

# Quest Board

3-6 Players | 30 Minutes

## OVERVIEW

In *Quest Board*, players seek to stock their vaults with piles of gold by hiring heroes, completing quests, and collecting items.

The player with the most treasure chests at the end of the game wins!



## SETUP

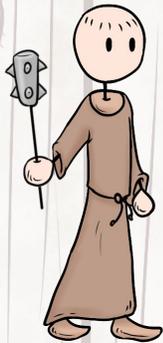
- 1) Divide the cards into separate stacks based on the card back.
- 2) Remove any cards from the game with a number in the top left corner greater than the number of players.
- 3) Shuffle the Final Quest cards and deal three face-up so all players can see them. Remove the rest from the game.
- 4) Each player should have at least a square foot of table space. This is called their town and it is empty at the beginning of the game.



## ROUNDS

*Quest Board* is played over three rounds organized by season: Summer (cards with yellow grass), Fall (red leaves), and Winter (blue snowflakes).

At the beginning of each round, shuffle the appropriate deck and deal 7 cards to each player. Then complete Drafting and Questing.



## DRAFTING

Players look at their hand of cards, select one, and place it face down in their town. Once all players have selected a card, all selected cards are flipped face up and added to their player's town.

**IMPORTANT: Any card with a red border has an effect that is resolved immediately.**

Any cards that remain in a player's hand are passed to the player on the left or right as determined by the passing icon on the back of the cards.



Players continue selecting and passing cards until there are none left in the players' hands.

## QUESTING

Beginning with the player that dealt and rotating clockwise, each player has one opportunity to complete quests by doing the following.



- 1) Select the quests you plan to complete.
- 2) Place heroes on these quests as necessary to complete each individually.
- 3) For each cleric sent on a quest, you may remove a hero from that quest, placing them back in your town.
- 4) Place heroes remaining on that quest into a face-down pile. This is called your stash.
- 5) Remove any quests that weren't completed from the game.

**IMPORTANT: Heroes in your stash cannot be targeted by effects. They will still count towards the final quest and end game effects.**



## ENDING THE GAME

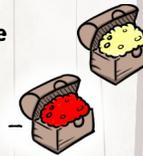
After completing the third (Winter) round, do the following.

- 1) Players combine all cards in their town and stash.
- 2) Give a Final Quest reward card to each player that completed the Final Quest. A player has only completed the Final Quest if they meet the requirements of ALL three Final Quest cards. This can be done one player at a time in the same order Questing was completed.
- 3) Determine which player possesses the most map icons and give that player the Legendary Treasure reward card. In the event of a tie, the player with the most thieves wins the tie. If there is still a tie, no player receives the Legendary Treasure reward card.



## WINNING THE GAME

Each player counts up the number of treasure chests they possess. The player with the most wins the game.



In the event of a tie, break it in favor of:

- 1) A player that completed the final quest.
- 2) The player with the most Mages.
- 3) A player that owns *Quest Board*.



## QUICK REFERENCE

Warriors are great fighters. For all purposes, a warrior counts as two heroes.

Thieves join you with treasure maps they stole on previous adventures.

Clerics are healers that return heroes back to own after completing a quest.

Mages are unique. They can use special items and they help more on certain quests.

## CLARIFICATIONS

When you STEAL a card, resolve the stolen card as you would if you had just drafted and revealed it yourself. Usually this just means adding it to your town.

Possessing any of the SLAYING items does not allow a player to complete the Final Quest in part or in full before the end of the game.

If players next to each other select LOCK PICKS, resolve the Lock Picks that would steal a card other than Lock Picks first. If a player would receive nothing, then so would a player stealing from that player.

If multiple players want to or need to resolve effects at the same time, the player with the most thieves goes first. In the event of a tie, go then with most warriors, then most mages, then most clerics.

