

Quaeleon's Quest

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Players: 2-6

Playtime: 20-40 minutes

Age: 14+

Contents: 100 game cards, 8 health tracker cards, 1 instructions

Aim

Be the last person left standing, defeating your opponents by depleting their health in a chaotic battle. Players build stacks of up to 5 cards, which play out in initiative order.

Getting Started

Each player starts with 50 health. You can track your health using the cards provided, a pen and paper, or our free health tracking app. Your health can go above 50, and there is no maximum.

Shuffle the deck and deal 7 cards to each player, face down, to form that player's hand. Everyone can now look at their cards.

Now deal 5 cards face up in the centre of the play area to form the **recruitment pool**.



Download the Health Tracker

Anatomy of a Card

Each card has the same structure, and will always have a name, initiative number and flavour text.

Some cards will also have effects and defence, healing and attack values. Cards which do not have a defence/healing/attack value cannot have those values modified by other cards (e.g. +5 attack).

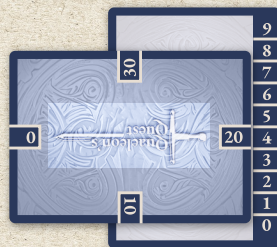


Using the Health Trackers

Take 2 health tracker cards of the same colour and place the "tens digit" card on top of the "ones digit" card.

Align the numbers on the face of each to compose the appropriate number. One side of the "ones digit" card has a +80 on it for tracking health values over 80.

If you find the cards slide over each other too much during play, use a paper clip to keep them firmly together.



Health trackers showing 24 health

Rules

Play continues until your health drops to 0, at which point you must discard all of your cards (hand, field, revealed card, and stack).

The winner is the last person left with health remaining. If a player reduces their own health to 0 at the same time as their opponent, there are no winners - you all lose.

The discard pile is face up and can be searched at any time. If at any point there are no cards to draw from on the deck, shuffle the discard pile to form a new deck.

Rounds

A **game** consists of multiple **rounds**, and each **round** consists of 3 **phases**: a preparation phase, turn phase, and end of round phase.

At the start of each round, each player builds a face down stack of up to 5 cards, which will last 1 round. Players simultaneously reveal the top card and activate them in initiative order, starting with the highest number.

A player's turn comes in card initiative order, at which point they activate their card and resolve other effects. All effects resolve before moving on to the next player.

After every player has activated their revealed card, players then simultaneously reveal their next top card (if any) and repeat the process, activating them in initiative order.

Round 0 - the initial swap (optional)

If this is your first game, you can skip this step.

Before the first round, players may swap any number of cards they have been dealt and draw the same number of new cards from the deck.

Place unwanted cards face down in front of you. Draw the same number of cards from the deck. Once every player has completed this step, turn all the rejected cards face up so every player can see, then shuffle the discarded cards into the deck and proceed to build your first stack.

Preparation Phase

Each player chooses up to 5 cards from their hand to play this round. Arrange the cards face down in front of you to form a stack in the order that they should be played, from top to bottom.

Once you have placed your stack, you cannot alter it.

Turn Phase

All players then simultaneously turn the top card of their stack face up, **revealing** the card. At this point, announce your **initiative** out loud.

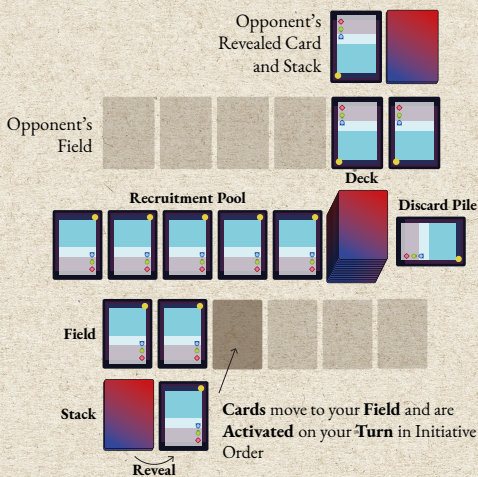
Each player takes a turn in initiative order, highest to lowest, with ties going to the player with the highest health. Move your card forward to the left most empty spot on your field, and activate it in the following order:

1. Effects
2. Defence
3. Healing
4. Attack

Play then proceeds to the player with the next highest initiative.

If there is a tie, the player with the highest health goes first. If there is still a tie for initiative, the cards mutually annihilate. Discard all tied cards, and continue play.

If you have no cards left on your stack, you still get a turn, but your initiative is 0. You may have ongoing or recurring effects which still take place on your turn.



1. Effects

The effects of a card are the first things to apply on the player's turn. The effects resolve in the order on the card. Any ongoing effects end when that card is sent to the discard pile.

If multiple effects trigger or resolve at the same time, you should resolve them in the order that the cards were activated.

Recruiting

When an effect allows you to recruit cards, you may choose a card from the recruitment pool and add it to your **hand**. Replenish the recruitment pool immediately with a card from the top of the deck.

If an effect lets you recruit more than 1 card, repeat this process.

2. Defence

Defence reduces any damage taken from attacks and lasts for the whole round unless the card is removed from the field. To calculate your total defence, add together the

defence from each of the cards in your field, including any modifiers from effects of other cards.

Defence also reduces attacks made against yourself, unless an effect says otherwise. If a card says to **lose health** this bypasses defence.

3. Healing

Add the amount of healing given by the card to your health value.

4. Attack

An attack targets all opponents, unless the card explicitly says otherwise. Its value must be greater than an opponent's defence total to deplete that player's health.

An attack of 0 strength is not considered an attack.

If you have multiple cards that attack on your turn, or a card deals multiple attacks, these are separate attacks for the purposes of modifiers and defence.

End of the Round

The round ends when all stacks have been depleted and revealed cards resolved, or when triggered by a card effect.

All cards on the field and remaining cards on players' stacks are discarded simultaneously. Any effect that triggers on discard does not get triggered.

The person who activated a card last deals 5 new cards to each player. Each player must then discard until their hand contains no more than 10 cards.

Now, start a new round and continue playing until a winner is determined.

Tips and Other Rules

Don't forget, you don't have to play 5 cards - you can choose fewer cards for your stack.

No stats can drop below 0. You cannot have negative healing, defence, attack or initiative.

When doing any maths, do the whole calculation, and then round the result **up**.

Some cards specify "the" instead of "your", e.g. **the** next card or **the** field - this does not necessarily mean your next card, or your field!

If a card tells you to do something you cannot do, you still activate the rest of the effect, unless it is conditional. E.g. "Discard 1, if you do, pick up 2." vs "Discard 1. Pick up 2" - the first one would only let you pick up if you had at least 1 card in your hand.

Triggered and continuous effects always resolve in the order the cards were played.



Visit quaeleonsquest.com/how-to-play for extended rules and videos