QUODD HEROES

RuleBook v1.0

Watch & Learn

Quoddria was a peaceful and serene world. We lived in blissful ignorance of what was to come.

When the sky began to fall, raining destruction upon us, we were not prepared for what it would bring...

Widespread destruction and chaos followed. Much was lost...

...but the cataclysm brought something else: the crystals!

The crystals brought new life. In some, they unlocked miraculous powers, and in others a hope for a brighter future.

Along a rocky cliff that was once the edge of an inland sea, a town called Fringe has risen. In Fringe, Heroes, scientists, and adventurers are gathering. They have come seeking answers, and to explore the secrets found in the valley below. Will you help uncover the mysteries of the crystals? Welcome to Fringe, my friend. Adventure awaits!

Contents

Here is what you'll find in your box!



12 Hero Miniatures (2 of each Hero)



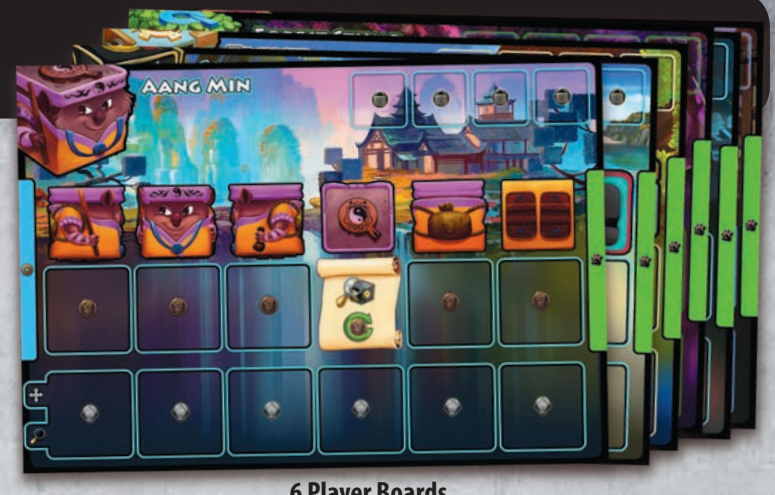
Exploration Deck (113 cards)



Overlord Deck (33 cards)



World Event Deck (34 cards)



6 Player Boards



5 double-sided skill tiles per Hero (30 total)



6 Upgrade tiles per Hero (36 total)



12 Crystals in 3 colors



10 Sheep Miniatures in 3 colors



10 Bomb dice



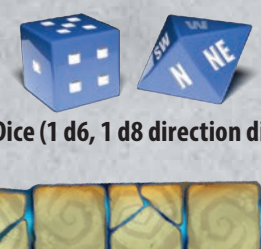
6 turn reference cards



6 Buddy / Character reference cards



202 Tokens

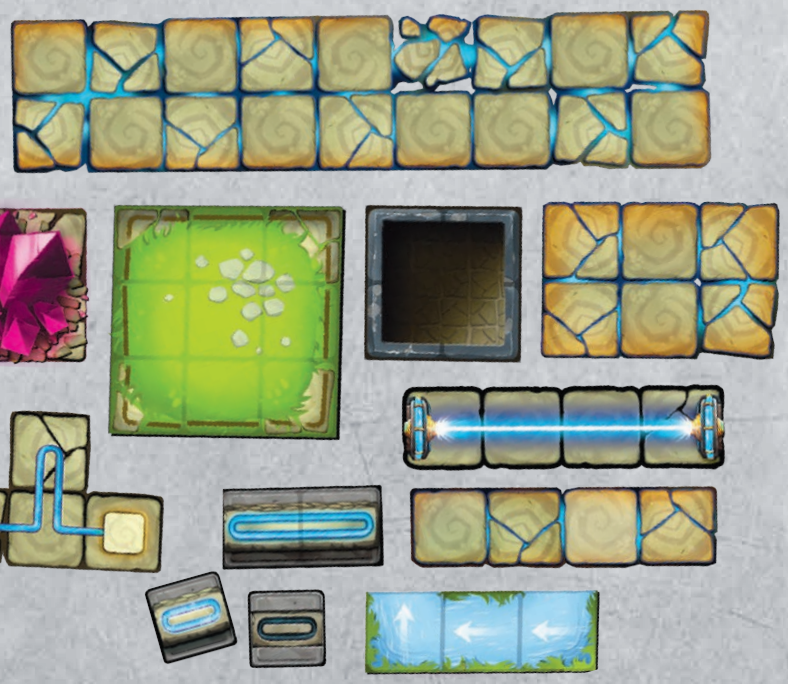


2 Dice (1 d6, 1 d8 direction die)



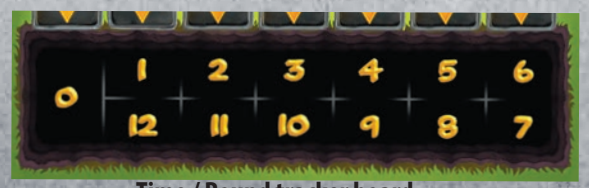
First-Player Coin

Double-sided moving-platforms and accessory boards





Compass Board



Time / Round tracker board



Nine double-sided 9x9 game boards and 4 double-sided 2x9 start-zone boards

General Setup

This is a general setup guide. The game board setup will vary depending on the Scenario you choose. The victory conditions (what you do in the game, and how you win) are also laid out in each Scenario.

1 Choose a Scenario. If this is your first game, play the tutorial campaign which will teach you the basics of the game. Set up the game board and components following the Scenario-specific instructions.

2 Each player chooses a Hero and takes all components for that Hero: 2 miniatures, player board (A-side up), Upgrade and Skill tiles.

3 Stack the following tokens near the board: Wall, Tunnel, Teleporter, Spring, Cannon, and Pit Tokens (plus any tokens required by the chosen Scenario).

4 Shuffle the Exploration Deck and set it where all players can reach it. Reveal 5 cards from the deck, forming a row of cards next to the Exploration Deck. This is the Exploration Lineup. Save room nearby for a discard pile.





5 Determine first player any way you wish. Give that player the First Player Coin and make sure the World Event Deck is within reach.

6 Find the Start Zone for your Scenario (highlighted above in this example) on the board. Starting with the player to the right of the start player and moving counter-clockwise (the start player going last) each player places one of the miniatures for their Hero on a start space with the Q up and facing into the board.

7 Each player now places their Skill tiles on their player board, assigning 1 skill to each face of their Hero.

Pro tip: Look at your starting position and make sure that you have set up your skills so that you can get past any obstacles immediately in front of your Hero on your first turn.

8 Each player places their Upgrade Tiles near their player board.

Scenario Types

Quodd Heroes is a modular game "system". 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 Scenarios are divided into five broad categories below.



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 the Overlord or complete their own objectives before the Overlord stops them.

Playing the Game: Quick Overview

This section provides an overview of the player turn and round structure. If you are about to play for the first time, read through the rulebook until you reach the reference pages; these pages can be consulted as needed, to understand specific icons or board elements. Once you have a grasp of the general rules, head to the Scenario book and play through the short tutorial campaign. The tutorials will teach you the mechanisms of the game one-by-one and get you up and tumbling like a true Hero in no time!

In clockwise order, starting with the first player, each player takes their turn by performing the following phases in order:



1: Power-up

Play cards that power up your movement or affect the board in a way that will help you in Phase 2: "Movement".



2: Movement

Here, you will move your Hero, collect objectives and interact with tokens and board elements. It always begins with your Hero performing a *natural tumble*.



3: Recovery

After the Movement Phase is complete, you may play any other cards that you wish before the end of your turn.



4: Exploration

Draw cards equal to the number of explore symbols () in your Upgrade Track. These cards may be drawn from the face up Exploration Lineup or the top of the Exploration Deck.

End your turn by discarding down to 5 cards.

End of round

1. Board Upkeep

Move all moving board elements: Bombs, Moving Platforms, Beam Elements and Sheep.

2. Play a World Event Card

The current first player reads the top card of the World Event Deck and all players perform any necessary actions.

3. Move Time Tracker

If you are playing a timed Scenario, move the round tracker. Trigger game-end if required.

4. Upgrade Your Hero

Each player chooses an Upgrade and places it in the left-most spot on their player board.

5. Pass First Player Coin

Pass the First Player Coin and the World Event Deck to the left. (In 2-player games this step is not required.)

Phases 1 + 3: Playing Cards



Phase 1: Power-Up

If you want to enhance your movement or modify the board in a way that you want to take advantage of during movement (for example: placing a Spring token to allow you to clear a Pit), you must play those cards during Phase 1.

Phase 3: Recovery

Any other cards you wish to play before the end of your turn can be played during this phase.

Rules for Card Play

1. Most cards may only be played during your own turn, the exception being Impulse cards.
2. Playing cards is optional, and there is no limit to the number of cards you can play in a turn.
3. You may only activate 1 Item and 1 Pet during a turn. Passive Pet or Item effects do not count as activations.
4. You may only have 1 Item and 1 Pet card in play at a time. When you play an Item or Pet card, you may return the previous card of the same type to your hand; otherwise discard that card.
5. The 5-card hand limit applies only at the end of the Exploration Phase.
6. When placing tokens, they can not be placed under a hero.

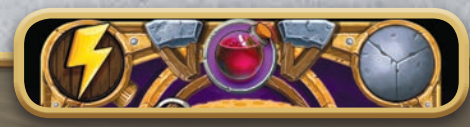
Card Types

Food

Food cards are single-use (discard after playing), and most will enhance your movement skills. Cards that enhance your movement must be played during the Power-Up Phase (Phase 1) to benefit your Hero during the Movement Phase.



Impulse



Cards with the impulse symbol can be played during any player's turn.

Cards (of any type) can never be played during any player's Movement Phase.

Runes

Runes are ancient cubic artifacts with amazing powers. Using them will affect the game board in some way, often by adding tokens to the board. Most Rune cards also have a range. Runes are single-use (discard after playing).



Equipped



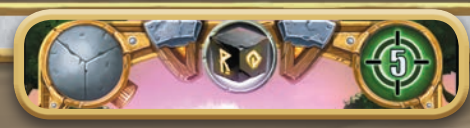
Cards with the equipped icon in the top left stay in play when you play them. In the case of Item and Pet cards, they are placed into the appropriate slots on the left and right sides of your player board. These slots are marked with the Item and Pet icons.

Pets

Pets are animal companions that will help you in many ways. Pet cards stay in play after you play them and they provide new abilities and enhancements that you can use each turn. You may only have 1 Pet in play at a time (see rules 3 and 4 above).



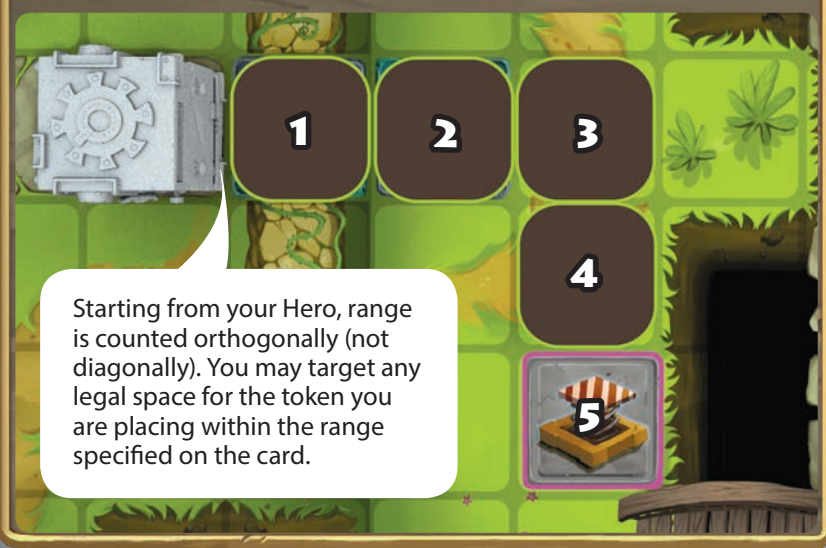
Range



The range icon found in the top right corner of some cards represents how far that card's effect(s) can reach.

A Rune card with range 5 can target any square within 5 spaces of your Hero, counted orthogonally.

Counting Range Example:



Starting from your Hero, range is counted orthogonally (not diagonally). You may target any legal space for the token you are placing within the range specified on the card.

Items

Items are fantastic devices which give you a boost on your turn, providing enhancements or new abilities. Items stay in play after you play them. You may only have 1 Item card in play at a time (see rules 3 and 4 above).



Tools

Tools are useful objects that will help you out of (or into) a jam! Tools are single-use (discard after playing).





Phase 2: Movement

This is where most of the action happens!

When activating a movement skill, you can always choose the direction you move. The direction of your *natural tumble* does not determine the direction of the movement skill.

Cards may never be played during the Movement Phase.
This rule includes impulse cards played by other players.
If a player wishes to play an Impulse Card before a player moves, they must clearly state this before the player begins to move.

As you move, board elements are activated with each step. Movement continues only after board elements are resolved.

Step 1: Natural Tumble

Movement must always begin with a ***natural tumble***, **which is always a single space.** Tumbling means rolling your Hero into an adjacent space orthogonally (North, South, East, West).



IMPORTANT : As you move, be sure to activate any board elements or tokens encountered BEFORE activating your movement SKILLS.

Step 2: Activate a Movement Skill or Q - Power(s)

Activate the movement skill on your player board associated with the side of your Hero miniature that is facing up.
If your Q is up, you may choose to activate **1 or more** of your Hero's Q-Powers (see page 9 for more information on Q-Powers).
Your movement distance is calculated in the next step.

DIAGONAL SLIDE
Move in a straight line, diagonally



SLIDE
Move in a straight line, orthogonally



DASH
Move in any direction with each movement point (you may change directions).



TUMBLE
Tumble in a straight line. Activate the face on top of your Hero at the end of your tumble.



JUMP
Jump over spaces in a straight line, orthogonally.



Q - POWER
Each Hero has a unique Q-Power in addition to the "rearranage skills" ability.

Step 3: Movement Distance

To calculate how far you can move with your **skills**, count all of the movement point symbols in your Upgrade Track. **This is your base movement range for ALL of your skills**. Add your base movement range to any additional movement points provided through **cards played during Phase 1**. You are never required to move the full distance you are able to move. **As you move, board elements are activated with each step. Movement continues only after board elements are resolved.**

In this example, Rok's maximum movement would be 5 (3 base movement, plus 2 from Swiftgrass Juice).





Stealing

Stealing allows you to take a collectible (Crystal, collected Token, Sheep, etc.) from another player you are adjacent to (including diagonally adjacent). This can be done at any point during your movement. Then movement continues.

- **You may only steal once from each Hero during a given turn.**
- **Stealing cards is not allowed.**
- **You cannot steal while Jumping over another Hero. You may steal before activating the Jump skill or upon landing.**
- **You may "steal" from teammates in a team Scenario.**
- **Locked collectibles (see Scenario rules) may not be stolen.**

Movement: Priority

Understanding movement priority will help you plan your turns more effectively.

1. Stealing



You may steal unlocked collectibles from adjacent Heroes at each step of your movement.

2. Board & Tokens



Activate each board element and token you step on.

3. Skills



Activate the skill matching the face-up side of your Hero.







Example: Moving and Interacting with the Board



My move begins with a ***natural tumble (1)***. Before activating the skill on my back a Water Current **(2)** pushes me onto a Whirlpool **(3)**. I rotate for the Whirlpool then activate my ***tumble skill*** **(4)**. I tumble forward onto another water current **(5),** which pushes me onto another Whirlpool **(6)**. I rotate for the second Whirlpool, then I can use my ***jump skill*** **(7)** to clear the first wall and land on top of the second!

Landing on other Heroes

When you jump directly on top of another Hero, *push* that Hero 1 space in any available direction. The same applies when your Hero comes up beneath another Hero!

Normal movement rules apply. If a Hero is rooted (unmovable) and your Hero lands on top of them, that Hero's controller decides which adjacent space you actually land on.

Q-Powers

Q-Powers are activated when a Hero is tumbled so that the Q on top of its head is facing up!

Each Hero has two Q-Powers: a unique power on the top and a shared power (rearrange skills) on the bottom. When a Q is activated, a player may use any or all of their Q-Powers. For information about specific powers, see pages 14-15.



This is Rok Gemstalker's top Q-Power. It allows him to place a Wall, broken-wall or tunnel token.

Allows you to rearrange the Skill tiles on your player board, reassigning them to different faces of your Hero.

Teleporter

When you step onto a Teleporter, roll a d6 and move a number of spaces up to the die result. Count distance in any direction, orthogonally (does not have to be a straight line). If you roll a (Q), the Teleporter explodes, and you go nowhere.

If you are pushed onto the Teleporter, the pusher rolls the d6 and chooses where you go! (See Teleoprter, P.13)

Using a Teleporter ends your movement. Activate any board element you land on including another teleporter.

Tunnel

When you step on a Tunnel, you may choose to enter it. If you do, you may move to any other Tunnel on the board.

- Being pushed onto a Tunnel has no effect.
- You can not use a tunnel outside of your own turn.

Passing through a Tunnel ends your movement.

Pit

If you fall (or are pushed) into a Pit, respawn at the nearest safe respawn point.

Spring

When you step on a Spring, you must jump over 1 space in any orthogonal direction, if possible.



Pushing Other Heroes

"Oops! Sorry Forest!"

When you move, you can *push* other Heroes around the board in the direction of your movement. If you push someone onto a board element, you (the pusher) choose where they go, including if the initial push leads to other board elements.

⁂ **When pushing, normal movement rules apply. If another Hero is against a wall, you can't *push* them in that direction!**



Pits and ReSpawning

"It's okay, Mistakes Happen!"

When you fall or are pushed into a Pit, your Hero respawns (Q-up) at the **nearest respawn point**. If the respawn point is occupied by another Hero, respawn in a space of your choice adjacent to that point.

⁂ **When you fall into a Pit, you drop any collectibles you are carrying on a safe spot of your choice, adjacent to where you fell in.**



Movement Skills and Examples

Below are examples of each of the movement skills at their base level (movement of 1). Notice that walls are obstacles for all skills except for jump, unless your Hero is already on top of a wall.

Front



Front side (dull skill icon)

Start the game with all of your skills with this side facing up.

Back/Upgrade



Back/upgraded side, (gold skill icon)

You can flip a skill to the upgraded side when you choose an upgrade tile with this icon:



When you move with this skill you may also explore immediately after.

+1 to maximum movement range with this skill.



Jump Skill

Jump allows you to jump over things. A *jump* **must clear at least 1 space, if possible**. A *jump* of 1 jumps OVER 1 space. The *jump* skill also allows you to land on top of walls.

Diagonal Slide Skill

Diagonal Slide allows you to move diagonally in a straight line (NE, SE, SW, NW).

Slide Skill

Slide allows you to move orthogonally (N, S, E, W) in a straight line.

Dash Skill

Dash allows a Hero to move 1 space in any direction for each point of movement. Unlike other skills, **you can change direction after every step.**

Tumble Skill

*The tumble skill works exactly like the **natural tumble** at the start of your movement except that it benefits from upgraded movement. As with the natural tumble, the tumble skill activates the skill on top at the end of your move. Tumble in a straight line only.*

Phase 4: Exploration

The Exploration Phase signals the end of your turn. Once you begin exploring, you can no longer play cards.

You "explore" by drawing cards from the Exploration Lineup or from the top of the Exploration Deck. The number of cards you may draw during the Exploration Phase is equal to the number of exploration symbols in your Upgrade Track plus any bonuses from Item or Pet cards.

Cards in the lineup are replenished after the end of your Exploration Phase. Once exploration is complete discard down to your hand limit of 5 cards.

Cards are discarded face-up to a common discard pile next to the Exploration Deck.



During the Exploration Phase, draw cards from the face-up exploration lineup or from the top of the Exploration Deck equal to the number of exploration icons on your upgrades, plus any printed on your player board.



End-of-Round Phase

A round ends once all players have taken their turns. During the end-of-round phase, follow these five steps, in order, before proceeding to the next round:

1 Board Upkeep

Move any movable board elements in the order shown below: Bombs, Moving Platforms, Beams, Sheep.

1 BOMBS



2 MOVING PLATFORMS



3 BEAM ELEMENTS



4 SHEEP



Move all board elements in order: top to bottom (north to south), left to right (west to east). To learn more about moving board elements and how each works, see the reference on pages 15-17.

2 Play a World Event Card

The current first player draws the top card of the World Event Deck and reads it aloud. All players then perform any necessary actions associated with that event. The card is then discarded to the World Event discard pile. If a card offers a choice that affects all players equally, the current first player makes the choice.

3 Adjust Time Tracker, If Needed

If you are playing a timed Scenario, adjust the time tracker according to the requirements of your Scenario. If you have reached either 0 (zero) on the time tracker or the maximum round count specified by your Scenario, the game ends immediately.

4 Upgrade Your Hero

Each Hero has six double-sided Upgrade Tiles. To upgrade, each player chooses one of their Upgrade Tiles and adds it to their Upgrade Track. Once an upgrade is chosen, it cannot be changed outside of certain card affects. See your Hero's reference card or the reference at the back of this book to learn more about what different upgrades do.

5 Pass First player Coin

Pass the First Player Coin and the World Event Deck to the left. That player is now the first player and will begin the next round. ***In a 2-player game, players can choose to ignore this step for ease of play***.







Upgrade Tiles

Upgrades are double-sided. Choose one of the sides of the selected tile and place it in the left-most available space on your Upgrade Track. Any additional movement or exploration points gained are counted during subsequent Movement or Exploration Phases. Non-movement upgrades are generally activated during Phase 1 or 3. Some upgrades give you a new passive ability.

STOP

If you are playing for the first time stop reading at this point! The information that follows can be referenced as needed.

Token & Board Elements Reference

A list of the tokens and their uses. Some tokens will be specifically referenced in Scenarios and may function differently in those situations. Remember that unless you have a special skill or card that specifically allows it, tokens may never be placed under a hero miniature.



Beam Emitter
Two-sided (on/off). Creates an impassable wall between it and the next surface it contacts (Wall or edge of board). When a beam is turned on, it destroys any non-wall, non-Scenario tokens it passes over. If a Hero is in the path of the beam when it is turned on, that Hero respawns at the nearest checkpoint.



Beam Mover
When a beam hits this, move the object it is sitting on 1 space in the direction of the arrow, each round.



Beam Power block
As long as there is a crystal placed on this token, all beam emitters connected to it are turned to the 'activated' side. As long as there is NO crystal placed on this token, all connected beam emitters are turned to the 'deactivated' side. When active treat these as impassable.



Beam Reflector
Two-sided (on/off). Deflects a beam 90 degrees. If a beam hits the back side of the reflector, rotate it 90 degrees in the direction of the active player's choice.



Beam Rotator
When a beam hits this, rotate the object or board it is sitting on 90 degrees in the direction indicated by the arrow.



Bomb
When revealed immediately activate an explosion. See page 16 for explosion rules.



Broken Walls
Broken Walls are placed when a Wall is destroyed. A Broken Wall can be moved through like any other ground space.



Cannon
When played or landed on, roll a Bomb die. Fire that Bomb from the Cannon in the direction directly away from the opening.



Character Token
Character tokens are used to mark the position of a Hero in some Scenarios. When collected add the matching hero mini to the board adjacent to the spot this token was collected and take the matching buddy card. You now control this Buddy. Character Tokens are also used with the Time Tracker for tracking progress in Rally Scenarios.



Crystal token
Crystal Tokens may be used to mark respawn places for Crystals, track collected Crystals, etc. See your Scenario for specific details for their use.



Drop Zone
Drop zones are generally used as spaces to drop off collected Items. See your Scenario for rules regarding drop zones.



Explore
When revealed, immediately explore 1 card from the exploration lineup or the top of the Exploration Deck.



Food
When revealed, immediately take an available food card from the Exploration Lineup. If a food card isn't available, reveal cards from the top of the Exploration Deck until a food card is revealed, and put it in your hand. All other cards revealed this way are placed into the discard pile.



Impassable wall up
These walls block all movement and cannot be destroyed. They must be deactivated.



Impassable wall down
This is the down-state of an impassable wall. In this state it can be passed through as a normal ground space.



Item
When revealed, immediately take an available Item card from the Exploration Lineup. If an Item card isn't available, reveal cards from the top of the Exploration Deck until an Item card is revealed, and put it in your hand. All other cards revealed this way are placed into the discard pile.



Pet
When revealed, immediately take an available Pet card from the Exploration Lineup. If a Pet card isn't available, reveal cards from the top of the Exploration Deck until a Pet card is revealed, and put it in your hand. All other cards revealed this way are placed into the discard pile.



Pit
When your Hero falls into a Pit or an open trap door, respawn at the nearest safe respawn point. See "Respawn point" below page 8,9.



Q
A Hero moving over or landing on this space may choose to activate their Q-Powers immediately.



Rally Marker
Rally markers are generally used to mark places on the a board that you need to reach, usually in numerical order. See your Scenario for specific rules.



Respawn Point
Respawn points are places where Heroes are place after falling into a pit or if they are unable to perform their Natural Tumble to start their movement phase because they are blocked in by walls or other immovable obstacles.

A respawn point is considered "safe" if there is at least one non-pit tile orthogonally adjacent to it. Also see p.8,9



Rearrange Skills
A Hero moving over or landing on this space may choose to rearrange their skills, assigning them to different faces of their cube.



Rotate Board
When revealed immediately rotate the board you are on 90 degrees in either direction and remove the token from the board.



Rune
When revealed, immediately take an available Rune card from the Exploration Lineup. If a Rune card isn't available, reveal cards from the top of the Exploration Deck until a Rune card is revealed, and put it in your hand. All other cards revealed this way are placed into the discard pile.



Switch - Rotate
When landed on, rotate the board or board element that the switch is on 90 degrees in the direction of your choice.



Secret Token
When your Hero lands on a Secret token, reveal it. If it is a token type that is placed on a board (eg. Tunnel, pit, teleporter, spring, etc.) place it under your hero and activate it immediately. Some Scenarios with have specific rules for secret tokens.



Spring
When your Hero lands on a Spring, immediately perform a jump of distance 1 in the direction of your choice, orthogonally.



Super Spring
When your Hero lands on a Super Spring, immediately perform a **2-space jump** in the direction of your choice, orthogonally.



Switch
A switch changes the state of another board element. Most often, switches control trap doors. In this case, moving over and landing on top of a switch would cause trap door token(s) to flip over.



Switch (Coloured)
A coloured switch behaves like any other switch except that it is usually linked to a matching coloured target. See your specific Scenario for rules.



Teleporter
When you step on a Teleporter, roll a d6. You then move your Hero up to the number of spaces shown on the die, counted orthogonally in any direction. A roll of Q destroys the Teleporter, and your Hero does not move. It also explodes (see rules for Explosions on page 16).
If a Hero is pushed onto a Teleporter, the pusher rolls a d6 and chooses where to teleport the player within the range rolled.



Super Teleporter
When you step on a Super Teleporter, roll two d6. You then move your Hero up to the number of spaces shown on the two dice combined. With this teleporter, rolling doubles destroys the teleporter. For more detailed rules for teleporters see "Teleporter, above.



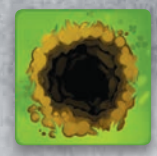
Trap Door
When trap doors are activated (usually by switches), flip the tile over. Any Hero, Sheep, or crystal on the door when it opens is lost. See your Scenario's special rules to see what happens to crystals in this case.



Trap Door Pit
This is an open trap door and behaves exactly like a pit. (see "Pit" p.12)



Treasure
When revealed take a treasure card. Treasure cards have the "loot bag" icon at the bottom. Your Scenario will specify rules for treasure cards.



Tunnel
Tunnels are interconnected passageways. When a hero steps on a tunnel they may move to any other tunnel on the board. Movement ends after using a tunnel. Tunnels are optional. A Hero may not use a tunnel when it is not their turn.



Upgrade
When revealed, immediately choose and play an upgrade, if possible.



Wall
Walls block movement, however they can be jumped over or destroyed. You can land on top of Walls by jumping. Walls are the only tokens that may be placed into Pits.



Water Connections
When you land on a Water Connection, you must move to another Water Connection with a matching letter. You may continue your move after passing through a Water Connection.



Water Current
When you move over or land on a Water Current arrow, move your Hero 1 space in the direction indicated by the arrow.



Whirlpool
When your Hero moves over or lands on a Whirlpool space, spin (not tumble) your Hero 90 degrees in the direction of your choice. If pushed onto a Whirlpool, the pusher chooses the direction of rotation.

Upgrades and Q-Powers

This is a rules summary for icons used for hero powers, upgrade tiles and skill-tile upgrades.



+1 Item in Play
You may have 1 additional Item card in play.



+1 Pet in Play
You may have 1 additional Pet card in play.



+2 to Rune Range
The maximum range for all Runes with a range value is increased by 2.



Change Directions
You may change directions with all of your movement skills (player board side A) or with a specific movement skill (player board side B).



Crush
When you move, you may break any Walls you move through. Place Broken Wall tokens on any Walls you pass over or land on.



Crystal Bomb
Destroy one of your carried Crystals to destroy all non-Scenario tokens in range 4. Affects other Heroes as a Basic Explosion (see Basic Explosion Page 16).



Explore : Food
Explore an available food card from the Exploration Lineup. If a food card isn't available, reveal cards from the top of the Exploration Deck until a food card is revealed, and put it in your hand. All other cards revealed this way are placed into the discard pile.



Explore : Item
Explore an available Item card from the Exploration Lineup. If an Item card isn't available, reveal cards from the top of the Exploration Deck until an Item card is revealed, and put it in your hand. All other cards revealed this way are placed into the discard pile.



Explore : Pet
Explore an available Pet card from the Exploration Lineup. If a Pet card isn't available, reveal cards from the top of the Exploration Deck until a Pet card is revealed, and put it in your hand. All other cards revealed this way are placed into the discard pile.



Explore : Rune
Explore an available Rune card from the Exploration Lineup. If a Rune card isn't available, reveal cards from the top of the Exploration Deck until a Rune card is revealed, and put it in your hand. All other cards revealed this way are placed into the discard pile.



Explore
Explore 1 additional card during the Exploration Phase.



Explore From Deck
Explore 1 card from the top of the Exploration Deck.



Flame Grip
Opponents must first discard a card in order to steal from you.



Upgrade Skill
Choose one of your Skill tiles to flip over to its upgraded side permanently.



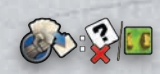
Flow
Ignore all Whirlpools and currents when on water spaces.



Getaway
When you steal from another player, you may **Dash** 1 space.



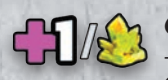
Ghost
You may ignore walls.



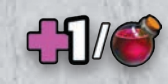
Good Aim
Discard a card to destroy a non-Scenario token or break a Wall (range 5).



Good Fortune
When you steal from another player, you may also explore a card.



Greed Speed
+1 movement for each Crystal your Hero is carrying and/or has locked.



Hunger-Boost
+1 movement for each Food card you have in your hand. Reveal the cards.



Ignore World Events
You may choose to ignore the effects of World Events. If a World Event would cause another Hero to *push* yours, this is not prevented.



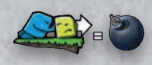
Jump Shockwave
When you *jump*, you create a Basic Explosion at your landing location (see Basic Explosion Page 16).



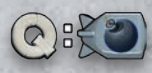
Mind-Push
Once on your turn, you may discard a card to *slide* another Hero 1 space orthogonally.



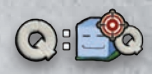
Protected Food
Your Food cards are protected from other players and cannot be canceled.



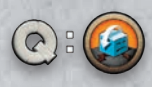
Push Bomb
When you *push* another player, at the end of the *push*, you may activate a Basic Explosion centered on your Hero's position (see Basic Explosion Page 16).



Q : Bomb
When you activate your Q, you may roll a Bomb die. Place the Bomb adjacent to your Hero, and launch it orthogonally.



Q : Copy Q-Power
When you activate your Q, you may use another Hero's Q power in place of your own.



Q : Earthquake
When you activate your Q, you may roll a directional die and *tumble* all Heroes in the resulting direction. Skills do not activate.



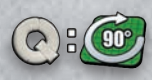
Q : Flip Upgrade
When you activate your Q, you may flip over one of your Upgrade tiles.



Q : Place Teleporter
When you activate your Q, place a Teleporter (range 5).



Q : Place Tunnel
When you activate your Q, you may place a (range 5).



Q : Rotate Board
When you activate your Q, you may rotate the board your Hero is on 90 degrees in either direction.



Random Wind
Roll the directional die, and *slide* **ALL** Heroes 1 space in the resulting direction.

Re-roll a die
You may re-roll a single die roll on your turn. You must accept the new result.

Spring Jump
Place a Spring on the landing space of your *jump* skill and activate it.

Strong Wind
Roll the directional die, then *Slide* **ALL** Heroes 2 spaces in the resulting direction.

Swap Skills
Swap the position of 2 skills on another player's player board.

Teleport +2
Add 2 to the result of your Teleporter rolls. Only a natural 6 (Q) explodes the Teleporter.

Teleport Mastery
You may continue your movement after teleporting if you have remaining movement points.

Teleport Skill
Teleport up to the distance of your maximum movement. This movement can be enhanced through cards.

Timely Removal
Discard 2 cards to discard another player's Item or Pet from play.

Timely Trades
Discard a card to Explore a card. You may activate this once per turn.

Trench Digger
As you move, you may place Pit tokens in the spaces you leave.

Tumble Spring
At the end of your *tumble* skill, place a Spring under your hero and activate it. Activate the skill on top of your Hero after landing from the Spring.

Tunnel Mastery
You may continue your movement after using tunnels if you have remaining movement points.

Twister
Discard a card to rotate (spin) all **other** Heroes 90 degrees clockwise or counterclockwise.

Underdog
You may place tokens under your Hero (but not under another Hero). A token placed this way triggers immediately.

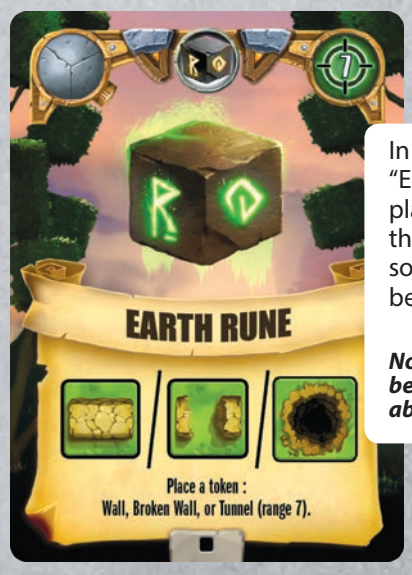
Upgrade
As a Q-Power, this allows you to choose and place another upgrade when your Q is activated.

Wall Builder
As you move, you may place Wall tokens in the spaces you leave.

Wipe the Lineup
Discard all cards in the Exploration Lineup, and replace them with cards from the top of the deck.

Beam Walls + Gadgets

Beam walls and Beam "gadgets" such as rotators and reflectors are ancient technological remnants created using crystals. Beam components cannot be destroyed. Beams cannot be jumped over or crossed and anything on the opposite side can't be targeted unless you count range by moving around the beam wall.

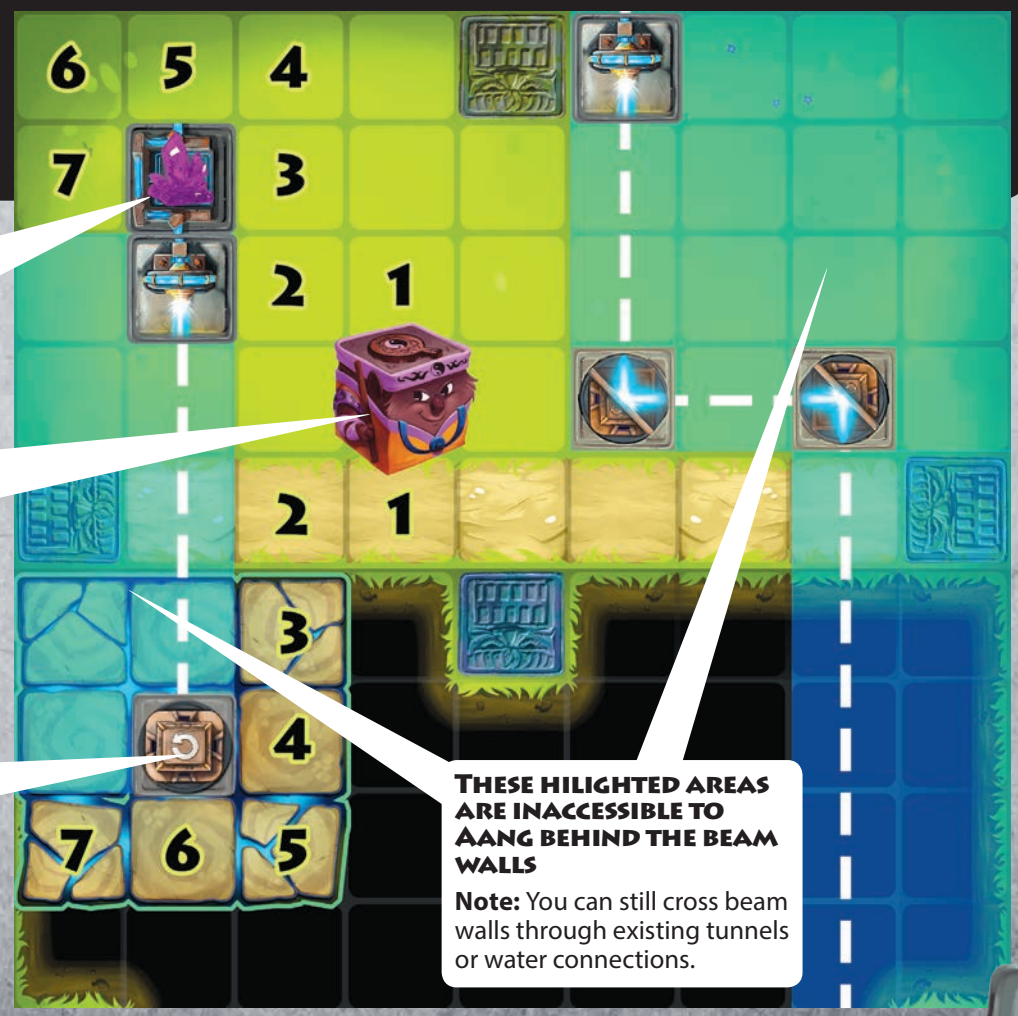


The crystal powers this beam. If the crystal is removed flip the beam emitter over to its "off" side.

In this example Aang wants to use "Earth Rune" which has a range of 7, to place a tunnel on the opposite side of the beam wall. The beam blocks range, so she must count range **around** the beam wall instead.

Note: Tunnels can be used to move past beam walls. Beams only block movement above-ground.

This beam-powered rotator will rotate the platform it sits on 90 degrees in the direction of the arrow as soon as the beam hits it, then again during the end of round phase as long as it is in the path of an active beam.



These hilighted areas are inaccessible to Aang behind the beam walls

Note: You can still cross beam walls through existing tunnels or water connections.

Bombs & Explosions

There are 3 different kinds of Bombs. Each has a basic explosion, and some have additional effects...



Standard Bomb

Speed 4 (moves 4 spaces)
Effect: Basic Explosion.

Fire Bomb

Speed 3 (moves 3 spaces)
Effect: Basic explosion, and all Heroes in radius discard a random card from hand.

Ice Bomb

Speed 3 (moves 3 spaces)
Effect: Basic explosion, and all Heroes hit by the explosion remove the Skill tiles facing the impact point from their board, until their next turn.

How Bombs work

Bombs are created in a few ways:
Specific types of Bombs can be created by certain Hero powers or card abilities.
Random Bombs are created with Cannon tokens.

- When placing a Cannon token, roll a **Bomb die** to determine the type of Bomb created, and then place it on the Cannon token. Immediately move the bomb die the number of spaces indicated in the direction which the Cannon is facing.
- Bombs move when created and again during the Upkeep Phase at the end of every round. A bomb will keep moving until it collides with a Hero, Wall, Animal (sheep or Undergoat), or crystal, or until it moves off the edge of a board.

Basic Explosions

When a Bomb collides with an object it explodes. When a bomb hits a Hero, Sheep or Crystal the explosion is centered on the space the bomb occupied before the collision. When a bomb hits a wall the explosion centers on the wall.

Explosions affect all spaces directly adjacent (radius of 1).
All Walls and non-Scenario tokens within a 1-space radius (see example below) are destroyed, and all Heroes JUMP over 1 space, directly away from the center of the Bomb. Replace all Walls in the explosion radius with Broken Wall tokens. If an explosion is triggered by a Hero (e.g. Rok's upgraded jump skill), center the explosion on the Hero's position; all other effects remain the same.

Cannon token

When you place a Cannon token, point it in any direction and then Immediately choose a Bomb die and roll it. Move the Bomb the required number of spaces, starting from the Cannon token, in the direction the Cannon is pointing.

In this example, a Fire Bomb is rolled. It moves three spaces before colliding with the Wall token and exploding. Replace all walls directly adjacent (including the wall the bomb hit) with Broken Wall tokens.

Hero caught in explosion!

Mayor Trixie is caught in the explosion radius and must JUMP OVER 1 space directly away from the Bomb.

Note: this is a fire Bomb. Mayor Trixie must also discard a random card from her hand when caught in the explosion.

Sheep: Managing The Flock

1. When spawning Sheep, the current first-player chooses their direction.
2. Sheep are moved during the end-of-round phase, from North to South, West to East.
3. Sheep are affected by board elements they step on, such as water currents, whirlpools and tokens.
4. When a Sheep moves onto a Hero, that Hero may choose to pick up the Sheep.
5. Pits are obstacles for Sheep. They will not purposely fall into a Pit (but they can be pushed in).
6. If a Sheep lands on a Teleporter, roll both dice to determine distance and direction to move the sheep.
7. If a Sheep steps on a Spring, it will spring in the direction of movement (which could result in the sheep landing in a pit).
8. Sheep cannot use Tunnels.
9. To pick up a Sheep, you must land on the space occupied by the Sheep.





Move: 1 space per turn.
Blocked by all normal obstacles, Heroes, Sheep, Walls, Pits, Crystals, etc.



Move: 2 spaces per turn.
Blocked by all normal obstacles, Heroes, Sheep, Walls, Pits, Crystals, etc.



Move: 3 spaces per turn.
Pushes Heroes, Sheep and Crystals as it moves.



Moving Platforms

Moving platforms can make navigating a board challenging, but they're also a lot of fun! Here's how they work!

How Platforms Work

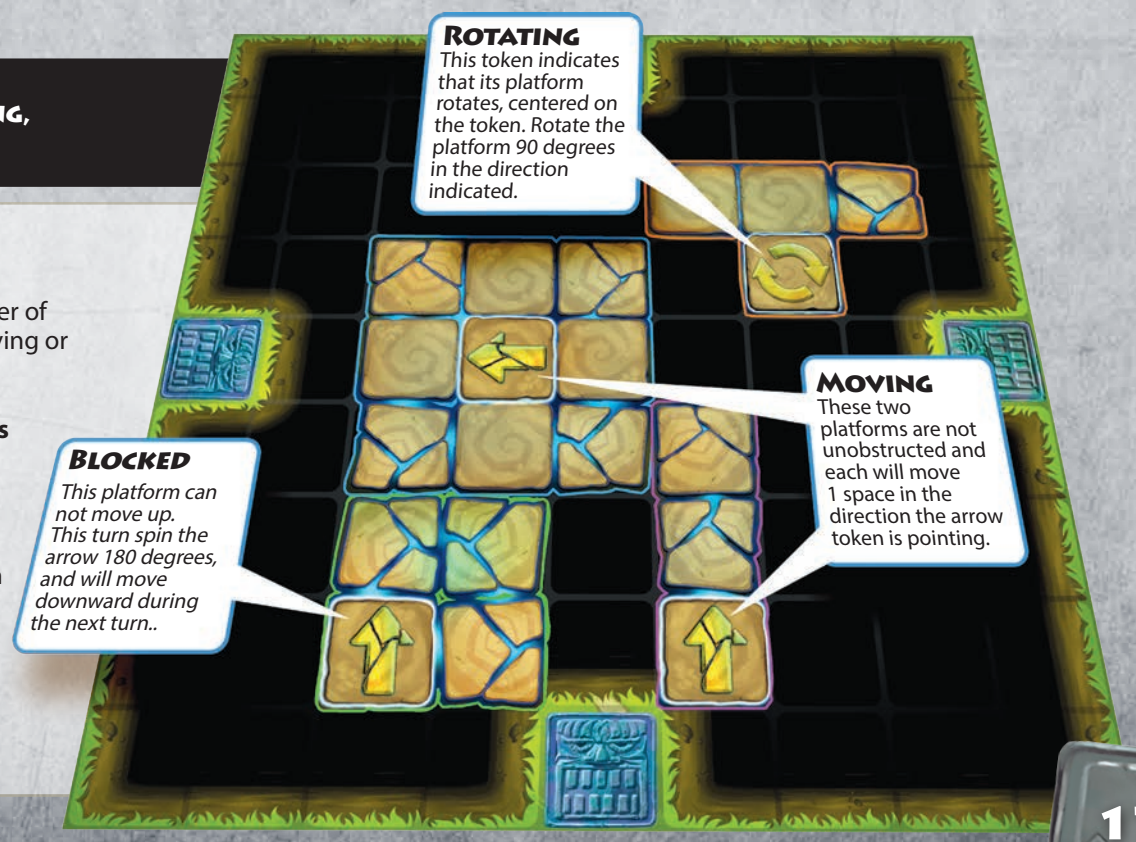
Upkeep for moving platforms works the same as it does for Sheep.
Start by moving the platforms at the "top-left" of the board (North-west corner of the board), and work your way left to right as you move down the board, moving or rotating each platform in the direction shown.



Sliding platforms move 1 space in the direction shown on the arrow. **If a sliding platform is obstructed and is unable to move (e.g. by another platform), simply rotate the arrow token so that it is pointing in the opposite direction.** It will move again at the end of the next round.



Rotating platforms rotate 90 degrees in the in the direction indicated by the arrows on the token. Rotation centers on the token. If a rotating platform is obstructed, simply do nothing until it is no longer obstructed.



Buddy Cards

Buddy cards allow you to easily control more than one hero. Most often you will use these in solo / co-op Scenarios but they may also be used to play team games with multiple heroes with only two players. Buddies provide team play benefits without the need to manage two hands of cards and two full player boards.

Buddies do not a have hand of cards. If a buddy's Q-power or some other effect would cause its controller to explore, the buddy's controller draws the cards. Cards cannot be played during a buddy's turn. A buddy cannot control Item or Pet cards. In all other respects a buddy hero is like any other, including the ability to pickup and carry collectibles.



Base movement for all skills.

These skills have additional movement upgrades

Player Board B-Side

The B-Side of a player board represents an alternate upgrade system and changes the feel of play. Instead of upgrades being universal, on the b-side of the player board upgrades are linked to the faces of your hero and enhance the skill assigned to that face.

Important:

- Once placed, upgrades cannot be moved or flipped.
- Upgrades can be chosen in any order and assigned to any unoccupied upgrade slot.
- If an upgrade has an activation cost (such as discarding a card), ignore the activation cost. Activation costs are considered "payed" as soon as the skill is activated.
- If an upgrade shows a "Q" activation cost it may only be assigned to the "Q" side of your hero. If an upgrade is a static bonus (such as becoming first player) it applies only after activating the assigned face.
- Movement and "Upgrade Skill" upgrades assigned to the "Q" side of your hero have no effect.
- When rearranging your skills, be sure to flip over any skills assigned to faces with the "Upgrade Skill" upgrade. Flip them back to their basic side when they are no longer paired with the "Upgrade Skill" upgrade.

The **Upgrade Skill** icon flips whichever tile is assigned to Trixie's right side to its upgraded side. If skills are rearranged so that dash is no longer assigned to this face. Flip dash back to its basic side.

Tip: Note that rearanging your skills becomes a much more interesting option with this system!



The base movement for all skills is 2.

This slide skill has a movement of 3 instead of the base 2, because of the upgrade assigned to mayor Trixie's feet.

When Trixie activates her tumble skill, she will explore two cards immediately (one as normal and the other from the top of the Exploration Deck).

Co-Op and Team Card Sharing

In Co-Op and team Scenarios, card sharing is allowed. If you are within 4 spaces of another player on your team, counting orthogonally, you may freely trade cards during phase 1 or 3 of your turn.

Overlord

Overlord Scenarios are one versus all. One player is a powerful Overlord character competing against the other players.

The player who is the overlord will have their own deck to explore from. This deck contains more powerful cards than the regular Exploration Deck. All overlord cards have the sword symbol at the bottom as shown here. The Overlord player explores from the top of their own deck. They may also explore from the main exploration lineup.



Overlord cards have this sword icon.

FAQ

Below are a list of answers to some of the most frequently asked questions and special rules cases you might encounter. If you don't find what you're looking for here you can ask a question on Board Game Geek or send us an email through the QuoddHeroes.com website.

Q: Can I tumble my hero in place (without moving)?

A: No. If you are blocked from moving in a particular direction, you have to choose a different direction for your tumble. If at the start of your turn you are blocked on all four sides, re-spawn at the nearest checkpoint, then go about your movement phase as normal when it begins. Note: If you purposely block yourself in during phase 1, you still respawn during your movement phase but your movement ends as soon as you re-spawn.

Q: If another player or a world event forces me to tumble when it is not my turn do I activate the new top-facing skill?

A: No. You only activate your skills when you tumble during your own movement phase.

Q: Since Walls can be placed in pits, what happens when you break that wall?

A: You simply flip the wall token over to the broken wall side and it is a passable space. This is a handy trick for bridge-building!

Q: Can a buddy carry collectibles?

A: Yes. A buddy can carry up to two collectibles (crystals, sheep, etc.) at a time unless the Scenario you are playing specifies rules that contradict this.

Q: If I am playing a multi-part Scenario, where one Scenario leads directly into another, can I rearrange my skills between Scenarios?

A: Yes you may, but all upgrades must remain as they were in the previous Scenario.

Q: If a die roll forces me to tumble my hero diagonally such as "NW" what do I do?

A: You tumble in the directions one at a time, starting with North, then West. If either of the two directions are blocked simply tumble in the unblocked direction. If both directions are blocked don't tumble at all.

Q: If I have the Item card "Freeze-O-Tron" in play, and I use the food card "Crystal Extract" which lets me dash 1 outside of my movement phase can, I use the Freeze-o-Tron effect if I am on water?

A: Yes. Freeze-o-Tron's effect is passive, meaning that it is always on. This mean you can move as far as you like in a straight line on water with the single point dash.

Q: What happens if I land on a "Q" token in the middle of my movement and I rearrange my skills, changing the face on top?

A: In this case you would continue with your movement and spend the remaining movement points by activating the new skill assigned to the face-up side of your hero . If the original skill was boosted with food cards or other effects, those boosts do not apply to the new skill since boosts target a **specific skill** not the face of your hero.



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