



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

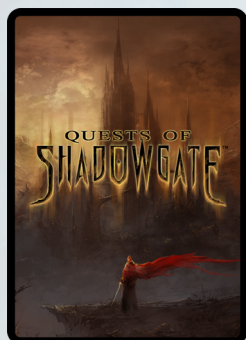
STANDARD GAME RULES

In *Quests of Shadowgate*, you are a member of a band of adventurers. A powerful Lord has tasked you to recover the legendary Staff of Ages. To complete this quest, your band needs to acquire specific items and 3 artifacts that can be combined to form the Staff of Ages.

You and your fellows are mercenaries—and victory goes to the richest. You will be tempted to grab extra treasure by taking minor quests as you search the labyrinth of Shadowgate. In addition, the Lord has promised extra rewards for the first to acquire each type of item and artifact.

You might even try to cut your fellows out of the loop by completing the Staff of Ages. If you are devious and lucky enough, you can let the others gather the lion's share of the items while you grab the artifacts and complete the quest by yourself.

50 ADVENTURE CARDS



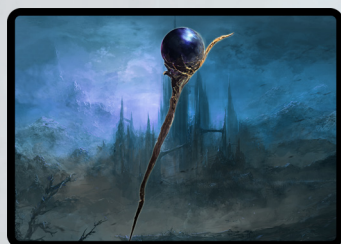
4 CHARACTER CARDS (Double sided)



4 ABILITY CARDS (Double sided)



1 STAFF OF AGES QUEST CARD



4 SUMMARY CARDS (Double sided)

11 QUEST CARDS (Double sided)



12 BLACK TOKENS & 16 CHARACTER TOKENS



Set Up

STARTING PLAYER

Each player draws a random adventure card from the deck. Whoever draws the adventure card with the highest torch value is the Starting Player. Re-draw adventure cards to settle ties.

Note: An adventure card's torch value is shown in the lower right corner of the card next to an image of a torch.

CHARACTERS AND ABILITIES

If you are the starting player, choose either a character card or an ability card. Place it face up in front of you. Proceeding clockwise, each player does the same until all of the players have chosen. Then, starting with the last player and proceeding counter clockwise, each player chooses a second card

If you chose a character card with your 1st choice, you must choose an ability card as your 2nd choice (and vice versa).

Note: Each of the character and ability cards have a yellow star in the lower left corner of one side of the card. The stars mark a suggested set of characters and abilities to use when learning the 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. Tokens are used to keep track of VPs (Victory Points) and Event cards.

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.

QUEST CARDS

Place the Staff of Ages quest card at the top of the play area and place the black tokens next to it.

Shuffle the remaining 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.

POOL CARDS

Take 2 adventure cards and place them face up next to the adventure card deck to form the adventure card pool. When drawing cards you will be able to choose from the pool cards as well as the adventure card deck.

THREE PLAYER EXAMPLE SET UP



Ending The Game

The game ends if a player completes the Staff of Ages quest or a player has 25+ quest VPs.

STAFF OF AGES

If you complete the Staff of Ages quest, the game ends immediately and you win.

To complete the Staff Of Ages quest:

- There must be at least 1 acquired item of each type in play.
- You must have the staff pieces (Orb, Stave, and Thorn) acquired
- You must meet the Staff of Ages quest's costs



VICTORY POINTS

When a player ends their turn with 25 or more Quest VPs each other player in order has the chance to take one final turn. Once the last player has gone, each player's total VPs (Quest VPs + Item VPs) are calculated, the game ends, and the player with the most VPs wins.

QUEST VPS

Quest VPs are victory points that are earned by completing quests. Whenever you complete a quest, record the quest VPs you earned for that quest. Quest VPs are recorded by moving one of your tokens along the VP track on your Character card. When you reach more than 10 quest 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 quest VPs earned.



ITEM VPS

You can earn and/or lose VPs depending on the items you have acquired at the end of the game.

- +2 VPs for each '1st of type' item
- +6 VPs for having the most '1st of type' items
- 5 VPs If you have no '1st of type' items.
- +2 VPs for each staff piece
- 5 if you have no staff pieces

Note: If two or more players tie for most '1st of type' items, divide the 6 points equally between the tied players.

A Game Turn

One at a time each player takes a turn consisting of 5 phases before play passes to the player on their left.

The 5 turn phases are:

- Event Phase: You may play/discard an event card. Then, resolve any event card in play.
- Torch Phase: Play an adventure card as a torch.
- Action Phase: Take actions to acquire items and/or complete quests.
- Draw Phase: Draw new adventure cards and discard old ones as necessary.
- End Phase: Refill pool and quest cards.

EVENT PHASE



Some Adventure cards can be played as events. These adventure cards are identified by the word 'Event' and the symbol of a lightning bolt in the upper right hand corner of the adventure card.

PLAYING AN EVENT

If you have an adventure card that can be played as an event, you may choose to play it at the beginning of your turn. Place it in front of you, and place one of your tokens on the event to show that you were the one who played it. Then draw an adventure card from either the adventure deck or the pool cards to replace the adventure card you played as an event.

Note: Only one event can be in play at a time. Discard any previous event cards when playing a new event.

RESOLVING EVENTS

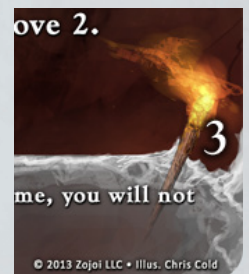
The text on an event card takes effect as soon as it is played, effects each player on their turn, and remains in effect until another player replaces it during their turn or until your next turn.

If, at the beginning of your turn, an event that you played on the previous turn is still in play, discard the event and reclaim your token.

TORCH PHASE

Each turn you must choose one adventure card from your hand to play as your torch. That adventure card's torch value determines how many actions you may take that turn. An adventure card's torch value is in the bottom right corner next to the image of a torch.

No actions can be taken until your torch is played. Playing your torch does not cost an action. You may only play one torch per turn. Once an adventure card has been played as a torch, it cannot be used for anything else. Your torch remains in front of you until the end of your turn when it is discarded.



ACTION PHASE

During the action phase you may take between 2-6 actions, depending on what adventure card you played as a torch. 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, you may draw an additional adventure card in the Draw/Discard phase.

Some adventure cards are labeled 'No action required to play', and can be used without the cost of an action. Additionally, some player abilities may grant free or additional actions.

Note: For more detailed explanations on what to do during the action phase, see sections Acquiring Items (pg. 8) and Completing Quests (pg. 9).

THE ACTIONS

| | |
|--------------------------------------|---|
| Cycle the Quest and Pool Cards: | Discard the current quest and pool cards and deal out new ones. |
| 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. |

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. Adventure cards may be drawn from either the adventure deck or the card pool. Adventure cards taken from the card pool are not replaced until the end phase.

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.

DISCARDING

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

Note: See the '1st of type' items section (pg. 7) for instructions on what to do when discarding a '1st of type item.'

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 3 adventure cards in your hand at the end of the draw/discard phase, draw until you have 3 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.

END PHASE

Replace any quests you completed this turn with new quest cards from the quest deck. If you run out of quest cards, flip over the quest discard pile and shuffle it to create the new quest deck.

Replace any pool cards you drew with new adventure cards from the adventure deck.

If there is an event in play, pass the event and its token to the player on your left.

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.

Note: 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.

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.

STAFF ITEMS

An item with a type of Orb, Stave, or Thorn is a staff piece. You must have one of each type of staff piece acquired, before you can complete the Staff of Ages quest.

You can earn or lose VPs based on how many acquired staff pieces you have at the end of the game.



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 staff items or 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.



'1ST OF TYPE' ITEMS

If you acquire an item during your turn that is the first item of its type to be acquired by any player, turn the adventure card sideways to indicate that it is a '1st of type' item. Then take a black token and place it on the corresponding symbol on the Staff of Ages quest card.

The black tokens are used to keep track of which item types are currently in play. All items must be in play before you can complete the Staff of Ages Quest.

You can earn or lose VPs based on how many '1st of type' items you have at the end of the game.

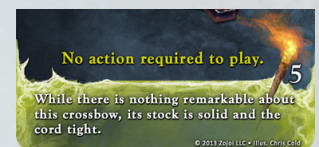
DISCARDING '1ST OF TYPE' ITEMS

If you decide to use a '1st of type' item (that is not also one of your character's base types) to complete a quest, you must discard the '1st of type' item during the draw/discard phase of your turn.

When you discard a '1st of type' item, the next player clockwise who has an acquired item of that same type turns their corresponding adventure card sideways, and it becomes a new '1st of type' item. If there are no other items of that type in play then remove the black token from the corresponding symbol on the Staff of Ages quest card. The next item of that type to be acquired will become the new '1st of type' item for its type.

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

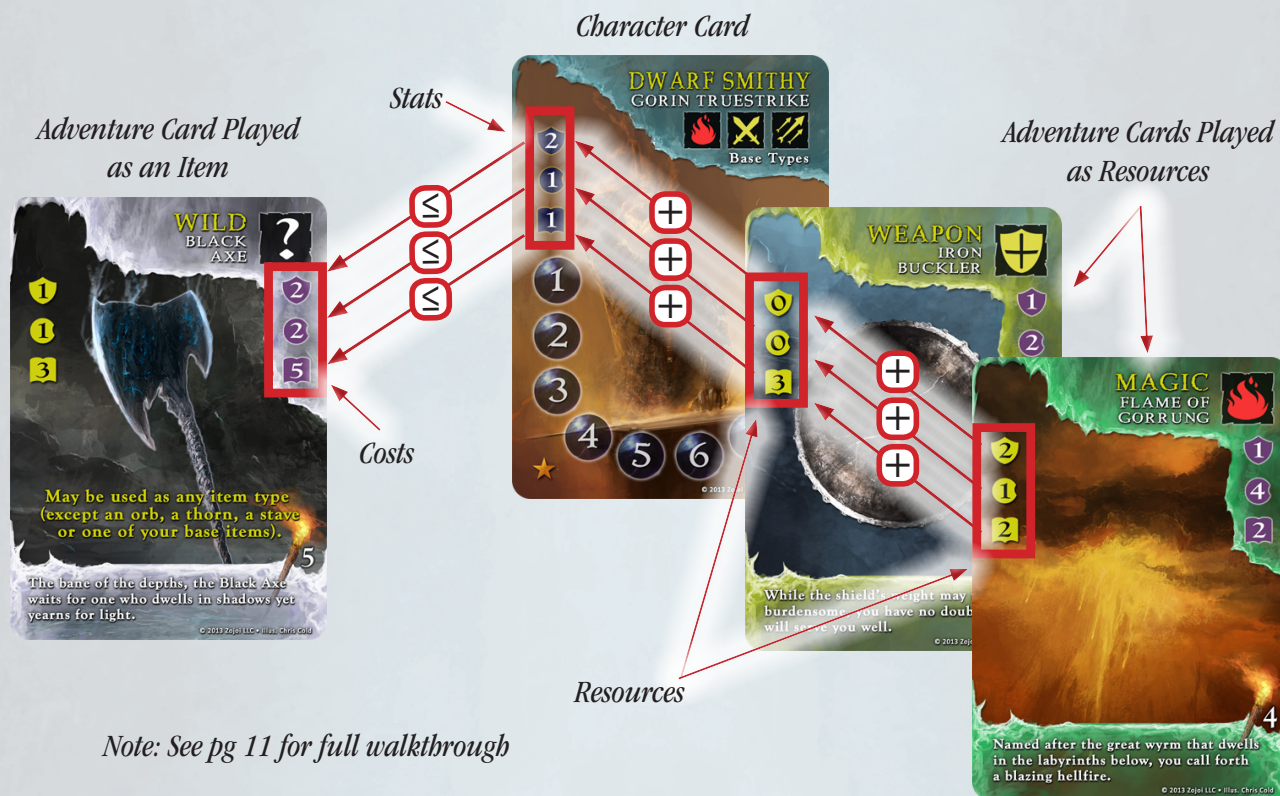
Playing an adventure card as an item costs an action. Choose an adventure card from your hand that you would like to acquire and play it in front of you. You can only have one acquired item of each item type at a time.

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 also 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 COSTS

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
- Major – 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

Note: See 'Ending the Game' (pg. 3) for how to complete the Staff of Ages quest.

Game Variants

MATCH PLAY

Players may want to play a series of games (i.e., a match) and keep a running score. The winner of the match is the player with the high score after all of the games have been played.

MATCH TYPES

- Play until at least one player has 100+ points at the end of a game.
- Play a number of games equal to the number of players, with each player being 1st player once.
- Play to a time limit. Set a finish time and when a game ends after that time, you are done.

THE STAFF OF AGES QUEST

In match play, completing the Staff of Ages quest does not automatically win the match. Instead, the current game ends immediately and points are scored normally. In addition, the player who completed the Staff of Ages quest may choose to either take 25 additional points or give each of the other players -25 points.

STEALING ITEMS

Instead of playing an adventure card from your hand as an item, you may use an action to select an opponent's item to acquire. You may not select an opponent's item with one of his/her base types. You may not select an opponent's item if you already have an item with the same type in play.

As soon as the item is selected your opponent must choose one of his/her stats to double and announce it aloud. Then his/her increased stats are added to the item's cost. Your opponent cannot change which stat they are doubling after it has been announced.

Acquire the item by using resources and your stats to pay the item's increased cost.

See pg. 13 for a complete walkthrough.

Examples

ACQUIRING 'YORICK' AS AN ITEM

Karl plays the adventure card '*Iron Spear*' as his torch. '*Iron Spear*' has a torch value of four, which gives him four actions to take during the action phase of his turn.

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 four 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, one adventure card for his ability ('*Seize*'), and one adventure card for the action he did not take during the action phase of his turn. Karl now has 5 adventure cards in his hand, which is within the required handsize. He discards the adventure card he played as a torch ('*Iron Spear*') and 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'

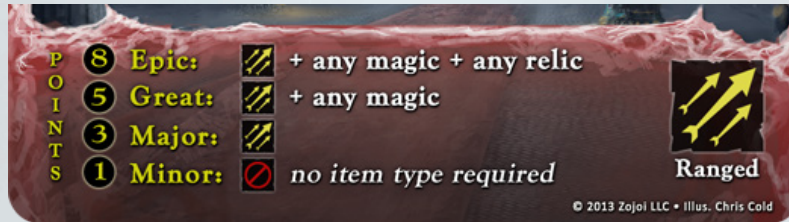
Sarah plays the adventure card '*Blazing Revelation*' as her torch. '*Blazing Revelation*' has a torch value of five, which gives her five actions to take during the action phase of her turn.

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 seven. She can only have six adventure cards in her hand at the end of her turn, so she discards an adventure card from her hand as well as the adventure card she played as a torch ('*Blazing Revelation*'), the two adventure cards that were played as resources ('*Golden Thorn*' and '*Scattered Coins*'), '*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.

Adventure Card Played as a Torch



Torch Value

Quest Card

1 action to select



Stats

Costs

Adventure Cards Played as Resources
1 action per card



Acquired Items

Base item - is not discarded

STEALING 'YORICK'

'Stealing Items' game variant (see pg. 10)

Sarah plays the adventure card '*Glaciate*' as her torch. '*Glaciate*' has a torch value of three, which gives her three actions to take during the action phase of her turn.

Sarah decides to steal the acquired item '*Yorick*' from Karl and uses her first action to select it. Karl's stats (in black) are 0,2,2. He announces that he is doubling his bottom stat. His increased stats of 0,2,4 are then added to the item costs (in purple) for '*Yorick*' (3,1,2) to make the increased item costs of 3,3,6.

$0,2,2$ (Karl's stats) + $0,0,2$ (Karl's bottom stat) = $0,2,4$ (Karl's increased stats)

$0,2,4$ (Karl's increased stats) + $3,1,2$ (the item costs for '*Yorick*') = $3,3,6$ (the increased item costs for '*Yorick*')

Sarah's character's stats (in black) of 1,2,1 are automatically put towards paying the increased item costs. She now only needs a total of 2,1,5 or more resources (in yellow) to steal '*Yorick*' from Karl and acquire it as an item. Sarah uses her remaining two actions to play two adventure cards from her hand ('*Circle Rune*' and '*Magnus' Bounty*') with the resources 2,2,2 and 1,2,2. She then plays the 'no action required' adventure card '*King's Crown*' from her hand, with the resources 2,2,1.

Note: Because Sarah's 'King's Crown' adventure card is labeled 'no action required to play' she is able to play it even though she has no actions left.

$1,2,1$ (Sarah's stats) + $2,2,2$ + $1,2,2$ + $2,2,1$ (Sarah's resources) = $6,8,6$

Since $6,8,6$ is greater than $3,3,6$ (the increased item costs for '*Yorick*'), Sarah steals the acquired item '*Yorick*' from Karl.

Sarah places '*Yorick*' face up next to her character card to show that she has acquired it as an item. Sarah only has one adventure card left in her hand and no actions remaining, so she moves on to the draw/discard phase of her turn. She draws one adventure card for the starting the draw/discard phase, which gives her a hand size of two. Sarah must have at least three adventure cards in her hand at the end of her turn, so she draws one more adventure card to bring her hand size up to three. Finally, Sarah discards the card she played as a torch ('*Glaciate*') and the three adventure cards she played as resources ('*Circle Rune*', '*Magnus' Bounty*', and '*King's Crown*') and ends her turn.

