

# Adventure Party Rules

Adventure Party is a dice driven party building/questing game for 2-4 players. It can also be played solo/coop (1-4) players with slight modifications.

Players assemble parties of up to 3 unique heroes and then compete to complete challenges that reward the players with gold, items and victory points (VP). The game ends as soon as the Final Boss is defeated – after that the player who accumulated the most victory points wins.

## 1. Components:

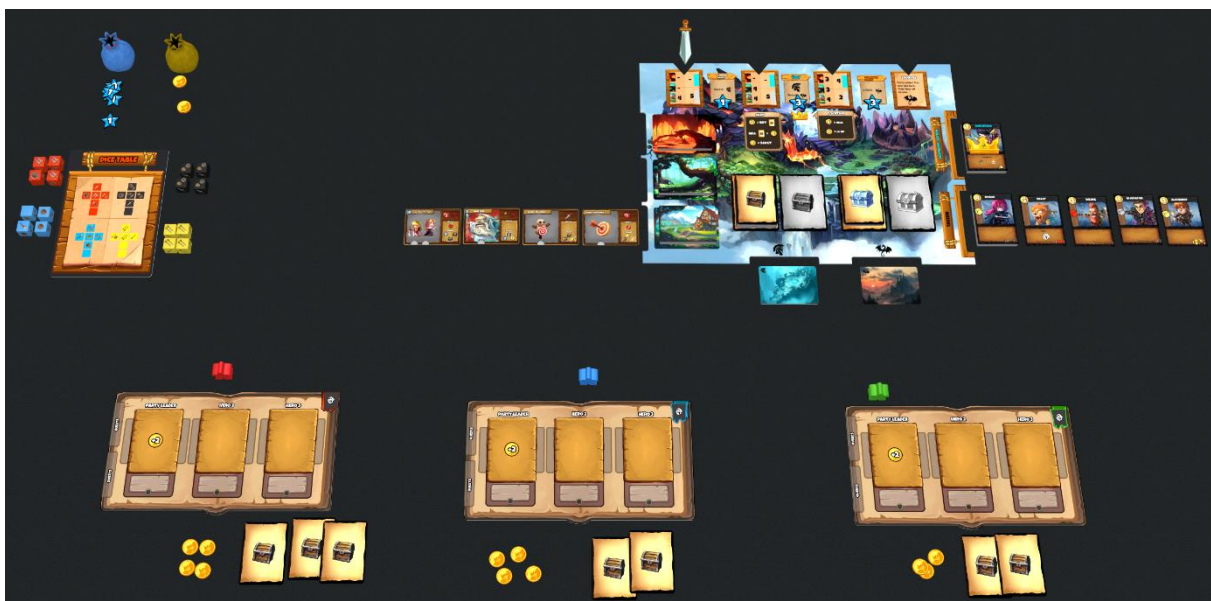
4 Player boards + 4 Meeples + 4 Reroll banners	3 Quest Decks (Town, Forest, Mountains)
1 Town board with Town Progress Marker (sword)	1 Arena Deck
1 Dice table	1 Final Boss Deck
16 Custom dice (4 of each color)	Gold Coin tokens
2 Item Decks (Standard and Legendary)	Victory Points tokens
2 Hero Decks (Standard and Legendary)	

## 2. Setup:

To setup the game hand each player a player board and the meeple + reroll token (banner – active side with the reroll symbol up!) in the corresponding color. The most honorable person is the starting player and players get starting gold and equipment according to the following table (clockwise player order):

	Starting player	2 <sup>nd</sup> player	3 <sup>rd</sup> player	4 <sup>th</sup> player
Item Cards	2	2	3	3
Gold	3	4	4	5

Shuffle all Decks and place them on the respective places on /near the town board and then flip 4 Town Quest Cards and 5 Standard Hero cards (make sure that the non-upgraded side of the hero cards with the gold cost is facing up). Note that the legendary Hero stack is unlocked at the start of the game as indicated by the crown marker on top. Place the Dice table so that every player can see it and place the custom dice and coin/VP tokens in easy reach of all players.



This is the game setup for 3 players with green being the starting player.

### 3. Player Turns

Beginning with the starting player players now take turns until the final boss fight is completed. A turn consists of the following phases:

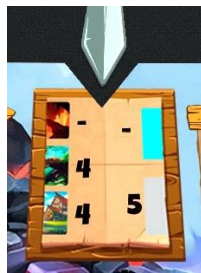
**1 Payday:** Take 2 coins from the supply. If you have no Heroes in your Party collect +2 coins (4 total). Note that payday is skipped on the very first turn of each player.

**2 Tavern:** Buy any number of available heroes you can afford (later there are additional options unlocked to spend coins as the town progresses). Note that you may also buy the hero on top of the deck (so 5 heroes are available in total) and that legendary heroes are unlocked later in the game. You may also equip weapons (a special type of item cards) to your heroes during the tavern phase.

**3 Quest:** Now you may send your heroes on a specific quest. Place your party meeple on any quest card to indicate which quest you are going for. Note that regardless of the number of heroes you send on a quest you must never attempt more than one quest per turn (so if you send only one hero the other heroes cannot go on another quest). Questing is explained later in detail.

**4 Tavern:** Another chance to buy/equip – see above.

**5 Refresh:** Refresh completed quest cards and the available heroes by flipping new cards from the respective deck. Check the town progression track on the top of the town board – the sword marker shows the active town level and the numbers show how many quests and heroes from the different decks should be flipped. Note that sometimes (for example due to the town progression or the scout action) there are more cards flipped in a specific section than indicated – in this case the overhang cards are not removed.



Here for example you would need to flip quest/hero cards until there are 4 forest quests, 4 town quests and 5 standard heroes available.

#### 4. Going on a Quest (finally :D)

First let's have a look on a quest card:



Note that you have to send exactly as many heroes of your party on a quest as the quest card indicates ("Number of Heroes" – grey slots on the bottom of the monster card) so to defeat the bloodhounds you would have to send exactly 2 Heroes.

Complete the following steps:

**1. Place your meeple on the Quest Card** and declare which heroes of your party are going (from now on these are called *active heroes*). Respect the "Number of Heroes" slots on the quest card. Some harder Quests do undefendable damage to heroes attempting them (they have wound icons in the hero slots at the bottom of the card) – choose the heroes that receive that damage now (must be active heroes).

**2. Form dice pool:** Collect all dice of the active heroes (the die/dice a hero adds to the pool is found on the hero card to the left of the hero illustration). At this point you may also use potions (brown background items) to add dice to the pool or activate other effects for the upcoming roll. Note that from now on all dice in the pool are independent and not connected to a specific hero anymore.

**3. Roll:** Roll all dice of the pool. Now you may use scrolls (purple background items), special abilities of the active heroes, items equipped by the active heroes, your reroll token and runes to reroll, change and modify the dice results.

Important:

→ unless stated otherwise only the active player may play cards to manipulate the dice pool.

→ unless stated otherwise you must never use abilities and items of non-active heroes

**4. Evaluate:** It's time to evaluate if you succeeded and/or if your heroes were wounded/killed in the process. Check if you rolled all symbols in the fulfillment conditions section of the quest card. Also use your shield symbols and abilities to prevent wounds/deadly wounds and deal all wounds to your heroes that were not mitigated. One shield symbol may be used to cancel either a deadly or a normal wound. You may distribute the remaining wounds/deadly wounds between all active heroes as you see fit. Note that you can complete a quest even if one or all of your active heroes are defeated in the process.

**If you succeed:**

- collect all rewards shown in the rewards section of the quest card.
- put the quest card near your player board face down – some quests will give you VP for the final score and completed quests may also trigger the town to progress.
- place the meeple back on your player board

**If you fail:**

- most quests offer a part of their rewards even if you fail the quest – collect that now (refer to the reward icons printed on a small piece of parchment):



If you fail this quest you may draw one standard item card (if you succeed you may level up an active hero and draw 2 standard item cards instead)

- if your reroll token is on its inactive side, you may reactivate it (flip to active site) after you fail a quest
- place the meeple back on your player board
- crying is optional

These are the basic rules, the following section explains the various symbols and special cases.

## Additional Rules:

**Reroll Token:** On the top right of each player board is a reroll token which is on the active side at the start of the game. Players may opt to use it during their roll phase to reroll any one die of their choice. If they do the reroll token is flipped to the inactive side – it will refresh when the player fails a quest.

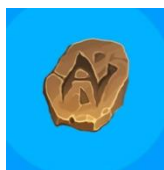


active side

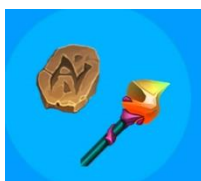


inactive side

**Runes:** The dice, some item cards and also some hero abilities may generate runes. Runes have 2 possible uses:



1. A rune may be used to reroll any other die from the active dice pool. Note that as soon as a rune on a die is used the die is locked and cannot be rerolled again (put locked dice to the side of the pool to indicate that). That means, that a rune can never be used to reroll the dice that produced the rune (of course you can opt to reroll another dice potentially showing a rune, as long as that rune was not used yet). Also the other symbols on locked dice count – it just cannot be rerolled anymore.



*Example: If you use the rune on the above die put it on the side to indicate is locked (you can then reroll another die for example). The magic symbol on this die still counts but the rune is used and the die is locked and cannot be rerolled again.*

2. Runes may also be used to trigger special abilities on heroes and items. In this case, the die producing the rune has to be locked, too. Note that every ability/item/effect requiring a rune can only be activated once per quest.

### Fulfillment condition symbols:

Quests show a selection of symbols you will need to roll in order to complete them. The most common is hit points (HP) (heart symbol) – you will need a corresponding number of damage symbols in any combination (swords, arrows, magic) to fulfill this condition. Some quests also call for special damage types, so you need to have exactly the required symbols (for example 3 arrows) to fulfill them.



any combination of swords, arrows, magic



only the specific symbol



Immunity: Swords- you cannot use sword symbols for this Quest

Note that some quests don't have fulfillment condition symbols and are completed automatically (most often these will inflict wound on your heroes though).

### Damage



Deadly Wound - kill any one of the active Heroes



Light Wound - wound any one of the active Heroes (turn the hero card 90°). A Hero who is already wounded is killed on receiving another light or deadly wound.

Both, light and deadly wounds can be defended with shield symbols, one shield symbol will neutralize any one wound (even a deadly wound). You must distribute the remaining wounds that could not be mitigated one by one to your active heroes and as soon as a hero is killed the card is discarded and you cannot distribute more wounds to that hero. Note that you may distribute a deadly wound to an already wounded hero.

Some Quests have wound symbols on the hero slots – in this case you have to wound the heroes appropriately when you declare the quest.

## Reward Symbols:



Take coins.



VP at the end of the game.



Draw standard item card.



Draw legendary item card.



Level up an active hero.



This symbol shows which rewards you may collect even if you fail the quest (note that you also get these if you succeed.)



*Example: To defeat this dragon you would need to send a party of 3 heroes (choose one of these heroes that will receive a wound before the fight even starts – wound symbol in the hero slot). You then would need to roll 2 swords, a magic symbol and 2 more damage symbols of any type (for example 1 arrow and 1 sword) to complete the quest. If you don't roll any shields you would suffer 1 deadly wound (skull) and 2 light wounds (scratches). By rolling one shield you could neutralize the deadly wound so you would suffer only 2 light wounds (you could distribute these both to one single hero who was not wounded before or to two different heroes).*

*If you completed the quest you would collect 2 gold and one legendary item and also add the card to your player board as it will help you to trigger the town progression and give you 5 VP at the end of the game (don't collect VP tokens as the VP are on the card).*

*If you fail you would at least get the legendary item and refresh your reroll token if possible.*

## Items:

There is a limit of 7 item cards you can have in your hand at the end of your turn (if you have more you have to discard cards until you are not above the hand limit anymore). There are 4 types of items (color coded) and they are used slightly differently:

**Potions** (have to be used before the roll phase when assembling the dice pool). Discarded these after one use.



**Relics** (are kept in hand (hidden) and will grant additional VP at the end of the game)



**Spells/Scrolls** (may be used during the roll phase (after dice were rolled) to modify dice etc.) Discard these after one use. Note that these normally must not be used during the roll phases of other players.



**Weapons** (are equipped to a chosen hero during Tavern phase - just place the card under the hero card – they will permanently enhance that Hero until the Hero is defeated/discarded. Note that once equipped item cards can normally not be swapped to another hero or be removed. Some weapons can only be equipped to upgraded heroes, they have the hero upgrade icon in the upper left corner (see world ender card as an example). A single hero cannot equip more than one weapon, if you equip a new one you have to discard the old weapon in order to do so.



Optional: There are some scroll cards marked with a skull that may be played during the turn of another player and directly affect other players (they will tell you when exactly they have to be used). Their inclusion in the game is completely optional and they should only be used if you really hate the people you are playing with 😊. Otherwise sort these cards away before the beginning of the game.





## Other symbols

Item cards and hero abilities come with different symbols which are explained here.



Add a die of a color of your choice.



Add a yellow die.



Add a rune (use for reroll or to trigger weapon/ability)



Reroll a yellow die.



Set a red die to any face.



Set a red die to the face with one sword symbol.



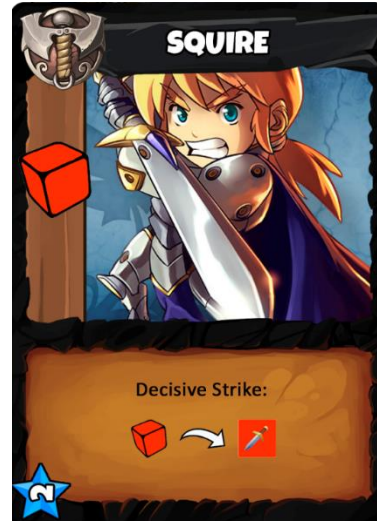
Heal a wounded hero.

Critical hit: a critical hit is any die which shows two swords or two arrows on one face.

## Hero Cards:




Standard side



Upgraded side

Note that the symbols in brackets on the standard side are not an active ability – they are just there to show at a glance what the hero will do once he is upgraded.

To upgrade a hero (for example with the “upgrade” reward on a quest card ) just flip the hero card while keeping the wound status and items.

Whenever you buy a new hero you may opt to “override” a hero of your party (if you already have 3 heroes you have to override one of them as you can never have more than 3 heroes at a time). If you override a hero that already is upgraded that hero “retires” and he will award you the VP shown in the bottom left corner in that case (just take the card and add it to your quest cards). Legendary Heroes cannot be upgraded, they are awesome on arrival :D.

## Town progress, Town Actions

After completing a quest players should always check if they fulfill the current town progression requirement (for example if the town is on level 1 you need to complete 2 normal quests (= town quests)). As soon as the first player individually completes their second town quest the town will progress to the next level (move the sword marker to the next town level spot to indicate that). The player responsible for the progression also collect VP bonus tokens as indicated on the progress track (note that for more than 2 players the second player should also get a (small) VP reward – this is missing in the current Tabletopia implementation).

Note that the town progresses for all players but only the player triggering the progression gets the bonus VP. When the town progresses two more things will happen:

1. Additional options for the tavern/buy phase are unlocked: players will get access to more options during the tavern/buy phase. Dependent of the town levels players will be able to buy and sell item cards, to scout (choose any one Hero or Quest Deck and flip one additional card) and later also to heal or upgrade heroes for coins. While progressing you never “lose” town actions so even on level 3 you may use level 2 actions and so on. There is no limitation how often you may use a single town action as long as you can pay the cost.
2. Reveal the upcoming Arena or Final Boss card or trigger the arena fight/boss fight.



*Here to progress the town to the next level any one player would need to complete his second heroic quest (= forest quest) – the first player achieving this will collect a 3 VP bonus and move the sword to the next spot. This would instantly trigger the arena fight according to the helmet icon (check next section) and also reveal the final boss (flip the card face up so players can get prepared). Also legendary heroes and mountain quests would be unlocked during the refresh phase. In addition from now on players can use the fountain and heal/level up their heroes during tavern phase if they have sufficient coins.*

## Arena:

After any player triggers the level 3 progression immediately resolve the arena fight: every player, starting with the player clockwise next to the player who triggered the progression may place their meeple on the arena indicating that they want to compete. Then beginning with the player who first placed their meeple each player rolls dice like in a normal quest and counting the total of the symbols indicated on the arena card (for example swords etc.) and compare the total to the total the other players manage to roll. Finally players will get a reward based on how many symbols they rolled (there is a tier list on the arena card). In case of a tie all tied players gain the reward of one tier lower as they landed.

*(Idea: maybe in the final game arena and final boss cards could be oversized – this would allow to track the symbols reached by each player with the party meeple on some sort of a scale at the edge of the arena card.)*



*Example: Here all players would have to send 2 heroes to compete in the arena. Players would roll and count the total of all swords plus the total of all magic symbols they rolled and compare it to the other players. Lets say Anna got a total of 5, and Fred and Mia a total of 4. In this case Anna is the Arena winner and would collect 5 VP tokens plus 2 standard item cards. Fred and Mia are tied for position 2 so they would gain only 1VP and one standard item card each based on the position 3 reward.*

*Note that each player would need to distribute 2 wounds to their active (these could be normally prevented with shields rolled). Also note that even if a hero dies this would not affect the total of symbols rolled by that player.*

## Final Boss:

After triggering the final boss fight (one player managed to complete 2 legendary/mountain quests) the boss fight is triggered. Every player (including the player who triggered the fight) gets exactly one more turn to fulfill additional challenges, buy new heroes and get prepared. After that all Heroes are healed and the players get one chance each to fight the final boss in player order. Note that even if a player defeats the boss all other players will still get the opportunity to fight the boss.

The final boss has 2 stages to be defeated and these are functionally treated like two separate quests (so for examples consumables like potions affect only one stage and you have to use another potion to get a benefit in stage 2). If you completed only the first stage collect the corresponding reward, if you complete the second stage get the big reward at the bottom of the boss card (in this case do not get the stage 1 reward in addition).

If nobody manages to defeat the boss all players lose. If at least one player does manage to defeat the boss the player with the most VP total is the winner.