



DESIGNED BY ALEXANDER SHEN





6 D6



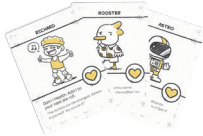
1 HEART, 1 CLOVER,
1 DISC



2 CHARACTER
CARDS



42 ITEM
CARDS



16 COMPANION
CARDS



56 QUEST
CARDS



15 ENVIRONMENT
CARDS



5 BOSS
CARDS



3 SHOP
CARDS



4 GAMEFOUND
EXCLUSIVE CARDS

QUEST DECK SETUP

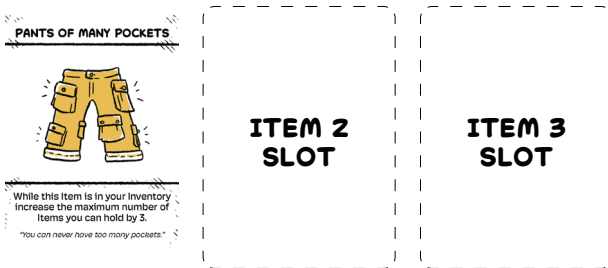
1. Shuffle all the Quest cards you are playing with.
2. Create the Quest Deck by dealing 5 Quest cards face down.
3. Place the Shop card on top of the Quest Deck.
4. Deal the remaining 5 Quest cards face up to create the active Quests.



PLAYER SETUP

1. Choose a side on the Player card to use. Follow the setup rules on where to place the Health, Luck, and Money cubes.
2. The maximum Health for the player is 5, unless noted otherwise.
3. The maximum Luck for the player is 5, unless noted otherwise.
4. The maximum Money for the player is 10, unless noted otherwise.
5. Shuffle all the Item cards you are playing with. Create the Item deck by placing them face

down. Draw 2 Item cards and keep one. Place the other on the bottom of the Item deck. The maximum number of Items for the player is 3, unless noted otherwise.



ENVIRONMENT SETUP (OPTIONAL)

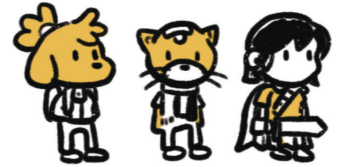
1. Shuffle all the Environment cards you are playing with.
2. Create the Environment deck by dealing them face down above the Quest Deck.
3. Draw 1 Environment card and place it next to your Player card.

COMPANION SETUP (OPTIONAL)

1. Shuffle all the Companion cards you are playing with.
2. Create the Companion deck by dealing them face down to the side of the Quest Deck.

PHASES

1. Questing: Round 1
2. Shop
3. Questing: Round 2
4. Final Scoring



QUESTING

1. You may choose any face up Quest card to interact with.
2. Roll to resolve the Quest.
3. Continue until all Quests have been resolved. Move onto the next Phase.
4. As soon as the final Quest is resolved, go to Final

RESOLVING A QUEST

1. Roll the number of d6 listed on your Player card as the Base Roll. This is typically 3d6, but may differ based on different Player cards or conditions.
2. If the result is equal to or less than the Fail value, the Fail event occurs. Discard the Quest card back to the box.
3. If the result is equal to or higher than the Success value, the Success event occurs. Keep the Quest card for Final Scoring.
4. If the result is higher than the Fail value and lower than the Success value, the Quest is abandoned. Discard the Quest card back to the box.
5. If the result satisfies the Special Condition criteria, the Special Condition also occurs.

6. It is possible to only satisfy the Special Condition criteria while the Fail and Success events do not occur.

LUCK: REROLLING DICE

1. You may discard a Luck cube to reroll any number of dice once.
2. You may do this multiple times in a single Quest.

PAYING FOR HELP

1. You may discard Money cubes equal to the number of Stars on the active Quest card to add an additional d6 to roll. For example: if the active Quest has 2 Stars, you may discard Money cubes to add 2d6 to the active Quest.
2. This additional d6 may be used for the active Quest only.
3. When using Luck to reroll dice, this includes the additional d6.
4. There is a maximum of 3 additional d6 to apply to any active Quest (i.e. 6d6 maximum).
5. **COMPANION:** If playing with Companion cards, you may choose to draw one when Paying for Help. Resolve the conditions listed on the card. After the Quest is complete, place the Companion card face down on the bottom of the Companion deck.

SPECIAL CONDITIONS

1. **STRAIGHT:** at least 3d6 must be in sequential order
2. **PAIR:** at least 2d6 match the same value
3. **#, #, #:** the dice shown must match the numbers listed
4. **HEALTH/LUCK/MONEY </> / = #:**
if the current value of the attribute is less than, greater than, or equal to the value listed

HEALTH

If you run out of Health, you are defeated. Your final score is 0.

ITEMS

1. Follow the instructions on the Item card to use it.
2. Items are discarded to the bottom of the Item deck.
3. Item usage is "last in, first out". This means if you take damage which results in losing all of your health, and you use an Item to gain health, the Item is resolved first, then the damage.

SHOP

1. Deal the Shop card.
2. Roll 3d6.
3. Place the 3d6 on each of the Item spots on the Shop card. Each die represents how much Money each item will cost

4. Shuffle and deal 3 Item cards face up in order. Do not rearrange them. The first Item card corresponds to Item 1, the second Item card corresponds to Item 2, and the third Item card corresponds to Item 3.
5. You may purchase any Item for the cost shown on the Shop card. Discard Money cubes equal to the cost.
6. For any Item cards not purchased, reshuffle them back to the Item deck.
7. **TRADE:** If the Shop card has an item spot with TRADE, the item corresponding to this spot is available for trade. This means you are able to swap one of your held items with that one from the Shop for free.

ENVIRONMENTS (OPTIONAL)

1. If you are playing with Environments, you must check the text of the current Environment in play if any special game changes take effect based on current conditions.
2. You may discard the current Environment card and swap with the next in the Environment deck when the Shop is played.

FINAL SCORING

Score 1 VP for each of the stars for all Quests kept for Final Scoring. Subtract 1 VP for each Quest failed.

FINAL GRADING

Total up the total number of stars for all Quests (all failed and successful). This value is the Star Grade.

EQUAL TO OR MORE THAN THE STAR GRADE:

Fantastic job! Absolute perfection. You are an amazing adventurer!

WITHIN 5 VP'S OF THE STAR GRADE:

Good job! Be proud of yourself!

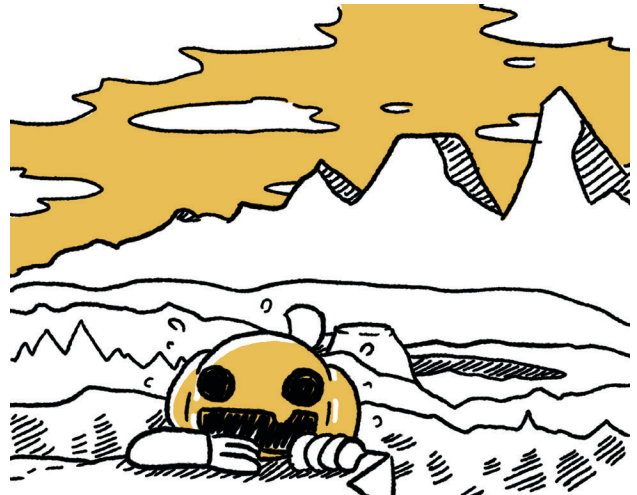
WITHIN 6-10 VP'S OF THE STAR GRADE:

Needs some work, but decent! Still worth hanging on your refrigerator.

MORE THAN 10 VP'S AWAY FROM THE STAR GRADE (I.E. 11+):

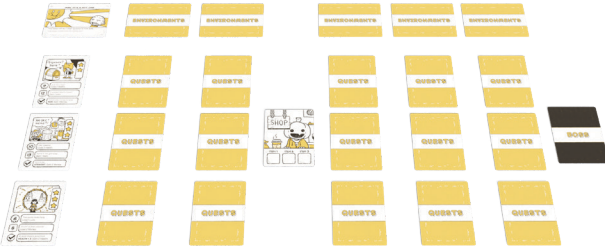
Hey, we're open tomorrow! Come in early, grab a free cup of coffee, and we'll sort through the back for some items that may help you.

Example: 33 Star Grade: Grading split as 33+ VPs, 28-32 VPs, 23-27VPs, 22 VPs and below.



ADVENTURE MODE

A variant of the standard rules for Quests over Coffee to add a greater sense of progression and jeopardy to the quests (and some more meaning for abandoned quests).



SETUP

1. Pick a character card and place tokens for health, luck, and money based on the card's setup instructions.
2. Shuffle the quest cards and deal out eighteen in the following pattern to form your quest path. The first three should be face up; the other fifteen should be face down.
3. Shuffle the Item cards and draw three. Look at the cards and select two to keep. Place them in front of you, and place the other on the bottom of the Item deck.
4. Deal out three item cards face down into a pile between the third and fourth column of quests.
5. Randomly shuffle and flip the shop cards, and then place one shop card on top of the pile of item cards.

6. Shuffle the environment cards and place one above each column of quests. The first one should be face up; the other five should be face-down.
7. Shuffle the boss cards and place one face down to the right of the quest cards. (For a slightly less random game, you may select a boss card instead.)
8. Your adventure is ready to begin!

ITEMS

If you draw an item card that only affects victory points, discard it and draw another item card.

GAMEPLAY

The quests themselves, along with health, luck, money, companions, etc, all work the same as the standard rules.

However, instead of having free reign to tackle quests in any order, quests are part of a journey. You encounter them in order from left to right, only encountering one column of quests at a time.

When you start the game, select two quests in the first column to attempt. Place the other card face up below the shop card (explained later).

Then, you may attempt either of the selected quests.

POSSIBLE OUTCOMES:

1. If you beat the quest, take the reward and place the card face up in front of you so you can score it later.

2. If you fail the quest, apply the failure effect and place the card face down next to your tracker card. If you fail three cards over the course of the game, you lose.

3. If you abandon a quest, place the card face down on top of the boss card (explained later).

After the first quest, attempt the second.

After the second quest, flip the next column's environment and quest cards face up and repeat the process.

After visiting the shop, you'll repeat the same process, however, instead of placing the three rejected quest cards under the shop, you'll place them face down on top of the boss card (explained later).

WINNING AND LOSING

1. If you ever fail a third quest, the game is over: you lose.

2. If your hit points hit zero, the game is over: you lose.

3. The only way to win the game is to defeat the boss card at the end of the adventure.

SHOP

During the first three columns of quests, when you reject a quest card, you'll place it under the shop. The star values on these three cards will determine the prices for the shop's items when you visit it.

For example, if you reject a 2-star, a 2-star, and a 3-star. The items would cost 3, 2, and 2 money. Ignore a value if the space has FREE or TRADE on it.

After interacting with the shop, move on to the next column of quests.

BOSS

After visiting the shop, when you reject a quest, place it face down on top of the boss card.

After you attempt the second quest in the sixth and final column, turn over the boss card and attempt to defeat it.

Boss cards are very similar to quest cards, however, they cannot be abandoned. You either fail or succeed.

To get the boss's target number, add up the stars on the boss card and quest cards that were placed on top of it during the game. (For example, if the boss has three stars and the six quest cards on top of it have a total of ten stars, the target number is thirteen.)

Some bosses have a modifier that could add or subtract from the total. For example, a +1 would add one to the total.

If you defeat the boss but its special condition causes your health to go to zero, you lose. (Way to snatch defeat from the jaws of victory...)

ENVIRONMENTS

The first environment card will remain in effect until you turn over the next one. As you move into a new quest column, discard the current environment card, and turn over the environment card above the new column; that card becomes the active environment.

SCORING

If you get to the end and beat the final boss, well

done: You are victorious! How crushing was your victory? Well, that's where the scoring comes in. Add up how many quest cards you completed to get your final score.

TOTAL:

13: Flawless victory. You receive free coffee for life, and we'll hang a somewhat flattering picture of you near the bathroom.

11-12: You are considered an all-time great. You get ½ off your coffee orders, but your friends have to pay full price.

9-10: People recognize you, but they can't quite figure out from where. They stare at you for an uncomfortable amount of time while you drink your coffee.

6-8: You were technically successful, but no one will remember your name or coffee order. People will step in front of you in line as if you're not even there.

<6: It's impressive you're still alive, but please leave the premises. We're not sure what your problem is, but we assume it's difficult to pronounce.

INCREASING THE DIFFICULTY

For a more challenging game, remove all one-star quests from the deck before dealing out quest cards. Or if you're all jacked up on espresso, you can remove all the one-star AND two-star quests.

You can also add an extra column or two of quest cards.