

The Card of the Rings: Quest for the Crown

Official Playtest Edition

A two-player fantasy card game of quests, artifacts, and glory.

Official Rules

I. Game Objective

Be the first player to reach **5 Victory Points (VP)** by completing Quests or by achieving the alternate win condition with *The Lost Crown*.

II. Game Components

The game uses a total of **26 cards**:

- 3 Quest Cards
- 5 Gold Cards
- 10 Companion Cards
- 8 Artifact Cards

III. Setup (2 Players)

1. Place the 3 Quest Cards face-up in the center.
2. Shuffle the remaining 23 cards (Gold, Companions, Artifacts) into a shared Draw Deck.
3. Each player draws 5 cards.
4. Define play zones:
 - **Hand**: Secret cards
 - **Bank**: Played Gold cards
 - **Party**: Active Companions & Artifacts
 - **Completed Quests**: Earned VP
5. The player who most recently read a fantasy story goes first.

IV. Turn Structure

Each turn has 4 phases:

1. Draw Phase

- Draw 1 card from the top of the Draw Deck.
- Trigger any start-of-turn Artifact effects (e.g., Map to Hidden Lair).

2. Resource Phase (Banking)

- Play any number of Gold cards from your hand into your Bank.
- Gold in your Bank is your currency. Once spent, tap (turn sideways).
- All tapped Gold untaps at the start of your next turn.

3. Action Phase (Recruiting & Using Items)

Spend (tap) Gold to perform these actions in any order:

- **Recruit**: Play a Companion or Artifact from your hand by paying its cost.
- **Activate One-Time Effects**: Use a card's one-time effect, then discard it.
- **Activate Per-Turn Effects**: Trigger any "Once per turn" abilities.

4. Quest Phase

- Attempt 1 face-up Quest.
- Calculate total Power from Companions + Artifacts.
- If your total Power meets or exceeds the Quest's requirement, claim it and gain its VP.
- If you have 5 or more VP, you win immediately.

V. Special Rules

- **Power is Always Ready**: Companions/Artifacts are never tapped to complete Quests.
- **Permanent Effects**: Always active unless stated as "One-Time."
- **Deck Exhaustion**: If the Draw Deck runs out, reshuffle the Discard Pile.

- **Alternate Win Condition:** If you play *The Lost Crown* and have ≥ 15 total Power at the end of your turn, you win instantly.

Card Reference

QUEST CARDS

1. The Goblin Pass – Power Req 6, Reward 2 VP
A treacherous climb through smoky caverns.
“Even the torchlight dared not linger.”
2. Rescue the Sage – Power Req 4 + Healer Companion, Reward 1 VP
You must include a healer in your party.
“Knowledge is worth every scar.”
3. Trial of the Lost Crown – Power Req 8, Reward 2 VP
The final test of worth.
“Only the steadfast may claim the King’s light.”

GOLD CARDS

1. Gold Pouch x2 – Add 1 Gold to your Bank.
“A few coins from honest hands.”
2. Treasure Chest – Add 2 Gold; skip next draw.
“Wealth slows even the nimble.”
3. Hidden Stash – Add 1 Gold; draw 1.
“Always keep a little for the road.”
4. Merchant’s Favor – Add 1 Gold; untap 1 Gold each turn.
“A promise sealed in silver.”

COMPANION CARDS

1. Elven Scout – Power 2, Cost 2 | Draw 1 card.
2. Dwarf Warrior – Power 3, Cost 3 | +1 Power if you control an Artifact.
3. Healer of Lóran – Power 1, Cost 2 | Untap 1 Gold when played.
4. Human Knight – Power 3, Cost 3 | No special effect.
5. Ranger of the North – Power 2, Cost 2 | +1 Power during Quest Phase.
6. Scholar of the West – Power 1, Cost 2 | Look at top 2 cards; keep 1.
7. Halfling Burglar – Power 1, Cost 1 | Steal 1 Gold (tapped).
8. Elf Archer – Power 2, Cost 2 | Once/turn +1 Power to another Companion.
9. Captain of the Guard – Power 4, Cost 4 | Tap 1 enemy Companion when played.
10. Wandering Bard – Power 1, Cost 1 | Draw 1; opponent draws 1.

ARTIFACT CARDS

1. Lembas Bread – Cost 1, One-time | Untap 1 Companion; draw 1.
2. Scroll of Lore – Cost 1, One-time | Look at top 3 cards; keep 1.
3. Ring of Courage – Cost 2, Permanent | +1 Power to all Companions.
4. Shield of Ages – Cost 2, Permanent | Prevent 1 tap/exhaust effect once/turn.

5. Map to Hidden Lair – Cost 2, Permanent | Start of turn: Look at top card; may discard.
6. Amulet of Renewal – Cost 3, Permanent | Start of turn: Untap 1 Gold.
7. Sword of Dawn – Cost 3, Permanent | +2 Power total.
8. The Lost Crown – Cost 4, Permanent | If total Power ≥ 15 at end of turn, win the game.

Quick Reference Sheet

Turn Summary

1. Draw Phase – Draw 1 card; resolve start-of-turn effects.
2. Resource Phase – Play Gold cards into Bank (permanent).
3. Action Phase – Recruit Companions or Artifacts, use effects.
4. Quest Phase – Attempt 1 Quest; gain VP if successful.

Victory

- First player to 5 VP wins.
- Or, control The Lost Crown and have 15+ Power.

Keywords

- **Power:** Strength for completing Quests.
- **Cost:** Gold required to play a card.
- **Tap:** Temporarily used; untaps next turn.
- **Permanent:** Stays in play indefinitely.
- **One-Time:** Used once, then discarded.