

OBJECT OF THE GAME

Venture deeper into a 60-card dungeon, room by room. Pick up weapons, drink healing potions, defeat monsters, and crack open treasure chests - all while keeping your HP above zero.

Survive every room to complete the Quest. Earn Gold and post your Final Master Score to the leaderboard. Solo or with up to 4 players. Each run plays in 5-10 minutes.

**COMPONENTS****27****MONSTER CARDS**

14 unique types, STR 1-13

14**WEAPONS**

10 melee + 4 missiles

10**HEAL CARDS**

+1 to +10 HP recovery

9**SPECIAL CARDS**

Chests, Traps, and more

= 60 CARDS TOTAL + 2 OPTIONAL QUEST EXPANSION PACKS

SETUP**1****SHUFFLE**

Shuffle the 60-card Quest Deck and place it face-down in the center.

2**STATS**

Each player starts with HP 20, STR 0.

3**PICK CLASS**

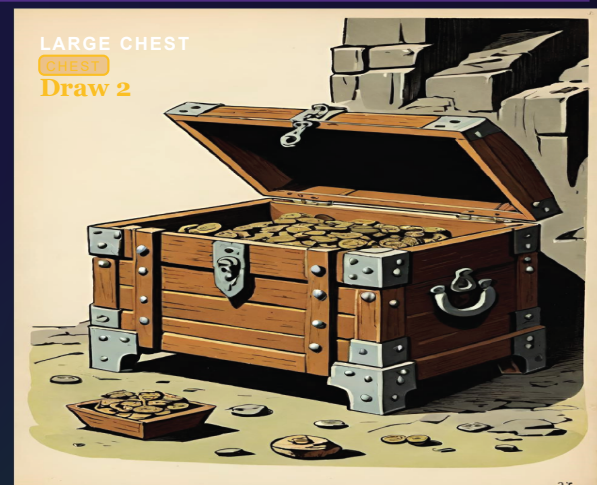
You start with no class. Become one by collecting a Level Up card mid-quest.

4**BEGIN QUEST**

Reveal the first Room by drawing 5 cards face-up - the dungeon awaits. Lay them in a row starting with the first card drawn. Some cards effect the previously drawn cards.

ANATOMY OF A CARD

CARD NAME	The name of the monster, weapon, or item.
TYPE	Monster, Weapon, Missile, Heal, Chest, Trap, Trick, Potion, Artifact, or Level Up.
VALUE	STR for monsters/weapons, HP for heals, Draw count for chests, DMG for traps/missiles.
CLASS BADGES	F = Fighter, M = Mage, C = Cleric, T = Thief. A card only works for the classes listed.
MANDATORY (M)	Some cards must always be picked when in a Room - they cannot be avoided if you have picks left.

**THE TURN SEQUENCE****01****DRAW THE ROOM**

A new Room is dealt 5 face-up from the Quest Deck. You can see every card in the room - monsters,

weapons, heals, chests, and any specials. Survey the danger and the rewards before you commit.

02**SELECT CARDS**

Choose Three cards to pick up (This is the Room Resolve Limit.) Mandatory (M) cards must always be taken with a pick.

You leave non-mandatory cards behind if not enough picks left - and you will have their reward later once you Venture On deeper.

03**RESOLVE**

Apply the effects of your chosen cards in order: fight monsters (using your STR vs their STR),

equip weapons, drink heals, open chests, and spring any traps. Track changes to your HP, STR, Gold.

04**VENTURE ON**

Place any leftover cards from this Room under the deck. If your HP's are above zero, descend into

the next Room. The Quest continues until the deck is empty (you win) or your HP hits zero (you lose).

COMBAT AND DAMAGE

FIGHT THE MONSTER When you pick a Monster card, you must fight it. Compare your total STR (weapons + class bonus) to the monster's STR rating.

OUTMATCH Your STR meets or exceeds the monster's STR: Defeat it with no damage taken.

FALL SHORT Your STR is lower than the monster's STR: Lose HP equal to the difference (Monster - You).

MISSILES Equipped missile weapons (Dart, Short Bow) reduce damage taken from a single monster or all Monsters.

COMBAT EXAMPLE

You face a TROLL (STR 8) with your KATANA equipped:

Your STR = 10 (Katana)
Troll STR = 8

10 >= 8 - You WIN!
Damage taken: 0 HP

If your STR was 5:
Damage = 8 - 5 = 3 HP lost

CLASSES - LEVEL UP DURING YOUR QUEST

You begin every Quest with no class. When you pick up a **LEVEL UP** card (Insight or Training), You draw 2 cards from the deck and if they have the Red Symbols then choose a class from the symbols your drawn cards bearing your class badge - shown by F, M, C, or T on each card.

F

FIGHTER



MASTER OF ARMS

The Fighter wields the heaviest steel. A natural with melee weapons - swords, axes, hammers, and polearms - the Fighter trades finesse for raw force.

Best for: Players who love straight combat and stacking weapon STR for big takedowns.

M

MAGE



WIELDER OF THE ARCANES

The Mage channels mystical power. Only the Mage can fully harness the Mystic Artifact and certain enchanted items found deep within the dungeon.

Best for: Players who plan ahead and love unlocking rare and powerful cards.

C

CLERIC



DIVINE HEALER

The Cleric channels holy light to mend wounds. Healing cards work more powerfully in their hands, and Holy Water becomes a potent ally.

Best for: Players who play the long game and want to outlast every dungeon.

T

THIEF



CUNNING ROGUE

The Thief uses guile over strength. Skilled at avoiding traps, opening locked chests, and finding fortune where others find only danger.

Best for: Players who prefer clever play, loot-hunting, and risk management.

CARD TYPES QUICK REFERENCE

MONSTERS

STR 1-13
Beat their STR to pass.
Mandatory
M monsters must be fought.
14 Types
From Lizard Folk to Dragons.
Watch out for the Villian.

WEAPONS

Melee STR 1-10
Dagger up to Katana.
Stackable
Can only equip one weapon, missile, potion, Magic Item, or Artifact at a time. (Must discard if forced to pick up the same type of item.)
Missiles
Dart and Short Bow deal damage which reduces the monster's strength..

HEALS & ITEMS

Heals +1 to +10
Restore lost HP.
Potions
Sends one monster to under the deck then the potion is discarded.
Mystic Artifact
Defeats one monster then is discarded.
May only be picked if a monster of 10 or higher was defeated that room.

EVENTS & SPECIALS

Chests
Draw 1 or 2 extra cards.
Traps
Lose HP on entry and put every card drawn before it under the deck..
Tricks
As drawn when entering room. Choose one to resolve, the other goes under the deck.

WINNING AND LOSING

VICTORY

Survive every Room until the Quest Deck is empty. Earn Gold for each monster defeated and item collected.
Record your Final Master Score to climb your own personl leaderboard.

DEFEAT

Your HP falls to zero.
The dungeon claims you. The Quest ends immediately.
No Final Master Score is awarded.

Special Abilities

Regeneration: Monsters with regeneration, draw a card when killed and if it is a monster card then it is placed back into the room after all picks for the player to deal with in the next room.

Villian: Monsters with Villian limit the room to 4 cards drawn in that room they are in.

MULTIPLAYER MODE - OVERVIEW

High Fantasy supports 2-4 players in competitive multiplayer mode. Players explore a shared dungeon together, then escape with their personal decks in a race for survival and points.

MULTIPLAYER SETUP**DECK SIZE**

Use ONE deck for casual play.
Use TWO decks shuffled together for longer, more strategic games.
(Recommended for 3-4 players)

ROOM SIZE

2-3 PLAYERS: Deal 6 cards per Room
4 PLAYERS: Deal 8 cards per Room

Larger rooms = more choices

TURN ORDER

Choose a first player randomly. That player is the starting player for the first room.
After each room, the starting player role rotates clockwise to the next player.
During each room, players take turns alternately beginning with that room's starting player.

STARTING STATE

Each player begins with HP 20, STR 0, no class, and an empty personal deck/discard piles.

THE TWO PHASES**PHASE 1 - EXPLORATION**

Players take turns exploring the main Quest Deck.

Each turn:

1. Deal a Room (6 or 8 cards face-up)
2. Players pick cards alternately and discard cards to their personal discard pile.
3. Draft remaining cards into personal decks

Continue until the main deck is empty.

PHASE 2 - ESCAPE

Each surviving player plays through their personal deck using normal solo rules.

Players take turns alternately - everyone plays their own deck and everyone watches to see if they escape.

Those who do not make it out are out of the game.
The others try to survive their deck. The survivor with the MOST POINTS wins.

EXPLORATION PHASE - DETAILED RULES**PICKING CARDS**

2 PLAYERS: Each player picks 2 cards (one at a time, alternating), starting with the player that starts the room.

3-4 PLAYERS: Each player picks 1 card (alternating), starting with the player that starts the room.

DRAFTING LEFTOVERS

After all picks are made, leftover cards are drafted (one at a time, alternating), starting with the player that started this room.

Drafted cards go UNDER each players personal deck (face-down).

MULTIPLAYER-SPECIFIC CARD RULES**TRAPS AND TRICKS**

Traps and Tricks are NOT mandatory in multiplayer - they sit in the Room and players can choose them.

TRAPS: Taken as an item. Play during Exploration on your turn BEFORE picking. When used they are discarded and you may put one card in the room under the opponents personal deck.

TRICKS: Draw cards, choose 1 to resolve, rest go to your personal deck.

REGENERATE CREATURES

Creatures that regenerate go UNDER the personal deck of the player who defeated them - not back into the Room.

This applies to any card drawn from the top of the main deck (Level Ups, special draws, etc.) - they go to the players personal deck after use.

CHEST CARDS

When you pick a Chest card, draw the indicated number of cards and resolve them as normal. Any cards drawn from the Chest that you do not take are placed under your personal deck.

END-OF-DECK RULE

If cards remaining in main deck is equal to or less than the number of players, distribute those cards (one per player, starting with first player) instead of dealing a Room.
Then begin the Escape Phase.

WINNING THE GAME**VICTORY CONDITIONS**

After the Exploration Phase ends, each surviving player plays through their personal deck using solo rules. Players who reach 0 HP are eliminated.

Any survivors now count MONSTER POINTS in their personal discard pile (monsters defeated during their Exploration and Escape phase). The surviving player with the MOST MONSTER POINTS wins the game.

If all players are eliminated, the last player to survive wins. Ties are shared victories.