



OBJECTIVE

Gain the most stars by recruiting heroes, scaring away bad guys and finding treasure!
Once all of the tiles are matched up, the player with the most stars wins!

COMPONENTS

20 Tree House Tiles (10 Matching Pairs)



Quest Kids Heroes (6 Pairs)



Quest Kids Allies (4 Pairs)

40 Adventure Tiles (20 matching pairs)



Adventure Tiles (Front)



Bears (4 Pairs)



Dragons (4 Pairs)



Pirates (4 Pairs)



Snakes (4 Pairs)



Trolls (4 Pairs)



30 Unique Treasure Tokens

SET-UP

- Put all of the Tree House Tiles face down and mix them up.
- Set the Tree House Tiles face down in **FOUR** rows of **FIVE** tiles. →
- Choose how long/difficult of a game you'd like to play and arrange the Adventure Tiles accordingly (see page 2).
- Place the Treasure Tokens face down, mix them up and put them in a pile.
- The youngest player goes first!



CHOOSE YOUR GAME MODE

SHORTEST / EASIEST

- Choose **THREE Bad Guy Groups** to play with. Place the remaining **16 Adventure Tiles** back in the box.
- Lay the **24 Adventure Tiles** face down, mix them up and place them around the Tree House Tiles.
- Remove the **6 Gold Coin** items and the **6 Lamp** items from the Treasure Tokens and place them back in the box.



LONGER / HARDER

- Choose **FOUR Bad Guy Groups** to play with. Place the remaining **8 Adventure Tiles** back in the box.
- Lay the **32 Adventure Tiles** face down, mix them up and place them around the Tree House Tiles.
- Remove the **6 Gold Coin** items from the Treasure Tokens and place them back in the box.



LONGEST / HARDEST

- Play with all **FIVE Bad Guy Groups (40 total Adventure Tiles)** and all **30 Treasure Tokens**.
- Lay all **40 Adventure Tiles** face down, mix them up and place them around the Tree House Tiles.



Forest Adventure Tiles should be placed above and to the right of the Tree House Tiles.
River Adventure Tiles should be placed below and to the left of the Tree House Tiles.

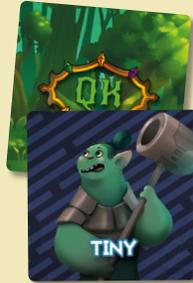
ON YOUR TURN RECRUIT HEROES OR GO ON AN ADVENTURE:

- The first goal for all players is to **RECRUIT** a Quest Kid Hero from the Tree House Tiles.
- To recruit a hero turn over **ANY TWO** Tree House tiles of your choice, so all players can see them.
- If they are a match, take the hero tiles and put them in front of you.
- If they are not a match, flip the tiles back over and place them exactly where they were.
- Players **DO NOT** take another turn if they find a matching pair.
- All players must have at least one Quest Kids Hero before you can attempt to recruit a second hero.



GOING ON AN ADVENTURE

1. After you have recruited a hero you can now try to scare away matching bad guys on your turn. **A player cannot go on an adventure until they have recruited at least one Quest Kids Hero.**
2. There are two types of Adventure Tiles: **Forest Adventure Tiles** and **River Adventure Tiles.**
3. Each Bad Guy has one Forest Adventure Tile and one River Adventure Tile. **Therefore, you must search both the Forest and River to make a match.**
4. When you go on an adventure you turn over **ANY THREE** Adventure Tiles of your choice, so all players can see.
5. If you find a match, take the two tiles and place them in front of you. Then turn the third tile back over face down exactly where it was.
6. If you do not find a match, turn all three tiles back over face down exactly where they were.
7. Players **DO NOT** take another turn if they find a matching pair. However, a player who finds a matching pair after turning over only two tiles must still turn over their third tile.



COLLECTING TREASURE

1. When you go on an adventure and find a pair of matching Bad Guys you will earn Treasure Tokens!
2. Each matching pair of Bad Guy tiles has either one or two treasure icons on one of the tiles.
3. Take one Treasure Token for each Treasure Icon on the Bad Guy Tile.



If you match ERIK you draw **2 Treasure Tokens!**

TREASURE TOKENS

Each Treasure Token has two different star values. At the top of the token is the Normal Star Value and at the bottom of the tile is a larger Hero Specific Star Value. You receive the Hero Specific Star Value if you have recruited the hero that matches a particular Treasure Token.

You get **ONE STAR** if you draw this treasure token but haven't recruited **MASON**.



If you have recruited **MASON** (or recruit him before the game ends) you get **TWO STARS!**

GAINING ALLIES

Hiding among the Quest Kids in the Tree House Tiles are **ALLIES!** These are friends of The Quest Kids who offer special powers that you can use at any point during your turn. There are four different Ally Characters and each ally's unique special power is printed on the tile.

1. If you find an ally match on your turn take the two tiles and place them in front of you.
2. You **KEEP** the Ally Tile that has stars on it.
3. However, you must give the other Ally Tile you found (the one without stars) to another player of your choosing.



KEEP!



GIVE TO ANOTHER PLAYER!

IMPORTANT: it is okay if you find an ally match in the Tree House Tiles before you have recruited a Quest Kid Hero. However, you still need to find a Quest Kid before you can explore the Adventure Tiles.

ALTERNATE GAMEPLAY

If you'd like a more simplified version of the game without the added element of Ally Characters you can remove these 8 tiles from the game during the setup process.

WINNING THE GAME

Once all of the Tree House Tiles and Adventure Tiles have been matched up, the game is over! You should then count how many **STARS** you have collected during your adventure - the player with the most stars is the winner!

POSSIBLE STAR SOURCES INCLUDE:

- Quest Kids Hero Tiles
- Ally Tiles
- Treasure Tokens (remember the only way to get the bottom star amount is if you have a hero that matches a treasure token!)



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