INVENTORY QUEST

Contents:
8 player boards
8 dry erase pens
30 Journey cards

You have been summoned by the king for an important quest, but the road to the castle is long and dangerous -- make sure you pack well!

1. Prepare for your quest

You can draw your supplies however you like, so long as they are recognisable.

Fill your backpack with supplies for the journey.
You have **20 gems** to spend on supplies.
Take a player board, and draw your chosen items into the grid.



Food: Consumed over the duration of your journey, each time you camp, and any time you have to take the long way around a hazard. Each food item is erased when consumed.





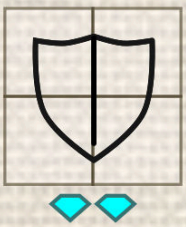
Rope: Used to traverse difficult terrain.
Each rope is erased when used.





Potion: Consume a potion to regain 2 hearts.
Potions may be consumed after resolving a card, before drawing the next card. Each potion is erased when consumed.





Shield: Used to prevent loss of hearts due to combat or card effects. Shields are multi-use items.
Each shield can be used 4 times; cross off 1 square to prevent the loss of 1 heart.
When all squares are crossed off, erase the shield.

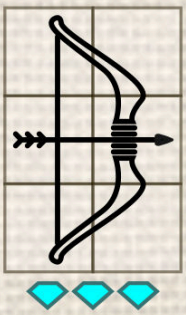




Sword: Used to fight monsters or hunt.
Swords are multi-use items. If shown on the card, cross off 1 square per use indicated.
When all squares are crossed off, erase the sword.

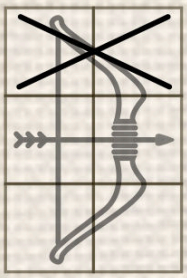




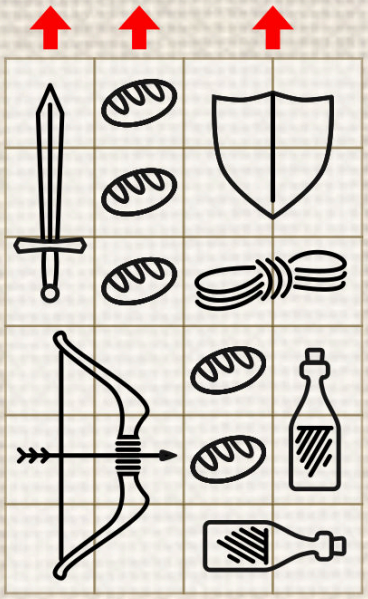


Bow: Used to fight monsters or hunt.
Bows are multi-use items. If shown on the card, cross off 2 squares per use indicated.
When all squares are crossed off, erase the bow.





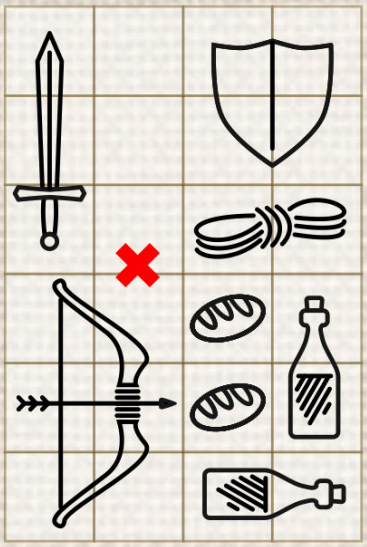
Draw your chosen supplies into your backpack's grid. The orientation and exact style of items you draw does not matter, as long as they take up the correct number of squares in your backpack, and each item can be identified.-



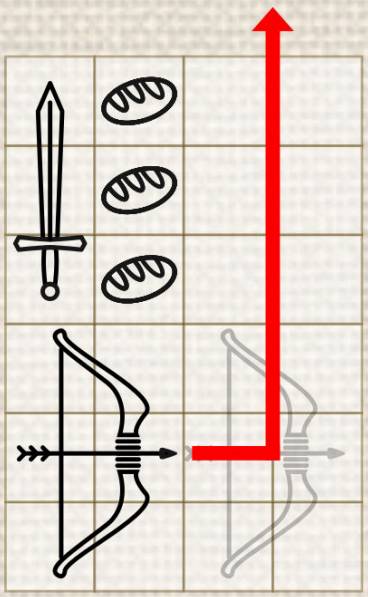
Note that items can only be used if they are accessible from the top of your bag.

In this example, only the sword, shield and food is accessible on the first turn. If you need an item that is obstructed, you may choose to discard any items blocking access by erasing them.

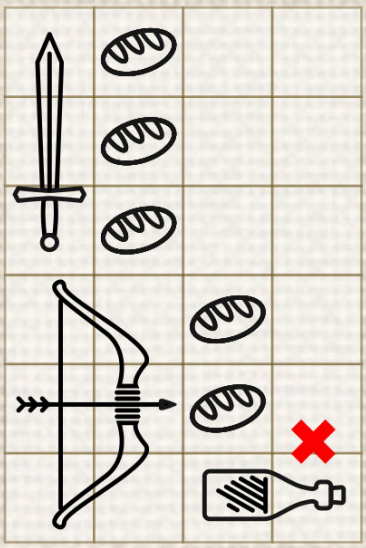
Item access examples:



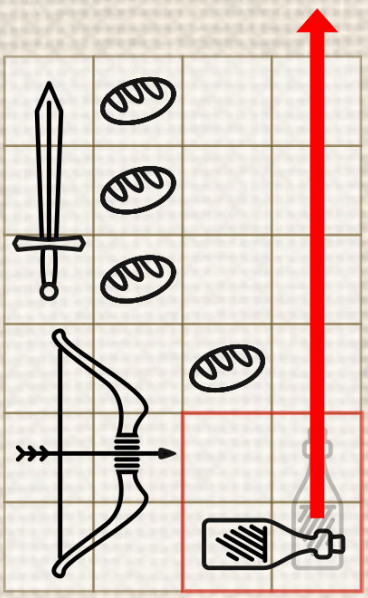
The bow is still blocked by the sword, so it cannot be used. (The sword could be discarded to access the bow.)



With all the items removed from the right of the backback, there is space to access the bow, so it can now be used.



While the potion would fit through the space on the right if it was vertical, it is blocked by the food in this position.



If there is a square of free space around an item, it could be rotated to remove it, so it is accessible and can be used.

Once you have filled your bag, count up the total cost and mark down any gems you have left over.



2. Begin your journey

The journey to the castle is represented by 16 cards dealt from the Journey deck.
Shuffle the deck, then draw one card and resolve its conditions.
Continue to draw cards and resolved them one at a time, until 16 cards are drawn.
(Dealing 2 rows of 8 cards is suggested, but you can stack the cards if space is limited.)

Resolving a card requires you to use the right supplies to proceed.

Single use items (food, rope, potions) are erased when they are used.
Multiple use items (sword, shield, bow) are erased when they have been fully used and all squares are crossed out. Items can be used in any order, as long as all requirements are met before the next card is drawn.

*For each required food you don't consume, lose 1 heart to **starvation** instead.*
Shields cannot prevent starvation damage.

If you lose all your hearts, you are eliminated from the game.



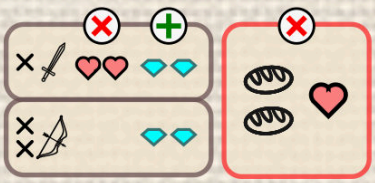
Card requirements



If the card has a single box, you *must* use the items indicated under the ⊗ symbol.



If the card has a 2 boxes, you *may* use the items in the left box to pass, otherwise you *must* instead use the items in the right box.



If you have the weapon shown, you can fight this opponent. If two weapons are shown, pick one only. Cross off the indicated number of uses (1-3) and pay the cost (if any) to earn the reward under the ⊕ symbol.



At shops, you can restock supplies.
Choose *one* item from the shop, spend the indicated gems, and draw the item into your backpack.
There is no penalty if you choose not to buy from a shop.

3. Journey's end

After 16 cards are played, the journey to the king's castle is complete.
The winner is the surviving adventurer with the highest total hearts and gems.

If there is a tie, the player with the most remaining supplies (squares filled) is the winner. All squares of partially used items count. If still tied, victory is shared.

Difficulty level

16 cards are used in the standard game, but the game can be made easier by dealing fewer cards, or more difficult by adding more.

For an easy game, 12 cards are recommended.
For a hard game, try 20 cards.

Variant: The King's Treasure

The king has requested a unique treasure from each province.
It is your duty to deliver this valuable artifact to the castle!

In addition to your usual supplies, you must also pack a treasure in your bag. You can make it anything you like (as long as it's uniquely identifiable), filling 1 to 5 spaces on your board. You do not pay anything for the treasure.

You carry the treasure halfway through your journey (8 cards in standard play), to delivery it to the castle; erase it and gain gems equal to its size.

The treasure *cannot be discarded*, so you cannot access items blocked by it; and it *must be delivered*, which may require you to throw out supplies...

Variant: Endurance Quest

The distant lands surrounding the kingdom remain unexplored.
How far into the wilderness will you dare venture for glory?

Shuffle the Journey deck, then deal and resolve cards as normal. Stack the resolved cards into a pile. Instead of stopping at the 16th card, continue drawing cards.

If the draw pile is exhausted, look through the resolved pile and remove the first Shop card you find, then shuffle the cards and continue drawing. If all the Shop cards have been taken out, remove the first Hunt card you find instead.

The game continues until all but one player has been eliminated.

Solo play

The main rules are the same for solo play as for group play.

If your adventurer survives for 16 cards, your journey was successful.
Each game, see if you can beat your previous best solo score.

For a solo Endurance Quest, your score is the number of cards you successfully passed.