

(YOUR NAME HERE) AND THE ARGONAUTS

(Your Name Here) and the Argonauts is single player game of adventures and legends set in Grecian mythology. You will take on the role of a hero set out to recover treasure, slay monsters, and find a place for yourself in the retelling of Greek myths.

The game is played with a set of (initially) 30 cards that represent the monsters, treasures, and gods will become the tale of your adventure. This deck, and your character, will change and grow as you play more games, which is meant to reflect how tales become more embellished and outlandish each time they are told.


Game Includes:

- 52 Adventure cards
- 1 Player card
- 1 Name Tag card (Just for fun. Not used in the game.)

You will also need:

- A six sided die
- A pen or marker
- Counters to represent your crew. Meeples work best. You will need 12 plus any bonuses listed on your character card

First Time Set-Up:

1. Cut out all the cards!
2. Find and set aside any cards that have the reserve symbol  in the bottom right corner. These cards are the reserve deck and will not be used in the first game.
3. Also separate the player card. This will be used to track your personal progress between games.
4. Shuffle the remaining cards to form the adventure deck.

How to Play:

The object of the game is to traverse the entire adventure deck and have at least one crew member remaining at the end. The game is played as series of turns.

Turn Order:

1. Quest Phase

Take the top three cards (or however many remain) of the adventure deck and spread them out, face up on the play field. These represent the monsters, treasures, and divine intervention you will experience on this leg of your adventure.

If any Blessing cards have been revealed, the gods have decided to give you respite. The blessing card will do nothing, but will allow you to focus on the other cards that are revealed.

If any Wrath cards have been revealed, the gods have been angered by your hubris. Immediately take two additional cards off the top of the deck and add them to the play field.

2. Assignment Phase

Take your crew members and assign them in any distribution to the cards revealed during the quest phase. You do not have to assign them all. You may not assign any crew members to Blessing or Wrath cards.

3. Combat & Treasure Recovery Phase

Choose the order that you wish to resolve the cards on the field. For each card that has at least one crew member assigned to it, roll the die. Add the number of crew on that card, as well as any modifiers from treasures you control, to the die roll. If a card says that you may ignore it, do not roll for it, but instead place it in the discard pile.

If the result is greater than or equal to the current difficulty on the card, it resolves successfully. Monster cards are defeated and sent to the victory pile. Treasure cards come under your control; place them in front of you. There is no limit to the number of treasures you can have. Continuous treasures take effect immediately and single-use treasures may be used at any time is appropriate for their effect. Once a single-use treasure has been used, place it in the victory pile.

If the result is lesser, or no crew members were assigned to the card, it resolves negatively. Monsters will kill a number of crew equal to their deadliness and then go to the discard pile. These fatalities may come from anywhere and are chosen by the player. This happens immediately and can affect the number of crew left to handle other adventures. Treasure cards that you failed to acquire are sent to the discard pile.

The Random Acts of Heroism rule:

If at any time you roll a natural '6' for a combat or recovery roll, you automatically succeed, regardless of the number of crew on that card and monster or treasure difficulty.

4. Clean Up Phase

If there are any Blessing or Wrath cards remaining on the field, move them to the discard pile. If there are no cards left in the deck, you have won the game! See below on how to proceed next.

Ending The Game:

Losing:

If all of your crew members die, you have lost the game. Place the discard and victory piles into the adventure deck, and do not make any changes any cards. Mark a loss on the back of your player card.

Winning:

If you finish a turn with at least one crew member left alive and no cards left in the adventure deck, you have won! Take any treasures under your control and place them in the victory pile.

For every card in the victory pile, check the next box on its level track. If it is already full, do not do anything. If a card is checked that is labeled “ADD” at its new level, take the indicated card from the reserve deck and add it to the adventure deck. Return both the discard and victory piles to the adventure deck.

Finally, check any one 'Heroic Deed' box of your choice on the victory side of your player card. Additionally, cards you defeated during the game may give you additional Heroic Deeds, which will be printed on the card. Heroic Deeds are important to increasing your strength, so these cards are quite valuable!

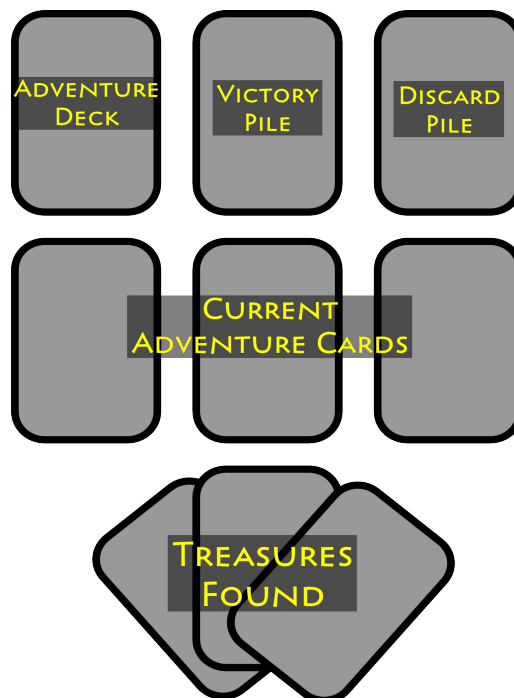
Marking Heroic Deeds may add new cards to the adventure deck or give you additional crew members to start the next game with. Note that some rewards require more than one Heroic Deed to unlock.

Winning Completely:

If, after completing a game, you have checked off every Heroic Deed on the player card then you have completely won (Your Name Here) and the Argonauts. It is time for your hero to retire with a tale worth telling down the ages. Congratulations! If you desire a score for your campaign, total the number of losses marked on the back of your player card. This is your total score, with a lower number being better.

Appendix:

Example Play Space:



Card Types

MONSTER CARD



NAME

LEVEL TRACK

DIFFICULTY

DEADLINESS

SPECIAL ABILITY

BLESSING/WRATH CARD



TREASURE CARD



NAME

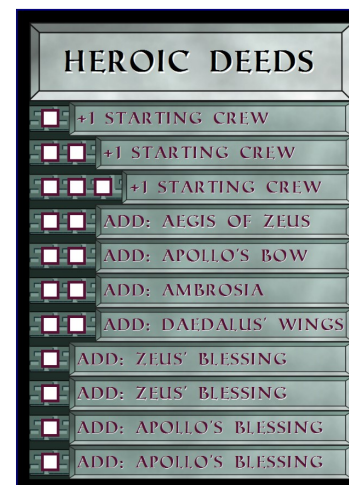
LEVEL TRACK

DIFFICULTY

SINGLE OR
CONTINUOUS USE

ABILITY

PLAYER CARD



How to read Adventure Cards



Find the last checked box on the level track.

○ If there is a number directly below it on the difficulty track, use this number.

○ If not, look left until there is a number. Use this.

Repeat this process to find the Deadline of a monster as well.