

QUANTUM QUEST

Instruction Booklet

Standard Rules



Setup

To start the game, separate the two decks. There are adventurer cards and chamber cards.

Go through the chamber card deck and find the Entrance card. This card is typically the first chamber in the dungeon, where every player begins the game. Place this card face up.

Shuffle the two decks. Afterward, take nineteen additional chamber cards, and lay them face down on the playing area until you have a rectangle of cards that leads back to the Entrance chamber. You can have two rows of ten or two rows of nine with one card in the middle at each end making a third row.

After the dungeon layout has been established, deal adventurer cards to each of the players until everyone has five adventurers. Cards should be laid out face up so that all players can see the other adventurers they will be competing against.

Players should use a scorecard to write down which heroes they have in their party. Be sure to consider the adventurer's name, health and class.

Players normally start the game with seven mana points. But for every mage adventurer they were dealt at the beginning of the game, they may add 1 mana point to their starting total. They may also add 1 mana point for every additional player over two.

Players may also place one negate damage token on each of the clerics they were dealt at the start of the game. These tokens may be expended to negate one incoming damage point to a member of the party.

Starting the Game

The game begins by establishing who has the most thieves. While mages and clerics give boosts to mana or a healing spell later in the game, thieves determine who moves fastest at the start of the game (warriors have the bonus of having tremendous health over the other classes—only starting heroes get this benefit, as the rest have “Summoning Sickness”). The player with the most thieves goes first. If two or more players have a tie for most thieves, they must compare the total amount of health of their thieves—the player with the most total thief health will move first. If there is a tie for total thief health, a tiebreaker occurs in the form of a dice roll. When turn order has been established (clockwise, starting with the winner of the thief comparison), the game may begin, with players positioned at the entrance.



Mulligan Rules

Occasionally, players may be dealt an unlucky hand. If they so choose, they can discard their hand and draw five new adventurers at the expense of two mana. They can only do this once per game.

Starting with More than Two Players

If you are playing a game of Quantum Quest with more than two players, add four chamber cards to the board for every additional player. This will allow for more chamber collection and more damage to be dealt, making the game proceed at a quicker pace.

See the “Endgame Gameplay for More than Two Players” section for more on how additional characters change the way the game is played

Initial Gameplay

In a standard rules game, players roll dice to move around the board with all the chamber cards except the Entrance face down. When players land on an unrevealed card, they flip it over, and follow the instructions on that card. Typically, a chamber will damage an adventurer in the player's party, though there are chamber cards with special functions. These may provide health or mana, move players to a different space, decrease mana, or alter movement during the next turn.

When a player lands on an unclaimed chamber, they may purchase that chamber, provided they meet the requirements of purchase. All claimable chambers have a mana cost and a class type. If the player has enough mana and a character of the same class in their party, they may purchase the room. Subtract the mana from their total, and place a token of their color on the chamber card. Players do not take damage or trigger effects in rooms they purchase, even during the turn they buy it.

When a player passes the entrance, they gain two mana points.

When a player rolls double during a movement roll, they gain one mana point.

You may overkill a character unless a card tells you to distribute damage.



Midgame Gameplay

There are two benefits that players gain from owning a chamber. First, the effects of the chamber can no longer harm them. When players land on a chamber they own, they act as if it is an empty room, or a free space with no effects.

When other players land on an owned room, however, the effects of the room slightly change. The player who owns the room decides which adventurer in the opposing party takes damage (provided that adventurer meets the requirements dictated by the chamber card's text).

Gameplay continues with players revealing and purchasing chambers as they proceed through the dungeon multiple times.

Endgame Gameplay for More than Two Players

When a player loses all of their adventurers, they no longer have the ability to win the game. However, they are not removed from the game. Rather, they become stronger in a certain sense. Every chamber that they had ownership of before their last adventurer died is still theirs, and they are now haunted by that player. Haunted chambers can deal double damage, and the player who owns them picks who receives that damage, or may choose to deal standard damage.

Gameplay continues until only one player still has at least one adventurer left alive. They become master of the dungeon at that point, and they are declared the winner of the game.



Special

Occasionally, players will forget to roll backward, or skip their turn, or only roll with one die. If this happens, and you catch them, give yourself an extra mana, even if your adventurers are merely ghosts!

As players proceed through the dungeon, they will gain chambers, lose adventurers and spite the other players. They will also amass mana points beyond what is needed to purchase chambers. This is the perfect time to unleash ultimate spells to gain the upper hand.

Ultimate spells require a high amount of mana points to cast, but they can quickly change the momentum of the game if used with the right amount of strategy—note: Ultimate spells can only be cast before moving at the start of your turn. See the five ultimate spells that are available on the next page.

Even when your adventurers are gone, you can still cast ultimate spells. Spend mana to change dungeon rooms or put yourself back in the game!



Score Sheets

If you run out of score sheets for your mana and your adventurers, you can find more available to download for free at www.QuantumQuestGame.com/scoresheets. All you need is access to a printer in order to get back in the dungeon!

Ultimate Spells

Terraform: For 10 mana points, the player may terraform an unclaimed room or room they own (even if they haunt it). Any room that is not owned by another player can be removed, and replaced by a new card from the chambers deck. If a player terraforms their own room, they lose ownership of it when it is replaced.

Summon: For 20 mana points, the player may draw a new adventurer from the adventurers deck. The player may not exceed the limit of five adventurers per party.

Overthrow: For 30 mana points, the player may take ownership of any claimable room in the dungeon, including ones that are owned by other players.

Arcane Execution: For 40 mana points, the player may cast a doom spell on an adventurer in another player's party. The player may roll one saving throw. If they roll one die, and receive a six, that adventurer is safe.

Doom: If a player spends 50 mana points, they cast a spell that removes all other adventurers from the dungeon. Each player may roll one saving throw. If they roll two dice, and receive a twelve, their party is safe.

Remember: these are just the standard rules (they're more what you'd call guidelines). We encourage you to play around and make your own rules!



Sample Starting Set Up



Card Legends



----- Chamber name

----- Chamber type

----- Mana Cost

----- Capture Class

Remember: you can only purchase a chamber if you have an adventurer that is the same class as the chamber's capture class—and you have enough mana!



----- Character name

----- Character class

----- Ability text

----- Max health



Cleric



Mage



Thief



Warrior