QUICK QUEST

A FAST-PACED SOLO DUNGEON DELVING EXPERIENCE

A game by Creation's Edge Games

Contents:

4 Hero Cards
1 Monster Deck (68 cards)
1 Treasure Deck (43 cards)
1 Treasure Deck (17 cards)
2 Cleric Dice (yellow)
2 Fighter Dice (red)
2 Mage Dice (blue)
2 Thief Dice (black)
2 Adventure Dice (white)
1 Level Die (12-sided)
25 Damage Counters



The Game

The object of Quick Quest is to make it to the lowest level of the dungeon, and survive the final battle with the boss monster that's waiting there.

Set Up

We're going to cover set up for standard solo play here. Set up and game play for two-player games differ slightly. This is covered in the section entitled **Multi-player**.

Search through the Monster Deck and find the 4 boss cards (Soggith Lord, Orc Warchief, Necromancer, and Worg). Pick one at random and set it aside. This will be the Boss that's waiting for you on level 10 of the dungeon. Put the others back in the monster deck.

Shuffle the Monster Deck and place it face down within easy reach.

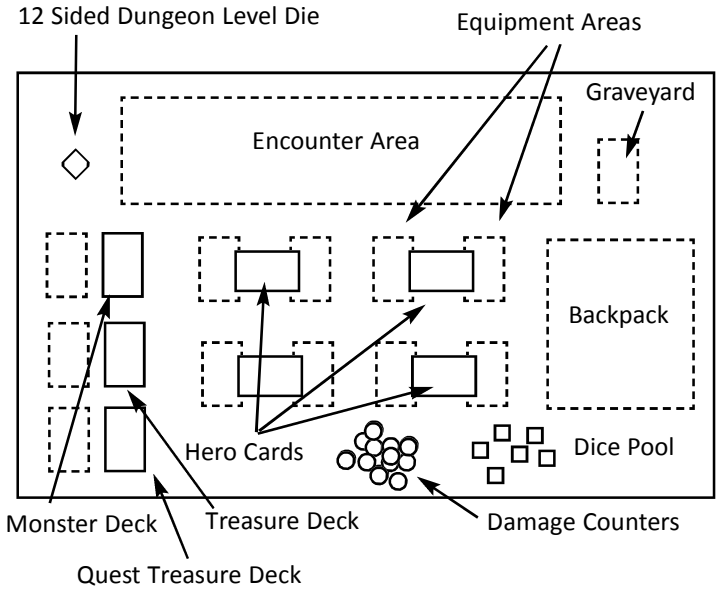
Shuffle the Treasure Deck and place it near the Monster Deck.

Shuffle the Quest Treasure Deck and place it near the Treasure Deck.

Locate the Hero Cards for the level 1 Cleric, Fighter, Mage, and Thief and place them face up on the table in front of you. Create your dice pool by gathering 2 white adventure dice and one die for each hero in play (yellow, red, blue, and black). Set the rest of the six-sided dice aside.

Spin the 12 sided die to 1 to indicate that you are on the first level of the dungeon. Now you're ready to start.

You should have a set up that looks something like this:



The dotted areas represent additional space required through the course of the game; discard piles for monsters and treasure, a graveyard where the monsters are temporarily sent after being defeated in combat, a back pack area to store treasure found, areas beside each hero card to equip items and the encounter area, where you'll place cards while they're being resolved.

Playing the Game

On each level of the dungeon you will face 1 encounter. An Encounter is broken into the following segments- **Exploration**, **Combat**, **Treasure**, and **Rest**.

Exploration

Draw a number of cards from the Monster Deck equal to the level indicated on the 12-sided die and place them face up on the table in the encounter area. If necessary, resolve any **Boss** monster cards or **Traps**.

Boss: A boss monster is normally found on the bottom most level of the dungeon however it's not unlikely that you may run into a different boss while exploring other levels. If a Boss is drawn as the first monster you encounter on a level its Boss power activates and you draw Monster cards until you draw the break card or you've drawn enough of its minions to satisfy your current level requirement.

Example: On the 6th level of the dungeon David draws the Necromancer card as the 1st monster in the encounter. The Necromancer instructs you to draw Monster cards until you draw a Zombie (the Necromancer's break card), put any undead into play and discard the rest. David draws 2 Orc Grunts, 2 Skeletons, and a Wolf before drawing a Zombie. He discards the

Orc Grunts and Wolf and puts the 2 Skeletons and Zombie into play. He's now got 4 Monsters in play so he draws 2 more Monster cards, for a total of 6, in order to satisfy the level requirement. Now he's ready to start combat.

If David drew 5 Skeletons he'd stop before drawing the break card because he'd have enough Monsters in play to satisfy the level requirements.

A few more things to note about Boss cards: Bosses are territorial. If a second Boss is drawn while exploring this level and there's a Boss in the first position the second Boss runs away (toss it on the Monster Deck discard pile and draw another card). If there isn't a Boss in the first position it's possible to have the following encounter:



Even though their Boss powers didn't activate due to the fact that neither are in the first position, the Monsters still have their Minion power active and the Bosses still cannot be targeted until their minions leave play (get sent to the graveyard.)

Traps: Traps are nasty. There are only four of them, but they tend to show up at the worst possible times. A trap traps a specific Hero, you lose the use of their die or dice until they're freed from the trap. The moment a trap comes into play you roll the specified die type and place the result on the trap. If you rolled a 6 on this die it does not activate a special ability. If there's a second die of the trapped type in play it's removed from your dice pool until the trap is defeated. Attempting to defeat a trap is similar to attempting to defeat a monster and is covered in the next section.

Combat

You'll have one or more combats during each encounter. During a combat you have 3 chances to make the best possible attack you can out of the dice in your dice pool. You do this by rolling all the dice in the pool, keeping the results you wish and rerolling the rest. Your dice pool is made up of the dice of all non-trapped heroes in the party and 2 white adventure dice. When choosing which dice to reroll it's good to keep in mind that 6's are needed to activate special abilities.

Once you've used up your three rolls (or feel as though you have the best results you're going to get) it's time to launch your attack.

First activate any special abilities or magic items:

Special Abilities: After rolling the dice you'll want to check for 6's. A result of a 6 on a red, blue, yellow, or black die allows you to use a hero's special ability. A hero's special ability is described on their hero card. They work as follows:

Cleric (Heal): When you roll a 6 on the yellow die you can pay a yellow die to remove 1 damage counter from a Hero Card or defeat 1 undead. You pay a die by placing it on the Cleric's Hero Card. It remains there for the duration of this combat. If you have 2 yellow dice in your dice pool you can use either dice as payment. You are not required to use the same yellow die you rolled the six on.

Fighter (Cleave): When you roll a 6 on the red die you may count it as a six against 2 different monsters, or pay a red die to lower the amount of matches needed to defeat a monster by 1. If you have 2 red dice in your dice pool you can use either dice as payment. You are not required to use the same red die you rolled the six on.

Mage (Fireball): When you roll a 6 on the blue die you can pay a blue die to reduce the match requirements needed to defeat each monster in this combat by 1. You pay a die by placing it on the Mage's Hero Card. It remains there for the duration of this combat. If you have 2 blue dice in your dice pool you can use either dice as payment. You are not required to use the same blue die you rolled the six on. Your Mage takes a point damage when you use this ability so try to keep him safe.

Thief (Backstab): When you roll a 6 on the black die you may count the 6 as 2X against any monster or 3x against a monster that's already vulnerable to a thief's attack.

We'll revisit special abilities in a moment.

Magic Items: If you've acquired any item cards you'll want to check to see if you can use them, since some of them have the ability to alter your die rolls or even automatically defeat a monster. For instance if there's a soggith in the encounter area and you happen to have a Fish Hook equipped, now's the time to use it. The Fish Hook automatically defeats a soggith. Discard the Fish Hook and move the soggith card to the graveyard.

Now you spend the rest of the dice remaining in your dice pool in an effort to defeat monsters or overcome traps. Each card has a die requirement that has to be met in order to defeat it. You defeat a card by getting the required number of matches (in other words 'X of a kind'.)

For instance the Gargoyle requires 4 matches ('4 of a kind') to defeat it (as indicated by the 4 dice symbols on its card). The dice symbols on the cards represent the number of identical die results required to defeat it. Some monsters are more vulnerable to certain heroes than others. As a result a die of that hero's

type used to satisfy the requirements needed to defeat that Monster counts twice (as indicated by the X2). For instance soggiths are magical creatures. A roll of a 4 on a blue die counts as two 4's towards the number of identical die results needed to defeat them. Most monsters also have special abilities, like the gargoyle, who's immune other special abilities.





Take a moment and dig out the Orc Grunt card. You'll see that it requires 3 matches or 'three of a kind' to defeat it. So three 1's, three 2's, three 3's, three 4's, three 5's or three 6's placed on the card during combat means at the end of combat it gets moved to the graveyard. Now imagine you're facing 2 of these. A cleave from a Fighter would really do some good here, since you can apply that 6 to 2 monsters and Orc Grunts are vulnerable to Fighter attacks. That 1 red 6 would count as 2 matches against both of those cards, you'd only need 2 more 6's to defeat both of them. If you manage to roll a 6 on the blue die and activate the Mage's fire ball to go along with the Fighter's cleave, you've got yourself some roasted orcs. The fireball reduces the match requirements necessary to defeat all monsters in play by 1, meaning you'd only need 2 matches now to defeat each Orc Grunt. The Fighter's cleave counts as x2 against both Orc Grunts. At the end of combat the orcs move to the graveyard, defeated by 2 dice. A few well timed 6's can really turn a battle in your favor.

Traps are similar in that most require 3 of a kind to defeat them (and free the trapped hero). The die that's already trapped on it counts as one. You place matching die results on the trap attempting to meet its match requirement. If you're lucky enough to match a black die roll to the die already trapped it counts as 2 matches towards the match requirement (traps being vulnerable to thieves, unless of course it's the thief that's trapped).

After placing your dice remove any defeated Monsters from combat and place them in the graveyard. Return the dice you used to defeat them to your dice pool. Discard any defeated traps to the discard pile and return the freed hero's die or dice to combat. Retrieve the dice from any undefeated monsters or traps (save for the trapped hero's die) and place them back in the dice pool. Any dice spent on special abilities get returned to the dice pool as well. This combat is over.



Taking Damage: You take damage counters for any monsters remaining after combat. Most deal 1 damage counter. Some have the Strong Attack power and deal 2 damage counters. Place the damage counters on your heroes any way you see fit (unless instructed otherwise). If a hero has damage counters on it equal to its life it dies and its hero card and hero dice are removed from the game.

After the monsters deal their damage the next combat starts. This continues until all monsters or all heroes have been defeated. If there's a trap still in play after all monsters have been defeated it's defeated automatically. Discard it and retrieve your hero dice.

Treasure

Once all the Monsters in this level's encounter have been defeated, count up the cards in the graveyard, place them in the discard pile, and draw a treasure card for each. You draw Quest Treasures for Special Monsters and Bosses. In some cases a treasure card will have to be resolved, for instance a treasure chest or the Captured Pegasus card. When you discover a treasure chest you have a chance of unlocking it and gaining more treasure. This is done in a way similar to combat however instead of three rounds of die rolling you only get to roll your die pool dice once and you're required to match dice to a specific colored die result. For example: the Sealed Chest has to be forced open by the fighter. If you succeed, discard the treasure chest and draw a Quest Treasure card. If you fail you discard the treasure chest without drawing a Quest Treasure card. Of course opening a treasure chest becomes easier as your group levels up. Easier still if you have a Skeleton Key or your thief is lucky enough to have his Thieves Tools equipped.

Rest

After playing through an encounter you get to take a little break between levels. Here's where you 'divvy up' the treasure you've found, among other things. Take a look at the items you've just acquired. Some of them are simple treasures such as gold and silver coins. Others are equip-able items, such as the Magic Sword and Holy Water. Equip-able items get 'slotted' onto your hero by placing it at the position indicated. Some items have specific locations on specific heroes where they must be equipped (like the Magic Sword to the left of the fighter). Others can go anywhere there's a free spot (like the Holy Water). Equip-able items must be 'slotted' on a hero to function. Items you cannot or do not wish to equip can be placed in the party's backpack. Set these in the backpack area. Items that don't have their item slots indicated can be used by discarding them from the backpack (such as the Healing Potion). A Skeleton Key can be used from the backpack or even right from the cards drawn during the treasure drawing segment, if you're lucky enough to draw one along with a treasure chest.

Backpack: The backpack can hold 8 items (or unlimited items if you find the Carry-All Pack). During the rest period you may

swap out equipped items with items in your backpack. The only exception to this is an item with damage counters. An item card with damage counters cannot be unequipped or sold while the damage counters remain. It can only be discarded.

Leveling Up: During the Rest segment you can cash in 200 points of treasure to level up a 1st level hero to level 2. You can level up multiple heroes during the same rest segment as long as you have enough points. Discard any treasures used this way to the treasure discard pile. You can discard equipped items for points as well however you cannot cash in cards if they have any damage counters on them. When a hero levels up, flip its card to the level 2 side, discarding any damage counters that were on it. If the hero had a damaged item equipped those damage counters remain on the item. Level 2 heroes add an additional die of their color to your dice pool. The amount of damage they can take is now increased as well, so be sure to keep that in mind.

Healing: During the Rest segment you can also cash in 50 points of treasure to remove 1 damage counter from a Hero or 100 points of treasure to bring a dead hero back to life. Heroes brought back to life return to play at 1st level.

Journeying On

After your rest you're ready for the next encounter. Spin the level die to indicate the next level and start the new level's exploration phase. Play continues in this fashion until...



The Boss Battle

When you reach the bottom of the dungeon, instead of drawing the first monster from the Monster Deck, bring the Boss monster you set aside earlier into play, placing it in encounter position 1 as though it were the first card drawn from the Monster Deck. Activate its Boss power (draw cards from the Monster Deck until you draw the indicated break card. Put any of it's minions into play and discard the rest). Draw any additional Monster Cards needed to satisfy the level's requirement if necessary, then start the final battle. During this combat, defeated monsters can go directly to the discard pile instead of the graveyard, since drawing treasure is unnecessary. If you manage to survive this one, congratulations you win the game.

Confused? Try playing through a couple levels. Chances are you'll get the hang of it pretty quick.

Multi-player

Two Players: The two-player game is similar to the solo version however combat runs a little different. At the start of the game each player picks two heroes they wish to control. During combat each player still rolls all the dice in the die pool- 2 white, 1 black, 1 red, 1 yellow, 1 blue (modified by hero levels, etc.) however they can only use 6's to activate the special abilities of the heroes they control. Also they can only use items that are equipped on their heroes during combat. When an encounter starts player 1 gets to roll the dice twice (not three times) in an attempt to make the best attack possible. They then make their attack, using matching results to send the creatures to the graveyard. In combat dice of a color belonging to a hero the player does not control still counts x2 against monsters vulnerable to that color attack. In other words, if Ken's controlling the Cleric and Thief he still counts results on the Fighter's red die twice against Orc Grunts, Berserkers, etc. After player 1's attack, any defeated creatures get sent to the graveyard. Now, instead of taking damage from the remaining creatures the dice are passed to player 2 (with the exception of any dice paid to activate special abilities, or dice that were removed due to traps or a monster's special ability.) The results on any dice that weren't used as matches to defeat monsters get passed on with their results 'intact'. In other words, if Ken would roll a 6 on the red die, instead of using it as a match to defeat a monster he could pass that red 6 on to player 2 at the end of his turn. Player 2 then gets to decide which dice they wish to roll when rolling the dice twice to make their attack. After player 2's turn is over that round of combat has ended. Now the heroes take damage from any remaining monsters and the next round starts. Again, any die results that player 2 didn't use to defeat monsters may be passed on to player 1 with their results 'intact'.

Four player: It's possible to play a four-player variation as well, with each player controlling one hero. Play is the same as above only each player rolls the dice one.

Three Player: A three-player variation is also possible. Each player picks a hero to use. You then go through the decks, removing cards with a dot that matches the color of whatever hero is sitting this delve out. Also when playing three players you each get to start with a Quest Treasure: Fighter- Magic Armor; Thief- Boots of Sneaking; Mage- Ring of Regeneration; Cleric- Holy Armor. In this variation, combat runs the same as two players with each player getting to roll the dice twice.

Art Credits

Shaman's Stock Art: Dungeon image on card backs and cover.
One Monk Miniatures: Monster and Hero illustrations.
Lorc @ Game-icons.net: Time, Ages, # of Players icons & cleric's shield.
Sade: All Treasure illustrations except for...
Skortched Urf': Holy Water, Healing Potion, Smoke Bomb.
Carlos "Celurian" Torreblanca: Thieves Tools, Bag of Gems.
Publisher's Choice Quality Stock Art © Rick Hershey/ Fat Goblin Games: Magic Armor, Holy Armor.

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A Game by Matthew E Kline

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