# ANGRY QUEST

## the board game

The ruins of the ancient kingdom called Levarie hide many treasures – and that is exactly what many heroes and adventurers, both brave and crazy, are looking for...

The stories about the hidden treasure have attracted many, but the travelers and wise men whisper about terrible creatures that lurk in the shadows and prey upon those who come near these ancient buildings. But this does not stop many adventurers to still look for the treasure, hoping that their skills and wit will be enough to defeat any monster.

This is a game for 2 to 4 players, based on the popular game „Sorry". Instead of nameless markers, players are controlling some of the many available characters with special powers and battling against one of the six different monsters.

The player who manages to defeat the monster first is the winner. At the start of the game, players choose one of the six unique monsters to be their final enemy – but this also slightly changes the way the game is played, making every game play a different experience. Every player starts the game with three different characters, but during the course of the game they will increase their powers, or be swapped for a different character.

The object of the game is to defeat the monster at the center of the board. The first player that manages to move at least one of his/her characters to *combat spaces* and defeat the monster wins the game.

**Setup**

1. Randomly deal 4 character cards to each player. Players choose 3 cards to keep and return the remaining one to the character deck. The 3 chosen character cards are the player's starting characters. Each player also receives corresponding character markers.
2. Each player chooses his/her starting position (red, green, blue and yellow houses in each corner of the game board) and takes the character bases of the same colour. Then, each player inserts his character markers into bases and places them at the chosen starting position.
3. Randomly choose one of six monster templates and place it in the center of the game board. The chosen monster must be beaten in order to win the game.
4. Randomly determine which player goes first.

**Character cards**

Each player will lead several characters in his quest against the monster. Each character is represented by a character card, shown below:



Each character card describes the attributes of a corresponding character. Each attribute is represented by either a number, or die symblos. There are five character attributes and each character also has a special ability:

Close combat (may be used in combat)
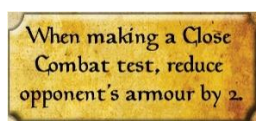
Ranged combat (may be used in combat)

Arcane power (may be used in combat)

Armour

Movement

Each character has one special ability that helps him with some specific aspect of the game. If the special ability states that it affects a friendly character, it is important to note that the character that owns that ability is also considered a friendly character.

**Turn sequence**

The game is divided into rounds and each round consists of several turns (the number of turns is equal to the number of players). Once each player has played his/her turn, the game round ends and the new one starts.

The player's turn consists of the following actions (in the listed order):

1. **Movement**: Player rolls a six-sided die and moves one of his/her character marker that many spaces. Characters *always* move in a clockswise direction. If the player is moving a character from a starting position, that character will enter the game board from the space of the same colour as the starting position. That space will count as the first space in the move sequence. You may move any character you wish – this means that you may move a single character each turn, or a different one. You may not end your movement on a space containing one of your *other* characters.

2. **Combat**: After a player has moved, if certain conditions are met, a combat may occur. There are several ways to start combat (please, refer to corresponding combat rules):
   a. Close combat
   b. Ranged combat
   c. Arcane combat

3. **Luck (Clover)**: If the player ends his movement on the space marked with a clover he *may* use the corresponding effect. Each monster changes the effect of the Luck space (check the monster template for the exact effect).

4. **Curse (Crossed bones):** If the player ends his movement on the space marked with crossed bones he *must* suffer the corresponding effect. Each monster changes the effect of the Curse space (check the monster template for the exact effect).
5. **Additional movement**: If a player rolled 6 during the Movement step, he gets to make one more roll and move that many spaces. However, if he/she gets 6 again, repeat this step. Keep in mind that this may cause additional combats and triggering of Luck/Curse spaces if the player ends his movement there.

**RULES FOR SETTLEMENTS**



During his movement, a player may go to a settlement in order to upgrade his character attributes, replace a character (by taking a new one) or simply do nothing. To go to a settlement, a player simply needs to take a route to the settlement when he is on the space containing a **crossroads** sign. Keep in mind that a player does not need to end his movement on the crossroads space in order to visit a settlement. Characters belonging to different players may enter the same settlement space. Combat may not be initiated while any of the participants is in the settlement. When a player *arrives* to a settlement, he/she may perform one of the following actions:

- **Upgrade an attribute**: Upgrades increase the starting attribute values of the player's character (both numerical values and the number of die symbols), making characters more powerful. A character can have a maximum of 3 upgrades, each for a different attribute. An attribute that is already upgraded cannot be upgraded again (except under special circumstances). To upgrade an attribute, a player must follow the following procedure:
    1. First, a player selects an atribute to upgrade. Any attribute can be chosen.
    2. Then, a player rolls dice. The number of dice rolled is equal to the numeric value or the number of die symbols next to the attribute, **plus one** (thus, if a player has no numeric values or die symbols next to the chosen attribute, he/she still gets to roll one die).
    3. If a player rolled *at least* one 4, 5 or 6, he gets an upgrade. However, 6 counts as a Level 2 upgrade, which means that the player gets two upgrades instead of one.
    4. If the player selected Movement as the attribute to upgrade, he may move additional 3 spaces if he obtains one upgrade, or 5 additional spaces if he obtains a Level 2 upgrade. This movement bonus *must* be applied on the result of the die roll in the Movement phase.

- **Replace character**: A player can replace a character that is currently in the settlement with a new one. Simply take two new character cards and pick the one to keep (and take the corresponding character marker). Then, place the replaced character's card next to the character deck face up. *Any other player may choose that character instead of drawing two cards*. Do not remove upgrades (if any) from the replaced character – they will also be transferred if the character is selected by another player.

## COMBAT RULES

Before any combat starts, the players must decide who is the attacker and who is the defender. The player whose turn it is is *always* the attacker. Before any combat is resolved or dice are rolled, the attacker must choose the combat attribute that he will use for this attack. Then, the defender must choose which combat attribute he/she will use for defence (it does not have to be the same attribute that the attacker has chosen!). Keep in mind that both players must choose an attribute where they have *at least* 1 die symbol (or upgrade)! Otherwise, that attribute cannot be used in combat. Once both players have chosen their combat attributes, the combat starts, following the rules described below. The rules below describe how and when a player can initiate a combat sequence.

### Close Combat

If the character ends his movement on space with another player's character, a *close combat* occurs. A player checks his Close Combat attribute and rolls dice equal to the number of dice symbols (plus any upgrades). Each roll of 4, 5 or 6 is a hit (6 is a critical hit and counts as two hits!).

### Ranged Combat

If the player ends his movement in a space *adjacent* (both left and right) to a space containing another player's character marker, he may initiate a *ranged combat.* A player checks his Ranged Combat attribute and rolls dice equal to the number of dice symbols (plus any upgrades). Each roll of 4, 5 or 6 is a hit.

### Arcane Combat

Arcane combat may be initiated in any of the following situations:

- If the character ends his movement in a space with another player's character marker
- If the player ends his movement in a space *adjacent* (both left and right) to a space containing another player's character marker

A player checks his Arcane Combat attribute and rolls dice equal to the number of dice symbols (plus any upgrades). Each roll of 5 or 6 is a hit.

### Armour

If your character has an armour attribute of 1 or more, you may negate that many hits that your opponent caused. However, armour may not be used if your opponent chose Arcane as their combat attribute.

**Combat resolution**

Determine how many hits each player has caused and don't forget to take the armour into account (unless the opponent is using Arcane as his attribute). The player who caused more total hits is the winner of the combat. In case of a tie, the *defense* wins. The loser must return the losing character to his starting position.

**Winning/End of game**

When a player places one or more of his characters on **Lair enterance** spaces, he may initiate a combat with the boss monster at the beginning of his next turn, instead of his usual Movement phase. You may place your characters only on **Lair enterance** spaces of the corresponding colour. Combat may not be initiated if any of the participants is in the **Lair enterance** space and no special abilities can be used against those characters. Transfer the characters from the **Lair enterance** spaces to the **Monster combat** spaces once the combat with the monster begins. Then, follow the combat sequence described below:

1. The battle against the monster is divided into two phases. In each phase, players will have to make a target number of successes in order to defeat the monester. Special abilities of characters are ignored in battle against the monster.
2. First, choose the attribute that you want to attack with. Each monster template will specify which attributes can be chosen for the attack as well as how many successes players need and how critical hits are resolved.
3. Calculate the total number of dice by adding together the die symbols for the chosen attribute for each character that participates in combat. Do not forget to apply the effects of the upgrades (if any)!
4. Roll the dice and check the monster template for the minimum number of successes needed for the chosen attribute. Each monster template will also specify the number you need to beat in order to get a success. For example, if you are fighting Animated Armour and you have chosen the Close Combat attribute, you will need at least five dice that rolled 5 or more.
5. If you get the minimum number of successes, you immediately go to phase 2 of the combat. If you fail, your turn immediately ends.
6. In the second phase, follow the same rules as above, but with the following exceptions:
   a. You **may not** choose the same attribute that you used in phase 1. This is true for other players' characters as well – no character participating in combat (regardless of the controlling player) can use that attribute to initiate attacks.
   b. If you do not manage to defeat the monster after 3 attempts, you automatically lose the game. Remove your character markers from the game board.

7. If another players' characters join the combat *after* phase 1, they immediately procedd to phase 2. This means that one player can soften up the monster, so another can attempt to defeat it in the second phase.
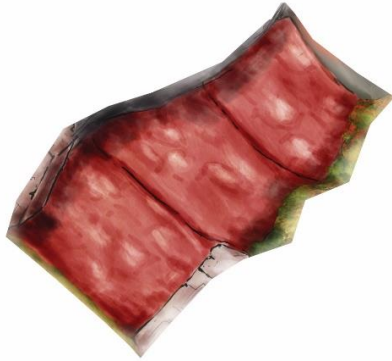


Lair enterance spaces for red player

If players have a character near a lair entrance and roll a number they consider too low or too high, they can skip character movement during that turn and announce that they are **waiting for lair entrance.**

Players can only announce they are **waiting for lair entrance** during their turn, if they do not have any other characters that they can move during that turn.



Monster combat spaces for red player