

MYTHIC Quests

THE CARD GAME

QUEST FOR THE FROST DRAGON'S TREASURE

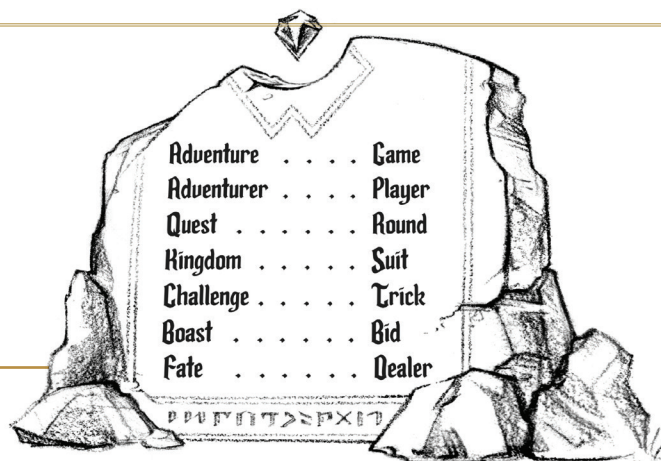
—MAP EXPANSION—
VERSION 1

Adventure awaits as you and your fellow adventurers journey across the Orc Kingdom on an adventure to discover the Frost Dragon's treasure. Choose your path wisely and be mindful when boasting to your challengers. Respect is earned by one who is precise in their boast.

OBJECTIVE

Be the first adventurer to reach the Dragon's Treasure hoard. Aces are high followed by K,Q,J,10,9,8,7,6,5,4,3,2. Jokers have special rules (see page 3). Each **game** (adventure) is played as a series of **rounds** (quests). Each quest involves a series of **tricks** (challenges). Players move their adventurer tokens along the *Mythic Quests* game map after each challenge won.

This translation stone shows how the terms used in these rules compare to similar trick-taking games.



SETUP

1. Determine who starts as the Fate: At the start of the adventure, the first **dealer** (Fate) is chosen by a spin of a card (there is a spinner arrow on the card backs).



2. Chose the trump kingdom: The trump suit (kingdom) for the adventure is chosen by the Fate. For this adventure we recommend using the Orc Kingdom's Mountain deck.



GAME SETUP | 4 PLAYER GAME



3. Shuffle & Deal: The Fate shuffles the deck and deals one card at a time face-down to each adventurer starting with the adventurer on their left. The number of cards dealt is based on the chart below. Any left-over cards are placed out of play face down.

2-Player: 14 cards each (average 7 spaces/quest)
3-Player: 18 cards each (average 6 spaces/quest)
4-Player: 13 cards each (average 3 spaces/quest)

4. Let the Questing begin!

BOASTING **B**

Each adventurer will look at their cards and decide how many challenges they think they can win during the current quest. This will be their **boast number**. Adventurers then take turns placing their boast markers on the game map:

Starting with the adventurer to the left of the Fate (then moving clockwise), each adventurer will use their boast number and place their boast token that many spaces ahead of their adventurer token.

CHALLENGES

The highest boasting adventurer leads the first challenge by playing a card from their hand, then each other adventurer in clockwise order must play a card of that lead kingdom or they may choose to play a joker. If they do not have a card of that kingdom, and didn't play a joker, they may play any card in their hand.

Important! Challenges may not be lead with a trump kingdom card unless the leader has only trump & jokers in their hand. After a challenge has been lead with a trump kingdom card, any future challenges can be lead with a trump card.

After each adventurer has played a single card, the challenge is over and the highest card wins the challenge. The highest card is the highest trump card, or the highest of the lead kingdom if no trump is played. (See joker rules for which jokers win or lose)

After each challenge (trick) is won, the winner moves their adventurer token one space forward on the map board unless they have already reached their boast marker, in which case they move up one threat instead. They then lead the next challenge. Challenges continue until all cards have been played.

THREAT **T**

You earn one Threat for each extra challenge won above your boast. Be careful how low you boast, because threat accumulates from quest to quest.

Example: If your boast was 5, and you win 7, you'll have moved 5 spaces and earned 2 Threat.

Threat is dangerous! Each time your threat gets too high, you're in for a stiff penalty as you catch too much heat for stealing the other adventurers' possible wins. When your threat reaches 10, you immediately move back 10 spaces on the game board.

BOASTING RESOLUTION

It's now time to see which adventurers made it to their boast marker, which fell short, and activate any action spaces.

Adventurers who didn't make it to their boast marker:

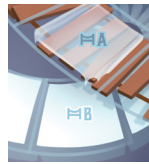
1a. Move your adventurer token back the same number of spaces you fell short of your boast marker.

1b. If your adventurer token is now on the **MA**, **MA**, or **MA** space, activate that space. If you didn't make your boast, you don't activate **MA**, **MA**, or **MA** spaces.

Adventurers who did make it to their boast marker:

1. Activate the current space if on an action space.

ACTION SPACE RULES



Slippery Bridge Fall: When ending the quest in the bridge action space (**MA**), you slip and fall off the bridge. Move your adventurer token to the space (**MB**) under the bridge.

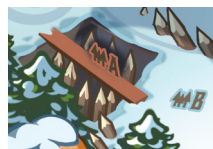


Leprechaun's Treasure: When ending the quest in this magical space (**MA**), wait until all other adventurers have finished their boasting resolution movement, then swap places on the map with the adventurer in the lead.



Sneaking by the Sleeping Orc: When ending the quest in the sneak action space (**MA**), you gain the ability to sneak past the orc and dire-wolf. Move your adventurer token to the next footprint space (**MB**).

The next challenge you win will move you to the space above (**MB**).

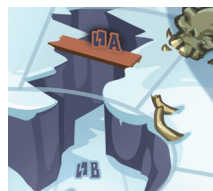


Spike Pit: When ending in this space (**MA**), you fall into the pit and must crawl out. Move your adventurer token one space back to (**MB**).



Catapult Launch: When ending the quest in the catapult action space (**MA**), you gain the ability to launch yourself during the next quest. Place your adventurer token in the catapult bucket space (**MB**).

The next challenge you win will move you to the target space (**MC**).



Mind the Gap: When ending the quest in this action space (**MA**), your adventurer falls off the rickety planks into the snow below. Place your adventurer token in the space below (**MB**).

NEXT QUEST SETUP

After the boasting resolution is finished, the adventurers are ready to start their next quest. The player to the left of the Fate becomes the new Fate, then shuffles and deals the cards. Play continues until the final quest of the game has been completed.

TREASURE SPACES + ENDING THE GAME

The final quest of the game is triggered when an adventurer reaches the finish space. The final quest continues until all challenges are complete. After the boasting resolution is completed, the furthest adventurer at or beyond the finish space wins.



The treasure spaces act as additional board spaces beyond the finish space. They are used during boasting and help determine the winner of the game.

During boasting, adventurers can use the treasure spaces to boast beyond the finish space to try and get further than other adventurers. Be careful to not boast too high or too low because the same boasting resolution rules apply.

In the event of a tie, the adventurer with the highest threat wins. If it's still a tie, the Frost Dragon appears and eats all adventurers in its lair, and the furthest adventurer from the lair wins with their life intact. If it's still a tie... aaarrrrrrgh.

GAMEPLAY SUMMARY

New Quest Setup: Fate shuffles and deals the cards.

Boasting: Player to left of fate places their boast marker, then other players in clockwise order place their boast markers.

Challenges: The highest boaster leads the first challenge. The winner of each challenge leads the next challenge.

Boasting Resolution: After all cards have been played, players follow the boasting resolution rules.

New Fate: The player to the left of the Fate becomes the new Fate and sets up a the next quest.

JOKER CARDS SPECIAL RULES

Any Joker may be played during a challenge, even if you have cards of the lead kingdom in your hand. If the lead adventurer starts a challenge with a Joker, the first played non-Joker card determines the lead kingdom for the challenge.

ALLY JOKERS



The “ally” Joker (Leprechaun, Rogue, Fairy, or Imp) is played as a wild card of any kingdom and value you choose. In the event of a tie due to a copy of an already played card, the copy played last is considered of higher value.

TREASURE JOKERS



The Treasure card cannot win a challenge, but it gives a **bonus 3 spaces** at the end of the quest to the adventurer who wins it. Lest you think this is an easy win, wait until you learn about the Dragon.

DRAGON JOKERS



The Dragons of the Mythic kingdoms have an endless thirst for treasure and do much more than guard their lair. They are constantly circling their kingdom on the lookout for questing adventurers.

Dragon Jokers are considered the highest card and will win any challenge they are played in, but with consequences:

After a challenge where a dragon is played, the adventurer who played it **does not advance** their adventurer token. All the cards played during that challenge, except for the dragon, are **removed from the game for the rest of the adventure**.

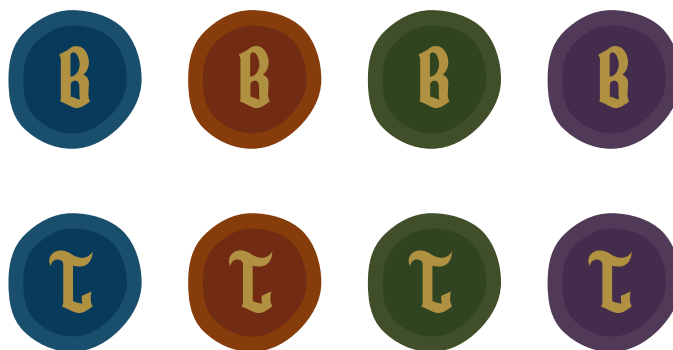
The dragon will then go back into the deck with the potential of swooping back over the kingdom during each quest.

Threat



 = Go back 10 map spaces, move threat to 0

Boast & Threat Markers



Character Standees

To use the faces as boast and threat markers, print another copy of this page





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TOURNAMENT OF THE
**MYTHIC
KINGDOMS**
Fantasy-themed Playing Cards
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