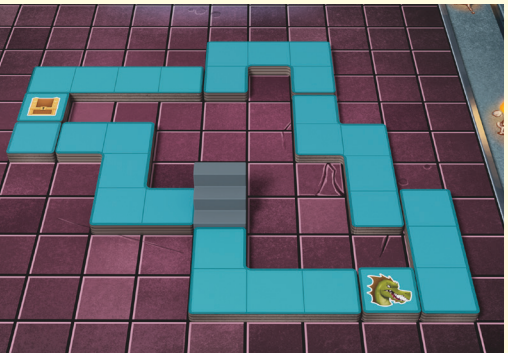
- 1 Place the game box without its lid in front of you, with the side illustrated with stairs facing towards you. Place the **2 Night-side boards**: the **A to L board 1** inside the box, and the **M to X board 2** on the table in front of the box.
- 2 You have **only one game set**. Place the Door , Key , Chest , Monster , Exit , and the **2 Stairs**  on both boards following the level coordinates.



To move from one board to another, you must touch only one side of the Stairs , then continue from only one side of the second Stairs  placed on the other board.



Board 2



Board 1

## COOPERATIVE CHALLENGE

*In the Cooperative Challenge variant, two players must collaborate to each form their own path without obstructing their teammate's path.*

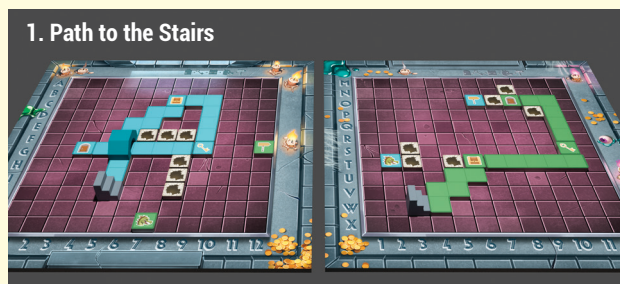
- 1 Each player has a game set and a **Night-side** board. **Player 1** starts with board A to L in front of them, while **Player 2** has board M to X.
- 2 Players place their **respective** Door 🚪, Key 🔑, Chest 📦, Monster 🦋, and Exit 🚪, as well as the **2 Stairs** 🪜, on **both boards** following the respective level coordinates.

The game unfolds simultaneously, with each player playing only on their starting board, connecting **the possible passage points of their color in order until reaching the Stairs**.

**Once the path is correctly connected to the Stairs 🪜 on both boards**, ensuring to touch only one side of the Stairs, **players swap their boards and continue their path**, starting from only one side of the Stairs 🪜 until reaching their Exit 🚪.

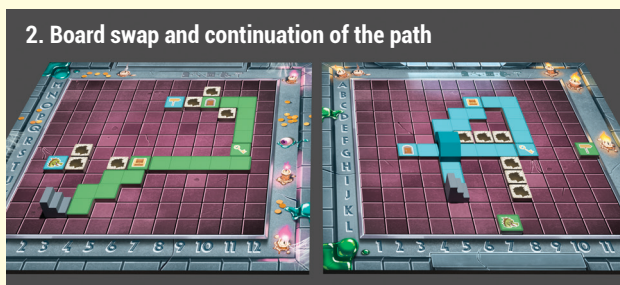
**Note:** A player's path cannot touch their teammate's path on the sides, unless a Bridge is used and permitted according to the level.

**If the level appears unsolvable**, players exchange their boards again and start over. Communication is allowed, but players cannot play on behalf of their teammate.



Player 1

Player 2



Player 1

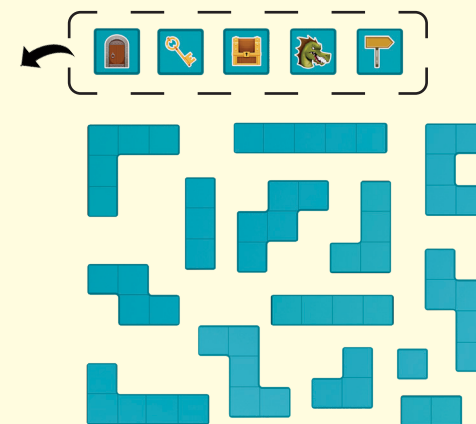
Player 2

## GOAL OF THE GAME

In Dungeon Exit, the goal is to **form a path with your tiles by connecting the passage points in order**.

**For solo play**, solve each level one by one, progressively.  
**For 2 players**, be the quickest to find a path to win the game.

## MAIN SETUP



- 1 Each player has a **Day-side board** in front of them. Each possesses a game set consisting of **14 Path tiles**, as well as **1 Door** 🚪, **1 Key** 🔑, **1 Chest** 📦, **1 Monster** 🦋, and **1 Exit** 🚪, all of the same color.
- 2 Each player places the Door 🚪, Key 🔑, Chest 📦, Monster 🦋, and Exit 🚪 on their board according to the coordinates of the level selected in the **level booklet**.

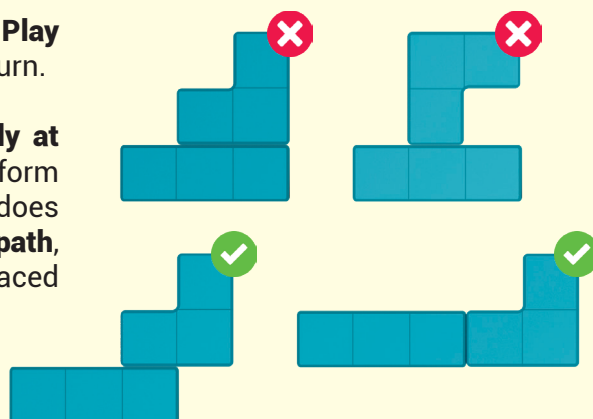
According to the levels, make sure each player has a complete game set with the required elements before starting the game.



## HOW TO PLAY

At the starting signal, the game begins. **Play simultaneously**, meaning without waiting for a turn.

**Place and connect the tiles**, front or back, **only at their ends, touching only one side of a square** to form a path. The corners of the tiles may touch, this does not form a path. Feel free to **deconstruct your path**, meaning to remove one or more tiles already placed on the board, in order to optimize your path.



### ! THE PASSAGE ORDER

1 🚪 : Door

2 🔑 : Key

3 📦 : Chest

4 🧟 : Monster

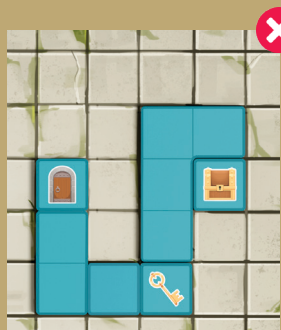
5 🚪 : Exit

The path must strictly connect the passage points in order. You must connect the Door to the Key, then the Key to the Chest, the Chest to the Monster, and finally the Monster to the Exit.

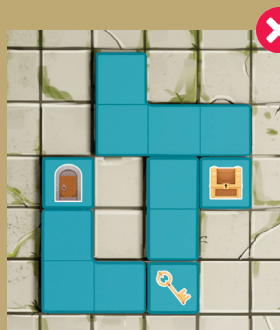
To validate the Key 🔑, Chest 📦 or Monster 🧟, the path must touch only one side of the corresponding square, then **depart from only one other side without your path touching** any other point. For the Door 🚪 and the Exit 🚪, make sure to touch only one side of the square without going beyond it.



4 The path is touching the Chest before the Key.



The path is not stopping at just one side of the Chest.



The path from the Chest is touching the side of a tile.



The path is correct for now!

## LEVEL BOOKLET

The level booklet includes **Adventure Mode**, an evolving campaign of 50 challenges to progressively explore different aspects of the game. The **Bonus Levels** section contains 80 challenges classified by difficulty, as well as the solo Upper Floor mode.

💡 Save your progress with the line marker!

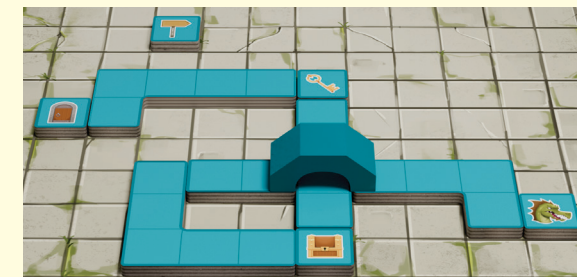
NIVEAUX ANNEXES									
Niv.	🚪	🔑	📦	🧟	🚪	📦	🔑	🧟	🚪
1	K10	F3	D7	A10	H7	—	—	—	—
2	K2	K6	K11	F11	F2	—	—	—	—
3	C9	A5	F11	K6	E3	—	—	—	—
4	G6	F2	K11	D9	B2	—	—	—	—
5	F2	J5	H5	L12	A3	—	—	—	—
6	I7	C7	H12	F2	L8	—	—	—	—

### NUMBER OF TILES

When the level specifies the **exact number of tiles** 🧱 to use, it is imperative to find the path with precision: **neither one tile more nor one less**. In some cases, it will be necessary to optimize your path to succeed using the fewest possible tiles, while other times it may even be necessary to lengthen your path.

### BRIDGES

A Bridge 🌉 allows for the exceptional **crossing of a path within the limits of one square**. To do so, the current path must touch one side of a square of an already formed path in order, then continue on the other side of this square **without touching other tiles**. Then, the Bridge is placed over the square to be crossed. It is impossible to cross or arrive at a passage point. Some levels require the use of 1 or 2 Bridges.



### PITS

A Pit 🕒 prevents the path from passing through, making it **impossible to cross**, even with a Bridge. However, the path can run alongside the sides of one or more Pits.

