

QUEST FOR THE THING

You wake up tired and alone in a strange, new land. You see a mountain in the distance, and whatever exists at its peak is pulling you with a force too strong to be called anything but destiny. With your memory clouded and your past unknown, you can only move forward—you can only go to The Thing.

1. Setting Up The Game

- ❖ Lay all of the **Explore** cards out next to each other, separating them into six piles based on **Terrain** type. Then place the **Character**, **Relic**, **Shop**, and **Shrine** cards within reach of all players.
 - ❖ Each player draws from the **Character** deck until they draw an **Adventurer** to be their starting character. Any other cards drawn during this process get reshuffled into the **Character** deck.
 - ❖ Each player's board should be updated with starting **Stats**, including any stat changes based on that player's starting **Character**.
 - **Start the game with 2 SPD, 5 Money, and 0 Armor unless a card specifies otherwise.**
 - ❖ The player with the nearest upcoming birthday is given the **Expedition Token**, signifying that they go first for this cycle.
 - At the end of each cycle, the **Expedition Token** is moved one player to the left.
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2. Basic Turn Structure

turns:

Player turns happen in three phases: **SETUP**, **MOVEMENT**, and **ADVENTURE**. Each phase begins with the player who has the **Expedition Token**, and continues in a **clockwise** fashion.

phases:

All players must complete the same phase of a turn before anyone can move onto the next phase. For example, after each player finishes their **SETUP PHASE**, then the player with the **Expedition Token** will move onto their **MOVEMENT PHASE**, and so on.

- Cards that have text reading "*Once per turn*" or "*Once every other turn*," or any similar text are referring only to your turn unless specifically stated on the card.

cycles:

One cycle occurs when all players have completed one turn, meaning they have each performed all three phases and left no cards unresolved. So, in a 3 player game, the order of events will be as follows:

- ❖ **Cycle 1 Begins**
- ❖ **Player 1 Setup Phase**
- ❖ Player 2 Setup Phase
- ❖ Player 3 Setup Phase
- ❖ **Player 1 Movement Phase**
- ❖ Player 2 Movement Phase
- ❖ Player 3 Movement Phase
- ❖ **Player 1 Adventure Phase**
- ❖ Player 2 Adventure Phase
- ❖ Player 3 Adventure Phase
- ❖ **End of Cycle 1, Expedition Token is passed**

taking your turn:

- ❖ **SETUP PHASE** - Each player chooses one of the **Campsites** on the game board. This is where the party will start their **Movement Phase** on this turn. When a campsite is chosen, each party member is restored to full **HP**.
- ❖ **MOVEMENT PHASE** -
 - Each player consults their player board for their **Speed (SPD)** stat. This number represents how many tiles a player may travel across during their turn.
 - A party can only cross each tile on the board once per turn.
 - Players move their party through the tiles they wish to travel across for that turn. Each player **MUST** use all of their available **Speed** to travel. As players move across on the game board, draw an **Explore** card for each tile they move across, placing them face down **in that order**.
 - For example, if a player moved across two **Plains** tiles and then a **Lake** tile, they would draw two **Explore** cards from the **Plains** deck, and one from the **Lake** deck, keeping them in that order.
- ❖ **ADVENTURE PHASE** - Each player reveals the cards they gathered from the **Movement Phase** in the same order in which they were drawn. Cards are played in order as they are revealed until that player is either out of cards or forced to stop playing cards.
 - Party members do **NOT** regain any stats during turns unless specified by a separate card. If all of a player's party members reach zero **HP** or lower,

their turn is over and that player must pay either the **Death Penalty** or the **Near Death Penalty**.

- If a party is defeated by an enemy, that enemy and all of the remaining face-down explore cards are reshuffled into the terrain decks they were drawn from.

3. Tiles on The Game Board

- ❖ The game board consists of eight types of **Terrain** tiles:
 - **Standard Tiles**
 - **Lake (26)**
 - **Village (5)**
 - Allows the player to **Shop**.
 - **Forest (39)**
 - **Mountain (30)**
 - **Plains (36)**
 - **Volcano (19)**
 - **Special Tiles**
 - **Campsites (7)**
 - Players will begin each turn on one of these tiles.
 - May be traveled across, but no cards will be drawn when doing so.
 - **Impassable Terrain (6)**
 - Never prompts any cards to be drawn because players cannot land on it.
 - **The Thing (1)**
 - The first player to reach this tile and complete their **Adventure** phase wins the game.
- ❖ Each **Standard Tile** has its own corresponding **Terrain Deck** of **Explore** cards that players draw from after traversing across that tile.
- ❖ **Special Tiles** do not have decks, as they each have their own unique effects.
- ❖ **The cards found in each Explore deck will be one of four types:**
 - **Encounters**
 - The player draws an **Encounter** card and engages in combat. If they succeed, they receive the loot that is listed as the reward on the **Encounter** card; if their party is knocked out, their turn ends and they receive no rewards from the fight. They then pay the **Near Death Penalty**.
 - **Encounters** can only be either **enemy** encounters or **boss** encounters.

- ◆ Note that bosses **DO** count as enemies, but not all enemies are considered bosses.

➤ **Events**

- The player draws an **Event** card.
 - **Event** cards either will be added to the board of the player who draws them or will be discarded after the effect has taken place.
 - **Event** cards are also how you will draw **Characters**, **Relics**, and **Shrines**.
 - ◆ **Player Events** affect only the player who reveals the event card. **Global Events** affect all players in the game.

➤ **Gear**

- **Gear** cards are items that can be equipped by characters in a player's party.
- **Consumables** are also **Gear**, but are one-time-use items that can have a variety of effects.
 - **Consumables** can be used on anyone in the party as long as they are in an inventory slot owned by that player. They can be used at any time during your turn.
 - **Consumables** may only be used on a single party member and can only be used once. They are discarded after use.
- **Relics** are also **Gear**, but can only be drawn from event cards or as a reward from certain combat encounters. They are rarer and more powerful than typical **Gear** cards.
 - **Gear** is stored in any character's inventory slots. Any item stored in a character's inventory is considered **Equipped** and is always in effect while that character is conscious.

➤ **Money**

- Money cards give the player the money value stated on the card when they are revealed. After this, they are discarded.

❖ **Other card types:**

➤ **Characters**

- At some point in the game, a player may reveal a card that prompts them to draw a **Companion** or an **Adventurer** from the **Character** deck.
 - Maximum party size is 4.
- If a player draws a **Companion** or **Adventurer** card while they already have four party members, they may remove one of their party members to make room.

- The removed character is discarded and placed back into the **Adventurer** deck.
 - **Characters** are either **conscious**, **unconscious** or **dead**.
 - A character is **conscious** if they have at least one **HP** remaining. If a character is reduced to zero **HP**, they fall **unconscious**. If a character takes too much damage at once or is damaged while unconscious, they could end up being killed.
 - When a character is reduced to **0 HP**, any **Gear** equipped on that character stops having any effect.
 - **Characters and gear are able to be rearranged at any time in the game except for while a player is resolving the effects of an explore card.**
 - Once an **Explore** card is revealed, all of its effects must be fully resolved before the active player can move items or characters around.
 - Any gear or characters left unequipped when a player reveals a new **Explore** card are discarded back into their respective decks.
- **Shrines**
- **Shrines** have unique effects and are used when a player reveals an event card that tells them to draw a **Shrine** card.
 - After a **Shrine** is used, it is placed back into the **Shrine** deck and then shuffled.
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4. Stats and Abilities

- ❖ There are five stats for each player to manage throughout the game:
 - **Health Points (HP)**
 - Each character has a base **HP** stat. This represents how much damage they can take before falling unconscious.
 - Lost **HP** is fully healed by all characters at the end of a cycle, and can also be gained mid-turn from abilities and gear.
 - **Strength (STR)**
 - Each character has a base **Strength** stat, representing how much damage they deal in a single turn of combat.
 - The player board has a tracker for party **Strength**, which is the total sum of all conscious party members' current **Strength**.
 - **Charisma (CHA)**
 - Each character has a base **Charisma** stat, which will only be used when the player draws a card that uses **Charisma**.

- When a **Charisma** card is drawn, the effect of that card will vary depending on either the party's total **Charisma**, or the **Charisma** stat of a specific character in the party.
 - The player board has a tracker for party **Charisma**, which is the sum of all conscious party members' **Charisma** stats.
- **Speed (SPD)**
 - The player board has a tracker for **Speed**. There is no individual **Speed** stat for any character.
 - Every **Speed** point allows a player to travel over **one** tile during the movement phase of their turn, making it the stat that will eventually get a player to the **Thing**.
 - **For every additional party member, gain +2 SPD.**
 - **Speed cannot go below 1.**
- **Armor**
 - Armor also has a tracker on the player board, but all character's base Armor stat is zero.
 - The only way to obtain **Armor** is from **Explore** cards.
- ❖ In addition to the main five stats, each character will also have a set amount of **Inventory** slots.
 - Base **Inventory** size varies between characters, with each slot being able to hold one **Gear** card.
 - **If a player finds an item but has no Inventory space for it, they are allowed to choose what item to hold, but any item not in an Inventory slot will be discarded as soon as another explore card is revealed or another campsite is chosen.**
 - The passive effects of items in **Inventory** slots of conscious characters are always in effect unless stated otherwise.

5. Encounters and Player Combat

- ❖ There are three types of combat that can happen throughout the game:
 - **Enemy Encounters**
 - If a player reveals an enemy encounter, combat begins. Combat can and likely will happen multiple times during one turn. All combat in the game is carried out in the following way:
 - Both the enemy party and the active player's party figure out their party **Strength**, party **Armor**, and each of their character's **HP** total.
 - Each party's pooled **Strength** total is the amount of **Incoming Damage** now facing the opposing party. The damage that you are sending toward an enemy is referred to as **Outgoing Damage**.

◆ **Strength** includes any effects from equipped **Gear**. So, if a character whose **Strength** is **2** equips an item with **+1 STR**, then that character's **Strength** is now considered **3**.

- The player then subtracts their **Armor** total from the total **Incoming Damage**. The remaining unblocked **Incoming Damage** will be dealt to the player's party.
- When taking combat damage, a player chooses how each point of **Incoming Damage** is allocated amongst the conscious players of their party.
- If, after taking damage, neither party is entirely dead or unconscious, the combat steps are repeated.
 - ◆ If a character has been killed or knocked out and an additional round of combat begins, that character's stats and gear are no longer in effect.
 - ◆ If a player wins a combat in which they have a character die, they still may access gear from the killed character until revealing another explore card.

➤ **Boss Enemy Encounters**

- Boss enemies are typically much more powerful than standard enemies and can have additional effects that change the rules of combat.
- Cards that have effects that occur "during enemy encounters" **include** boss encounters.

➤ **Player Combat**

- **Player Combat** only occurs when a player lands on the **same tile** that another player is currently standing on. This can only be done by a player that did not go first on the given turn.
 - **Characters in other players' parties are NOT considered enemies until this occurs.**
- Landing on the same tile as another party spends all remaining **Speed** of the player who is currently moving. After this, the **Adventure** phase will continue normally and a **Player Combat** phase will occur at the very end of the turn unless one of the parties fails to make it through all of their explore cards.
- Since both teams of adventurers have already traveled before meeting and engaging in combat, they will likely have already sustained damage, making player combat a risky play in many cases.
- When one player defeats another player's party, they may loot up to two **Gear** cards, as well as half of the defeated player's money.

- When defeated by a player, no additional **Death** or **Near Death Penalty** must be paid.
 - In the event that all members in both parties are rendered either unconscious or dead, neither player gains any loot, and neither player has to pay the **Death** or **Near Death Penalty**.
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6. Death and Near Death

- ❖ When a character's HP is reduced to zero, they become unconscious. If all of a player's party members are knocked unconscious, that player must pay the **Near Death Penalty**, which consists of the following:
 - The player must remove and discard one **Gear** from each character currently in his or her party. If a character has no **Gear** equipped, nothing happens to them.
 - The player loses half of their current money total.
- ❖ The **Death Penalty** is more severe, and is only paid out when a character is killed.
 - A character is killed if they reach **-5 HP** at any time throughout the game.
 - This damage can come from a variety of sources (**Events**, **Shrines**, etc.), but will most commonly occur when all party members have been rendered unconscious and there is still unresolved **Incoming Damage**. When this happens, the player receiving the damage must allocate the remaining **Incoming Damage** amongst the unconscious party members.
 - **Incoming Damage** cannot be assigned to unconscious characters while there are conscious characters in the party. If all party members fall unconscious and there is still unresolved **Incoming Damage**, that damage must be assigned amongst the unconscious characters.
 - Characters killed during combat are immediately removed from combat and their **Gear** is no longer in effect unless a card in play says otherwise.
 - The killed character is discarded, and the **Gear** from that character may be equipped onto other party members until the next **Explore** card is flipped. Any **Gear** left behind by the party is also discarded.
- ❖ If a player loses all **Adventurers** but has **Companions** remaining in their party, they may continue the game with that party **or** may choose to lose everything and start the game again with a new **Adventurer**.

- If a player gets absolutely pummeled by QFTT and all of their characters die at once, they may choose to either stay out of the game and play on their phone instead or to select a new **Adventurer** and start again.
 - ❖ During your **Setup Phase**, all characters regain consciousness and heal to full HP unless a card states otherwise.
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7. Campsites, Villages, and Shopping

- ❖ **Campsites** are the tiles on the game board on which players begin each turn.
 - Walking across a **Campsite** during your **Movement Phase** will not produce any **Explore** cards.
 - ❖ **Villages** are tiles on the game board that have their own **Explore** deck.
 - Additionally, entering a **Village** will always allow the player to buy items from the **Shop** deck.
 - ❖ **Shopping** is when a player exchanges their money for cards, which can happen either at a **Village Shop** or as the result of specific cards.
 - To **Shop** at a **Village Shop**, the player must have revealed the **Explore Card** from a **Village** tile, played out the effects from that card, and then must state that they would like to **Shop**.
 - To **Shop**, a player draws the top three cards of the **Shop** deck, and may purchase cards for 10 money each. Players can buy however many cards they want from any given **Shop** as long as they have enough money.
 - Any revealed **Shop** item that is **NOT** purchased is returned to and shuffled into the **Shop** deck.
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8. Winning The Game

- ❖ Victory is achieved when a player has raised their **Speed** enough to reach the **Thing**, has landed on that space on the game board, and has completed their **Adventure** phase for that turn.
- ❖ When landing on the **Thing**, no **Explore** card is drawn for that tile.
 - Any player landing on the **Thing** will pause the game and immediately begin their **Adventure** phase. If they complete the phase, the game is won. If they fail to complete their **Adventure** phase, the rest of the turn is played out normally by all other players.