

## **Unlucky Adventurers Rules**

You are a party of unlucky adventurers, stumbling your way through a fantasy world. There will be potions, peril and peculiar beasts... but mostly peril.

Wield wondrous weapons; strange spells; interesting items and amazing actions as you try to outsmart your fellow adventurers and hopefully not die in the process.

The aim of the game is to try and eliminate your opponent while keeping as many cards as possible for yourself. If you run out of cards, you are out of the game. The last person to still have cards at the end, wins the game and claims the title of... REASONABLY LUCKY ADVENTURER!!!

### **Set up:**

1. The oldest (or wisest, or luckiest) person is the dealer.
2. Shuffle the Character Deck and let each player choose a random card. This is your character for the game. Place it face up in front of you.
3. The remaining Character cards are placed in a pile face down in the middle of the table.
4. Shuffle the Quest cards and deal each player 7 cards.
5. Shuffle any Blunder and Beast Encounter cards drawn, back into the deck and draw new cards until each player has 7 cards and no Beast Encounter or Blunder cards.
6. Place the remaining Quest cards face down in a draw pile next to the Character Deck.
7. Finally, shuffle the Beast cards and also place them in a pile face down.
8. It's time to begin your Unlucky Adventure! The player to the left of the dealer then goes first by drawing a card and play then continues clockwise.

### **Playing the game:**

During your turn, you must draw 1 card from the Quest Deck and then play 1 card from your hand.

You can play any card in your hand during your turn, including the card you just picked up.

Once you have played your card and carried out the effect, that ends your turn.

Character cards are slightly different, as each Character card will have different rules stating how and when it can be used.

Once you have used your character's ability, keep the card but flip it over to identify that you have used it.

If you run out of Quest cards in your hand then your adventure is over and you are out of the game.

If there is no winner by the time the Quest Deck is depleted, reshuffle the discard pile, flip it over and continue to play.

## **Attack Rolls:**

Item, Potion, Weapon & Spell Quest cards require an attack roll (or roll check) to play. When you play one of these cards, roll a 6-sided dice to determine the outcome of that card.

Most cards in the Quest Deck will also have beast value points.

These value points are used when a Beast Encounter card is in play.

The footprint icon to the bottom right of the card shows the value of that card, from 0 to 4.

During a Beast Encounter, you do not need to pass an attack roll etc. to play a card.

Only the beast value points stand between you and an unlucky end!

## **Blunder cards:**

If you draw a Blunder card from the Quest Deck, you must carry out the action immediately.

This card is then placed on the Quest Deck discard pile, along with all other cards you are told to discard.

You may then pick up any remaining cards.

If an action from another player results in you drawing cards from the Quest Deck, and you draw a Blunder card, the Blunder must still be carried out immediately, but that also ends your turn for that round. (i.e. You do not draw/play a card when it would be your turn.)

## **Action Cards:**

Action cards provide a wide range of benefits to help you on your adventure. Unlike Item, Potion, Weapon & Spell cards, Action cards do not require a roll to succeed.

**Shield Card** - This card can be played at any point outside of your turn to block an attack directed at you from an opponent. If played during your turn, this card has no effect.

**NOTE:** An attack is any Quest Deck card which would result in you having to discard cards (e.g. via the Thief Action card). This does not include the Trading Post, Trader, Beast Encounter or Blunder cards.

**Rest Card** - This card requires no risk to play. You can rest - but don't fall asleep!

**Winds of Change Card** - This card reverses the direction of play. (e.g. Play to the left now passes to the right and play to the right changes to the left).

**Lucky Talisman Card** - Roll a dice and whatever number is rolled, is the number of cards you must pick up from the Quest Deck.

**Thief Card** - You can steal up to two cards from any player. This can be collected from one player, or this can be spread across different players as long as no more than two cards in total are claimed. The cards stolen are chosen at random by the current player.

**Trading Post Card** - You can trade your entire hand with another player of your choosing. You do not get to look at their cards before the swap takes place, and vice versa. Cannot be blocked by a Shield.

**Ally Card** - Draw the top card from the Character Deck and place it next to your own Character Card. Once you use the effect of the drawn Ally Character Card, it is discarded. If you run out of characters to draw, shuffle the Character Deck discard pile and flip it face down to continue.

**Trap Card** - All other players discard 1 card

**Resurrection Card** - The Resurrection card is a special type of Action card. This card's effect can only be used if it is the last card in your hand or during an Action or Beast Encounter that would leave you with no cards. You can pick up a new starter hand of seven cards from the Quest Deck following the same rules for SET UP. This then ends your turn.

## **Beast Encounters:**

If you draw a Beast Encounter card from the Quest Deck, you must immediately draw the top card from the Beast Deck and place it face up in the middle for everyone to see. This is your played card for your turn.

After drawing any remaining cards, you must then try to defeat that beast by:

Playing the minimum number of cards required to defeat it (shown in the square cards box on the Beast card) and equal or exceed the total beast value points stated (shown in the paw print icon on the Beast card).

**NOTE:** Ignore any effects or Attack Rolls stated on your Quest cards during a Beast Encounter (except Resurrection Cards).

If you can defeat the beast, place all of the cards played into the Quest Deck discard pile and pick up any reward stated on the Beast card from the Quest Deck. If you're unlucky enough to draw another beast, the fight continues, and you follow the same rules as above.

If you have enough cards to meet the minimum number of cards required, but the total points on your cards do not equal or exceed the number of points required, you must forfeit those cards to the discard pile and the beast flees the battle to the Beast discard pile, but you do not gain the reward.

If you do not have enough cards to meet the minimum number of cards required to defeat the beast, you are out of the game.

Beast cards are placed in a separate discard pile next to the Beast Deck after an encounter. If you run out of Beasts to fight, shuffle the discard pile and flip it face down to continue.

## **Teams:**

When there are 4 or 6 players, it is recommended that that you work together in teams of two. Avoid attacking your team member by making sure you're not sat next to each other.

During a team game, you can use a Resurrection Action card on your turn to bring a team member back into the game if they have run out of cards.

Using the Resurrection card counts as your turn for that round and your team member would pick up a new starter hand from the Quest Deck (seven cards) following the same rules used during SET UP.

The winner of a team game is the last team with cards. That could be all members of your team with cards remaining or just one player. The game continues until all players in the opposing teams are out of cards.

## **Two player games:**

In a two-player game, or a game where only two players remain, the Winds of Change Action card is used to skip the next turn of your opponent instead of reversing the direction of play. (i.e. Your opponent cannot draw or play a card.)

## **Optional rule:**

When playing in a game of 4 or more players without the "TEAMS" rules, you can choose to use the following rule:

**GHOSTS:** If a player runs out of cards, on each of their following turns they can roll a dice. On a roll of a 6, they may draw a card to play instantly. If the card is unable to be played (e.g. a Shield), it is discarded with no effect.