



RULES

In The Quest Kids two to four Quest Kid heroes will explore the magical Tolk's Cave to find treasure, scare away bad guys, complete quests and discover magical items, all while helping friends out along the way. The Quest Kid with the most stars at the end of the adventure is victorious!

SET-UP

All players choose a Quest Kid standee and corresponding player mat, 3 Health Cards and 1 Quest Card and place them on their player mat.



Each player takes 1 ability card based on their character:

SKYLAR: 1 Power
CRASH: 1 Magic

NOAH: 1 Power
IVY: 1 Wisdom

Shuffle all of the Dungeon Tiles and randomly place the GREEN and GRAY Dungeon Tiles in the four rooms on the left side of the board and the RED Dungeon Tiles in the three rooms on the right side of the board.

Put all of the treasure tiles in the treasure bag and place the remaining Ability Cards, Quest Cards and Kind Kid Cards on their designated spots on the game board. Place the Quest Kid figures chosen by the players at the front of the dungeon and begin the game! The player who most recently went on an adventure goes first.

HOW TO PLAY

Players take turns moving their Quest Kids throughout Tolk's Cave. On each turn a player can either explore a new Dungeon Tile or visit an already explored Dungeon Tile. Players can move to any unexplored Dungeon Tile adjacent to an already explored Tile.

There are three different colors of Dungeon Tiles:



GREEN tiles are always good.



GRAY tiles may have a lurking bad guy, but also have better rewards.



RED tiles contain the best treasure, but also the biggest baddies.

Important: after a Dungeon Tile has been resolved it should be removed from the board and placed in a discard pile OR onto a player's character board (if the Dungeon Tile has stars).

DUNGEON TILES

There are three types of revealed Dungeon Tiles:



Ability Dungeon Tiles provide players with ability cards that can be used to scare away bad guys and gain special items. The three abilities are wisdom, magic and power.

When a player uncovers an Ability Tile, they take the matching ability cards and place them in the correct spot under their player board.



Players turn in their gained ability cards to scare away Bad Guys and gain Special Items.

To scare away Empty Belly a player must turn in 1 Magic & 2 Wisdom.

Monster Dungeon Tiles bring bad guys into the game. Bad guys can be scared away by using Ability Cards. If a bad guy is not scared away the player LOSES A HEART CARD and the bad guy remains on the board in their tile awaiting their next foe.



To gain the Tolk Gem of Power a player must turn in 2 Power.

Special Item Dungeon Tiles represent valuable items that are found throughout Tolk's Cave. The Quest Kids can gain these items by using Ability Cards.

KIND KID CARDS

Players are encouraged to help their fellow Quest Kids scare away bad guys by giving them needed Ability Cards. When a player helps another player they get a Kind Kid Card, which is always good.

IMPORTANT: Players can only ask for help to scare away bad guys, not to gain Special Items.

IMPORTANT: Players get one Kind Kid card per card they give a friend (meaning a player can get multiple Kind Kid cards in one turn). A Kind Kid card can be played at ANY TIME on a player's turn and DOES NOT need to be played the same turn it is obtained.

TREASURE

Players will also earn treasure throughout their adventure. Whenever a treasure icon is revealed players will draw a hidden treasure from the treasure bag. These treasures are worth stars at the end of the game (and are worth more stars if the treasure matches the player's Quest Kid character!).

IMPORTANT: If the final Treasure Tile is selected from the bag then there is simply no more treasure hiding in Tolk's Cave.



If Noah, Skylar or Crash draws this tile they get 2 stars.



If Ivy draws this tile she gets 3 stars!

QUESTS



At the beginning of the game each player will receive a Quest Card. Each Quest Card has a unique goal for a player to complete in order to earn stars. The Quest Card does not need to be kept a secret until it is accomplished.

Players declare they have completed a quest at the end of their turn (after dealing with any bad guys or special items). Once a player completes a quest they should draw a new Quest Card.

Players can only complete one quest per turn and if the Quest Card deck is empty then no new Quest Cards can be drawn.

IMPORTANT: a player is not required to discard cards to complete a quest!

END OF THE GAME

The game is over once all the Dungeon Tiles have been explored and, if possible, the remaining bad guys and special items are dealt with. The Quest Kid with the most stars when the game ends is the winner.

Possible star sources include: Scared away monsters, completed quests, special items, Health Cards, Kind Kid cards and Treasure Tiles.

IMPORTANT: Treasure Stars should be rounded UP. Example: Noah has 3.5 Treasure Stars at the end of the game, which is good for 4 stars.



OTHER RULES

MOVEMENT

Moving through the dungeon is simple. A Quest Kid can explore any unexplored Dungeon Tile that is adjacent to an explored dungeon tile (players cannot move diagonally). The Dungeon Tile CAN be in a different room than where the player begins their turn.

WALLS

The one restriction in moving through the cave are walls. The walls of a room are clearly outlined on the board. A player cannot move through walls to an unexplored Dungeon Tile, however they can move through doors. There are EIGHT doors on the board (4 horizontal doors and 4 vertical doors).

“ANY COMBO” TILES

“Any combo” tiles can be used to gain any combination of abilities. EXAMPLE: a +2 ANY COMBO can be 1 POWER & 1 WISDOM or 2 MAGIC or 1 MAGIC & 1 TREASURE, or 2 TREASURE, etc.

“+1 ANY” KIND KID CARDS

A “+1 ANY” Kind Kid card is valid for your choice of only one ability card or treasure (NOT one of each card).

BAD TREASURE

The TREASURE SLIME Treasure Tiles are bad and are worth negative stars at the end of the game. Just like the regular tiles, if a hero draws a treasure slime that matches their color it is worth double the negative stars.

CAMPAIGN GUIDE

The Quest Kids can be played as a stand-alone game using the base cards or as an on-going, story-driven campaign. The Quest Kids campaign is made up of unique quests and introduces TREASURE CARDS, HERO CARDS, SEALED ENVELOPES and VICTORY STICKERS. The rules of a Campaign Quest are the same as the base rules unless a rule change is described in this Campaign Guide.

TREASURE CARDS

Each Quest will have specific TREASURE CARDS. When revealed, do not look at these cards and place them in a pile in numerical order next to the board.

Throughout the quest Dungeon Tiles and other cards will tell you when to take a specific Treasure Card using the number on the front of the card.

There are multiple SEALED ENVELOPES of different colors in the game box. Only open these envelopes when the Campaign Guide or a Treasure Card says to open one. Cool? Cool!



HERO CARDS

Players will unlock HERO CARDS throughout the campaign. Each Hero Card is unique to a specific character and unleashes special character abilities.

All Hero Cards can be used once per quest unless otherwise stated on the Hero Card.

VICTORY STICKERS

You'll find VICTORY STICKERS in a sealed envelope. Once unlocked the winning player of every game played (base game or campaign) should place a sticker on the back of their character's player board. The player will write their name and number of stars on the sticker!





CREATE THE DUNGEON

Shuffle the green, gray and red Dungeon Tiles and place them face down on the board.

1

CHOOSE A HERO

Select a Quest Kid, take their figure and player mat, and then the adventure begins!



2

EXPLORE A TILE

On your turn choose a Dungeon Tile to explore. Green tiles are always good, gray tiles may have a lurking bad guy, and red tiles have the greatest risk AND the greatest treasure!



3

GAIN ABILITIES

Uncover ability cards that give you power, magic, and wisdom to use during your adventure.



4

SCARE AWAY MONSTERS

If you uncover a bad guy, use your gained ability cards to scare it away.



5

HELPING EACH OTHER

If you encounter a bad guy that you cannot scare away you can ask for help from one of your fellow Quest Kids.



6

DISCOVER TREASURE & SPECIAL ITEMS

In all fantasy dungeons there is treasure to be found! You will discover treasure, gems and other special items during your journey.



7

A QUEST FOR A QUEST KID

At the start of the game you receives a unique quest. Once a quest is completed you immediately receive a new quest to conquer!



8

COUNT THE STARS

Once the final tile is explored and all bad guys are dealt with, count the stars you have collected during your adventure. The Quest Kid with the most stars wins!



9