



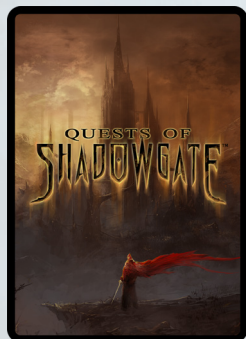
A Game for 2-4 Players by Coleman Charlton (with Dave Marsh, Karl Roelofs, & Sarah Watson)

BASE GAME RULES

This base game of Quests of Shadowgate is faster and easier to learn than the standard version. Perfect for players in a hurry or those just starting out.

In *Quests of Shadowgate*, you are a member of a band of adventurers and victory goes to the richest. Grab treasure and take quests while you search the labyrinth of Shadowgate.

50 ADVENTURE CARDS



4 CHARACTER CARDS (Double sided)



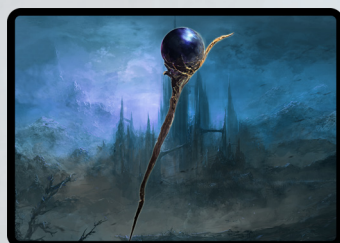
4 ABILITY CARDS (Double sided)

Not used in Base Game



1 STAFF OF AGES QUEST CARD

Not used in Base Game



4 SUMMARY CARDS (Double sided)



11 QUEST CARDS (Double sided)



12 BLACK TOKENS & 16 CHARACTER TOKENS

Not used in Base Game



Set Up

ADVENTURE CARDS

Shuffle the adventure cards and deal each player 5 face down adventure cards. Place the remaining adventure cards face down in the center of the play area to form the adventure card deck.

During the game, place any discarded adventure cards face up next to the adventure card deck to form the adventure card discard pile.

CHARACTER CARDS

Shuffle the character cards and deal one card to each player. One side of each character card has a small yellow star in the lower left corner. Place your character card in front of you with the side with the star on it facing up.

Note: Ability cards are not used in the Base Game.

PLAYER TOKENS

Each player chooses a color (pink, white, green, or blue) and takes all the tokens of that color. Place your tokens by your character card. You will use your tokens to keep track of your Victory Points (VPs) throughout the game.

Note: Black tokens are not used in the Base Game.

QUEST CARDS

Shuffle the quest cards. Lay out 3 quest cards in a column to the right of the play area. Place the remaining quest cards at the top of the column to form the quest deck. The 4 face-up quest cards (The three you dealt and the top card of the quest deck) are the available quests.

During the game, place any discarded quest cards face up next to the quest deck to form the quest discard pile.

Note: The Staff of Ages Quest Card is not used in the Base Game.

THREE PLAYER EXAMPLE SET UP



Winning The Game

The first player to end their turn with 25 or more Victory Points (VPs) wins the game. VPs are earned by completing quests.



RECORDING VPS

Whenever you complete a quest, record the VPs you earned for that quest. VPs are recorded by moving one of your tokens along the VP track on your Character card. When you reach more than 10 VPs earned in total, leave a token on the 10+ space on the VP track and begin again at 1 with another token. Do the same thing again if you reach more than 20 total VPs earned.

A Game Turn

Beginning with the youngest player, each player takes a turn consisting of 3 phases before play passes to the player on their left. The 3 turn phases are:

1. Action Phase: Take up to 5 actions to acquire items and/or complete a quest.
2. Draw Phase: Draw new adventure cards and discard old ones as necessary.
3. End Phase: If you used a quest card this turn, replace it with a new one from the quest card deck.

ACTION PHASE

You may take up to 5 actions during the Action Phase. Actions can be taken in any order.

You do not have to take all of the actions available to you. For every available action that you do not use in the Action phase, you may draw an additional adventure card in the Draw phase.

THE ACTIONS

Cycle the Quest Cards:	Discard the current quest cards and replace them with new ones from the quest deck.
Choose a Quest:	Choose one of the face-up quest cards to complete
Play an Adventure Card as Resources:	Choose an adventure card from your hand that you would like to play as resources
Play an Adventure Card as an Item:	Choose an adventure card from your hand that you would like to acquire as an item and place it in front of you.

Note: For more detailed explanations on what to do during the action phase, see sections Acquiring Items (pg. 6) and Completing Quests (pg. 7).

DRAW/DISCARD PHASE

DRAWING

Draw 1 adventure card at the beginning of the draw/discard phase each turn. Then draw an additional adventure card for every action you did not use.

DISCARDING

Discard any adventure cards you used as resources during your turn, any quest you completed, and any non-base type acquired items you used to determine the level of a quest.

HAND SIZE

You must have at least 3 and no more than 6 adventure cards in your hand at the end of each turn. If you have less than three adventure cards in your hand at the end of the draw/discard phase, draw until you have three adventure cards in your hand. If you have more than 6 adventure cards in your hand at the end of the draw/discard phase, choose adventure cards to discard until you only have 6 adventure cards in your hand.

Note: If you need to draw a card and the adventure card deck is empty, shuffle the adventure card discard pile to create a new adventure card deck.

END PHASE

If you completed a quest this turn, replace it with a new quest card from the quest card deck.

If you run out of quest cards, flip over quest discard pile and shuffle it to create the new quest deck.

The Cards

STATS, RESOURCES, AND COSTS

STATS

The numbers in black on the left side of your character card are your character's stats.
Use your stats to help pay the corresponding costs on items and quests.



RESOURCES

The numbers in yellow on the left side of each adventure card are the adventure card's resources.
Play adventure cards and use their resources to help pay the corresponding costs on items and quests.



COSTS

The numbers in purple on the right side of item adventure cards are item costs. The numbers in purple on the right side of quest cards are quest costs.

Pay costs by playing adventure cards and adding their resources to your corresponding stats, until the totals meet or exceed the corresponding costs on the item or quest.



ADVENTURE CARDS AS ITEMS

Adventure cards with item costs (the three numbers in purple along the right side of the card) can be played as items.

Adventure cards with the word 'Event' and the symbol of a lightning bolt in the upper right corner, cannot be played as items, but can still be used as resources.

Note: In the Base Game of Quests of Shadowgate event adventure cards can only be used as resources. The text on event cards does not effect game play in any way.



ITEM TYPES AND CLASSES

Each item adventure card has a class and a type. An item's class and type are shown in the upper right corner of the adventure card.

There are 11 item types that are separated into 3 item classes. The 3 item classes are magic, weapon, and relic. Within those classes the 11 item types are:

Magic:	Fire, Ice, Wind
Weapon:	Melee, Ranged, Armor
Relic:	Artifact, Royal, Orb, Thorn, Stave

Item types and classes are used when completing quests.



ADVENTURE CARDS AS ITEMS (CONTINUED)

WILD CARDS

Wild cards are item adventure cards that have 'WILD' and the symbol of a question mark in the upper right corner.

Wild cards that are acquired as items can be used as any item type or class when determining the level of a quest. Wild cards cannot be used as base type items and must be discarded after they are used when completing quests.



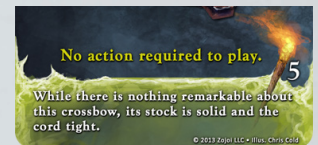
BASE TYPES

The 3 item types on your character card are your character's base types.

Normally, after an acquired item is used to complete a quest, it must be discarded. However, an acquired item with an item type that matches one of your base types never has to be discarded.

NO ACTION REQUIRED ADVENTURE CARDS

Some adventure cards are labeled: "No action required to play." It does not cost an action to play one of these cards as an item or as a resource.



Acquiring Items

An item adventure card must be acquired before it can be used to determine the level of a quest. You can acquire items during the action phase of your turn by using actions to play adventure cards as items and resources.

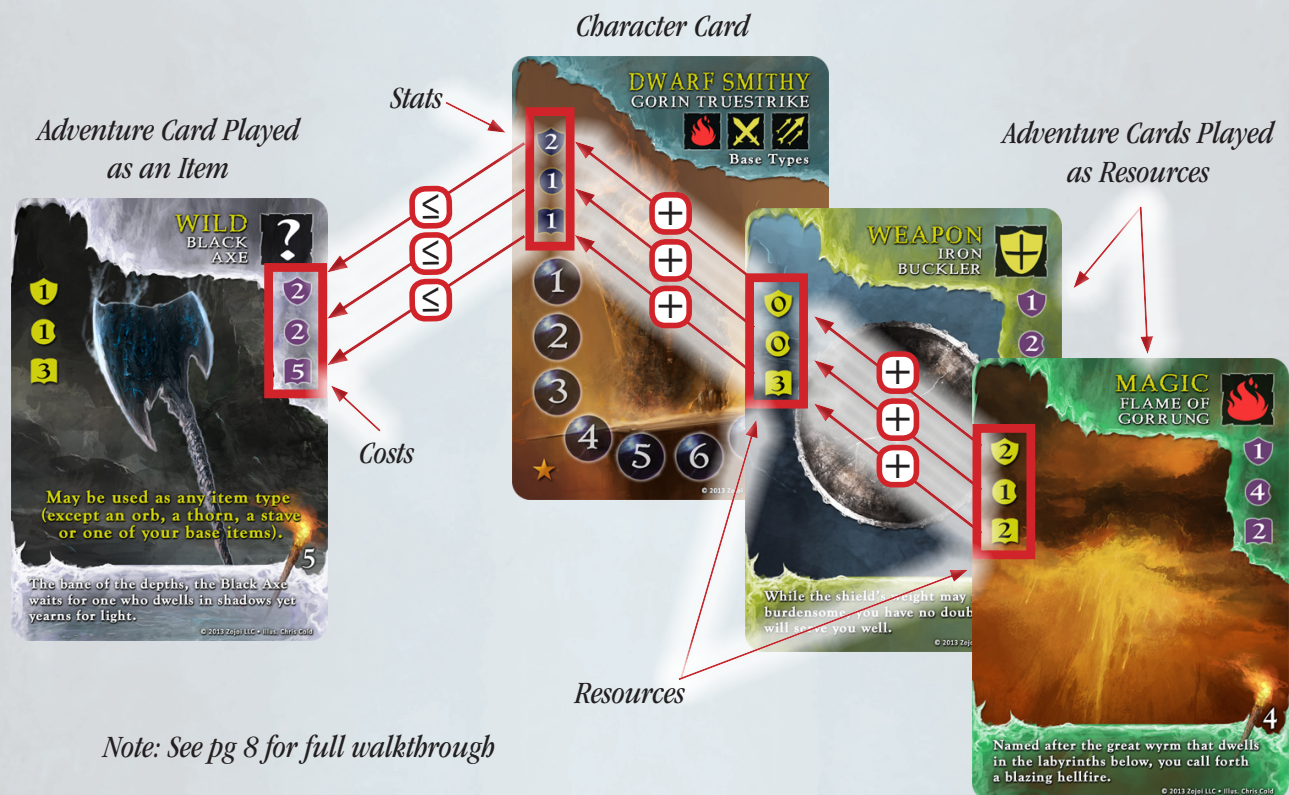
PLAY AN ADVENTURE CARD AS AN ITEM

Playing an adventure card as an item costs an action. Choose an adventure card from your hand that you would like to acquire and play it in front of you. You can only have one acquired item of each item type at a time.

Once an adventure card has been played as an item, you must pay the costs to acquire it that turn. Adventure cards that have been played as items cannot be used as resources.

PAYING THE COSTS

Play adventure cards as resources. Combine their yellow resources with your character's stats to pay the purple costs on the item you would like to acquire. It costs an action each time you play an adventure card as a resource. Once an adventure card has been played as a resource it cannot be used again and is discarded during the draw/discard phase of the turn.



ACQUIRED ITEMS

Once an adventure card has been played as an item and its costs have been met, it becomes an acquired item. Place acquired items face up next to your character card.

Acquired items remain in front of you until they are used in a quest and discarded.

Note: Base type acquired items are never discarded.

Completing Quests

Complete quests to earn VPs. You can complete a quest during the action phase of your turn by using actions to select a quest and play adventure cards as resources.

SELECTING A QUEST

You may select any one of the face up quest cards to play as a quest. Selecting a quest costs an action.

Once a quest has been selected, you must pay the costs to complete the quest that turn.

PAYING THE COST

Play adventure cards as resources. Combine their yellow resources with your character's stats to pay the purple costs on the quest you would like to complete. It costs an action each time you play an adventure card as a resource.

Once an adventure card has been played as a resource it cannot be used again and is discarded during the draw/discard phase of the turn.



DETERMINING QUEST LEVEL

The higher a quest's level the more VPs you earn for completing it. Once the cost of a quest has been met, you may use your acquired items to raise the level of that quest. The quest levels, their VP value, and the requirements you must meet to complete a quest at each level are:

- | | |
|----------------|---|
| Minor – 1 VP: | Meet or exceed the cost of the quest |
| Majic – 3 VPs: | Meet or exceed the cost of the quest
Use an acquired item of the item type indicated in the lower right corner of the quest card |
| Great – 5 VPs: | Meet or exceed the cost of the quest
Use an acquired item of the item type indicated in the lower right corner of the quest card
Use an acquired item of the item class indicated on the 'Great' line of the quest card |
| Epic – 8 VPs: | Meet or exceed the cost of the quest
Use an acquired item of the item type indicated in the lower right corner of the quest card
Use acquired items of the item classes indicated on the 'Epic' line of the quest card |

Unless an acquired item's type matches one of your characters base types, any acquired item used to raise the level of a quest cannot be used again and must be discarded during the draw/discard phase of your turn

Examples

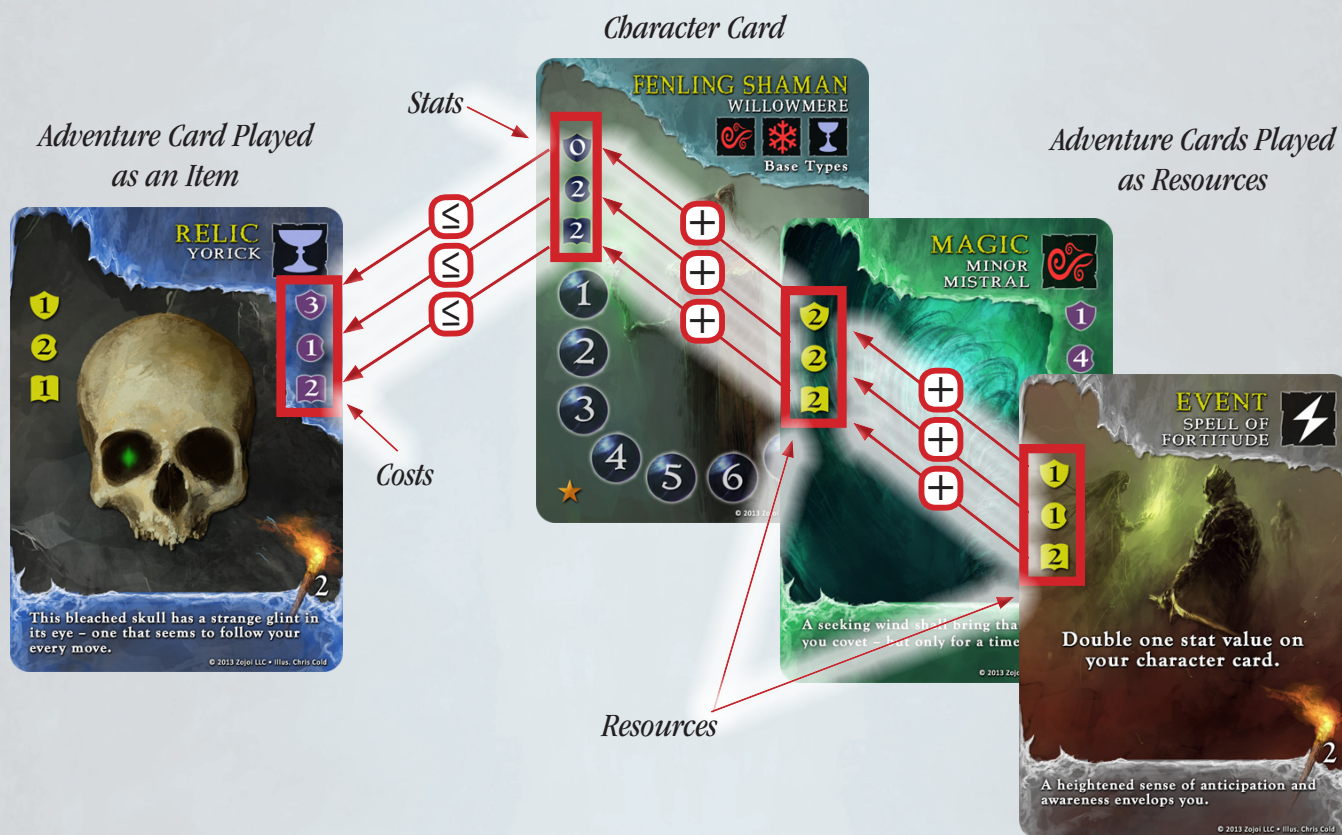
ACQUIRING 'YORICK' AS AN ITEM

Karl has the adventure card 'Yorick' in his hand. 'Yorick' has the item class of *relic* and the item type of *artifact*, which is one of Karl's base types. Base types are useful because, once they are acquired as items they never have to be discarded. Karl has five actions he can take during the action phase of his turn. He uses his first action to play 'Yorick' as an item. The costs (in purple) to acquire 'Yorick' is 3,1,2. His character's stats (in black) of 0,2,2 are automatically put towards paying those costs. Karl now only needs a total of 3,0,0 or more resources (in yellow) to acquire 'Yorick.' He uses two more actions to play two adventure cards from his hand ('Minor Mistral' and 'Spell of Fortitude') with the resources 2,2,2 and 1,1,2.

$0,2,2$ (Karl's stats) + $2,2,2$ + $1,1,2$ (Karl's resources) = $3,5,6$.

Since $3,5,6$ is greater than $> 3,1,2$ (the item cost for 'Yorick'), Karl acquires 'Yorick' as an item.

Karl places 'Yorick' face up next to his character card to show that he has acquired it as an item. He has used three of his five actions for the turn. Karl only has two cards left in his hand, so he decides not to use his remaining two actions and moves on to the draw/discard phase of his turn. He draws three cards from the adventure deck: one adventure card for starting the draw/discard phase, and one adventure card for each of the two actions he did not take during the action phase of his turn. Karl now has five adventure cards in his hand, which is within the required handsize. He discards the two adventure cards that were played as resources ('Minor Mistral' and 'Spell of Fortitude') and ends his turn.





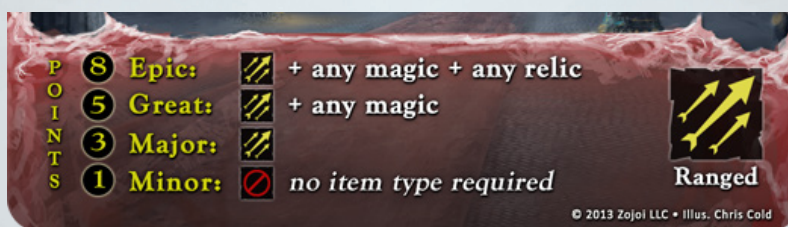
THE QUEST OF 'THE SILENT GUARD'

Sarah uses her first action to choose 'The Silent Guard' as a quest to complete. The quest cost for 'The Silent Guard' is 4,3,2. Sarah's character's stats (in black) of 1,2,1 are automatically put towards paying those costs. Sarah just needs a total of 3,1,1 or more resources (in yellow) to finish paying the quest's costs. She uses two more actions to play two adventure cards from her hand ('Golden Thorn' and 'Scattered Coins') with the resources 2,1,2 and 1,2,1.

$$1,2,1 \text{ (Sarah's stats)} + 2,1,2 + 1,2,1 \text{ (Sarah's resources)} = 4,5,4$$

4,5,4 is greater than 4,3,2 the quest cost for 'The Silent Guard.'

Now that the costs for 'The Silent Guard' quest have been met, Sarah can use her acquired items to determine the level of the quest. If Sarah does not use any acquired items she can complete the quest at the *minor* level and earn 1 VP. If Sarah only uses her 'Elven Longbow' (which has the *ranged* item type) she can complete the quest at the *major* level and earn 3 VP. Sarah decides to use both the 'Elven Longbow' and the 'Flame of Gorrung' (an acquired item of the *magic* class) to reach the *great* level and earn 5 VPs. Note that she did not have a *relic* class item acquired and so could not reach the *epic* level of the quest.



'The Silent Guard' quest is completed and Sarah moves one of her character tokens five spaces along the VP track on her character card. It took three of her five actions to complete the quest. She has two actions left. She decides not to use her remaining two actions and moves on to the draw/discard phase.

Sarah draws three adventure cards bringing her hand size up to five. Then she discards the two adventure cards that were played as resources ('Golden Thorn' and 'Scattered Coins') as well as 'The Silent Guard' quest card and the 'Flame of Gorrung' acquired item that she played. The 'Elven Longbow' is one of her base types, so she does not have to discard it. Sarah moves on to the end phase of her turn. She deals a new quest card from the quest card deck to replace the quest she just completed and ends her turn.