

Fantasy Quest

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I - Overview

The Kingdom is a perilous land filled with nefarious monsters, mysterious strangers and treacherous locations, and dominated at its centre by The Sprawl, a huge city where intrepid heroes start their journey to fame and fortune. Throughout the Kingdom various factions vie for power over each other, such as the supposedly noble Order of the Rose or the terrifying Doom Guard. And presiding over the world outside the Kingdom is the ever-present Overlord, Masklaw. Over the coming month, a deadly Gloom will descend upon the land, which the heroes must fight through to prove their worth and save the Kingdom.

Fantasy Quest is a card game of high fantasy with a gothic edge, where 1-4 players, working individually or together, must take their humble adventurers on a journey through a dark world of magic and peril. They will visit strange places, stranger people and overcome powerful enemies in their quest to discover mysterious artefacts and mystical spells. Players follow their hero's tale from modest beginnings through an epic story to an exciting climactic battle for the fate of the world.

II - Object of the Game

Each player chooses a hero and takes him or her on an adventure through the Kingdom, a magical and dangerous land.

During the day, by choosing from a variety of available Actions, Heroes travel the Kingdom, overcome encounters, and gather items, allies and other boons to progress in power, while building an epic story called a Saga. This journey is made all the more difficult as the number of Actions available to a player each turn is restricted to the Hero's own health level - priorities and difficult decisions will need to be made!

A Hero's Saga culminates with the achievement of a great boon called a Totem, which is received when the player is able to match Keywords, from cards gained by completing encounters, to those required by the Saga. *However*, once revealed the Hero's Totem will draw the attention of a powerful, evil entity called an Ancient. The Hero must then defeat the Ancient to win the game.

Time is of the essence because by night the land slowly "Falls into Gloom" and terrible things begin to happen. If all the land is engulfed by that pervading presence, all the players will lose the game.

Fantasy Quest can be played either Competitively or Cooperatively, and also perfectly suits Solo play (which functions in the same way as Cooperative play). If this is your first game it is suggested you use the "Gold Rush" Variant listed at the end under Variants until everyone is familiar with the rules.

III - Component List

Cards (360 total)	
4	Quick Reference Cards (2-sided: Actions/Keywords)
10	Hero Races (2-sided: Male/Female)
10	Hero Classes
40	Skills (10 of each: Arcane, Martial, Pious, and Shadow)
25	Locations (6 each of: Badlands, Forest, Mountain and Plains. One Sprawl City. All 2-sided: Location/Gloom)
25	Night cards (1 each of all 24 Locations plus 1 Sprawl City)
120	Encounters (30 of each Location: Badlands, Forest, Mountain and Plains)
96	Rewards (24 of each Deck: Items, Titles, Spells, and Allies)
16	Market Items (5 Items, 2 Titles, 4 Spells, and 5 Allies)
10	Sagas/Totems (2-sided: Saga/Totem)
4	Ancients

Tokens	
1	First player token
20	Hit point/Action tokens per player
4	Fate tokens per player
4	Hidden tokens
2	Wolf form tokens
1	Page of Gold tokens (denominations of 1, 5 and 10)

Other	
4	Hero figures (not supplied)
[Many]	Six-sided dice (not supplied)

IV - Game Elements

A - “In hand”, “In play” and “Discard”

Any cards held by a player are said to be in their Hand. For example, whenever a hero defeats a challenge the player takes that Encounter card into their Hand.

A card is deemed to be “in play” if present face up or down in the play area. The play area includes the Location card tableau (called the Map), and each player’s own Hero play area. Draw and discarded card piles are not considered to be in play.

When a player discards a card, they put it in a discard pile next to the relevant Encounter or Reward deck. If an Encounter deck is ever exhausted (runs out) the player reshuffles the discard pile and forms a new Encounter deck.

A player may choose to discard cards from play or from their Hand at any time by putting the card back into the Market deck or into the relevant discard pile.

B - Hero Races/Classes

In Fantasy Quest there are 10 different Hero Races to choose from, each with varying abilities (also called “Stats”). A player may choose to play as either Male or Female by flipping the Race card over accordingly. There are also 10 different Classes that provide bonuses to the Hero. This combination of Hero Race and Class allows for plenty of variety and game-play.

Each Hero Race has 10 predetermined points allocated across the various Hero Stats. These core attributes are further enhanced by 2 additional Stat points that are made available from a Hero’s selected Class. The following is a summary of the Hero Stat categories, and what they do:

Stat/ Keyword	Icon on card	
HP	HEART	Maximum number of Actions a Hero may perform in one turn
STUDY	HANDS	Used on Quests, and denotes the maximum number of SPELLS a hero can have in play
SNEAK	EYE	Used on Places, and denotes the maximum number of TITLES a hero can have in play
FIGHT	SWORD	Used on Enemies, and denotes the maximum number of ITEMS a hero can have in play
INFLUENCE	HEAD	Used on Strangers, and denotes the maximum number of ALLIES a hero can have in play
GOLD	GOLD	Used for Buying ITEMS and SKILLS

Each hero begins Fantasy Quest with four Hit Points and one Gold. Hit Points may go up or down over the course of the game. At the start of the game place 4 Hit Point Tokens on each Hero card. When Heroes lose Hit Points turn the Hit Point Tokens face down to clearly show all players how many Actions each Hero has remaining.

Hero Defeat: If a Hero ever reaches 0 Hit Points, the Hero is defeated. A defeated Hero loses all their Gold, discards one card of the defeated player's choice either from play or from their Hand, and the Hero moves back to Sprawl City, missing the rest of their turn. Any Hero defeated by an Ancient in the Cooperative game is out of the game for good.

Gold is the currency of the game. Heroes' gain Gold from defeating Encounter cards and may use it to buy Items and also to buy additional Skills to develop their Hero.

C - Skills

Skills represent the different powers available to the Heroes which assist them in various different ways during the game. Skills are divided into four Classes: Arcane (magical studies and Spell casting), Martial (fighting and surviving), Pious (holy and influential powers) and Shadow (sneaking and hiding). Skills have 4 levels of strength (1 through to 4, with 4 being the strongest). Each Hero begins the game with one Level 1 Skill of the Hero Class chosen by that player. For example, as Rangers are mostly concerned with **Fighting** Enemies and surviving in the wilds, Rangers draw from the Martial Class of Skills. Therefore a 'Ranger' Hero is a 'Martial' Class Hero. More Skills can be purchased by a Hero using the TRAINING Action during a player's turn.

D - Locations

Location cards representing 24 differing lands randomly surround Sprawl City (also a Location) to form a five by five MAP grid, with Sprawl City in its centre. This MAP forms the main playing area on which the Hero figures will move. A suitably sized table is recommended. For completeness the Locations' names are as follows:

Location	Name
Plains	<i>Open Heath, Barrow Moor, Green Meadows, Windy Valley, Verdant Fields, and Grand Plains</i>
Forest:	<i>Shrouded Glade, Blessed Grove, Hidden Woods, Lush Jungle, Lost Forest, and Old Wood</i>
Mountains:	<i>Spire Tor, Rolling Hills, Spine Ridge Pass, Rising Bluffs, Lonely Gorge, and Lava Canyon</i>
Badlands:	<i>Misty Fens, Dark Mire, Wretched Bog, Dead Swamp, Endless Brackens, Barren Wastes</i>

"Fall into Gloom" - The reverse of each Location card details its "Gloom" status. In the base game through the use of NIGHT cards at least one random Location will Fall into Gloom at the end of each complete turn reflecting that terrible things are afoot in that area.

E - Night Deck

Each NIGHT card has one of the 25 specific map Locations highlighted at the bottom of the card. At the end of every turn, the FIRST PLAYER draws a card from the top of the NIGHT card deck, and resolves it immediately. They flip over the same named Location on the MAP to its face-down GLOOM side - this is called the Gloom Step. **Note: when the last NIGHT card is drawn the game is over and all the players lose.**

If playing with 3 or 4 players, once the Ancient has been revealed draw and resolve TWO Night cards at the end of every turn instead of just one.

Heroes may still enter any Gloom Location, and it is otherwise treated normally, however any Hero ending his turn on a Gloom Location immediately loses 1 Hit Point. If a Hero is already in a Location when it falls into Gloom, he does not lose a Hit Point until the end of his next turn (by which point he may have moved away to avoid this effect).

Once the Gloom Step is resolved, the FIRST PLAYER reads the rest of the NIGHT card aloud and resolves any instructions on the card. If the NIGHT card is a WEATHER card it remains in play next to the Map and its effects continue to apply until another WEATHER card is drawn to replace it.

F – Encounters

During his turn, whenever a hero moves into a new Location (usually after using a Move Action) the hero must draw 1 Encounter card from the terrain deck that matches the terrain of the Location he is moving into.

Exceptions to this:

- Do not draw an additional Encounter card if there is already an Encounter card on the Location. Instead, resolve the existing Encounter card present.
- Do not draw an Encounter card if moving onto Sprawl City.

An Encounter will give rise to one of a number of possible trials, which in turn yields a unique Reward when that Encounter is successfully dealt with. Encounter types and associated trials, status (if undefeated) and Rewards are summarised in the following table:

Encounter Type	“Trial”	Status if undefeated	Reward Type
Enemies	<i>Fight</i> test	remains on Location	Item
Places	<i>Sneak</i> test	remains on Location	Titles
Strangers	<i>Influence</i> test	remains on Location (note 1)	Allies
Quests	<i>Study</i> test	remains on Location	Spells
Events	Special Events that are resolved and discarded immediately – Event cards may not be defeated or kept by Heroes unless specifically stated otherwise		

*Note 1. If a player rolls zero hits during an **influence** test to **influence** a Stranger he has angered them so much that the Stranger immediately **fight**s that Hero with a SURPRISE ATTACK (see **Fighting an Enemy** section below). The player must now consider this Stranger to be an Enemy. If a player ever defeats a Stranger using **fight** he only receives the Gold value of that Stranger and may not exchange it for an ALLY. Heroes who have made Enemies of Strangers may attempt to **sneak** past them using the Stranger’s **sneak** value. This is the only reason Strangers have **sneak** – a hero may not defeat a Stranger by making a **sneak** test (unless a card effect states otherwise). Finally, if a Hero chooses to **fight** a Stranger instead of trying to **influence** them, the Hero must spend 1 Encounter Action and **fight** the Stranger as though that Stranger were an Enemy. Heroes may never Surprise Attack Strangers. Any Hero who fights a Stranger (for whatever reason) must now consider that Stranger an Enemy for the rest of the game.*

HINT! As a general rule:

- Mountains produce Enemies to **fight**, which may Reward Items.
- Forests produce Places to **sneak**, which may Reward Titles.
- Plains produce Strangers to **influence**, which may Reward Allies.
- Badlands produce Quests to **study**, which may Reward Spells.

Enemies block movement and if a Hero lands on an Enemy he must **sneak** past it or **fight** to continue moving.

Heroes may always move past Places, Strangers and Quests without hindrance, although they may still choose to Encounter them.

Defeating cards

'Defeating' is the game term used to describe the successful resolution of an Encounter card. For example, if a player defeats the Witch, it doesn't mean he thrashes her with a cricket bat (which may also be an option, depending on how the players are playing!) but rather the player overcomes the challenge of the Witch through a successful **influence** test. If a card instructs a player to automatically defeat another card, this means that the player resolves the Encounter as though he had rolled the best possible outcome. So if a player has a card that 'defeats' the Witch he would discard her during an **influence** Action and reap the Reward of that Encounter, in this case – because she is a Stranger – by drawing an Ally. A player may NEVER 'defeat' an Ancient by using a card effect.

To defeat a non-Enemy Encounter the player must perform an Encounter Action (see Actions below), and be successful in the Stat test listed on the Encounter card, by rolling a number of dice equal to his Hero's score in the Stat shown. For example, if a "Place" card has '**sneak** 3' the player must roll a number of dice equal to his Hero's current **sneak** and score 3 Hits to defeat the card. Every 5 or 6 rolled results in a success or 'hit'.

If a Hero has no more Actions remaining after moving onto a Location, he still draws an Encounter card. If it is an Enemy he must evade or **fight**/Escape as usual, otherwise the card remains face up on his current Location. He may choose to interact with it or move away on his next turn as usual.

Sometimes an Encounter card will have more than one Stat, in which case the player selects which one of the Stat tests to attempt during his Encounter Action for that turn. Once decided he must score hits using only that Stat to defeat the Encounter. If the Encounter is not defeated, in a subsequent turn the player may reselect or keep the same Stat test in order to try and defeat that Encounter.

If for some reason there is more than one Encounter card face-up on a single Location, players must resolve them in the following order of priority: **Enemies** first, then **Strangers**, then **Places**, then **Quests (E, S, P, Q)**. A face-down Encounter card may only be Encountered if there are no face-up Encounter cards on top of it.

G - Dice and 'Defeating'

Each player will need plenty of six-sided dice. When asked to undertake a "Stat test" the player must roll a number of dice equal to his Stat in that test. Every 5 or 6 rolled results in a success or "Hit". Each test requires a different number of hits to succeed. Occasionally a player will need to roll multiple times during the same turn to succeed. For the avoidance of doubt successful hits are cumulative within any one player's turn, after which the Encounter trial conditions are reset, except for "Hits" landed when challenging an Ancient.

H - Enemies

Enemies are Encounter cards that Heroes must **fight** to defeat. If a player draws an Enemy on his turn and he is not **HIDDEN**, the Enemy is considered to have **Surprise Attacked** the Hero (see **Fighting an Enemy** under Actions) and gains +1 **fight** for the first round of combat. If a Hero lands on a face-up Enemy during his turn, it will not have the opportunity to **Surprise Attack**. Enemies work differently to other Encounter cards as they have a number of Hit Points which must be overcome to defeat them. Usually Heroes need to roll as many hits as the Encounter's Stat, but Enemies use their **fight** Stat to attack Heroes back! If a player does not wish to **fight** an Enemy, he must **sneak** past it, as described in SNEAKING PAST AN ENEMY under Actions.

Enemies are unique in that they can block Hero movement – Heroes must **fight**, **sneak** past or Escape from an Enemy to continue moving.

I - Rewards (including carrying limits)

When a Hero overcomes an Encounter, be that defeating an Enemy and taking its loot, or plundering a Location, or even enlisting the services of an Ally, he may take a Reward card from the relevant deck as outlined in the table below. The Hero will usually then need to travel to a different Location to source the benefit of his new treasure. An Ally may offer to come along, for example, but only if he can go home to say farewell to his family first, or a map found may chart the position of the powerful Gilded Sword so now the Hero has to go and collect it. In game terms, the player will usually take the Reward card from the Encounter into his

hand. Then, once in the Location that matches the terrain on the Reward card, he may spend a Reward Action to play the respective Ally, Item, Spell or Title card from his hand and put it into play.

Alternatively the Hero might be too tired to journey further, or simply prefers the heft of pure gold, in which case when drawing the Reward card he may choose to immediately discard it and instead take Gold tokens equal to the Reward card's Gold value.

Rewards can boost a Hero's Stats, provide bonus Actions, and offer other bonuses to help the Hero in his adventure. There are sixteen types of Rewards that might be gained, under one of the four keywords below:

"Keyword"	Reward type
ALLIES	<i>Arcane, Martial, Pious, Shadow</i>
ITEMS	<i>Armour, Jewelry, Potion, Weapon</i>
SPELLS	<i>Action, Aid, Combat, Healing</i>
TITLES	<i>Order, Rank, Reputation, Steed</i>

Once a Reward has been put into play, a Hero may not choose to return that card to his hand. The Hero is limited to how many of each Reward card type can be in play at once. Note there is no limit to the number of cards that can be held in a player's Hand. These limits are dictated by the hero's Stats as follows:

Hero Stat	Max number of "....." allowed in play
FIGHT	Items
INFLUENCE	Allies
SNEAK	Titles
STUDY	Spells

J - Market Deck

Market cards function much like regular Reward cards except they may be purchased with Gold by using a Trade Action whilst in Sprawl City, or whilst interacting with a card that permits Trade Actions. The player looks through the Market Deck and pays for any cards chosen using his available Gold. Market cards have the added benefit of being put into play immediately upon purchase. Heroes do not have to travel to specific Locations to play them. Any player may look through the Market Deck at any time.

Cards available for purchase are: *Gilded Sword, Elven Cloak, Healing Potion, Flight Potion, Ring of Influence, Illusionist, Wild Mage, Astral Seer, Corsair, Gladiator, Earthquake, Resurrect, Haven, Fireball, Horse, and Camel.*

K - Sagas

Sagas are the epic stories of the fantastic adventures that the heroes undergo to attain legendary status throughout the kingdom. To win the game Heroes need to complete their Sagas. To do this, over the course of the game players collect – in their Hand and in play – cards that have Keywords matching those written on their Sagas in capital letters. Once a player has collected all the Keywords needed to defeat a Saga he must travel to the Location listed on that Saga and undertake a Reward Action. The player must then read his Saga aloud, revealing in order each card that he owns which correlates to each Keyword on the Saga. Each card may only be counted towards the Hero's Saga once. Once completed, a Saga card is flipped over and the player immediately claims its Totem as a Reward.

L - Totems

Every successful Saga grants the hero a Totem. A Totem is a special beneficial card that is put in play, but does not count towards any Item or card Limits and may never be lost or stolen.

Under certain rare circumstances a player may actually prefer to claim the Gold value of his Totem instead of its special ability. In this case, he may discard the Totem immediately and claim its Gold value as a Reward instead of the Totem; the Ancient is still revealed as though a Totem had been claimed.

M - Ancients

Ancients are great and powerful beings who are growing even more in power in an attempt to rule over the land. The Heroes must stop this from happening by tracking the Ancient down and besting it, usually in combat.

At the start of the game randomly choose an Ancient card unseen from the 4 provided, and keep it face down during the game. Place the remaining 3 Ancients to one side, unseen and out of play. As soon as the first Hero completes his Saga and claims his Totem the chosen Ancient card is immediately revealed and placed at its home Location (as shown on its card).

To challenge an Ancient, a Hero must spend a "Keep Assault" Action whilst on that Ancient's Home Location (Grouped Heroes may join in the battle too). Heroes may never Encounter an Ancient if there are still other Encounter cards on the same Location. Heroes may never Escape from an Ancient. Any Wounds on an Ancient remain, even if the Hero is defeated (and so returns to Sprawl City). **Whoever defeats the Ancient wins the game.**

Caution: in the Cooperative game it is possible for multiple cooperative Heroes to face an Ancient in a fight (see GROUPING under Free Actions below); however the Ancient's Hit Points are multiplied by the number of Heroes involved in the GROUP fight. Any Hero defeated by an Ancient in the Cooperative game is out of the game for good, which is hopefully not too long by the time Heroes are ready to Assault the Ancient's Keep. A defeated Hero's lifeblood is absorbed by the Ancient and the Hero is unable to "regenerate" in Sprawl City as normal until the Ancient is defeated. So if the players all challenge the Ancient together and lose the battle, all the players lose the game. If they defeat the Ancient, all the players including any dead/defeated Heroes win the game.

In the Competitive game Heroes will need to make sure they are ready to destroy the Ancient in one battle. If a Hero merely injures the Ancient before being defeated (and returning to Sprawl), another Hero may jump in and finish the Ancient off instead, stealing all the glory for themselves!

N - Fate Point tokens

Each Hero begins the game with a set number of Fate Points decided on by the players before the game starts. We recommend that Heroes start with 4 Fate Points each. At any point during the game a Hero may discard any number of Fate Points to gain extra dice to roll during a test at the cost of one extra die per Fate Point spent. Fate Points may never be replenished.

V - Game Set Up

Step	Description
1.	Decide on a Competitive or Cooperative game. In the Competitive game players must race to complete their own Saga and overcome the Ancient before all the other players to win the game. In the Cooperative game all players must each defeat their own Saga and then work together to overcome the Ancient before all the land FALLS INTO GLOOM. In the Cooperative game heroes may GROUP with other heroes with whom they share a Location.
2.	Setup the Map: Place Sprawl City in the centre of the table, then randomly deal out the rest of the Location cards around it, making a five by five grid with Sprawl City in the centre. This is called the Map.
3.	Choose Race and Class: Each player either chooses a Hero Race and Class or draws one of each randomly. Put the remaining Hero Race and Class cards to one side out of play. It is suggested that each Hero play a different Class or they will be competing for the Skills that are available for that Class.
4.	Choose a Level 1 Skill: Each player chooses or draws a Level 1 Skill card for his Hero based on that Hero's Class. Distribute any Tokens as required. Put the Skills and Market Decks in a pile to one side. Any player may look through these Skills and Market card piles at any time.
5.	Place four hit point tokens on each Hero.
6.	Place respective Hero figures on Sprawl City.
7.	Randomly select a Saga: Each player randomly draws a Saga card (shuffle and draw from the bottom of the Saga stack). Put the remaining Saga cards to one side out of play.
8.	Shuffle the Decks: Separately shuffle and place face down the four Encounter decks (Mountain, Forest, Plains, and Badlands) and the four Reward decks (Items, Allies, Spells, Titles) near to the Map in reach of everyone.
9.	Choose a Reward: Each player may choose one Reward deck and draw the top card from that deck into his Hand.
10.	Determine First Player: The Hero with the highest <i>sneak</i> Stat is the First player. In the case of a tie, randomly determine the first player by rolling a die or by choosing if the players are playing cooperatively. The first player takes the First Player token.
11.	Shuffle the 4 Ancients: Shuffle the 4 Ancient cards and select one randomly without looking at it. Place it face-down next to the Map. Remove the other Ancient cards from the game without looking at them.
12.	Shuffle the Night Deck and draw one Night card: Shuffle the Night deck and place it face down near to the Map in reach of everyone. The first player then draws and resolves the top Night deck card.
13.	Begin! Starting with the first player and proceeding clockwise, commence your hero's journey to tell his Saga and defeat the Ancient...

VI - A Game Turn

A – “Day” and “Night”

Each game turn consists of two Phases: Day and Night. These are repeated until either the Ancient is defeated and a hero wins, or until all Locations have Fallen into Gloom and the Heroes have lost.

B – Day phase

During the Day players take it in turns to perform all of their Actions in clockwise order, starting with the FIRST PLAYER. Every turn each player may spend 1 Action per remaining Hit Point (HP) of his hero. In addition there are some “free” Actions that are always available and may be taken without spending Actions. A Hero does not have to use all of his Actions each turn and may choose, for example, to end his turn on a Location after he has resolved any Encounters on that Location.

PAID FOR ACTIONS (cost 1 Action each)	Description
CAST SPELL:	Requires a study test: roll Hits equal to the study value on the Spell card. If successful, apply the Spell's effects and flip the Spell card face-down for the rest of the turn – some Spells may require the player to discard the Spell card altogether. If unsuccessful a player may try again by spending more Cast Spell Actions to try and add to his total number of successes until he succeeds. Although all heroes have the potential to accumulate Spells, some Heroes are far more suited to Casting Spells than others. A successful Spell check allows a Hero to Cast a Spell from one of the four main groups of Spells: Action, Aid, Combat and Healing.
ENCOUNTER:	<p>After drawing or landing on a Quest, Place or Stranger, a Hero may perform an Encounter Action to make a Stat test and score a number of Hits equal to or greater than the card's Stat value: study for Quests, sneak for Places, or influence for Strangers. Heroes may not Encounter Strangers whilst Hidden, though they may still study Quests or explore Places. A Hero may perform this Action any number of times in the same turn until he has enough Hits to defeat the Encounter. Use Hit Point tokens to represent total Hits so far. If successful, a Hero may take that card into his hand, or immediately discard it and instead take Gold tokens equal to its Gold value. If at the end of his turn a Hero still has not been successful, he must discard all successes accumulated during the turn and either start again next turn or move on.</p> <p><u>NOTE: Some Encounters have multiple options for a Stat test, e.g. a Place with both a sneak and a study value. In this example the player may choose to use either sneak or study to try to overcome the Encounter, but once chosen he must continue to use the same Stat for that Encounter this turn.</u></p> <p>Players must also spend an Encounter Action if they ever choose to fight a Stranger instead of trying to influence them, in which case they fight the Stranger using the normal 'Fighting an Enemy' rules detailed below. Remember: Strangers may never be Surprise Attacked.</p>
HIDE:	Requires a sneak test (roll dice equal to the Hero's sneak value). If at least one success is rolled, that player takes a HIDDEN token. He may now make Surprise Attacks against already revealed Enemies by adding +1 to his fight for one round and discarding the HIDDEN token. Whilst HIDDEN, Heroes may also avoid the negative effects of certain Event cards. Hiding is an integral part of the adventure, and something

	that no Hero should be afraid of! Not only will it allow Heroes to get the edge on enemies by prepping a Surprise Attack, it can also save Heroes from being Surprise Attacked by Enemies. <u>Heroes may NEVER have more than one HIDDEN Token.</u>
KEEP ASSAULT:	Once the Ancient has been revealed, any Hero who has completed their Saga may play this Action when they are on the same Location as the Ancient. There must be no other Encounter cards at the same Location – any other Encounters must be resolved or defeated first. The Hero assaults the Ancient's Keep and may attack the Ancient by engaging with them using the normal rules for Fighting an Enemy , including taking other Heroes along by Grouping. Apart from attacking Strangers, this is the only time a Hero uses an Action to start a fight. Note that a Hero may move through the Ancient's Location without fighting if he chooses not to (or cannot) perform a Keep Assault. If the Hero is defeated or Escapes, any wounds inflicted on an Ancient remain after the fight is over. Use Hit Point tokens to show how many Wounds the Ancient has received as per the normal rules for Fighting . <u>Any Hero defeated by an Ancient in the Cooperative game is out of the game for good.</u>
MOVE ONE LOCATION:	Move to an adjacent Location, not diagonally. This is simply how Heroes move around the Map. Obviously the more a Hero Moves, the less other interactive Actions he'll be able to perform. Whenever a Hero enters a new Location that does not already contain an Encounter card, he must draw one card from the Encounter deck that matches the current Location terrain type and resolve it before he can perform any other Actions. Note: it is possible, and sometimes desirable, for a Hero to keep moving back and forth between two Locations to keep 'triggering' Encounters of a desired terrain type (e.g. a Hero searching for a 'Quest' Encounter bouncing between two Badlands Locations). This represents the Hero acting on information and scouring the lands for his objective.
REST:	Initially, only Sprawl City will be a safe Location for Heroes to recover from their wounds, but exploration, Skills and other abilities may allow Heroes to recuperate in other Locations too. Heroes may Rest in a Location outside Sprawl City that currently has no Encounter cards in it, e.g. after a Hero has resolved any Encounters in that Location. Heroes recover 1 Hit Point per Rest Action. Recovered Hit Points may not be used for performing Actions until that Hero's next turn.
REWARD:	Play a Reward card from hand that matches the current Location. For example: a Hero has the Gilded Sword in his hand and is on the Verdant Fields Location. He may use one Reward Action to put the Gilded Sword into play, providing he doesn't exceed the limit of Items he is entitled to carry due to his fight stat.
TRADE:	Trade any number of Items, Spells, Gold or cards in hand (Heroes may not Trade Titles or Allies that are in play) with another hero in the same Location. At Sprawl City Heroes may buy Healing and/or Market cards (consisting of Allies, Items, Spells and Titles). A Hero may buy any number of Market cards from the Market deck whilst in Sprawl City by discarding the Gold cost of that card and putting it directly into play. Certain other people and Places will occasionally offer to Trade too, in which case the Action is resolved in the same way. Heroes can also SELL cards for half price (rounded down) by discarding them, or by placing it back into the Market deck if it is a Market card. In the multiplayer game, whether playing cooperatively or competitively, Heroes may Trade with other players in the same Location by spending an Action, or they may be the recipient of a Trade Action during another player's turn. Whilst making a Trade Action Heroes may also always Heal Hit Points by paying for them at the rate of one

	Gold per Hit Point.
TRAINING:	Training is how a Hero develops from humble adventurer to renowned Hero. There are forty skills available to choose from, ten for each character Class. Heroes may spend 5 Gold to choose a new Skill from the Skill deck for their class. The level of the Skill is listed on the card – it is the minimum number of Skill cards from the same Class that a Hero must already possess to be able to purchase that Skill. For example, to purchase the Level 3 Arcane skill “Spellcraft” a Hero must already possess at least 3 other Arcane Skills. A Hero may also buy a Level 1 Skill from another Class for 10 Gold instead of 5. If more Skills from this new Class are then purchased, the same Skill Level rule applies, as just described.

FREE ACTIONS (cost 0 Actions)	Description
FIGHTING AN ENEMY:	Fighting is unique from the Encounter Action as it does not use up any Actions during a turn. After drawing or landing on an Enemy, or after having an Enemy land on him, a Hero must either sneak past it (see below) or make a fight test to try and score a number of Hits equal to or greater than the Enemy’s Hit Points value. For each Hit rolled, 1 Hit Point token is placed on the Enemy to show that it is wounded. Once tokens equal to the Enemy’s Hit Points are placed, the Hero is victorious and the Enemy is defeated, but not before it gets a chance to fight back. Fights happen simultaneously, so another player then rolls for the Enemy’s attacks. The Enemy gets dice equal to its fight value and scores Hits on the Hero’s Hit Points for every success. If HIDDEN , a Hero may make a Surprise Attack by discarding his HIDDEN token and gaining +1 fight for the first fight round only. If NOT HIDDEN and the Enemy was drawn this turn, that Enemy makes a Surprise Attack against the Hero, adding +1 to its own fight for the first fight round only . If the Enemy is defeated – even if the Hero was defeated in the same round – the player may take that Enemy card into Hand. Otherwise they must keep fighting until victorious, or they run out of Hit Points, or until the Hero decides to ESCAPE from the Enemy (see below). NB. If a Hero leaves a fight with an Enemy for any reason, that Enemy heals all its Hit Points back up to its initial value immediately, discard any Hit Point tokens from the Enemy. Exception: Ancients do not heal Hit Points.
SNEAK PAST AN ENEMY:	After drawing or landing on an Enemy, unless he has been Surprise Attacked , the Hero may try to make a sneak test and score Hits equal to or greater than the Enemy’s sneak value. If successful he may avoid fighting that Enemy for this turn only and continue his turn and movement as normal. If unsuccessful the Enemy Surprise Attacks : it gets +1 fight for the first round of combat only. If a Hero successfully sneaks past an Enemy but remains on the same Location as that Enemy at the end of his turn, he must sneak again next turn or fight that Enemy.
ESCAPE:	After each round of fighting an Enemy the Hero may choose to Escape. The Hero moves back to the Location he last came from and ends his turn immediately, without drawing an Encounter card. If a Hero began his turn in the Location, when Escaping he may choose the direction that he Escapes to.
GROUP (with	This Action is mainly used in the Cooperative game, but can be used in the Competitive

other heroes in the same Location):

game if two or more Heroes agree. **GROUPING** is a passive Action that costs no Actions, and that a player may do in another Hero's turn. The active player may add the other heroes' relevant Stat(s) in his Location to his own for any Encounter card test, but he must then multiply that Encounter card's test stat by the number of players he is **GROUPED** with. For example, a hero with **sneak** value 2 is trying to **sneak** into a Place with a **sneak** value of 2. He is in the same Location as another hero whose **sneak** value is 4 and they decide to **GROUP** together. Their combined **sneak** is 6. The Place's **sneak** value is multiplied by 2 for the number of heroes in the Group, so it has a **sneak** value of 4. This means the heroes have 6 dice to try and get 4 Hits in order to overcome the Place and claim its Reward. The active player decides who gets the Reward if successful. Enemies (and Ancients) have their Hit Points multiplied by the number of Heroes **GROUPING** against them, and apply their whole **fight** test value to every Hero involved in the **fight**. For example 3 Heroes gang up on a lowly Enemy with 2 Hit Points and 3 **fight**, so it grabs its pals and they band together to **fight** back. The Enemy now has 6 Hit Points, and gets to roll 3 **fight** dice against each of the three Heroes. So they'd better be prepared! This multiplier effect lasts until the end of the active player's turn.

C - Night Phase

Once all players have taken their DAY phase Actions, their Heroes camp down in the evening and the NIGHT phase commences:

Step	Description
1.	The first player draws and resolves a NIGHT card from the NIGHT deck. He immediately flips the Location depicted on the NIGHT card onto its GLOOM side, and then resolves any other card effects of the NIGHT card.
2.	All Heroes may flip up any face-down cards that they have in play.
3.	The First Player passes the First Player Token to the player on his left, and that player commences the next Day turn.

VII - Ending The Game – Victory Points

If no Hero has completed his Saga or the Ancient was not defeated, players may determine a victor by adding together their Hero's total Gold tokens and the total Gold Value of all the cards they have in play and in hand to determine their VICTORY POINTS - the highest score wins. For cooperative games, take an average score (round down) of all the players' total Gold values and compare against previous victories.

VIII - Game Variants

The following is a list of variants you may like to include after you have played Fantasy Quest a number of times to add new goals and increased variety and difficulty. Variants listed in **red** are recommended for when you have played a few games and are comfortable with all the rules.

Variant	Description
GOLD RUSH	For a faster or introductory game: Quick game, the first player to score 15 VICTORY POINTS and return to Sprawl City wins. Don't use Ancients or Sagas.
13 DAYS	For a shorter game: remove 12 Night cards before play - the game ends when they're gone, as usual. Vary the game length by adding or removing Night cards as required. Note that this will make finishing Sagas more difficult (though not impossible) – players may wish to dispense with Sagas for this game style and have the Ancient revealed.
50 DAYS OF GLOOM	For a longer game: reshuffle the Night card deck after players have been through the whole deck once. From now on, whenever a Location is drawn that has already Fallen into Gloom, remove that Location from the game. Once Sprawl City or all the Locations have been removed from the game all the heroes lose. A Hero standing on a Location when it is removed may immediately move to the adjacent or nearest Location of his choice. Heroes may not travel through missing Locations unless they have a special ability that allows them to move around or over it.
FORTIFIED KEEP	For a more difficult game: When the Ancient is revealed, four Encounter cards corresponding to the terrain of the Ancient's home are drawn and, without looking at these, are placed face-down on top of the Ancient's card. Any Hero wishing to battle the Ancient must first Encounter and defeat each of these four Encounter cards first, along with any other Encounter cards that happen to be on the same Location. In the Cooperative game the number of cards is increased to 3 plus the number of players.
BLOODBATH	For a very difficult game: Any defeated Hero is immediately killed and removed from the game. If that player wants to continue, he must start a new Hero from scratch.
DOUBLE TROUBLE	For a more difficult game: When drawing a Night card during the Night phase, draw and resolve one EXTRA Night card as well. Note that this will make finishing Sagas more difficult (though not impossible) – players may wish to dispense with Sagas for this game style and have the Ancient revealed.
GLOOMY SPRAWL	For a more difficult game: Once Sprawl City Falls into Gloom Heroes may no longer Trade whilst there. Also, when placing Sprawl City at the start of the game, instead of placing it central to the other Locations shuffle it into the Location deck and place it randomly on the Map.
ROAMING ENEMIES	For a more difficult game: Enemies all move one Location closer to Sprawl City (direction decided by the First Player) at the end of the Night phase. If an Enemy is in Sprawl City and moves again, instead discard the Enemy from play, then draw and resolve one extra Night card.
SHARED GOAL	For a much more difficult game: Draw 1 extra Saga at random and place it face up to one side at the start of the game. Each player must defeat his own Saga first, and then

	also defeat the Shared Goal Saga to win the game. In the Competitive game, do away with individual Sagas – it's a race to defeat the very same Saga!
CAMPAIGN	For basic campaign play: If the players survived an entire game, they keep the same Hero Race, Class and Skills and may choose one 'bonus' Reward (not Totem) of their choice to keep in play. Everything else is reset, and a new game starts with a different Ancient. Try to defeat them all.
VICTORY POINT RUSH	For more experienced players: The game still ends when the Ancient is defeated, but the winner is determined by the player with the most Victory Points overall (including Totems, defeated Ancients, etc).
RALLYING LOCALS	For more experienced players: This is an extra Action that Heroes may perform when on a Quest. Before Encountering the Quest the Hero may make an <i>influence</i> test. For each success he scores he may add 1 extra die to his future <i>study</i> roll when rolling to defeat the Quest.
CONCEALED SAGAS	For more experienced players: Each player keeps their Saga/Totem hidden and only reveals it upon completion. This prevents players from knowing how far along their opponents are in their game and allows for a good deal of bluffing and extra vigilance. This is also useful in Cooperative games for groups who suffer from "alpha players" dictating everyone else's moves.
RECONNOITRING	For more experienced players: This is an extra Action that Heroes may perform when at a Place. Before Encountering the Place the Hero may make a <i>study</i> test. For each success he scores he may add 1 extra die to his future <i>sneak</i> roll when rolling to defeat the Place.
CONCEALED GOALS	For more experienced players, Competitive play only: Before the game starts each player writes down their name and concealed goal and keeps it hidden under their Hero. Each Hero receives a Saga and the Ancient is still used as in the normal game. You may choose one from the following Concealed Goals: Complete a Saga, Defeat an Ancient, Put 6 Allies into play, Put 6 Items into play, Put 6 Spells into play, Put 6 Titles into play, Obtain 20 Gold, Reveal 6 Enemies from your hand, Reveal 6 Places from your hand, Reveal 6 Quests from your hand, or Reveal 6 Strangers from your hand. The first player to complete their Concealed Goal and reveal it to the other players wins. A player may declare their Goal completed at any time by revealing the Goal under their Hero.
PVP	The rules are pretty much there for fighting each other in the game, but it is counter to the spirit of Fantasy Quest. Healthy competitiveness should be a race to completing Sagas and becoming the most renowned Hero of the land, not bickering and fighting with your brothers to distract from the ultimate goal of overcoming evil...
2 Vs 2	For team play: each team of 2 Heroes must complete both their Sagas and race against the other team to defeat the Ancient. This variant will require judicious trading and is recommended for more experienced players. 2 Vs 1 also works if one player is more experienced than the others.
NIGHTMARE	For a very difficult game: Use 2, 3 or even 4 Ancients in the same game: all are revealed at once, and every one of them must be defeated for the hero(es) to win!

IX - Keywords

Keywords are the vital words that Heroes use to tell their legends and defeat their Sagas. Keywords are written in bold beneath the name of most cards. By themselves they have no meaning but they are often referenced by other cards. For example, if an Encounter card reads “defeated by Pious”, the player may automatically defeat that Encounter if he has any card in play with the keyword “Pious”. Here is a list of the Keywords in the game and their category:

KEYWORDS	
Places	<i>Abode, Dungeon, Respite</i>
Locations	<i>Badlands, Forest, Mountain, Plains</i>
Stats	<i>Influence, Fight, Sneak, Study</i>
Phase	<i>Day, Night</i>
Cards	<i>Enemies, Events, Places, Quests, Strangers</i>
Enemies	<i>Demon, Humanoid, Undead</i>
Strangers	<i>Neutral, Noble, Villain</i>
Quests	<i>Aid, Destroy, Seek</i>
Items	<i>Armour, Jewellery, Potion, Weapon</i>
Spells	<i>Actions, Aid, Combat, Healing</i>
Titles	<i>Order, Rank, Reputation, Steed</i>
Allies	<i>Arcane, Martial, Pious, Shadow</i>
Skills	<i>Arcane, Martial, Pious, Shadow</i>
Factions	<i>Barbarian, Demon, Doom Guard, Orc, Paladin (of the Rose)</i>

After a few plays, players will start to head for specific Locations based on the chances of meeting certain Keyword Encounters there.