

MY QUEST

*The town of Dragon's Ridge is being threatened by a powerful Dark Lord and its deadly Minions.
The call has gone out for a Hero to rise up and undertake a series of Quests,
each designed to bring ruin to the villain's dark plans.
Do you have what it takes to complete the Quests
before darkness consumes Dragon's Ridge?*



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OBJECT OF THE GAME

The world is being threatened by an evil entity known as the Dark Lord and its deadly Minions. **MyQuest** is a solo adventure game where you play the Hero trying to complete 3 Quests that will help you stem the Dark Lord's influence over the town of Dragon's Ridge and its surrounding lands. However, the villain does not sit idle while you do this, and the Threat of Evil grows the longer you take to complete your tasks. In order to win, you must complete all 3 Quests before the Threat of Evil reaches its end.

COMPONENTS

1 Game board	1 Hero pawn
6 Six-sided dice	1 Threat of Evil marker
6 Hero cards	7 Location Closed markers
10 Dark Lord cards	36 Minion tokens
30 Quest cards	10 Health tokens
30 Gear cards	10 Willpower tokens
30 Encounter cards	10 Gold tokens
30 Misfortune cards	1 Player Aid card

SETTING UP THE GAME

1. Shuffle the Gear, Encounter and Misfortune decks separately and place them face down at the top of the board.
2. Shuffle the Dark Lord cards and draw 1. Place it face up to the right of the board. Place the unused Dark Lord cards back into the box.
3. Place all matching Minion tokens (listed on the Dark Lord card) next to the Dark Lord. Minion tokens should be placed with the text "Minion" face up.
4. Shuffle the Hero cards and draw 2. Choose 1 to play and put the other one with the rest back in the box. Place your Hero card at the bottom of the board.
 - Take red tokens for your Health and blue tokens for your Willpower based on the numbers for each stat listed on your Hero card.
 - Take 2 yellow tokens for your starting Gold.
 - Draw 2 Gear cards and choose 1 to keep. This represents your starting item. Put the other one on the bottom of the Gear deck.
5. Draw 3 Quest cards and place them next to your Hero card face down. Flip only the top one over.
6. At the bottom of the board, place the Threat of Evil marker on the starting position of 1.
7. Place your Hero pawn on the Starting Location listed on your Hero card.

THE CARDS

In **MyQuest**, there are several types of cards that you will use in the game.

HEROES

Heroes represent the characters you can play during the game. Each has several stats listed: Speed, Combat, Magic, Health, Willpower and a single Special Ability; pay close attention to each Hero's Special Ability, as they can come in handy during the game. In addition, each Hero begins the game in a different location, listed on the card.

Speed, **Combat**, and **Magic** form the Hero's skills. Speed determines how many spaces you can move in a turn, while Combat and Magic are used to fight off the Dark Lord's Minions and perform several skill checks in the game. **Health** refers to your Hero's physical stamina – be careful, if it ever falls to 0 you lose the game. **Willpower**, on the other hand, is a measure of your courage and mental fortitude and is used to keep the Threat of Evil from advancing faster.

DARK LORDS

The enemy you strive against, Dark Lords put a face to the growing menace threatening the people of Dragon's Ridge. Each Dark Lord has a unique ability called a *Curse* that triggers when the Threat of Evil reaches 7 for the first time. *Curses* affect the game in ways that make it harder for the Hero to win. Once triggered, *Curses* can be removed by activating the Tower space special ability (see page 7). In addition to *Curses*, Dark Lords also have Minions that do their bidding. The type of Minion(s) is listed at the bottom of each Dark Lord card.

QUESTS

Quests are the actions you undertake to right the wrongs created by the Dark Lord and help the people of Dragon's Ridge shore up their defenses.

GEAR

Gear cards are tools that help Heroes during their trials. These items are always very helpful for Heroes to attain. Each Gear card lists a special effect below its picture that aids the Hero. Most Gear adds to your skills or lets you change the skill you roll for a particular test. Some Gear cards can be discarded for truly amazing effects. A Hero can never have more than 3 Gear cards at one time.

ENCOUNTERS

As you travel around completing your Quests, you are bound to have some random encounters along the way. Encounter cards represent these run-ins with challenges, people and creatures.

MISFORTUNES

Misfortune cards represent the wicked acts of the Dark Lord during the game. These cards are almost always harmful to the Heroes and their efforts to oppose the growing tide of darkness.

PLAYING THE GAME

Play progresses through 3 distinct Phases. On a player's turn, they will go through each Phase in order:

1. **Move Phase** (Heroes may spend Gold on any town abilities during this Phase if they wish)
2. **Encounter Phase**
3. **Dark Lord Phase**

MOVE PHASE

The player can move their Hero up to a number of spaces on the board equal to their Speed. Movement can only occur through spaces that are connected. If a Hero encounters a Minion token when entering a space, that Hero must immediately stop and fight it. This ends the player's Move Phase and proceeds directly to the Encounter Phase with the Minion (see below).

A Hero can also spend some of their hard-earned Gold to activate special town abilities on certain town spaces. See below for more information. Activating town abilities must be done before the Encounter Phase begins.

A player may also choose to skip the Move Phase if they wish.

ENCOUNTER PHASE

The action taken in this Phase depends on what space the player just landed on:

1. A space with a Minion present
2. An empty space that is related to the current step in the Quest
3. An empty space that is not related to the Quest

1. You move into a space with a Minion present...

If a player enters a space with a Minion token, they must fight it. This ends his Encounter Phase after the fight is concluded and immediately proceeds to the Dark Lord Phase. Fighting a Minion involves making a skill check. The skill you use is listed in the Minion Stats section on page 8.

The player rolls a number of dice equal to the skill listed. **Each roll of a 5 or 6 counts as a success.** The number of successes needed to kill the Minion is equal to the Minion's Toughness. So, for example, if the player entered a space with a Beast Minion token, he would roll a number of dice equal to his Combat skill (since Beasts require Combat to fight them). The player would need to get 3 successes to defeat the Beast (since its Toughness is 3).

If the player rolls the required number of successes, the Minion is destroyed and removed from the board. Place it off to the side and the player gets 1 Gold token as the spoils of victory (if the Dark Lord ever runs out of Minion tokens, reform the Minion token pile from the defeated Minions).

If the Minion is not defeated in one throw of the dice, the Hero loses 1 Health token to represent damage (unless otherwise noted by a Minion ability). The player must then choose whether to continue the fight (i.e. roll the same number of dice again as above) or flee (see below) after each round that the Minion is not killed. If the Hero ever gets to 0 Health, the Hero dies and the game ends as the Dark Lord conquers the town unopposed. Damage done by a Minion to your Hero remains on the Hero until healed in some way (i.e. the Church, certain Gear cards, benefits from Encounter cards, etc.)

Damage inflicted on a Minion in a fight remains on the Minion until it is killed, even if the Hero chooses to flee.

A player can flee from a Minion if they wish after each round of combat. Doing so saps some of their Hero's courage however. When a player flees a Minion, they move their Hero pawn backwards 2 spaces on the board and lose 1 Willpower token.

Minions are usually summoned into play from Misfortune cards the player will draw during the Dark Lord Phase, but may also come into play via some Dark Lords' *Curses*. Each Minion also has a special ability:

Beasts	<i>Ambush</i>	Move this Minion forward 1 space immediately when it is summoned.
Demons	<i>Drain</i>	Heroes lose 1 Willpower when this Minion is defeated.
Primordials	<i>Fear</i>	Heroes lose 2 Willpower instead of 1 Health when taking damage in a fight.
Undead	<i>Savage</i>	Heroes lose 2 Health instead of 1 when taking damage in a fight.

2. You move into an empty space that is related to the current step in the Quest ...

If a player ends the Move Phase on a space related to the current step in his Quest, they perform the required action listed on the card. Actions will come in the form of skill checks using one of the three Hero skills: **Speed**, **Combat**, or **Magic**. Players must complete the steps of a Quest in the order they are printed. The player performs the action by rolling a certain number of dice, equal to the skill mentioned by the Quest. If the player rolls a 5 or a 6 on any die, they are successful in that step of the Quest and can continue, on the following Move Phase, towards the next area mentioned in the Quest. If they do not get a 5 or a 6, they suffer a minor setback in their Quest. A Hero suffers one of the following consequences depending on the skill they rolled.

- **Failing a Speed check** causes the Hero to only **move 1 space on their next turn**
- **Failing a Combat check** causes the Hero to **lose 1 Health** token
- **Failing a Magic check** causes the Hero to **lose 2 Willpower** tokens

Once a player has suffered the results of failure, they can move on to the next step in the Quest on a following Move Phase. The only exception to this rule is the last step in a Quest. Heroes who fail at the final step **do not** suffer the above consequences, but must continue to try the skill check in future Encounter Phases until they succeed.

When the last step in a Quest is completed, the Quest card is set aside and the player gets to choose from one of the rewards printed on the card immediately. The next Quest card is then flipped over, revealing the new trial the Hero must endure.

3. You move into an empty space that is not associated with the Quest...

If a player ends their Move Phase on a space that is not associated with the current Quest that does not have a Minion token on it, they draw a card from the Encounter deck and performs the required actions listed on that card. If the player is in one of the 8 town spaces in the center of the board, he reads the *Town* section on the card. Otherwise, he reads the *Wilderness* section.

DARK LORD PHASE

During this Phase, the power and influence of the Dark Lord grows across the land. Two things happen during this time in the following order:

1. Minion tokens in play move 1 space closer to the Town Square
2. Draw 1 Misfortune card and follow the instructions printed on it.

If a Minion would land on a space where another Minion already exists, move the existing Minion forward 1 space and place the new Minion into that spot.

All Minions try to serve their Dark Lords by terrorizing the local populace of Dragon's Ridge. To represent this, all Minions try to get to the Town Square. When a Minion lands on the Town Square, the player rolls a single die to determine what happens. As long as there is a Minion in the Town Square, the effect(s) below persist.

MINION TOWN SQUARE CHART (ROLL 1 DIE)

- 1 = Put a Closed token on the **Port**. You can't move into this space.
- 2 = Put a Closed token on the **Tower**. You can't move into this space.
- 3 = Put a Closed token on the **Tavern**. You can't move into this space.
- 4 = Put a Closed token on the **Church**. You can't move into this space.
- 5 = Put a Closed token on the **Bazaar**. You can't move into this space.
- 6 = Advance the **Threat of Evil** 1 space. This cannot be undone by killing the Minion later.

At the beginning of every Dark Lord Phase in which a Minion is on the Town Square, roll another die and consult the above chart again. Multiple town locations can become Closed this way. If a roll results in a space that is already Closed, nothing happens for that round. Killing a Minion in the Town Square immediately removes all Closed markers from the board.

If a Minion is currently on the Town Square and a second Minion would land on the Town Square, remove the one already there and place the new Minion in the Town Square. Keep any Closed markers in place and roll to see what happens as mentioned above. Then advance the Threat of Evil one space regardless of the roll's outcome.

THE PORTALS, THE MINE, AND THE SHRINE

Within the game there are a few special locations on the board. These are the Portals, the Mine and the Shrine. The **Portal** connects the Isle space to the Waystation space. Heroes that enter one portal on their Move Phase are instantly teleported to the other portal icon.

The **Mine** is where a Hero can gain 3 Gold tokens once per game. Once visited, place a Closed token on the site. A Hero does not draw an Encounter card when landing on the Mine.

The **Shrine** is where a Hero can move the Threat of Evil back 3 spaces once per game. Once visited, place a Closed token on the site. A Hero does not draw an Encounter card when landing on the Shrine.

SPENDING GOLD

Within Dragon's Ridge there are a few places that players will be able to spend Gold that they acquire on their travels. Spending **2 Gold tokens** in these spaces allows the player to manipulate the game in special ways by activating unique town abilities. Activating these abilities can be done as a free action during the player's Move Phase, and multiple spaces can be activated in the same Move Phase if the player has enough Gold to spend.

For example, if your Hero had a Speed of 3 and began its Move Phase in the Church, you could spend 2 Gold tokens to restore all your lost Health (as a free action), then move 1 space to the Town Square, then move 1 space again to the Bazaar (where you could again spend 2 Gold tokens to draw Gear cards as a free action), and lastly move to the Port (where you could spend 2 more Gold tokens to sail to the Isle). Gold tokens that are spent are removed from the Hero's acquired sum and placed back in the reserve.

The following actions can be triggered by spending 2 Gold on the listed space:

- Port:** Move directly from the Port to either the Swamp or Isle
- Tower:** Cancel the effects of the Dark Lord's *Curse* once triggered
- Tavern:** Restore your Hero's Willpower to full
- Church:** Restore your Hero's Health to full
- Bazaar:** Draw 2 Gear cards and choose 1 to keep (put the other one on the bottom of the deck). A player can never have more than 3 Gear cards in his/her possession at one time.

ENDING THE GAME

VICTORY	DEFEAT
Solve 3 Quests before the Threat of Evil reaches the skull	Drop to 0 Health OR Threat of Evil reaches the skull

FAQ

I know that when my Health reaches 0, I lose the game. What happens if my Willpower reaches 0?

If a Hero's Willpower ever drops to 0, the **Threat of Evil** advances 2 spaces from the rumors that spread of your failure. You cannot have a negative number for Willpower. If the Hero's Willpower would drop below 0, treat it as 0 instead.

What happens if I am on a space when it is Closed?

Your Hero is moved to the next adjacent space automatically. If there is more than one adjacent space, you choose which one to arrive in.

What happens when I complete my last Quest? Do I still have a Dark Lord Phase for that turn?

No. Once you complete your last Quest the game is over and you win instantly.

GAMEPLAY SUMMARY

TURN ORDER

1. **Move Phase:** Move up to your Speed through connected spaces.
2. **Encounter Phase:** If you land on a Minion, fight or flee. If you land on a Quest space, perform your Quest skill check. If you land on a non-Quest space, draw an Encounter card.
3. **Dark Lord Phase:** All Minions move 1 space towards Town Square. If any reach Town Square, roll 1 die and check results on Minion Town Square chart (page 6). Then draw 1 Misfortune card.

MINION STATS

	Toughness	Skill to Fight	Special Ability
Beasts	3	Combat	<i>Savage</i>
Demons	2	Combat	<i>Drain</i>
Primordials	2	Magic	<i>Ambush</i>
Undead	3	Magic	<i>Fear</i>

Ambush: Move this Minion forward 1 space immediately when it is summoned

Drain: Heroes lose 1 Willpower when this Minion is defeated

Fear: Heroes lose 2 Willpower instead of 1 Health when taking damage in a fight

Savage: Heroes lose 2 Health instead of 1 when taking damage in a fight

TOWN ABILITIES

Port: Spend 2 Gold to move from the Port to either the Swamp or Isle

Tower: Spend 2 Gold to cancel the Dark Lord's *Curse* once triggered

Tavern: Spend 2 Gold to restore your Hero's Willpower to full

Church: Spend 2 Gold to restore your Hero's Health to full

Bazaar: Spend 2 Gold to draw 2 Gear cards and choose 1 to keep (put the other one on the bottom of the deck). A player can never have more than 3 Gear cards in his/her possession at one time.