QUODD HEROES

Scenario Book v1.0

How to Use this Book

If you are playing Quodd Heroes for the very first time I recommend that you play through the 3-part basic training scenario which is suitable both for solo and group play. The advantage of learning this way is that it introduces the major mechanisms more slowly.

This book has 2 major sections after the basic training scenarios: "Player vs Player" and "Solo/Co-op campaign". The game was originally designed as a competitive experience. During the funding campaign on Kickstarter many people asked for solo playable scenarios. The solo/co-op campaign evolved from this idea and I think it provides a rich and interesting (and quite different) experience from the main player-vs-player experience. I hope that you will try both in time. If you're playing with a group, I would recommend trying the competitive or team scenarios first. There are different types of games within each category. Look for the ★ (star icon) at the top of a scenario for a good introduction to a particular game type. If you enjoy it explore the other games of the same type.

Modularity and User Generated Content

From the very beginning of its development, I wanted Quodd Heroes to be a game that made possible improvised play, and user created games. All of the components and mechanics were designed with this in mind. If you are looking for some new scenario ideas or even want to try your hand at creating new game boards, check out the Quodd Heroes website here: HTTP://WWW.QUODDHEROES.COM.

The Quodd Heroes community can't wait to see what you come up with!

Scenario Types

Quodd Heroes is a modular game "system" in that once you know the basic rules there are limitless options for what kinds of games you can play. The scenario book provides a wide variety of different and unique challenges, allowing for nearly limitless re-playability. The types of scenarios are divided into a five broad categories below. Most scenarios fall into one type, but there are also some special cases where game modes can change mid-game...



Solo

Solo Games are played by 1 player, usually against the clock (a set number of rounds). Many solo scenarios can be played co-operatively with a few adjustments.



Co-op

Co-Op Games involve 2 or more players working to complete shared objectives in a set number of rounds.



Free-For-All

These scenarios involve all players competing against all other players.



Teams

Teams of 2 or more players compete to complete objectives set out in the scenario.



Overlord

One player takes the role of a powerful Overlord, and all other players try to stop him or complete their own objectives before the Overlord stops them.

First Game: Tutorial Mini-Campaign

The tutorial mini-campaign consists of three parts that is ideally played in a single session, but can be played over 3 sessions. It was designed so that each part is relatively short and one scenario continues immediately where the previous one ended.

The way the tutorial campaign is setup, each scenario will focus on a major game-play element. The first scenario focuses only on movement. You can ignore all other phases of the game other than phase 2 - movement. Scenario 2 adds a limited set of cards to the game allowing you to play through all 4 phases of a turn. Scenario 3 adds the **End-of-round** phase, including **upgrades** and **world events**. Once you have finished the tutorial scenarios, you'll be ready to tackle any of the other scenarios in this book.



Tutorial - Act Like a Hero

20 mins



"Welcome to basic training. My name is Rok Gemstalker, I'll be getting you up to speed, hero! In this mission, we will focus on getting you moving like a hero. We won't worry about upgrades or exploring right now, just the basics. Show me how quickly you can get to Rally Point 1. You'll move on to the next mission if you get there in 7 rounds or less!"

Rok Gemstalker

1. Objective

1A

S

Solo: Reach the Rally Point 1 before time runs out.

2+ Players: be the first player to reach Rally Point 1 to win.

2. Setup

Solo Play: Set the round tracker to 7 by placing a crystal miniature on the 7. After each round move it to the next lower number. Time's up when the crystal reaches zero.

2+ Players: You will be competing against each other rather than against the clock. The timer will not be needed.

3. Special Rules

In this scenario we start slowly. We will only perform phase 2 "movement" because we won't be playing with cards yet. There will be no exploration or end-of-round phases, except to adjust the round-tracker in solo play.

4. Game-End

Solo Play: Game ends when you reach the objective or when time runs out.

2+ Players: Game ends when a player reaches Rally Point 1. You may proceed directly to the next tutorial mission: "The Benefits of Exploration".

Note: Be sure to leave your heroes where they are on the board when continuing on to the next mission.



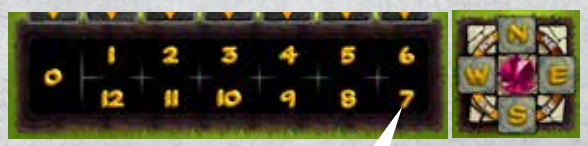


Rally Point

This is your objective. In a solo game reach this spot in 7 rounds or less. With 2 or more players, the first player to reach the Rally Point 1 marker ends the scenario.

Starting Zone.

This is a start board. Most scenarios will have you starting on one of these smaller 2x9 boards. Your hero must start on one of the Respawn Totems, Q-up and with its face pointed into the larger game board (North in this case).





Tracking Time

Some scenarios are timed (have a set-number of rounds). At the end of each round move the time tracking crystal to the next lowest number. If the round tracker reaches "0" you lose and the scenario ends.

Required Components



Tutorial - The Benefits of Exploration

30 mins



"Great work with the first part of the mission! You show real promise. This mission is a direct continuation from "Tutorial: Act Like a Hero". In "Act like a Hero", you became acquainted with the finer points of your movement skills. It this mission you will still only be using your base movement, but we'll add **exploration** so you can get a feel of how **Pets, Items, Food and Runes** can help amplify your natural abilities."

Rok Gemstalker

1. Setup

GENERAL SETUP

Keep your heroes where they were at the end of "Act like a Hero". Add board 7B North of the first board and set it up as shown below, adding the 2,3 and 4 rally-point tokens.

DECK SETUP

The deck should contain only cards marked with 1 dot. Also, separate all single-dot Item and Pet cards. Without looking at them, randomly choose 5 Items and 5 Pets to add to the deck. Place the rest of the cards back in the game box. Shuffle the deck and place it next to the board as shown in "General Setup" in the rulebook.

TIME

Solo Play: If you are continuing on from the first part of this mission add 4 to the current time, otherwise set the time-tracker to 5.

2+ Players: Time tracker is not needed.

2. Objective

Solo Play: Reach the 2, 3 and 4 markers, in numerical order, before time runs out.

2+ Players: Be the first player to reach the 2, 3 and 4 markers, in numerical order, to win.

3. Special Rules

- In this scenario we will begin **exploration**. This means that all phases except the "end-of-round" must be observed. You will be able to play cards during phases **1. POWER-UP** and **3. RECOVER** and explore (draw) a single card from the line-up or top of the exploration deck during phase **4. EXPLORATION.**
- In a 2+ player game, players track their progress through the Rally Points using the token matching their character as shown at right (see "Rally Position Tracking").

4. Game-End

Solo Play: Reach "4" Rally point before time runs out.

2+ Players: Be the first player to reach the "4" Rally Point.

Proceed to the final tutorial mission: "Real Heroes Upgrade".

7B

1A

S



Rally Position Tracking

For each hero used in the game, place their token above the "1" spot on the time tracker, indicating that you reached the first Rally Point in the previous scenario.

As you reach a Rally Point, slide your hero's token to the right so that it is directly above the number matching the last Rally Point you crossed.



Required Components

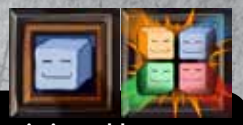


Find the token matching each hero in the game for tracking rally progress.



Tutorial - Real Heroes Upgrade!

20 mins



"I'm impressed with your progress, especially with your handling of those runes! This is the final part of your training, Hero. In this mission we will add the "**End-of-Round**" phase which includes **world events** and upgrading. **Upgrades** will make you smarter, stronger, and faster. At the end of each round you'll choose one of your upgrades and place it on the upgrade track of your player board. This will allow you to explore more than a single card or move farther with your skills. Choose each upgrade carefully to give yourself the best chance to win!"

Rok Gemstalker

1. Setup

GENERAL SETUP

Remove any tokens from the board after the last mission and place your heroes in the start zone.

EXPLORATION DECK SETUP

The deck should contain only cards marked with 1 dot. Also, separate all single-dot Item and Pet cards. Without looking at them, randomly choose 5 Items and 5 Pets to add to the deck. Place the rest of the cards back in the game box. Shuffle the deck and place it next to the board as shown in "General Setup" in the rulebook.

WORLD EVENTS DECK SETUP

Use only world events marked with 1 dot.

TIME

Solo Play: Return your hero to the start zone and set the time tracker to 5.

2+ Players: Time tracker is not needed.

2. Objective

Solo Play: Collect 1 of the crystals and reach the pink drop zone before time runs out.

2+ Players: Be the first player to reach the drop zone while carrying a crystal.

3. Special Rules

- **You are now playing the full game. Observe all phases and remember to upgrade and play a world event card during the "end-of-round" phase.**
- In this training scenario choose your upgrades in numerical order starting with 1. This will simplify the learning process. In future scenarios you can choose your upgrades in any order you like.

4. Game-End

Solo Play: Reach pink drop zone, while carrying a crystal before time runs out.

2+ Players: The first hero to reach the pink drop zone while carrying a crystal wins!

7B

1A

S



Required Components







Player vs Player and Team Scenarios



1: Basic Rally Race

2-6 Players, 40-60 minutes

"Greetings friend. I'm Dirk Montana, but you probably already know that, don't you? Down in the valley there is a dangerous section of what appears to be a ruined village. We need someone to investigate all five of the spots marked, in order. This is an open mission so you'll be competing with others. The first one to get through all five spots gets the glory, and big thanks from the team back here at Hero HQ. You're doing good work Hero, just be sure to do it better and faster than everyone else!"

Dirk Montana

1. Objective

Reach each of the numbered Rally Points in order, then activate your Q to win.

2. Setup

GENERAL SETUP

- Shuffle the indicated secret tokens ("?") face-down, then place them in the spots shown.

EXPLORATION DECK SETUP

- Use cards with 1, 2, and 3 dots.

WORLD EVENTS DECK SETUP

- Use cards with 1 and 2 dots.

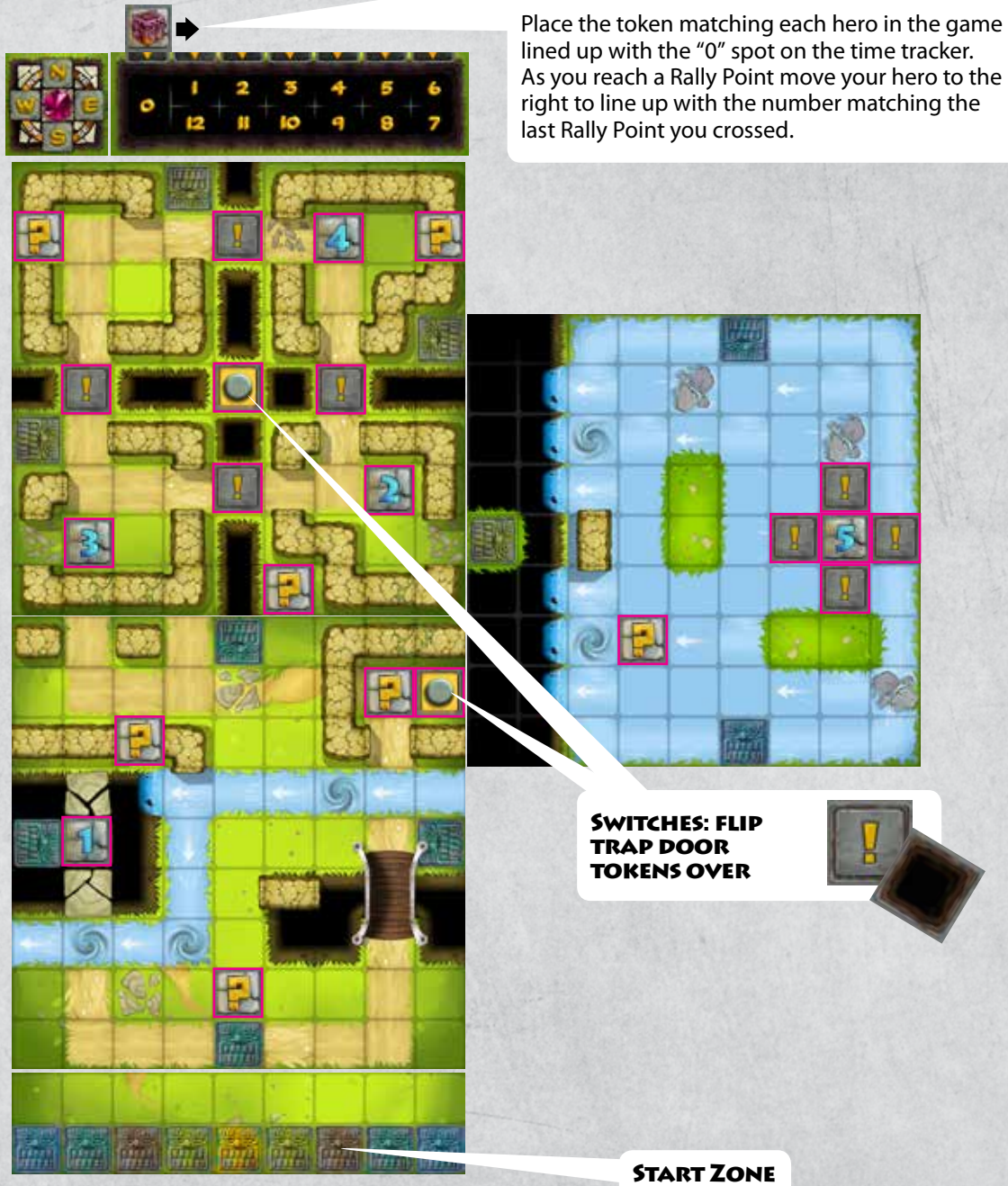
3. Special Rules

- Touching the yellow switches flips over all trap doors.
- Players track their progress through the Rally Points using the token matching their character as shown at right (see "Rally Position Tracking").

4. Game-End

- The first player to pass through all 5 Rally Points, in numerical order, and activate their Q after wins!





Rally Position Tracking

Place the token matching each hero in the game lined up with the "0" spot on the time tracker. As you reach a Rally Point move your hero to the right to line up with the number matching the last Rally Point you crossed.

Required Components



Find the token matching each hero in the game for tracking rally progress.



2: Collection Race

2-5 players, 45-60 minutes



"Hey there! I'm glad to see that you are to help out again! In this mission you'll be doing a lot of good! A farmer here in Fringe lost some of his sheep and Professor Lightbridge needs more crystal samples. I've posted this mission to the public board so you may have some friendly competition from your fellow heroes, I wouldn't worry though, everyone is SO nice around here! Head down to sector 7A to collect and drop off a sheep and a crystal in the designated spots. The first Hero to do so and activate their Q will have the thanks of a very happy farmer, and be furthering research that helps us all!"

Techsie Sprockets

1. Objective

Collect a sheep and crystal, in any order and drop them in their drop zones (sheep pen and pink drop zone), then reach Rally Point 1.
The first player to do so wins.

2. Setup

GENERAL SETUP

› Shuffle all of the "?" tokens face-down and place them in the locations shown.

EXPLORATION DECK SETUP

› Use cards with 1, 2, and three dots.

WORLD EVENTS DECK SETUP

› Use cards with 1 and 2 dots.

3. Special Rules

› You can carry only 2 collectibles (crystals, sheep) at a time. Place collectibles next to your player board when you pick them up.

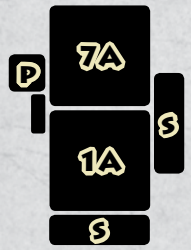
› When a crystal is dropped off, move it to a locked space on your player board, then place a new crystal (of any colour) on the crystal-spawn token on the board.

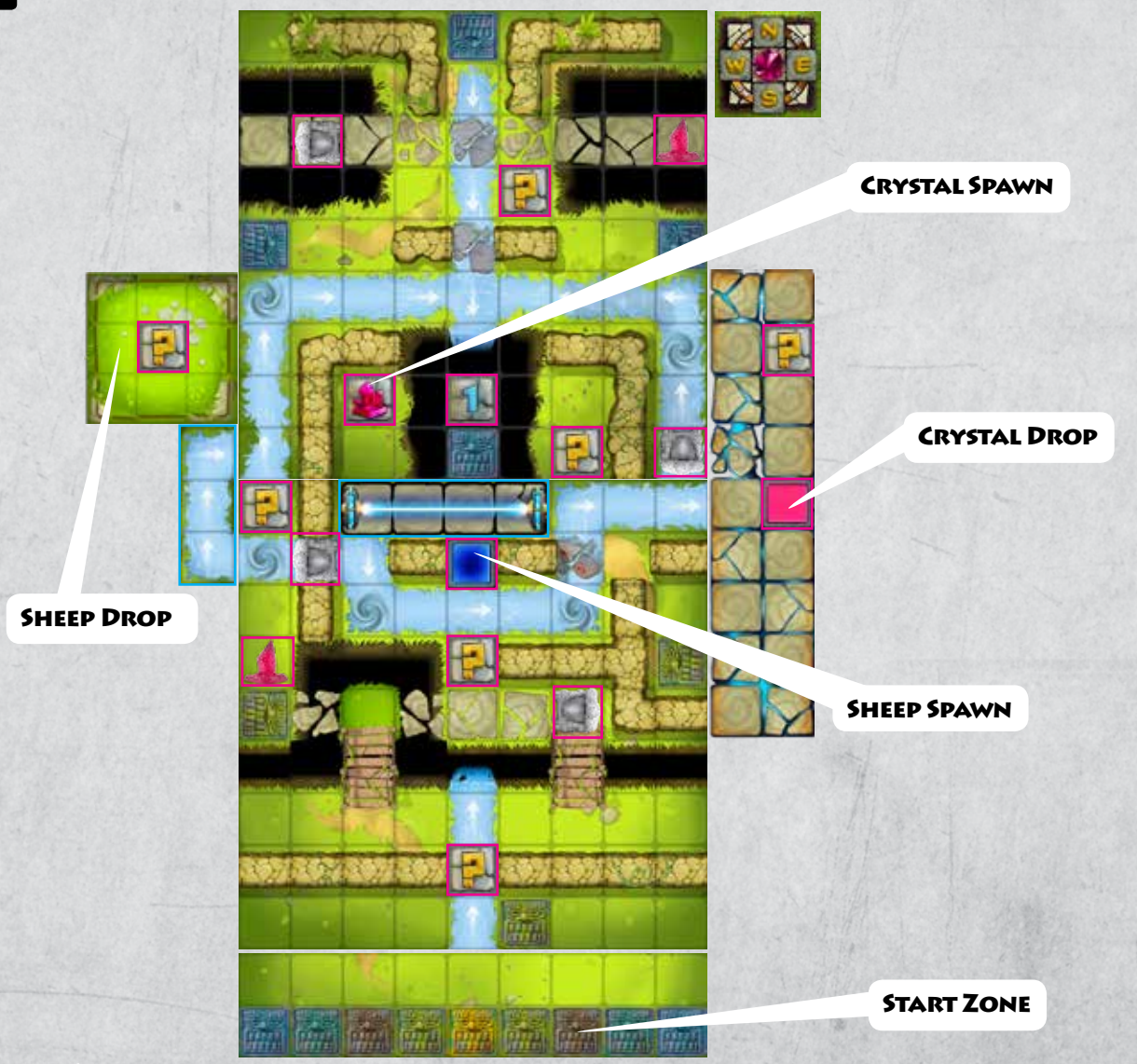
› When a sheep is dropped off, move it to a locked space on your player board, then place a new random sheep on the blue "sheep spawn" token on the board.

› Locked collectibles cannot be stolen.

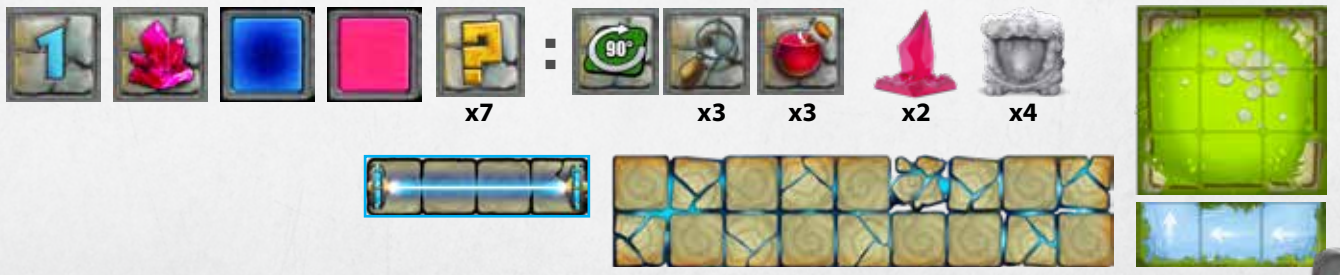
4. Game-End

› Drop off a sheep and a crystal in the required locations and then reach Rally Point 1 wins.





Required Components





3: Race of the Ancients

2-4 players, 40 minutes



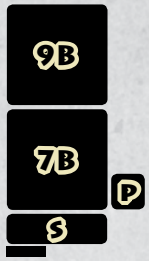
"The wind carries memories from the distant past. While on my long journey to Fringe I found a document outlining the details of an ancient contest. We are reviving this ancient tradition of the Qubes, to see if it brings knowledge and wisdom from the past. This race is a cut-throat dash to the finish and only the most cunning hero will win! Beam walls divide the course down the center, so you will have to race all the way to the north end of the course before you can cross to the far side and then sprint to the end. Do you have what it takes my friends?"

Aang Min

1. Objective

This is a race to reach Rally Point 1.

2. Setup



General Setup

- Shuffle all of the "?" tokens face-down and place them in the locations shown.
- Place all trap doors in the "!" (closed) position as shown.

Exploration Deck Setup

- Use cards with 1, 2, and 3 dots.
- Remove all "quake rune" cards from the deck.

World Events Deck Setup

- Use cards with 1 and 2 dots.

3. Special Rules

- **Board rotation is not allowed in this scenario.**
- When any trap door button is stepped on flip over **all** of the trap door tokens.
- **Beam walls and emitters cannot be moved, blocked or destroyed.**

4. Game-End

- The first Hero to reach Rally Point 1 wins.



Required Components





4: Capture The Crystal

2-6 players, 50-75 minutes

"In the center of the map is a mystical yellow crystal. Teams of 2 or more Heroes compete to be the first to capture the crystal twice by bringing it back to their starting area. When the crystal is "captured" it respawns in its starting space. It will take cunning and strategy to win this battle! Don't forget that sharing cards is permitted in team games as long as you are within four spaces of the teammate you are sharing with."

Forest Stump

8B

5A

6A

1. Objective

Teams compete to be the first to capture the crystal 2 times by carrying it back to their start zone (inside the dash red or blue area for their team).

2.Setup

EXPLORATION DECK SETUP

› Use cards with 1, 2, and 3 dots.

WORLD EVENTS DECK SETUP

› Use cards with 1, and 2 dots.

TIMED GAME (OPTIONAL)

› Set the round timer to 7 rounds. The team with the most captures when time runs out is the winner. In the event of a tie, the team carrying the crystal when time expires wins the game.

3. Special Rules

› **Player order:** play switches between teams so that no team ever has 2 players (or buddies in a 2 player game) taking their turns back-to-back. When the first player token passes it is passed to the first Hero or buddy controlled by another player to the left. Then play alternates as usual between teams until all Heroes have taken their turn.

› When a crystal is dropped it is placed on a safe space adjacent to the dropping player's position, dropping player chooses.

› When the crystal is captured it immediately returns to the crystal spawn point in the middle of the board.

› The crystal spawn point cannot be covered by any other tokens.

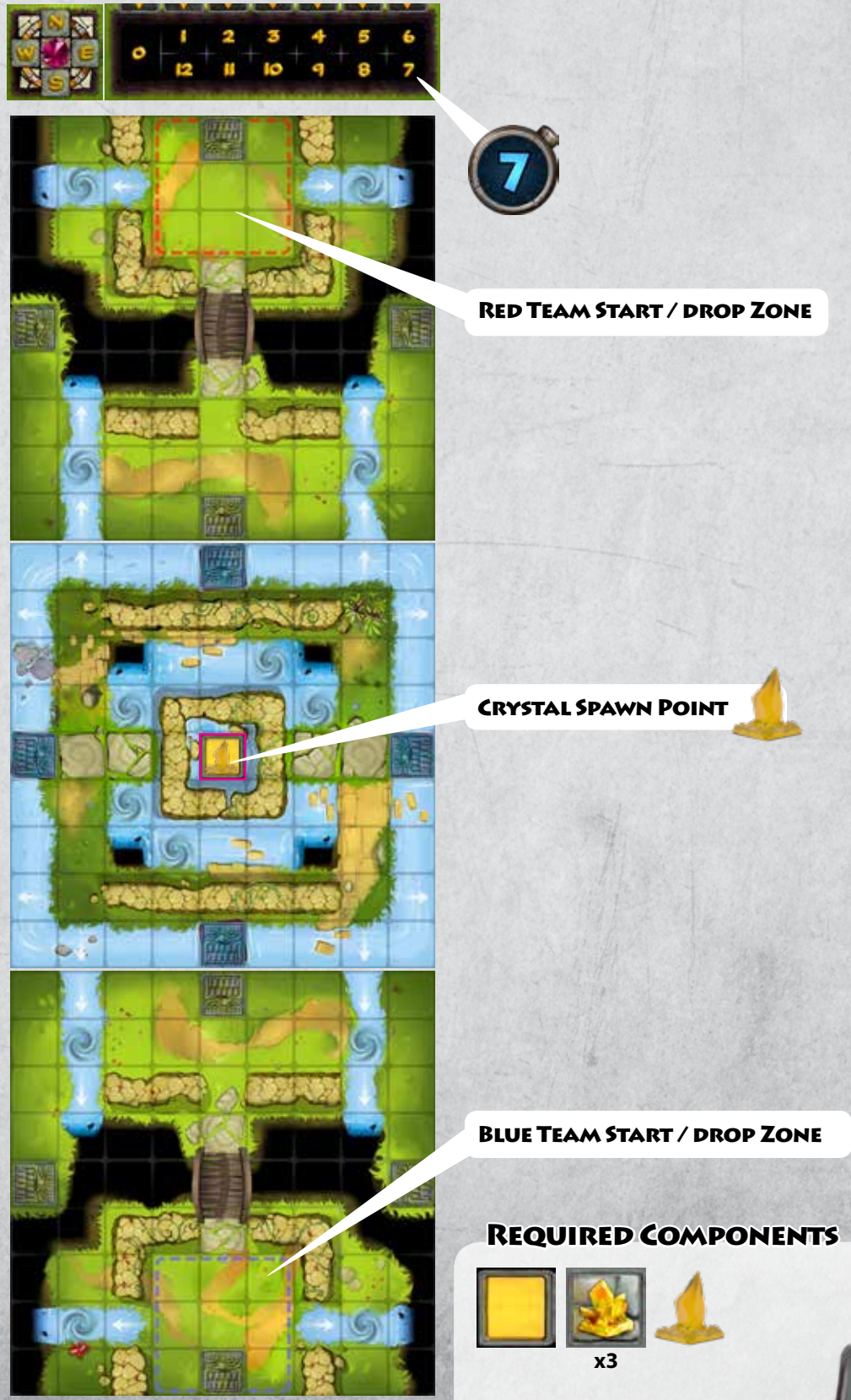
› When the crystal is captured take a crystal token to indicate the capture.

› When playing with just 2 players, Buddies are used to fill additional team slots.

4. Game-End

› The first team to capture the crystal twice wins. Alternatively, the team with the most captures when time runs out is the winner.

› In the event of a tie, the team carrying the crystal when time expires wins the game.



Required Components

x3

5 : CrystalSong Gorge

2-6 players, 60-75 minutes



"Down in the valley is a trench called Crystalsong Gorge. It is called this because of the sound the wind makes as it blows through its carved walls. As the official president of the Fringe sport and recreation society I came up with a fun new team sport to play there. It is similar to Capture the Crystal but a little more challenging. Teamwork will go a long way in the gorge! Forest asked me to remind you that sharing cards is allowed in team games as long as you are within four spaces of the teammate you are sharing with."

Bezel Whizpop

8B

2A

6A

1. Objective

Capture the opposing team's crystal by bringing it back to your own "base".
The first team to do this twice wins.

2.Setup

EXPLORATION DECK SETUP

› Use cards with 1, 2, and 3 dots.

WORLD EVENTS DECK SETUP

› Use cards with 1, and 2 dots.

TIMED GAME (OPTIONAL)

› Set the round timer to 7 rounds. The team with the most captures when time runs out is the winner. In the event of a tie, the team carrying the crystal when time expires wins the game.

3. Special Rules

› Player order: play alternates between teams so that no team ever has 2 players (or buddies in a 2 player game) taking their turns back-to-back. When the first player token passes it is passed to the first Hero or buddy controlled by another player to the left. Then play alternates as usual between teams until all Heroes have taken their turn.

› When a crystal is dropped it is placed on a safe space adjacent to the dropping player's position, dropping player chooses.

› If a dropped crystal is picked up by its owner's team it returns to its spawn point.

› At the end of a round replace any missing "?" tokens with a random face-down "?" token.

› When the crystal is captured take a crystal token to indicate the capture.

› When playing with just 2 players, Buddies are used to fill additional team slots.

4. Game-End

› The first team to capture the crystal twice wins. Alternately, the team with the most captures when time runs out is the winner. In the event of a tie, the team carrying the crystal when time expires wins the game.





Required Components





6: Drop It Like Its Hot!

2-6 players, 45-70 minutes

"Oh Hi there! I have a little job I need you to do. I need someone to bring me some crystals from the valley! All are welcome to try but only the first to return with all of the items gets the reward. All crystals dropped off become my property, but don't worry. If you win you'll get a reward! Gather a red, yellow and blue crystal and find a secret. The first hero to drop off all four items at one of the drop zones will receive a reward, I promise! As mayor of this fine town you can trust me. It's true, ask anyone!"

Mayor Trixie

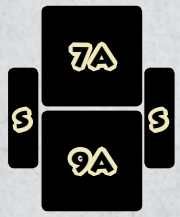
1. Objective

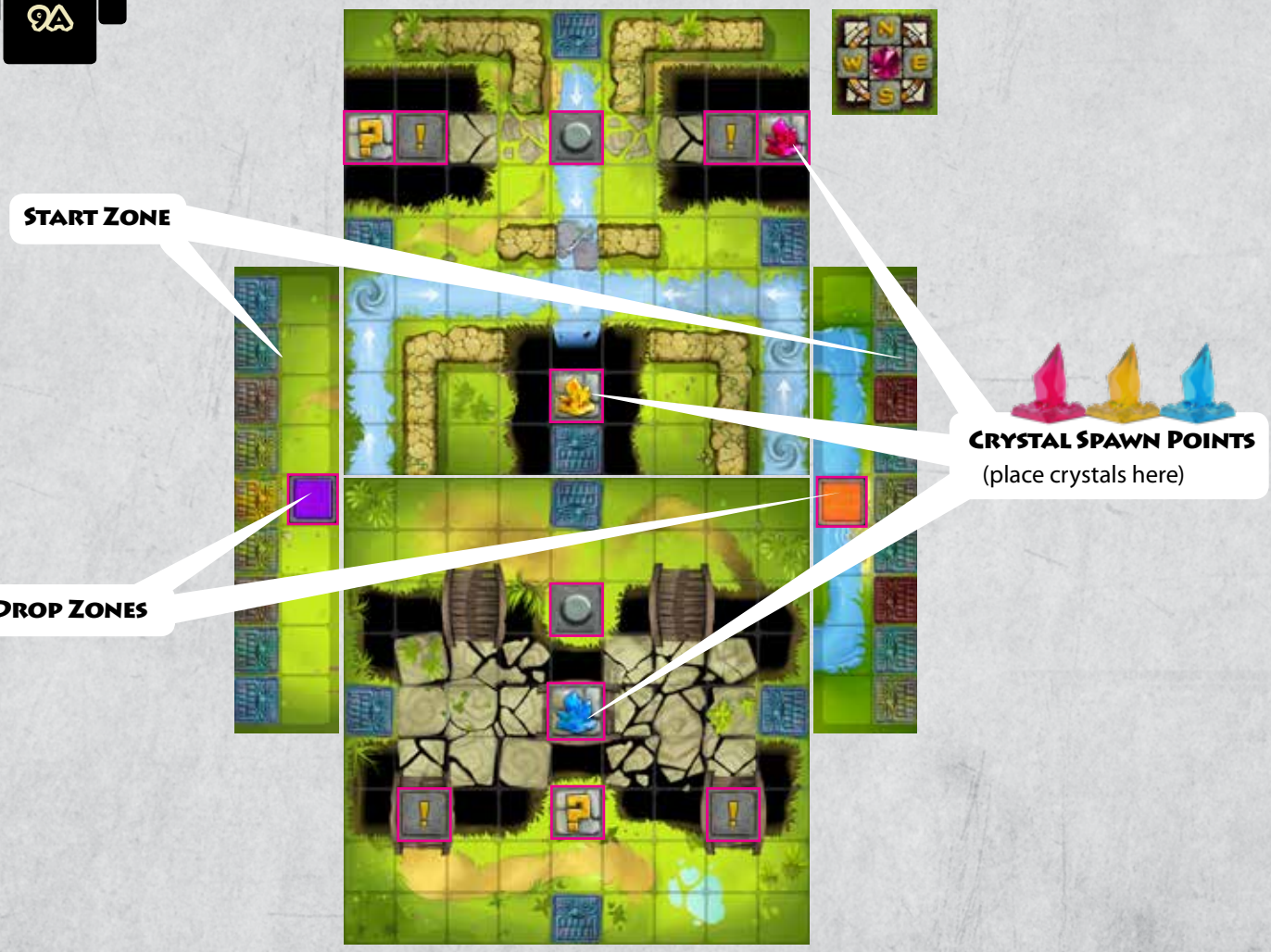
Each player must collect and drop off (at either drop zone) the following:

- 1 Pink Crystal, 1 Yellow Crystal, 1 Blue Crystal, 1 Secret token

The first player to do this wins the game.

2. Setup





General Setup

- Shuffle all secret "?" tokens face down and place 2 in the designated spaced. Once a secret has been dropped off replace it immediately with 1 of the extra face-down secret "?" tokens.

Exploration Deck Setup

- Use cards with 1, 2, and 3 dots.

World Events Deck Setup

- Use cards with 1, and 2 dots.

3. Special Rules

- Players may carry only 2 collectibles at one time. Once a collectible has been locked (by dropping it off at a drop zone) it is no longer considered carried and cannot be stolen.
- When a crystal is dropped it is placed on a safe space adjacent to the dropping player's position, dropping player chooses.
- If a crystal falls into a pit it returns to its spawn point.
- Replace a missing secret token as soon as it dropped off.
- All collected items are placed next to a players player board until they are dropped off. When a crystal is dropped off, take a matching crystal token and place it on your player board in the locked items space.
- Switches activate ALL trap doors.
- Secrets activate as soon as they are collected, if stolen they cannot be activated again.

4. Game-End

- The first person to drop off all 4 different collectibles wins the game.

Required Components







7: Battle Royale

3-6 players, 45-60 minutes

"I spoke to Rok last week and asked him if we could work some combat into the basic training program. Of course he said no. Well I think a little bit of Quodd vs. Quodd push and shove makes us stronger and more able to deal with the challenges ahead. In that spirit I created this game. This is a battle and only the strong and cunning survive. The objective is to be the last Hero standing. Eliminate players by pushing them into pits. Each Hero has 3 lives, be the last player in the contest to win! Also I've managed to get my wings on some very special items; if you find the secrets on the board you'll be rewarded with something that may just tip the balance in your favor!"

Captain Zozo

1. Objective

Be the last hero standing. Each Hero starts with 3 crystals (or crystal tokens), each time you fall into or are pushed into a pit, remove one of your crystal tokens and respawn at any unoccupied respawn point. When you have no crystals left you are eliminated.

2. Setup

EXPLORATION DECK SETUP

- Use cards with 1, 2, and 3 dots.
- Shuffle the Overlord deck and place it nearby.

WORLD EVENTS DECK SETUP

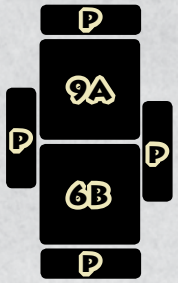
- Use cards with 1, and 2 dots.

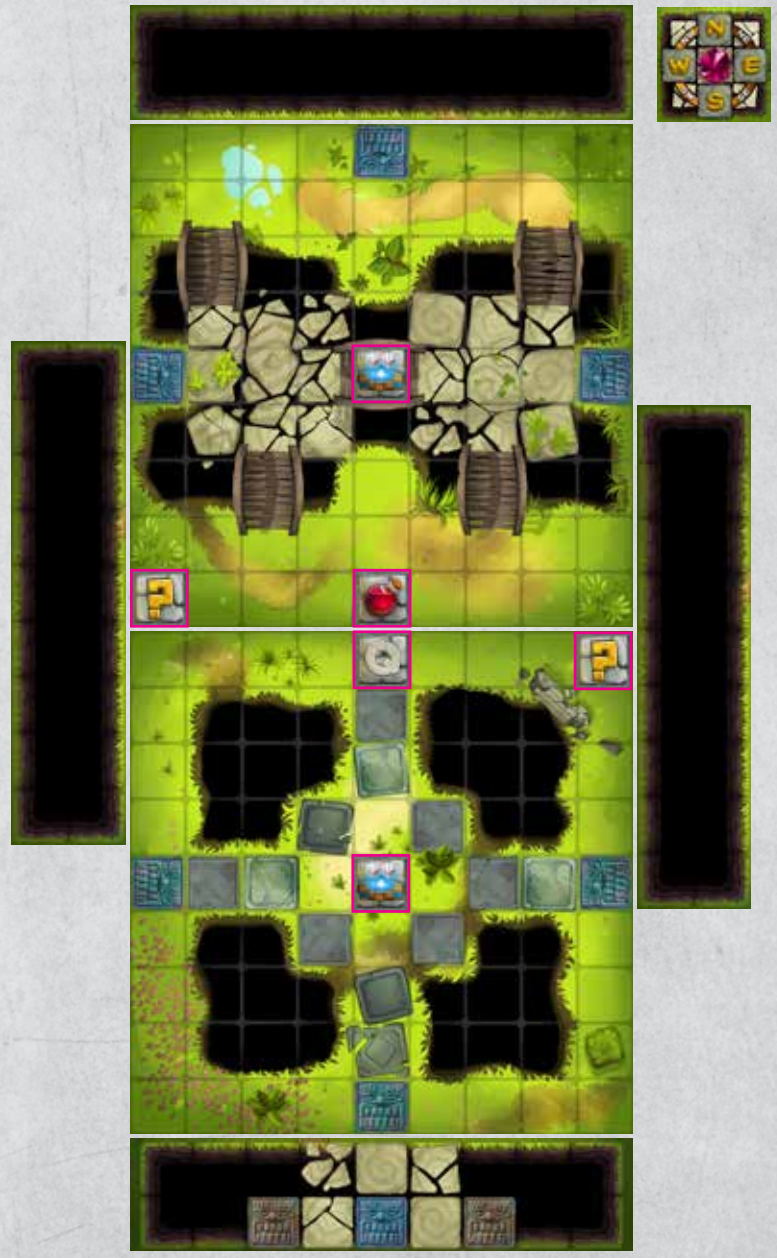
3. Special Rules

- Give each player 3 crystal tokens (or crystals if there are enough for each player to have 3). When you fall or are pushed into a pit discard one of your crystal tokens. When you have no crystal tokens remaining you are eliminated from the game.
- Any time a player lands on a secret token (?) they draw the top card of the Overlord deck and place it in their hand. **The secret token is NOT picked up and remains on the board**.
- When a hero lands on the food token they explore a food card.
- Crystal Tokens can NOT be stolen.
- Any of the respawn/check points can be used as a start space. When you are are pushed into a pit you may respawn at any unoccupied spawn point.

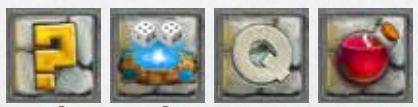
4. Game-End

- When only one Hero remains, that player is the winner.





Required Components



x2 x2



OR

3 PER PLAYER



8: Sheep Soccer

2-4 players, 30-60 minutes

"Fantastic day isn't it? I'm glad you're here at the pitch! As a young Quoddling I used to love a good game of kick the cube. This is just like that, only you're trying to get these pesky sheep into your opponent's start zone. This is a contest for two heroes or teams of two or more heroes. A random sheep starts in the middle of the central board pointing in a random direction, players score points by having the sheep enter the start zone of the opposing team. The game lasts 6 rounds. When time runs out the team with the most goals wins. I can smell the sheep already!"

Dirk Montana

1. Objective

Score by having a sheep landing on spawn points in your opponent's start zone. After 7 rounds the player with the most goals wins.

2. Setup

GENERAL SETUP

- Place all indicated secret tokens in a shuffled, face-down stack. Place 2 of them on the board without looking in the positions show. Any collected tokens are replaced during the end-of-round phase.

EXPLORATION DECK SETUP

- Use cards with 1, 2, and 3 dots.
- Shuffle the Overlord deck and place it nearby.

WORLD EVENTS DECK SETUP

- Use cards with 1, and 2 dots.

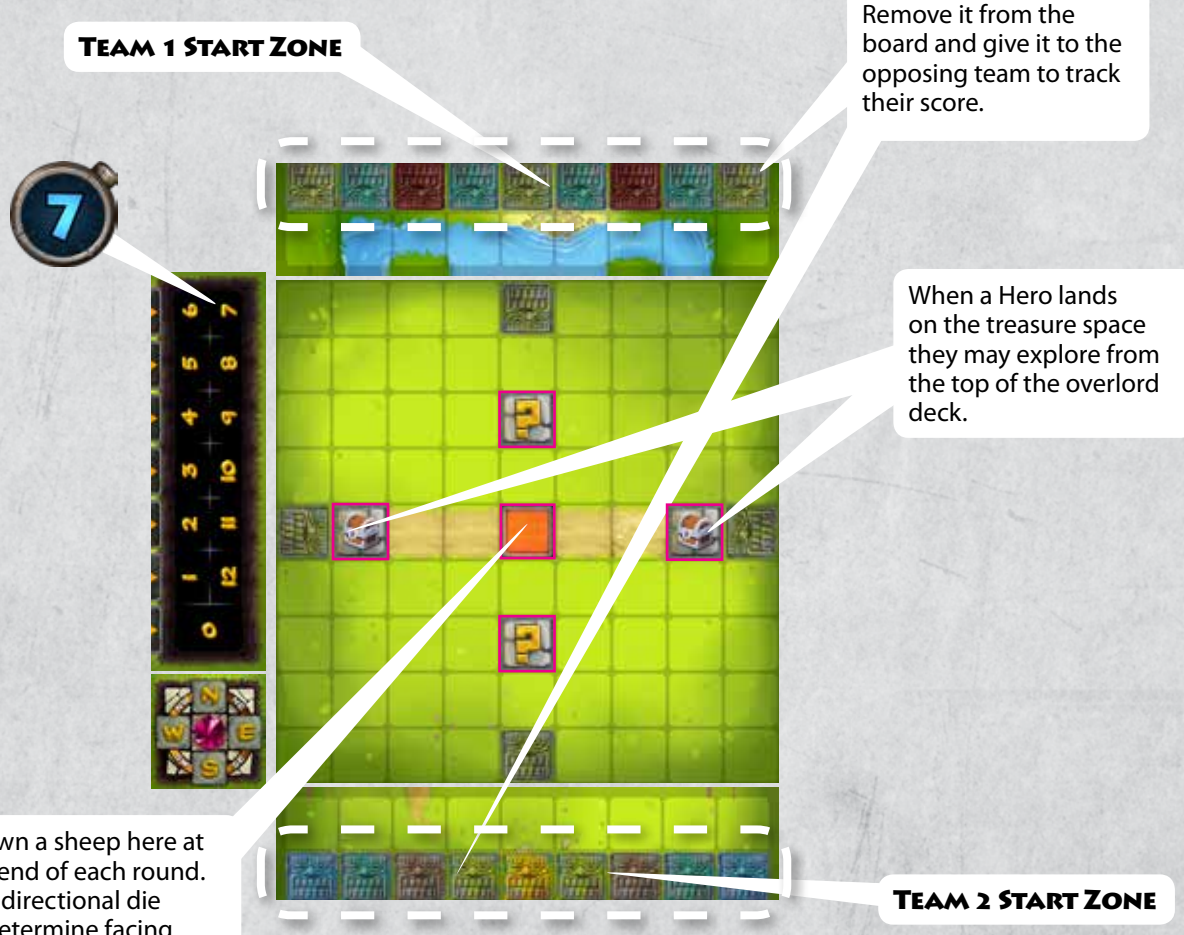
3. Special Rules

- Spawn a random sheep on the spawn zone at the end of each round. Roll the directional die to determine direction, on a diagonal direction result (example NW) point the sheep either north or south (North for NE, NW, South for SE, SW).
- When a sheep touches a spawn point in the start zones remove it from the board. The opposing team collects the sheep to track score.
- Sheep cannot be carried in this scenario but can be pushed.
- If the score is tied after 7 rounds, play 1 additional round. If the score is still tied, the player with the most grey or black sheep in their score pile wins.
- When you land on a "?" token, pick it up and carry it for later use. You may not carry more than 3 tokens at once. Range for placement is 5.
- Replace any missing tokens at the end of each round with tokens from the supply.

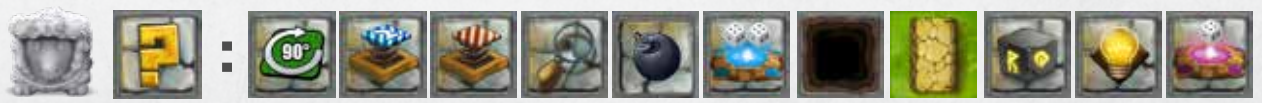
4. Game-End

- When time runs out the team with the most goals (counting the sheep they have collected) wins.





Required Components





9: BomberQuodd

2-5 players, 45-60 minutes



"Bombzookas are serious weapons, or so I'm told. They're just toys compared with the cannons I had on my ship till she sank! Anyway, these Bombzookas are artifacts from a bygone age when the world of Quoddria was out of balance. Ancient texts show that they were once used in competitions, and warfare. This game is re-creation of one of those old games. There is a single crystal on the board. The player holding that crystal after 5 rounds is the winner". Each player has 2 shots with their bombzooka. Use them wisely!"

Captain Zozo

9A

2A

S

1. Objective

Be the player holding the crystal at the end of the game to win.

2. Setup

GENERAL SETUP

- Give each player a Bombzooka card and 2 crystals (the crystals represent ammo. When a player uses their Bombzooka remove a crystal to indicate the number of uses remaining.
- Shuffle the Overlord deck and place it separate from the exploration deck.

EXPLORATION DECK SETUP

- Use cards with 1, 2, and 3 dots.
- Shuffle the Overlord deck and place it nearby.

WORLD EVENTS DECK SETUP

- Use cards with 1, and 2 dots.

3. Special Rules

- When the crystal is picked up by a new player that player draws a card from the Overlord deck.
- The First player token does **NOT** pass between players as normal. Players may become the first player by stepping on the yellow drop-zone token.
- When a player steps on the Yellow drop zone, they become the first player during the **next round**.

4. Game-End

- When time runs out the player holding the yellow crystal wins.



Each player gets a Bombzooka card and places 2 crystals (or crystal tokens) on the card. To activate the Bombzooka remove a crystal from the Bombzooka card and create a "basic explosion" on any target space. See rulebook page 16 for details on explosions.



Required Components



OR

2 PER PLAYER



10: Overlord - Sheep Heist

2-6 players, 60-90 minutes

"Someone has gotten a little power hungry and has stolen a flock of sheep! How are we supposed to run our sheep soccer league while this is happening? This must be stopped! This individual has access to some really powerful stuff. If you don't get those sheep back I'll be forced to cancel the match scheduled for tonight. Hurry, there's no time to waste!"

Dirk Montana

1. Objective

Overlord: Prevent the heroes from saving 5 sheep before time runs out.

Heroes: There must be at least 5 sheep alive in the "sheep safe zone" (highlighted in yellow at right) when time runs out.

2. Setup

GENERAL SETUP

- The player playing as the Overlord chooses their Hero first.
- Shuffle the Overlord deck and pass it to the Overlord.

EXPLORATION DECK SETUP

- Use cards with 1, 2, and 3 dots.

WORLD EVENTS DECK SETUP

- Use cards with 1, and 2 dots.

3. Special Rules

- Each hero can carry only 2 sheep at once.
- The Overlord can purposely push sheep into pits, permanently removing them from the game.
- There must be at least 5 sheep in the sheep safe zone when time runs out or the Overlord wins.
- The Overlord always plays first in every round. Play order for the heroes changes as normal at the end of every round.

4. Game-End

- If there are fewer than 5 sheep left in the game the Overlord player wins.
- If at least 5 sheep are in the sheep safe zone when time runs out the Heroes win.



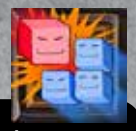
Required Components





11: Overlord: Three Crystals

2-6 players, 60-90 minutes



"The Overlord is up to something, and has a plan that requires all three types of crystals. This can't possibly be good! He has a short time to accomplish his goal, so do your best to stop him or at least slow him down!"

Prof. Orson Lightbridge

1. Objective

Overlord: Collect each of the 3 crystals, and exit the game through any perimeter Respawn Point before time runs out.

Heroes: Stop the Overlord from collecting all 3 crystals.

2. Setup

GENERAL SETUP

- The player playing as the Overlord chooses their Hero first.
- Overlord starts with 2 upgrades.
- Set the time track to 6 rounds.
- Shuffle the Overlord deck and pass it to the Overlord.
- The Overlord starts with the item card "Hoverboard MK II"

EXPLORATION DECK SETUP

- Use cards with 1, 2, and 3 dots.

WORLD EVENTS DECK SETUP

- Use cards with 1 and 2 dots.

3. Special Rules

- The Overlord can start on any Respawn Point on the outer perimeter of the board.
- If the Overlord activates their Q while carrying a crystal, move it to a locked space on their player board. Locked crystals cannot be stolen.
- The Overlord can use any Respawn Point on an outer edge of the board to exit after collecting all 3 crystals.
- Respawn points can be covered with tokens in this scenario. If a respawn point is covered by a token it is no longer a respawn point while it remains covered.
- The Overlord always plays first in every round. Play order for the heroes changes as normal at the end of every round.

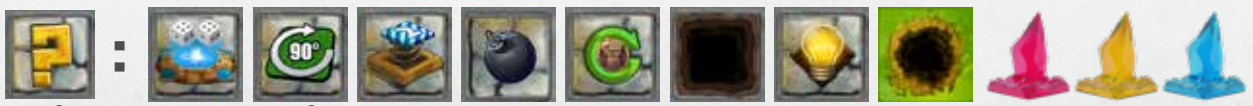
4. Game-End

- The Overlord wins the game once they collect all 3 crystals and then reach a respawn point on the outer perimeter of the board.
- The Heroes win if time runs out before the Overlord achieves their objectives.





Required Components



12: Overlord: The Trap

2-6 players, 60-90 minutes

"The Overlord is exploring valley, we aren't sure what he's looking for but we know where he's going. This is the perfect opportunity for us to capture him! Located around the area are components to build a beam wall enclosure. You'll need to coordinate your efforts in order to trap him inside an enclosure that he can't get out of. Do this before he reaches the final Rally Point and flees the area!"



Captain Zozo

1. Objective

Overlord: Visit each of the Rally Points, in **ANY** order, then flee the area using any Respawn Point on an outer edge of the board.

Heroes: Trap the Overlord inside a beam wall enclosure with no possibility for escape.

2. Setup

GENERAL SETUP

- The player playing as the Overlord chooses their Hero first.
- Shuffle the Overlord deck and pass it to the player playing as the Overlord.
- The Overlord starts the game with 2 upgrades.

EXPLORATION DECK SETUP

- Use cards with 1, 2, and 3 dots.

WORLD EVENTS DECK SETUP

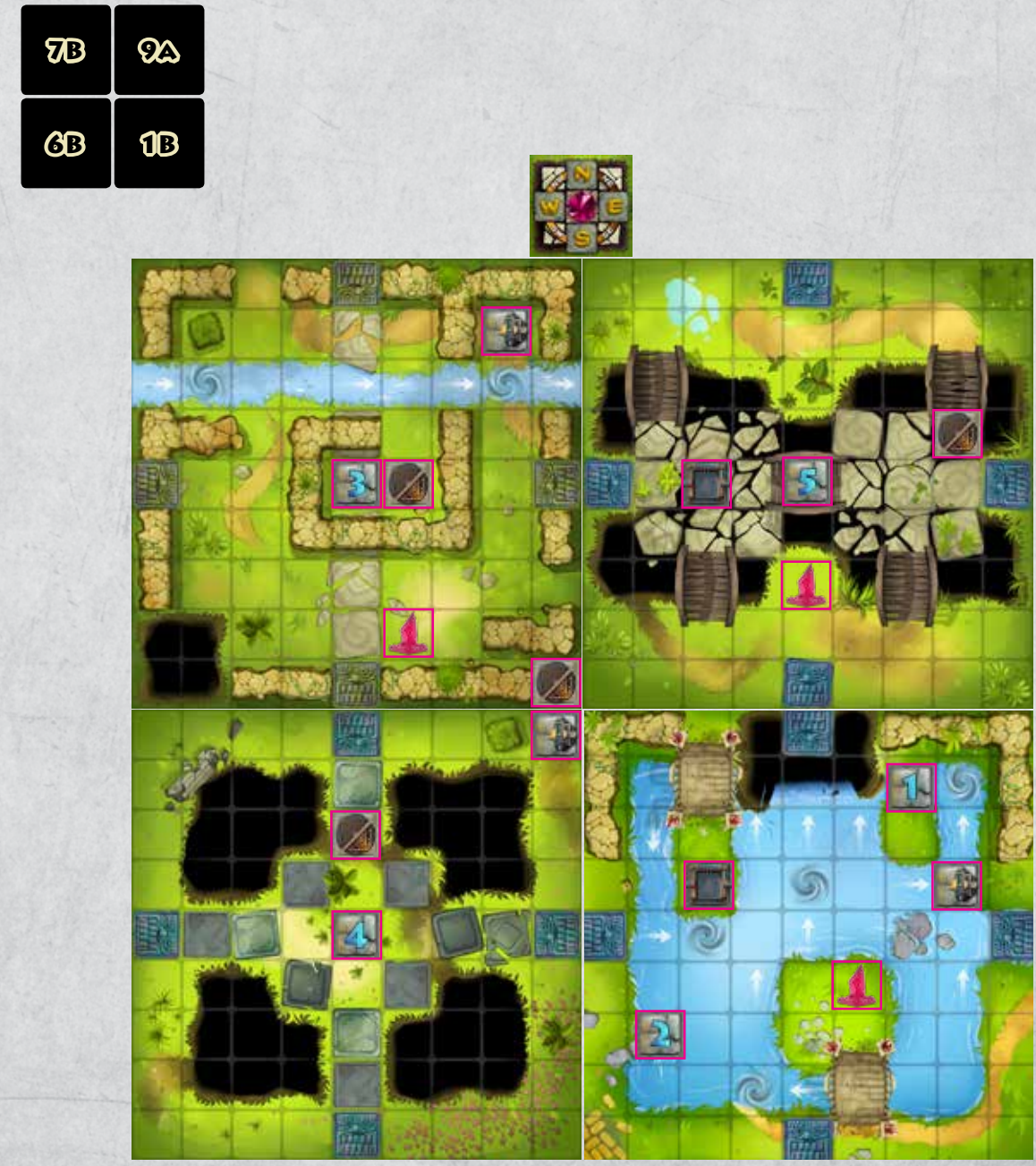
- Use cards with 1, and 2 dots.

3. Special Rules

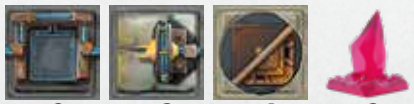
- Heroes and the Overlord can start on any Respawn Point on the outer perimeter of the board. The Overlord chooses his starting space before the heroes.
- Beam wall components can be picked up by landing on them. When placing components you can orient them in any orthogonal direction. **The Overlord cannot pick up the beam wall components.**
- Once the Overlord reaches a Rally Point they collect the token to indicate that it has been visited.
- The Overlord can use any Respawn Point on an outer edge of the board to exit after collecting all of the Rally tokens.
- Respawn Points can be covered with tokens in this scenario. If a Respawn Point is covered by a token it is no longer a Respawn Point while it remains covered.

4. Game-End

- The Overlord wins the game when he exits the board by landing on an outer edge Respawn Point after having visited all of the rally tokens.
- The Heroes win if they trap the Overlord in a inescapable beam-wall enclosure.



Required Components



x2 x3 x4 x3

13: The Amazing Race

2-6 players, 60-90 minutes



"This is it! I am so excited! The first annual Amazing Race. It is a very large race course with quite a few challenges. I can't wait to see all of you brave heroes pulling out all the stops to win! Oh, and we've hidden some surprises around the course that should shake things up! Good luck my friends! Personally, I'm rooting for Forest, he's such a friendly fellow."

Bezel Whizpop

1. Objective

Race through the Rally Points in order. The first hero to reach the sixth Rally Point wins!

2. Setup

GENERAL SETUP

- Each player will find the token matching their hero and place it above the "0" spot on the time tracker board.

EXPLORATION DECK SETUP

- Use cards with 1, 2, and 3 dots.

WORLD EVENTS DECK SETUP

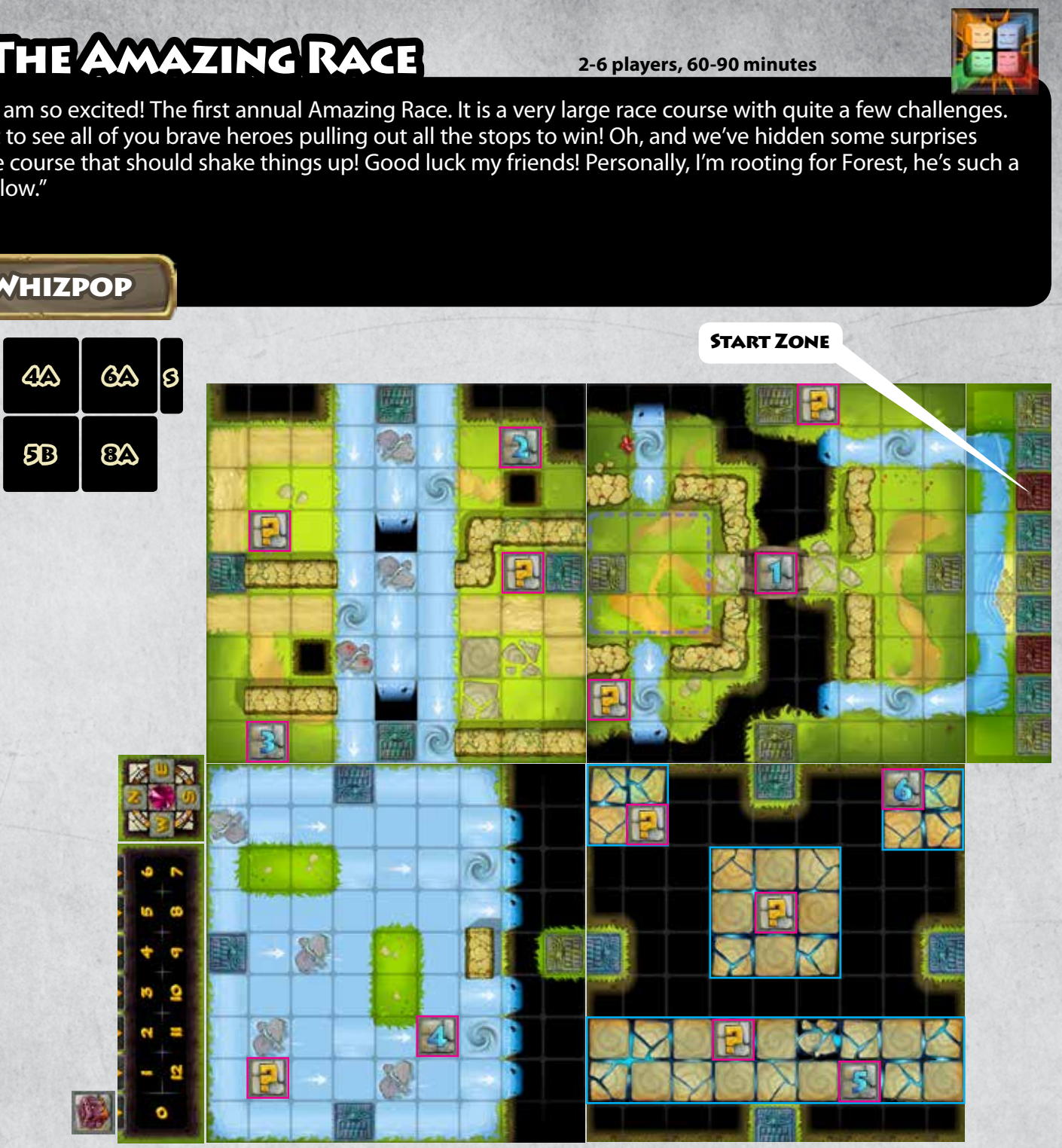
- Use cards with 1, and 2 dots.

3. Special Rules

- The pink rotate button (one of the secret tokens) rotates the board it is sitting on 90 degrees in the direction of choice of the active player.
- Once you have reached a Rally Point place your character token on the time track space matching the most recent Rally Point reached.

4. Game-End

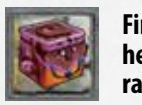
- The game ends when a hero reaches the 6th Rally Point.



Required Components



x8 x2 x2 x2



Find the token matching each hero in the game for tracking rally progress.



x2



Solo / co-op Campaign





Solo 1 : Crystal Speed-Run

30-40mins mins



"Greetings Hero! We will keep your first mission simple. While our lead team is off exploring deep in the valley, I have a small, but important job for you. I need some crystals samples.

You'll need to hurry because I have already started an experiment by dissolving some surface crystals, but the previous sample brought back from the valley turned out to be colored glass. Check out the mission requirements and get back here with my crystals as soon as you can!"

Prof. Orson Lightbridge

3B

1A

S

1. Objective

Retrieve all of the crystals and return to the yellow drop zone.

2. Setup

GENERAL SETUP

- **Solo:** Use only the Pink crystals shown.
- **2 players:** Use 2 pink and 1 yellow crystal (leftmost yellow crystal).
- **3 players:** Use all pink and yellow crystals.
- **4 Players:** Use all crystals shown.

EXPLORATION DECK SETUP

Only cards marked with 1 and 2 dots. Separate all Item and Pet cards. Without looking at them, randomly add 5 items and 5 pets to the deck. Place the rest of the item and pet cards back into the box.

WORLD EVENTS DECK SETUP

Use only world events marked with 1 dot.

TIME

Solo: Set round tracker to 6.

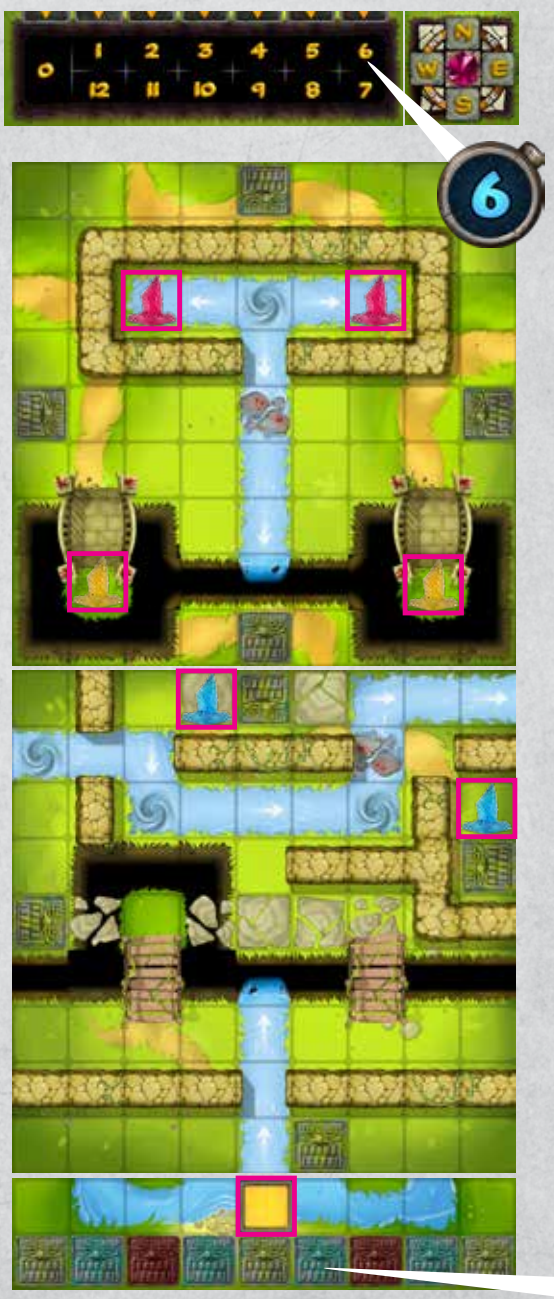
2+ Players: Set round tracker to 5.

3. Special Rules

Each hero may only carry 2 crystals at a time.

4. Game-End

The game ends either when the round tracker reaches 0 or all of the crystals have been brought to the yellow drop zone.



Required Components





Solo 2: Mayor is lost!

30-40mins mins



"Ahh, just in time! Another Hero has arrived. Early this morning, Mayor Trixie went out on a routine mission and she's not back yet. I'm starting to worry. Would you be willing to go find her? I've marked where we think she might have gone, on the map below. Find her and bring her back before darkness falls. Strange things seem to happen down in that valley after dark!"

Dirk Montana

1. Objective

Check all of the "?" locations to find Mayor Trixie. All Heroes (and Mayor Trixie) must reach the blue drop zone before time runs out.

2.Setup

GENERAL SETUP

› **Solo:** Find the 6 secret tokens shown and shuffle them face-down. Place them on the board as shown.

EXPLORATION DECK SETUP

› Only cards marked with 1 and 2 dots. Separate all Item and Pet cards. Without looking at them, randomly add 5 items and 5 pets to the deck. Place the rest of the item and pet cards back into the box.

WORLD EVENTS DECK SETUP

› Use only world events marked with 1 dot.

TIME

› **Solo:** Set the round tracker to 6.

› **2 Players:** Set round tracker to 5.

(This scenario isn't recommended for more than 2 players.)

3. Special Rules

› If mayor Trixie falls into a pit the mission fails.

4. Game-End

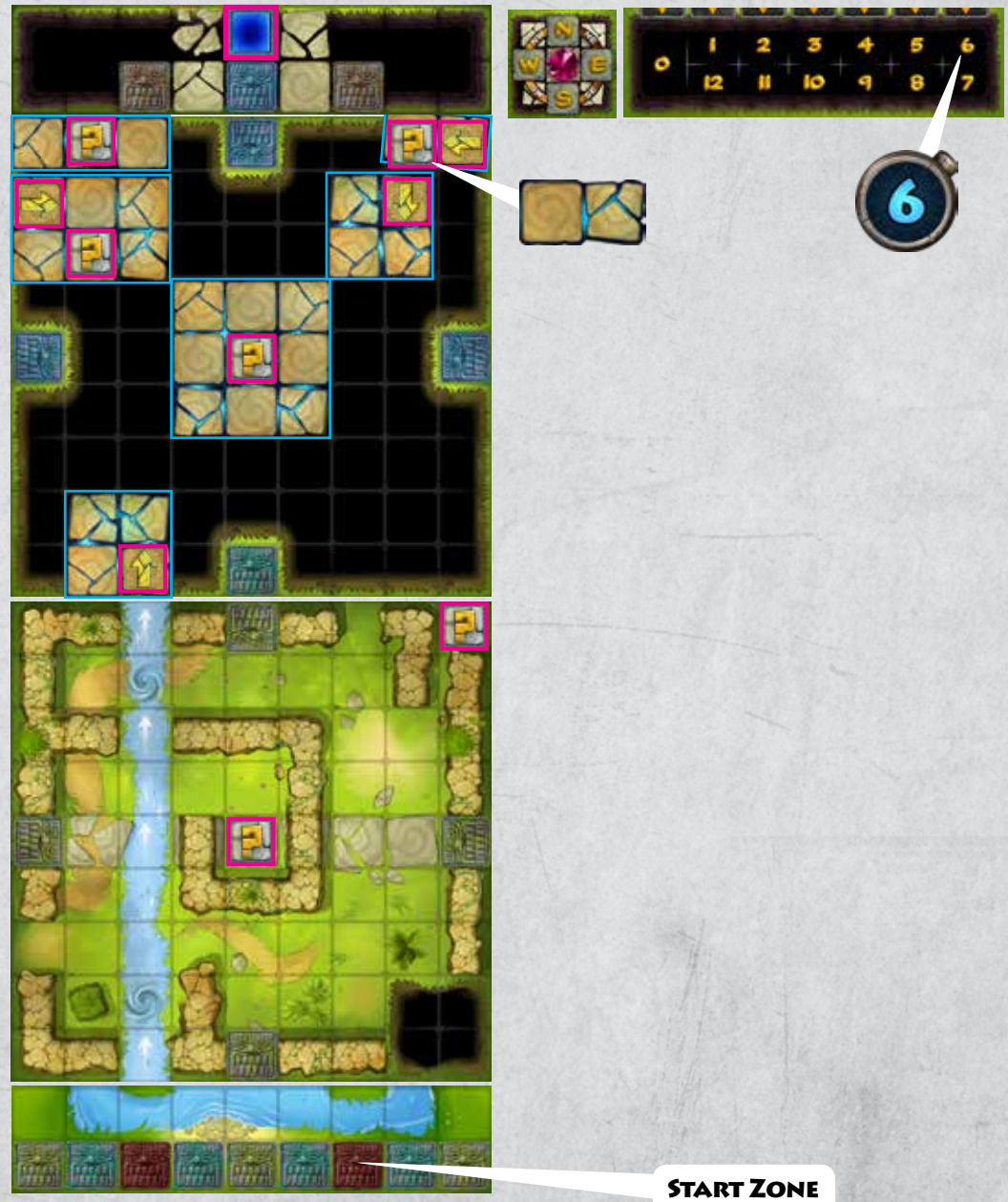
The game ends in 1 of 3 ways:

› When the round tracker reaches 0 (you lose).

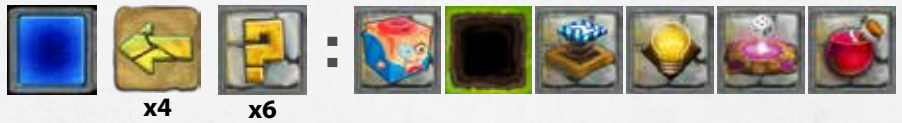
› If Mayor Trixie falls into a pit (you lose).

› All heroes have reached the blue drop zone (you win!).





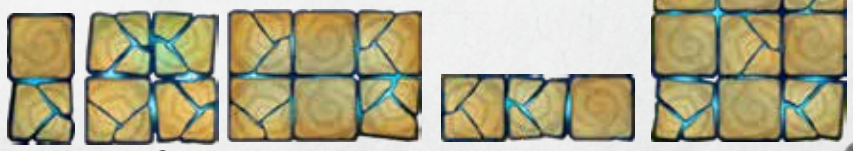
Required Components



x4 x6



Mayor Trixie miniature and Buddy Card



x2



Solo 3: BAAAAAHD News

30-40 minutes

"See the sheep over there on the other side of that chasm? I discovered them on my patrol earlier. Help me complete my mission and get them out of there before dark. If we place colour-matching crystals on those platforms, I think it will allow us to move the sheep across. Of course, I'm open to other suggestions, but we need to hurry!"

Mayor Trixie

5B P S S

1. Objective

Bring at least 6 sheep to the drop zone before time runs out.

2. Setup

BOARD SETUP

- Place 9 random sheep minis, as shown. Make sure they are facing in the directions indicated.
- You will control both your own hero and Mayor Trixie using her Buddy card. Mayor Trixie cannot be used as a player's main Hero.

  In a 2-player game there will be three Heroes on the board: 2 player-controlled Heros and Mayor Trixie's as a Buddy controlled by one of the two players.

EXPLORATION DECK SETUP

- Only cards marked with 1 and 2 dots. Separate all Item and Pet cards. Without looking at them, randomly add 5 items and 5 pets to the deck. Place the rest of the item and pet cards back into the box.

WORLD EVENTS DECK SETUP

- Use only world events marked with 1 dot.

TIME

- **If you are continuing directly from mission 2, set round tracker to 5.**
- **Solo:** Set the round tracker to 6.
- **2 Players:** Set round tracker to 5.

(This scenario isn't recommended for more than 2 players.)

3. Special Rules

- Placing both crystals on the drop zones that match their color flips over the pit.
- Each Hero, including Mayor Trixie can carry no more than 2 sheep at a time. Place collected sheep on the player board (or buddy card) of the Hero carrying it.
- If a sheep falls into a pit remove it from the game.

4. Game-End

- When the round tracker reaches 0 **you lose**.
- If Fewer than 6 sheep remain in the game **you lose**.
- If Mayor Trixie falls into a pit **you lose**.
- All remaining sheep are off of their starting board and at least 6 sheep remain in the game **you win**.



Required Components



Mayor Trixie Miniature and Buddy Card



Solo 4: Ice Cubed

30-40 minutes



"Back for another mission? Well its a good thing you're here! It appears that one of our teams has become mysteriously frozen down in the valley, and have been down there for days. The good thing is that I believe they're still alive. I've made a device that I think will un-freeze them. I had my assistant bring the device down close to the location this morning. The trouble is, we need to get the frozen heroes to the device. That's where you come in! The device is a prototype and I fear it won't hold together much longer. Oh, and you'll need to find a crystal nearby to power the device! Act quickly, I don't know how much longer those Heroes will last..."

Prof. Orson Lightbridge



1. Objective

Push the frozen heroes to the red drop zone. Activate the melting machine by placing the crystal onto the Beam power node. Once a hero is "thawed" you may remove it from the board. Thaw both frozen heroes before times runs out.

2.Setup

BOARD SETUP

› Choose 2 hero minis not being used by players and place them on the board as shown.

EXPLORATION DECK SETUP

› Only cards marked with 1 and 2 dots. Separate all Item and Pet cards. Without looking at them, randomly add 5 items and 5 pets to the deck. Place the rest of the item and pet cards back into the box.

WORLD EVENTS DECK SETUP

› Use only world events marked with 1 dot.

TIME

› **Solo:** Set the round tracker to 6.

› **2 Players:** Set round tracker to 5.

(This scenario isn't recommended for more than 2 players.)

3. Special Rules

› Frozen Heroes are not affected by world events.

› If a Frozen Hero falls into a pit the mission is failed and the game ends.

› Frozen Heroes cannot use tunnels but can be pushed into teleporters and onto springs.

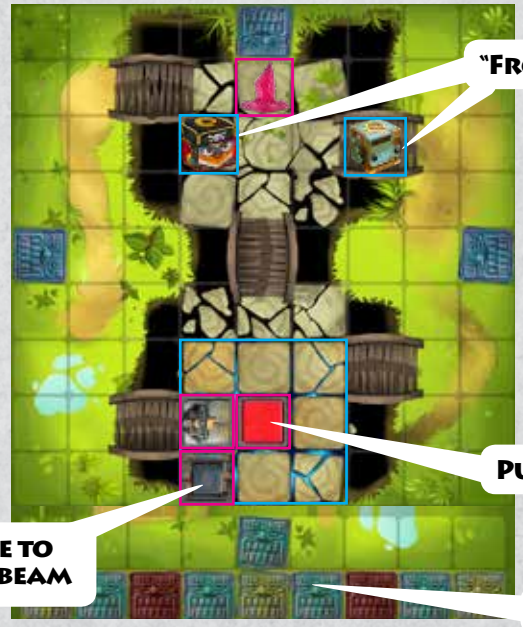
› When the crystal in placed onto the beam power token flip over the beam emitter to show that it is activated. The beam's range is just 1 space.

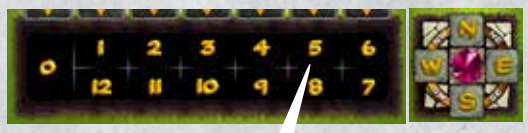
4. Game-End

› When the round tracker reaches 0. (you lose)

› If either of the frozen heroes falls into a pit. (you lose)

› When both frozen heroes have been thawed with the activated beam. (You win!).







Required Components



2 unused Hero miniatures

Solo 5 : Help from a friend

30-40 minutes



"For this mission you're going to need some help. Considering how well you handled the previous missions. I'm letting you choose who you bring along. You may want to look at their skills to see who is the best fit. Rumors of strange creatures and artifacts have been coming back from the valley. See if you can find and capture a creature and recover an artifact.

Also, while you're down there if you could collect a blue crystal, we would appreciate it. Professor Lightbridge thinks blue crystals may be the reason those heroes ended up frozen."

Bezel Whizpop

1. Objective

Collect Jasper, G.G.P.S., and the blue crystal and return to the drop zone before time runs out.

2. Setup

GENERAL SETUP

- If not playing a two player game, choose a buddy miniature with care to help you complete the mission. Take its miniature and buddy card.
- Set aside the cards for "Jasper" (Pet) and "G.G.P.S." (Item), when you find the matching tokens, you may take those cards and use them.

EXPLORATION DECK SETUP

- Only cards marked with 1 and 2 dots. Separate all Item and Pet cards. Without looking at them, randomly add 5 items and 5 pets to the deck. Place the rest of the item and pet cards back into the box.

WORLD EVENTS DECK SETUP

- Use only world events marked with 1 dot.

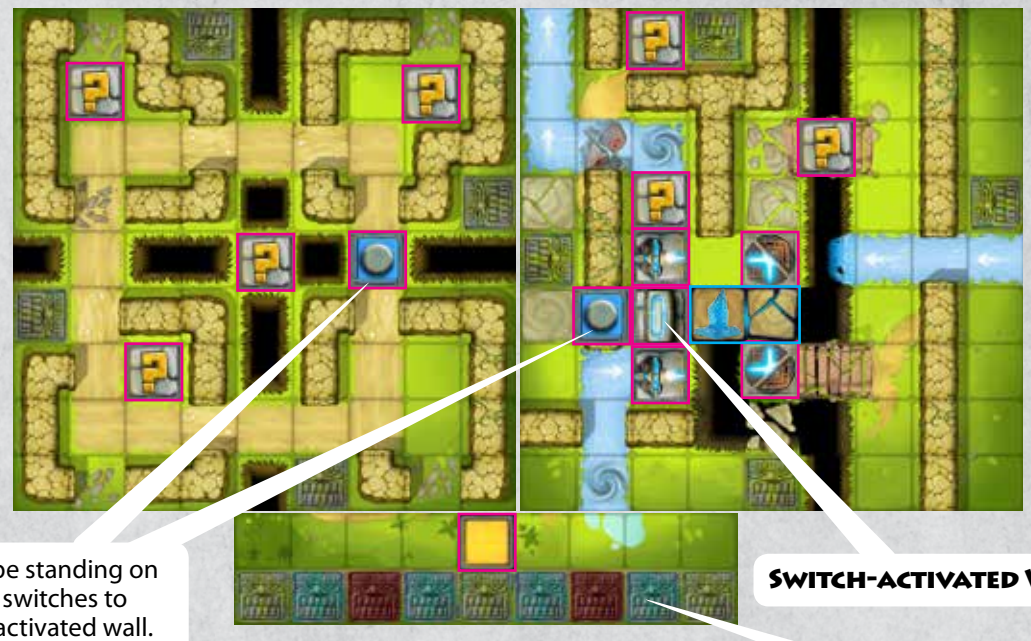
TIME

- **Solo:** Set the round tracker to 5.
- **2 Players:** Set round tracker to 5.

(This scenario isn't recommended for more than 2 players.)









3. Special Rules

- The switch-activated wall cannot be destroyed or crossed in any way without activating both blue switches simultaneously. Once activated, flip over the token to its "open" side.
- When you uncover the Item icon take the G.G.P.S. card.
- When you find the Pet icon take the Jasper card.

4. Game-End

- When the round tracker reaches 0. (you lose)
- When you have collected all 3 objectives (Jasper, G.G.P.S., and the blue crystal) and returned to the Yellow drop zone. (You win!)

Required Components



x7



Solo: A Buddy of your choice and their miniature.

Solo 6: Freeze-O-Tron

30-40 minutes



"Ah, there you are, take a look at this!" He hands you a gun-shaped device made of copper and glass. It is cold to the touch, and inside is a glowing blue crystal. It is pulling air in through vents above the trigger and appears to be super-cooling it. "That, my friend is the "Freeze-O-Tron", you will need it for your next mission."

"The area you are headed to is flooded with water and full of challenging terrain. The Freeze-o-Tron will turn the water into ice for the person carrying it which allows them to slide long distances, speeding up movement. Take it with you and use it to bring back another blue crystal, a pet and an item. The blue crystals don't last long in the wild so you'll have to hurry!"

Prof. Orson Lightbridge

1. Objective

Use the freeze-O-Tron to move quickly over water, recover a blue crystal, an item and a pet and return to the yellow drop zone before time runs out.

2.Setup

GENERAL SETUP

› You will start with the Item card "Freeze-O-Tron"

EXPLORATION DECK SETUP

› Only cards marked with 1 and 2 dots. Separate all Item and Pet cards. Without looking at them, randomly add 5 items and 5 pets to the deck. Place the rest of the item and pet cards back into the box.

› Find and set aside the following cards: "Transbobulator" (Item), "Mr. Elliot" (Pet).

WORLD EVENTS DECK SETUP

› Use only world events marked with 1 dot.

TIME:

› **Solo:** Set the round tracker to 5.

› **2 Players:** Set round tracker to 5.

(This scenario isn't recommended for more than 2 players.)

3. Special Rules

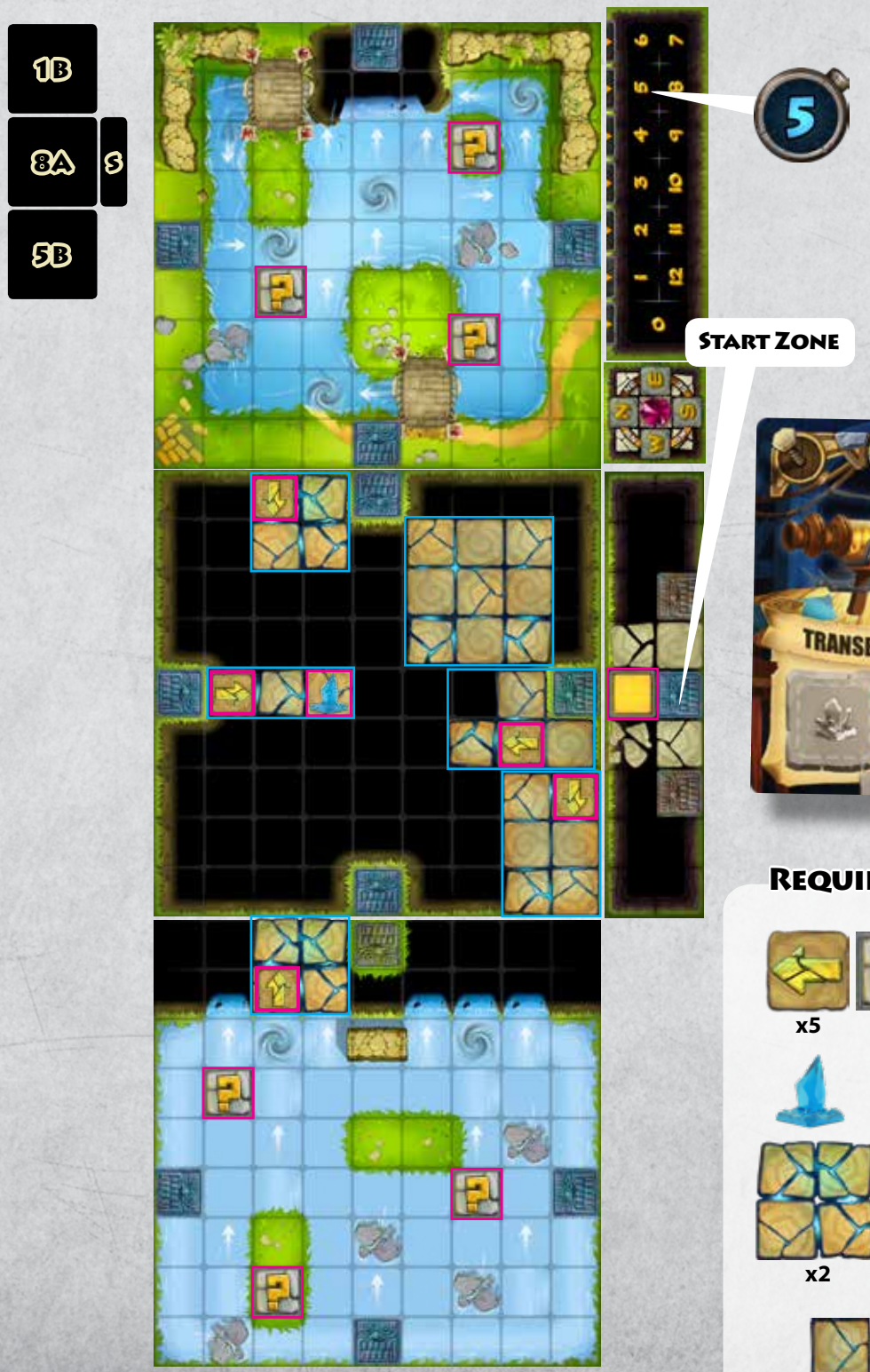
› When you collect the Item token, take the "Transbobulator" Item card.

› When you collect the Pet token, take the "Mr. Elliot" Pet card.

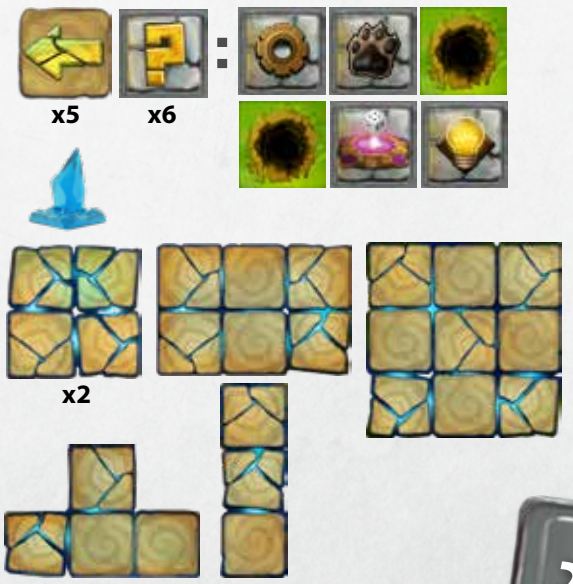
4. Game-End

› When the round tracker reaches 0. (you lose)

› When you have found all 3 required items (Rescupus, Thinking Cap and a blue crystal) and returned to the Yellow drop zone. (You win!)



Required Components





Solo 7: On Dangerous Ground

30-40 minutes

"Greetings Heroes! A few days ago a Hero discovered what appears to be a temple deep at the far end of the valley. When I sent Aang Min out yesterday to take a look around, she didn't return. I need you to go to the temple grounds, disarm all of the traps you find, and rescue Aang. There's no time to waste!"

Dirk Montana

3A

4A

S

1. Objective

Destroy all of the canons and rescue the hero trapped in the pit. Return to the drop zone before time runs out. The time starts once Aang is rescued from the pit.

2.Setup

GENERAL SETUP

› You will start with the tool card "Grappling Hook". You will need this card to rescue the Hero trapped in the pit.

EXPLORATION DECK SETUP

› Only cards marked with 1 and 2 dots. Separate all Item and Pet cards. Without looking at them, randomly add 5 items and 5 pets to the deck. Place the rest of the item and pet cards back into the box.

WORLD EVENTS DECK SETUP

› Use only world events marked with 1 dot.

TIME

› **Solo:** Set the round tracker to 2. **Note**: timer starts only after trapped hero is rescued from the pit.

› **2 Players:** Set round tracker to 2. **Note**: timer starts only after trapped hero is rescued from the pit.

(This scenario isn't recommended for more than 2 players.)

3. Special Rules

› When a hero steps in front of a cannon, it fires a bomb. Walls don't block cannon line-of-sight. Cannons can be destroyed by explosions.

› To open the door, place a crystal on each switch.

› Rescue the hero from the pit using the grappling hook. Once rescued, add the hero miniature to the board and take the matching Buddy card. You now control this buddy.

› Timer starts when hero is rescued from the pit.

4. Game-End

› When the round tracker reaches 0. (you lose)

› When you destroy all of the canons and both heroes reach the drop zone. (You win!)



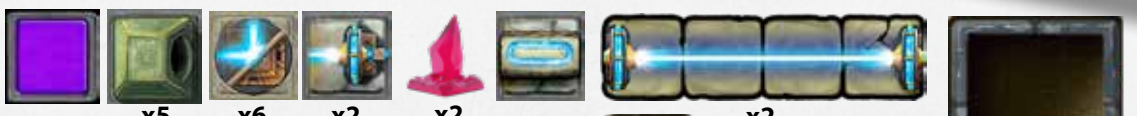


Place Aang miniature here. Free her using the "Grappling Hook" card to move her to a space "above ground".

Place crystals on these 2 switches to deactivate door.



Required Components





Aang, Mini and buddy card.



Solo 8: It's Locked!

30-40 minutes



"Great job on your last mission! Clearing out the traps from the temple grounds paved the way for further exploration... which leads us to the next mission. We can't figure out how to actually enter the temple. Its protected by beam walls and we need you to figure out how to get past the safeguards and find out what secrets the temple holds. Get into the temple and report back with what you find there."

Dirk Montana

2B

8A

S

1. Objective

Find a way to get past the beam wall and enter the temple.

2.Setup

EXPLORATION DECK SETUP

- Only cards marked with 1 and 2 dots.
- Remove "Quake Rune" cards from the deck.

WORLD EVENTS DECK SETUP

- Use only world events marked with 1 dot.

TIME

This scenario is not timed. Not recommended for more than 2 players.

3. Special Rules

- Board rotation is not allowed in this scenario.

4. Game-End

- When a hero enters the temple the game ends.

Hints:

- Walls can be placed into pits.
- Beam Walls block range. Tokens cannot be placed onto a space which is blocked by Beam Walls.



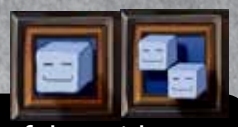
Required Components





Solo 9: Bring me the crystal!

30-40 minutes



"Thanks to your heroic actions clearing the hazards in the temple we've discovered the Super-Crystal. All of the evidence is clearly pointing to the idea that our recent cataclysm wasn't an isolated incident. Our ancient cousins also had crystals and had found ways to harness their power. That massive crystal you discovered in the temple has limitless potential power, and Mayor Trixie wants it brought back here to Fringe. The trick is that the crystal is so large, that it won't be easy to move. We've built a cart and loaded the crystal onto it but path to fringe is blocked. Clear the path for the sheep and find a way for them to cross that chasm. Good luck Hero!"

Prof. Orson Lightbridge

1. Objective

Clear a path for the sheep to move the crystal-cart to the drop zone.

2. Setup

2B

3A

S

GENERAL SETUP

› You will start with the Pet card "Shovelupagus".

EXPLORATION DECK SETUP

› Only cards marked with 1 and 2 dots.

WORLD EVENTS DECK SETUP

› Use only world events marked with 1 dot.

TIME:

› **Solo:** Set the round tracker to 7.

› **2 Players:** Set round tracker to 6.

(This scenario isn't recommended for more than 2 players.)

3. Special Rules

› The Sheep are attached to the wagon and cannot move unless BOTH have a clear path.

› The cart cannot be pushed or moved by a player.

› Sheep can be rotated 180 degrees to move the wagon backward if a player is adjacent to the sheep.

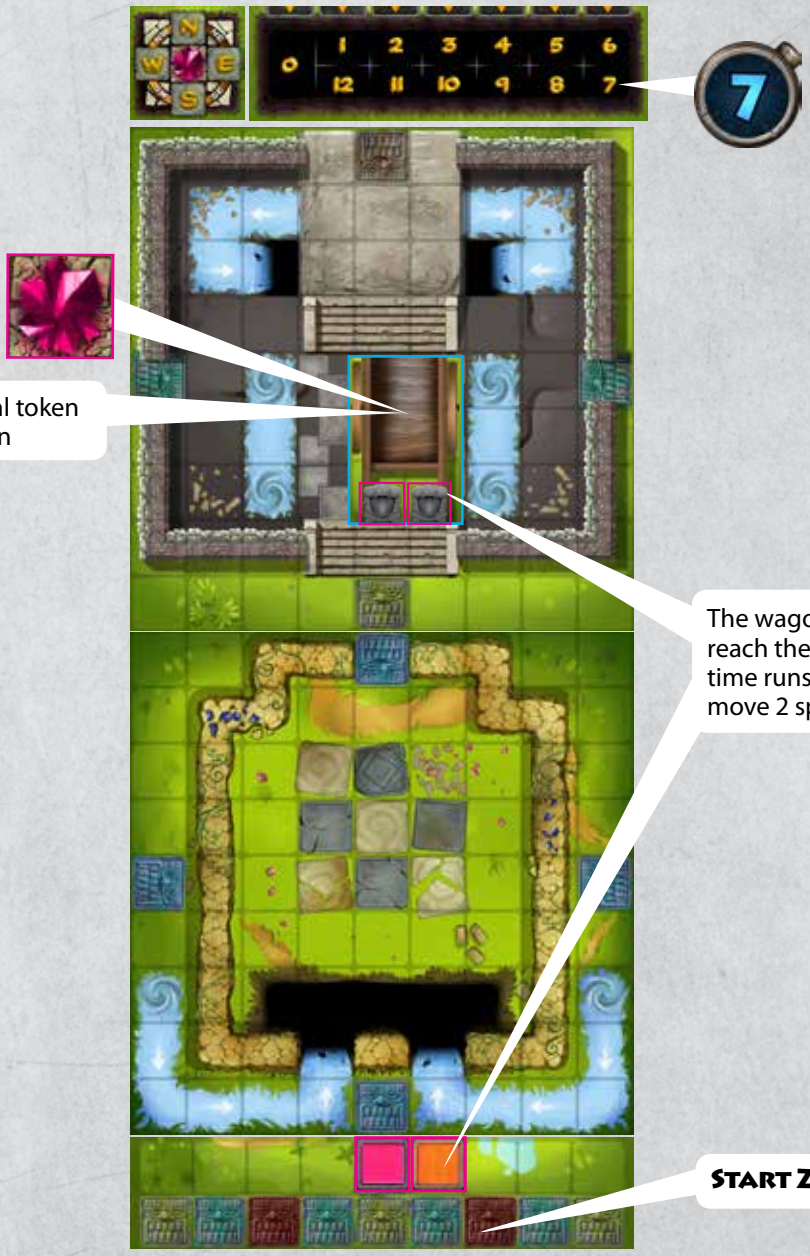
4. Game-End

› The sheep reach the drop zone while pulling the wagon (You win!)

› If the timer reaches 0 before the sheep reach the drop zone you lose.

Hint:

› Walls can be placed into pits, when a wall in a pit is broken, replace it with a broken wall token and it can now be crossed.



Required Components



Game Notes:



Credits:

Game Concept and Design:
Ryan Iler

Development:
Ryan Iler and Michael Berry

Art Direction:
Ryan Iler

Character Design: Kamila Szutenberg, Raquel Gizales, Pico Pappagallo

Artists:
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Graphic Design:
Ryan Iler

Pre-Press:
Matt Paquette, Ryan Iler

Rulebook Layout:
Ryan Iler, Matt Paquette

3D Modeling:
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Story and World Development:
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Panda Games Project Manager:
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Essen Spiel Convention Team:
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