

QUARRIORS!™

DICE BUILDING GAME™

THE GAME OF LIBER STRATEGIC HEXAHEDRON MONSTER COMBAT MAYHEM!!

Designed by Mike Elliott and Eric Lang
For 2 to 4 players, ages 14 and up

GREETINGS QUARRIORS! I AM QUIRKTARIOUS QWELLINGSTON, BUT YOU CAN JUST CALL ME QUIRK! IF THERE'S SOMETHING YOU NEED TO KNOW ABOUT QUARRIORS, THE QUARRY, OR ANY OTHER NUMBER OF Q WORDS, I'M YOUR CREATURE! I HAVE USED MY VAST KNOWLEDGE AND OVERALL BRAINY-BRAIN TO CREATE THIS RULEBOOK TO HELP GUIDE YOU! UNLIKE PAST QUARRIORS RULEBOOKS, THIS RULEBOOK COMBINES THE QUARRIORS BASE GAME AND ALL EXPANSIONS INCLUDING RISE OF THE DEMONS, QUARMAGEDDON, QUEST OF THE QLADIATOR, QUARTIFACTS, AND EVEN LIGHT VS. DARK! THE FIRST SECTION OF THIS RULEBOOK EXPLAINS THE CORE RULES OF QUARRIORS THAT APPLY TO THE VAST MAJORITY OF GAMES YOU'LL PLAY. FOLLOWING THAT, EACH EXPANSION SECTION IS DEDICATED SOLELY TO THE RULES PRESENT IN THAT EXPANSION (WE'VE GONE AHEAD AND REMOVED THE PESKY REDUNDANT INFORMATION FOR YOU!). AT THE END, WE CLOSE WITH THE RULES FOR LIGHT VS. DARK WHICH, AS YOU MAY OR MAY NOT KNOW, WAS A STANDALONE QUARRIORS GAME THAT INTRODUCED A NEW AND EXCITING WAY TO PLAY QUARRIORS! WE RECOMMEND THAT YOU START OFF BY JUST PLAYING WITH THE CORE RULES IN THE FIRST SECTION AND GRADUALLY PLAYING AROUND AND COMBINING EXPANSIONS THEREAFTER! ONCE YOU'VE MASTERED QUARRIORS YOU CAN PLAY WITH ALL THE EXPANSIONS TOGETHER AND EVEN DELVE INTO SOME OF THE EXPERT LEVEL VARIANTS THROUGHOUT THIS RULEBOOK!



YOU are a mighty Quarrior—a magical warrior with knowledge of the mysterious powers of Quiddity and the art of capturing Quarry. Your Quarry (also known as “dice”) are powerful Creatures and magical Spells that you can use in your quest to amass the most Glory!

But your rivals plot against you! They will send their own Creatures and Spells to destroy your Quarry before you can deliver them to the Empress Quiana and claim your reward! Summon your Creatures and protect them from your foes and you will earn Glory for yourself. The first player to earn enough Glory will be hailed as the Champion of the Empress!



QUARRIOR?!?!? WHAT THE QUACK IS A QUARRIOR? WELL... “QUARRY” HAS TWO MEANINGS (SOMETHING YOU CAPTURE, AND SOMETHING YOU MINE: LIKE PULLING DICE FROM A BAG HINT, HINT). COMBINE THAT WITH “WARRIOR” AND BAM! QUARRIOR. MARKETING MAGIC!

Find the 3 Basic Resource Cards (Assistant, Basic Quiddity, and Portal) and place them face up in the middle of the table. This creates an area we call the “Wilds.” Put 2 Assistant Dice on the Assistant Card and 5 Portal Dice on the Portal Card.

GAME COMPONENTS



SETUP



Divide the rest of the cards into two stacks: Creature Cards and Spell Cards.



THE NEXT FEW PARAGRAPHS CAN BE SUMMARIZED AS: "SHUFFLE CREATURES AND SPELLS SEPARATELY AND FLIP OVER 7 CREATURES AND 3 SPELLS SO THAT NO TWO PICTURES ARE THE SAME. ARRANGE THEM NICELY WITH THE DICE THAT MATCH THE BOTTOM OF THE CARDS."

Shuffle the Creature Cards. Turn over the first card and place it face up in the Wilds next to the Basic Resource Cards. Continue to turn over cards, one at a time. Each card has a "class" (such as "Scavenging Goblin") and a "type" (such as "Strong"). For each card, see if it matches the same class as any of the cards already in the Wilds. If it does not, then add that card to the Wilds. If it does match, put it the card back in the box and turn over the next card.

Example: If the first card turned over was the Scavenging Goblin, and a Mighty Scavenging Goblin card is turned over later, put the Mighty Scavenging Goblin card back in the box, since they are the same class.

Keep turning over cards until there are **7 different classes** of Creature Cards in the Wilds. Then, shuffle the Spell Cards and repeat the process until there are **3 different classes** of Spell Cards in the Wilds. You may find it helpful to arrange the 2 groups (spells and creatures) in ascending order of cost (i.e., if you have spells that cost 3, 4, and 2, place the 2 spell on the left, the 3 in the middle, and the 4 on the right). This helps when deciding which die to capture.

Find the 5 Quarry dice that match the color of each Creature Card and Spell Card in the Wilds. Place those dice on the matching card. Any leftover cards and dice can be returned to the box: they won't be used in this game.



OKAY YOU SHOULD START READING AGAIN:

Finally, each player chooses a bag and Glory marker. Place your Glory marker next to the Glory Track. Give each player 8 Basic Quiddity Dice and 4 Assistant Dice. Put all 12 of your dice in your bag and mix them up. Any leftover Basic Quiddity and Assistant Dice are returned to the box. Choose which player will begin the first turn. Your quest is ready to begin!

QUARRY DICE

The dice have a variety of symbols on the different faces. When you roll a die, the symbols on the top of the die tell you what you can use or "spend" that die to do:



Quiddity: When you roll this symbol, you can spend this die to gain the amount of Quiddity shown. Often there will only be 1 Quiddity, but sometimes you will get 2 or more from a single die!



Draw and Roll: When you roll this symbol, you may spend this die to draw the number of dice shown from your bag and roll them. These dice are then added to your Active Pool. This is always an Immediate Effect.



Re-roll: When you roll this symbol, you may re-roll this die. This is always an Immediate Effect. You may re-roll the same die every time this symbol is rolled, even during the same turn.



Creature Icon or Spell Icon: Creature Dice and Spell Dice show a unique symbol on one or more faces, called the Icon. The Icon is different on each type of die! When you roll the Icon, you may move that die to your Ready Area, converting it into a Creature or Spell (see "Ready Spells and Summon Creatures").

Around the Icon on the Creature Dice are numbers that tell you the Creature's **level**, its **attack** (the amount of damage it adds to your attack total), and its **defense** (the amount of damage it can take before being destroyed).



Burst: Some dice have special effects that only occur when certain faces are rolled. These special faces show one or more Burst symbols. The Power Card lists the effects that occur when the matching number of Burst symbols is rolled. Any effect created by a Burst is in addition to the normal effects of the die roll.

Example: One face of the Questing Wizard die shows a single Burst. If you roll this face, you may draw another die from your bag and roll it, and you may re-roll the Questing Wizard die too. A different face shows two Bursts. If you roll that face and summon the Questing Wizard, he will have +1 defense and award +1 Glory if he scores.

Some dice show two symbols on the same face, separated by a line. If you get this result when you roll the die, you must choose one of the two options shown. If the die shows two symbols without a line, then you can use both abilities.



Example: This Quake Dragon die shows two symbols on this face with a line. If you get this result, you must either choose to spend this die for 3 Quiddity, or you can spend it to re-roll this die.



This Victory Spell die shows the re-roll and draw symbols without a line, so you can spend this die to both draw (and roll) one die and re-roll the Victory Spell die.

DICE LOCATIONS



THIS SECTION CAN BE SUMMARIZED AS: "YOU HAVE THE AREA YOU BUY FROM, YOUR BAG, THE AREA YOU ROLL LOTS OF DICE, THE AREA YOU PLACE SPELLS AND CREATURES, THE AREA YOU PUT DICE YOU'VE USED THIS TURN, AND THE AREA YOU PUT DICE AT THE END OF YOUR TURN."

The Wilds: Any dice in the middle of the table are said to be "in the Wilds." No one controls any of these dice, and you cannot use them until you capture them.

We call all of the dice you currently control your "collection." Only you can use the dice in your collection (and you can't use dice in the other players' collections!). Each of the dice in your collection will normally be in one of five places:

Your Bag: Dice that are not currently "in play" are kept in your bag. These dice can't be used for any purpose, and they cannot be the target of any Creature ability or Spell effect. Each turn you will draw dice out of your bag to bring them into play, adding them to your Active Pool.



PLAY MAT



Note: There are three playmats scattered throughout this rulebook on pages 10, 15, and 30 to help new and veteran players alike. You can also copy them so all players can reference the different dice locations!

Your Active Pool: These are the dice you will roll during your turn. You can use these dice to ready Spells, summon Creatures, gain Quiddity, or create Immediate Effects. Any effect or ability that allows you to re-roll dice can only be used to re-roll dice in your Active Pool (unless that ability or effect says otherwise, of course!).

Note: Unless an effect or ability says otherwise, any time you roll dice for any reason, they are always added to your Active Pool.

Your Ready Area: This is where you put readied Spells and Creatures that you have summoned. You can use these dice to attack your opponents or cast spells. Creatures in your Ready Area can earn Glory if they survive until your next turn.

Your Spent Pile: Any time you "spend" dice during your turn, they go to your Spent Pile—where they will languish until the end of your turn. Dice in your Spent Pile cannot be drawn or rolled unless an effect or ability specifically allows it.

Your Used Pile: At the end of your turn, all of the dice in your Spent Pile, along with any unused dice from your Active Pool, go to your Used Pile. Also, any dice in your Ready Area that score or are "destroyed" go here, as do any new Quarry dice you capture from the Wilds. If you need to draw dice and your bag is empty, put all the dice in your Used Pile into your bag, mix them, and draw the dice you need.

Note: Dice in your Spent Pile and Used Piles are still "in play," so they can be targeted by abilities and effects, but you cannot spend them for any purpose.

SPENDING DICE

Most of the time, if you want to get the benefit of a die (such as gaining Quiddity or casting a spell), you must "spend" that die. When you spend dice, they are immediately moved to your Spent Pile. You can only spend dice that are in your Active Pool or Ready Area.

POWER CARDS

Power Cards are always placed in the Wilds. They provide a place to store the Quarry dice that can be captured during the game. Each Power Card also shows three important pieces of information:

- **Quiddity Cost** — In the top left corner: You must spend this amount of Quiddity to capture one matching Quarry die from this Power Card.
- **Glory Award** — In the top right corner: You receive this amount of Glory if you summon a matching Creature and protect it until the beginning of your next turn.
- **Dice Faces!** — No seriously — the bottom of each card shows every face of the matching die. This can be useful to see what that die can do.
- **Abilities and Effects** — When you roll a Creature Icon or Spell Icon, you may use the abilities or effects listed on the Power Card. To use a Creature ability, you must roll the matching Creature Icon and summon it to your Ready Area. To use a Spell effect, you must roll the Spell Icon and ready the die.

Some abilities and effects are listed next to one or more Burst symbols. You can only use these if the matching Bursts are on the top face of the die. If the result of rolling the die does not show a Burst, you cannot use that ability.



Example: The Power Card to the left shows the stats and abilities for the Scavenging Goblin.

You must spend 2 Quiddity to capture 1 Scavenging Goblin die from the Wilds. If you summon the goblin and keep it alive, you will earn 2 Glory.

The possible results you will get when you roll the Scavenging Goblin die are listed on the bottom of the card. The 3 possibilities are:

The first two faces of the die give you 1 Quiddity.

The second two faces of the die allow you to summon a Scavenging Goblin, but since there is no Burst symbol you cannot use its special ability.

The last two faces of the die allow you to summon the Scavenging Goblin. Since it also shows the Burst symbol, you can use the special ability on the Power Card, which gives you 1 additional Quiddity to spend this turn when it is summoned.

QUIDDITY



DID YOU KNOW QUIDDITY IS A REAL WORD MEANING "THE ESSENCE OF THE THING"? (GET IT: DICE BUYING DICE?) WHO SAID GAMES CAN'T BE EDUCATIONAL? IF YOU THINK IT'S "SILLY," KNOW THAT YOU ARE BESMIRCHING THE ENGLISH LANGUAGE... AND, AND... HISTORY! FINE. FINE, JUST SAY MANA, OR "RESOURCE". WE UNDERSTAND. OKAY, WE DON'T... OUR FEELINGS ARE ACTUALLY A LITTLE HURT NO, NO, IT'S FINE.

Quiddity (*QUID FOR SHORT*) is the source of all magic in Quarriors. You gain Quiddity by spending dice with the Quiddity symbol during your turn. You can also gain Quiddity from some spell effects or Creature abilities.



QUIDDITY VALUES

Most dice with the Quiddity symbol give you 1 Quiddity when you spend them. But some dice provide 2 or more. The number inside the Quiddity symbol is the amount of Quiddity that die provides when you spend it.

Quiddity is used to summon Creatures from your Active Pool to your Ready Area. You also use Quiddity to capture new Quarry dice from the Wilds. You cannot save Quiddity from turn to turn. Any Quiddity that you do not spend is lost at the end of your turn!

THE PLAY OF THE GAME

Quarriors is played in turns, starting with the first player and continuing clockwise around the table. Keep taking turns until one player earns enough Glory to win the game, or until there are 4 empty Creature Cards in the Wilds (see "Winning the Game" on page 7).



THIS IS PRETTY IMPORTANT: Your turn is divided into 5 phases, which you must complete in this order:

1. Score Creatures
2. Draw, Roll, and Ready Dice
3. Attack Your Rivals
4. Capture One Quarry Die From the Wilds (optional)
5. Move Dice to Your Used Pile

Phase 4 is optional. You may skip this phase if you don't want to take that action. The other phases are required: you cannot skip them even if you want to!



SO TO REVIEW: SCORE YOUR CREATURES. ROLL DICE, READY DICE, ROLL SOME MORE DICE, READY DICE ETC. ATTACK! BUY A DIE. MOVE DICE FROM THIS TURN TO YOUR USED PILE.

ON YOUR TURN

Phase 1: Score Creatures

If you have any Creatures in your Ready Area, you must score them now.



WE UNDERSTAND THAT THIS DOESN'T MAKE A LOT OF SENSE RIGHT NOW, BUT ONCE YOU LEARN THE OTHER STEPS YOU'LL THINK THIS IS BRILLIANT! SO TRY READING THE OTHER PHASES FIRST AND COME BACK TO THIS.

Important: You are not allowed to attach spells in this phase.



YES, THIS IS FOR THE CHEATY PANTS OUT THERE THAT WERE TRYING TO SNEAK IN AN ATTACH SPELL RIGHT BEFORE SCORING. NICE TRY. WE'VE GOT OUR EYE ON YOU, MR. SHENANIGANS!

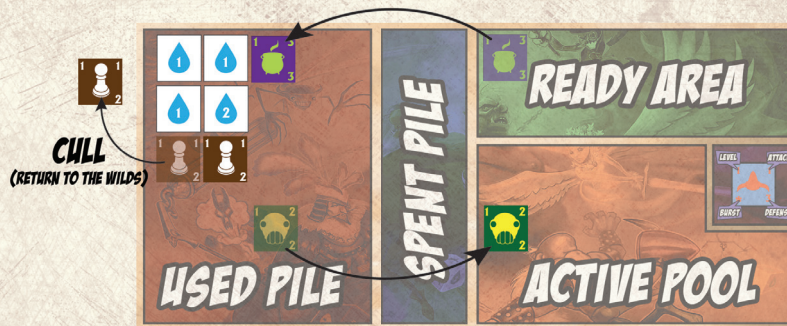
Find the matching Power Card for each Creature in your Ready Area. The number in the top right corner of the Power Card tells you how much Glory you earn for that Creature. Move your marker forward on the Glory Track that many spaces. If you now have enough Glory to win the game, the game immediately ends and you win!

Next, you must move all Creature Dice (and Spells attached to them) from your Ready Area to your Used Pile.

Culling Dice

After scoring, you may choose to “cull” your collection. Each Creature that scores allows you to cull any one die from your Used Pile (including the Creature that just scored or any spells attached to it). When you cull a die, return it to the matching Power Card in the Wilds. That die is again available for any player to capture. You may only cull dice in your Used Pile. Culling dice allows you to modify your collection by removing dice you don’t want any more.

Example: Quinn starts his turn with one Creature in his Ready Area: a Strong Witching Hag. He scores 3 Glory for the Creature and moves it to his Used Pile. The Strong Witching Hag has an ability that allows Quinn to move a different Creature Die from his Used Pile to his Active Pool when the Strong Witching Hag scores. He chooses to move his Scavenging Goblin to his Active Pool (he will roll that die with the others in Phase 2). Then he decides to cull the Assistant Die from his Used Pile, returning it to the Wilds.



Phase 2: Draw, Roll, and Ready Dice

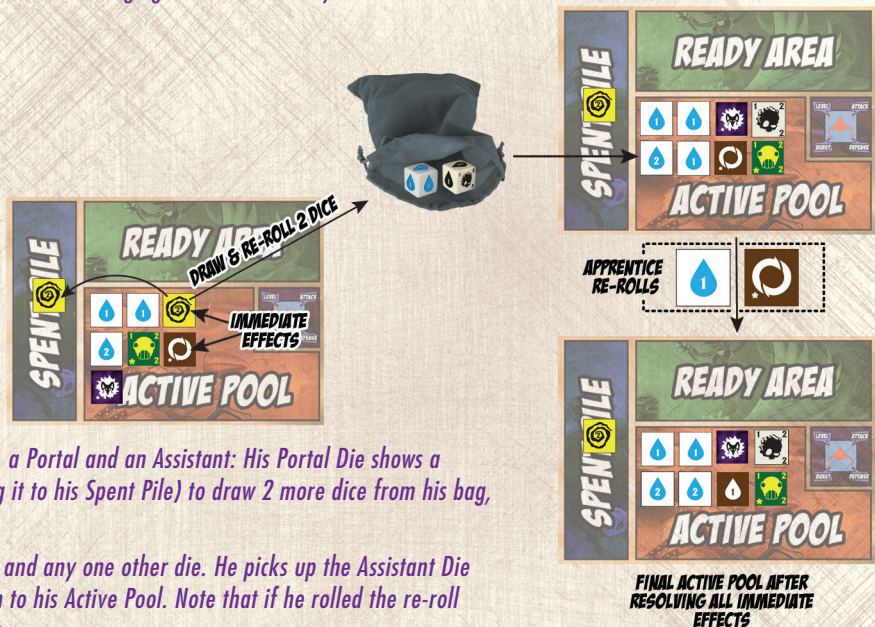
Shake your bag to mix the dice inside. Then (without looking!) draw out 6 dice and add them to your Active Pool. Now roll all of the dice in your Active Pool.

If there are less than 6 dice left in your bag, draw all of the dice that are there and add them to your Active Pool. Then take all of the dice in your Used Pile and return them to your bag, mix them, and continue drawing until you have drawn a total of 6 dice or until you have no dice left to draw.

Example: Quinn draws 6 dice out of his bag and adds them to the Scavenging Goblin die already in his Active Pool. He then rolls all 7 dice.

Immediate Effects

Some dice, such as Portals, have an “Immediate Effect” when you roll them. (as noted by “Immediate” on their Power Card). These effects might allow you to draw and roll more dice, or re-roll dice, or some other benefit. Usually, you must spend the dice to get the effect. Immediate Effects are optional. You choose which Immediate Effects to use and which to ignore. You can use Immediate Effects in any order you choose, but they can only be used immediately after rolling your dice. Dice with Immediate Effects showing are never placed in your Ready Area.



Example: Quinn has rolled two dice with Immediate Effects, a Portal and an Assistant: His Portal Die shows a “Draw” symbol for 2 dice, so he spends the Portal Die (adding it to his Spent Pile) to draw 2 more dice from his bag, rolls them both, and adds them to his Active Pool.

Quinn’s Assistant Die allows him to re-roll the Assistant Die and any one other die. He picks up the Assistant Die and one of his Quiddity Dice and re-rolls them, returning both to his Active Pool. Note that if he rolled the re-roll effect on his Assistant Die again, he could use it a second time.



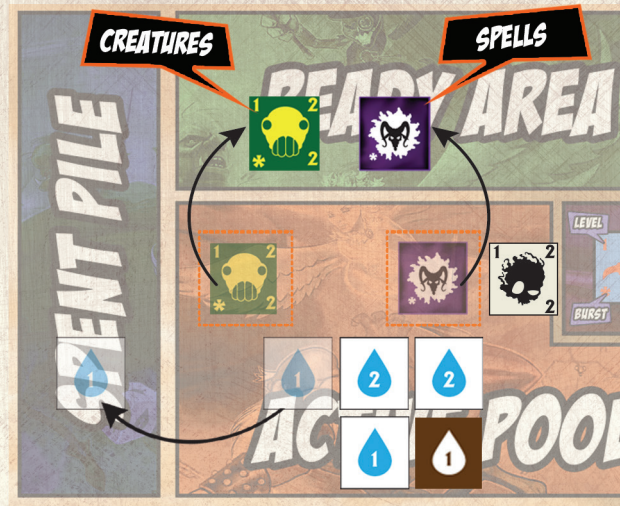
REMEMBER: A PLAYER CAN CHOOSE THE ORDER WHICH THEY RESOLVE ANY IMMEDIATE EFFECTS THEY ROLLED. IF HE WANTED, QUINN COULD HAVE USED THE ASSISTANT EFFECT BEFORE THE PORTAL EFFECT. THE IMMEDIATE EFFECTS DO NOT OCCUR SIMULTANEOUSLY!

Ready Spells and Summon Creatures

Once you are finished resolving your Immediate Effects, take a moment to look at the dice still in your Active Pool. You may move any Spell Dice showing the Spell Icon to your Ready Area. These dice become “Spells” that you can later cast (see “Spells” on page 8). You do not have to spend any Quiddity to ready your Spells.

Creature Dice that show a Creature Icon can be “summoned.” You must spend Quiddity equal to the Creature’s level (in the upper left corner of the die face) to summon it. Spend dice from your Active Pool to get the Quiddity you need. After spending the required Quiddity, move the die to your Ready Area. It is now a ferocious warrior, ready to attack your foes and earn Glory!

You can summon all the Creatures you want to summon during your turn, as long as you can pay the Quiddity costs. You can even summon some Creatures, resolve any special abilities, then summon some more.



Example: Looking at his dice, Quinn sees that he has one Spell: a Death Cantrip. He moves the die to his Ready Area so it is available to cast later. Quinn also has two Creature Icons on his dice: the Scavenging Goblin and the Ghostly Spirit. The Scavenging Goblin is level 1, so he can summon it by spending 1 Quiddity. The Ghostly Spirit is level 1, so he'll need 1 Quiddity for that one. Even though Quinn has plenty of Quiddity available on his Active Pool dice, he wants to capture an expensive Quarry die later. So he only spends 1 Quiddity to summon the Scavenging Goblin.

Quinn notices that the Scavenging Goblin die shows the Burst symbol: that means that he can use the special ability listed on the Scavenging Goblin card. This ability grants Quinn 1 Quiddity when the Scavenging Goblin is summoned. He points this out to the other players. He plans to use that Quiddity later in his turn.

Note: Some Creatures have abilities that can be used at the moment you summon them. These abilities have to be used right away: you cannot wait to use these abilities later. If you summon multiple Creatures together, you can resolve their abilities in any order you choose. If one of these abilities allows you to draw and roll more dice, you may use any Immediate Effects, ready Spells, and summon Creatures as normal.

Phase 3: Attack Your Rivals

Now is the time to send your Creatures to attack your foes! All of the Creatures in your Ready Area must attack all of your opponents. To resolve your attack, follow the steps below

(WHICH CAN BE SUMMARIZED AS: "COUNT UP YOUR ATTACK, DECLARE IT, EACH DEFENDER DECIDES WHAT TO DO WITH IT")

1. Count Damage: Add the attack values of all your Creatures together (including any Spells you are using). This is your “attack total.” If you want to cast spells or use Creature abilities to increase your Creature’s attack value for this turn, you may use them now.

2. Attack: Each of your opponents who have at least one Creature in their Ready Area must defend against your attack total (each opponent receives the same attack total). All of your opponents defend simultaneously and individually. Each opponent follows these steps to resolve your attack.

2a. Apply Protection: The defending player may use abilities or effects that reduce your Creatures’ attack (such as casting a spell that lowers your Creature’s attack or a Creature ability like the Mighty Witching Hag’s) or increase the defense values of their Creatures. Unless the ability or effect says otherwise, they only reduce your attack values and attack total for that player and have no effect on your attacks against your other opponents.

Note: Spells that would destroy an attacking Creature before defending Creatures have been chosen remove the attacking Creature for all defending players (and reduce the attack total against all of them).

2b. Choose Defender: The defending player must now choose one of their Creatures to defend.

2c. Defender Takes Damage: The defending Creature takes damage from the attack. If your attack total is less than the Creature’s defense value, the defender is not affected, and that player is done defending against your attack. If your attack total is equal to or higher than the Creature’s defense value, your opponent’s Creature is destroyed! They must move it to their Used Pile, and they subtract the Creature’s defense from your attack total.

Note: Abilities on defending Creatures that would destroy attacking creatures after defending Creatures have been chosen (such as the burst ability of the Strong Gnome Barbarian) do not reduce the attack total (for that defending player or any other player defending the attack).

2d. Next Defender: If your attack total is still higher than zero, that opponent must choose another Creature to defend, if they have any. If your opponent has run out of Creatures to defend with, they are done defending against your attack (even if their Creatures did not absorb the entire attack total). Any leftover attack value is lost.

Repeat steps 2b, 2c, and 2d as needed until all players have either defended against your entire attack total, or run out of Creatures to defend with.

Important: When you defend against an attack, you must choose your defending Creatures one at a time. You cannot choose to divide the attack total between your Creatures to keep them from being destroyed!

Note: Some Creatures have abilities that can be used when it is destroyed, or when an opponent's Creature is destroyed. Remember to resolve these abilities when their conditions are met. Each Creature in your Ready Area can only be damaged once per attack: If an effect or ability prevents a Creature's destruction or returns a destroyed Creature to your Ready Area (such as a Life Charm), you may not assign any more damage to that Creature this turn. Any leftover damage (after all defending Creatures have been damaged once) is lost.

In rare cases, the order in which Creatures attack multiple players matters. In these situations, the players resolve the destruction of their Creatures in turn, clockwise around the table, starting with the player to the left of the attacker.

Example: Monique is ready to attack her rivals. She has two Creatures in her Ready Area: a Strong Deathdealer and a Warrior of the Quay. She also has a Death Charm in her Ready Area. Before starting her attack, Monique decides to attach the Death Charm to her Strong Deathdealer.

Step 1: Count Damage: Thanks to the Death Charm, the Strong Deathdealer has an attack of 6. She adds that to the Warrior of the Quay's attack of 2 for an attack total of 8.

Step 2: Defend: Quinn must defend against Monique's attack. He has three Creatures: a Scavenging Goblin, a Strong Ghostly Spirit, and a Devotee of the Holy Query.

Quinn decides to defend with the Strong Ghostly Spirit first. It only has a defense of 3, so it is destroyed. But, it has a special ability: instead of going to the Used Pile, the Strong Ghostly Spirit die goes to Quinn's Active Pool. He will get to roll it again on his next turn (in addition to the six he would draw for the turn!).

Monique still has an attack total of 5, so Quinn must choose another defender. He selects the Devotee of the Holy Query, who has a defense of 4.

Like the Strong Ghostly Spirit, the Devotee of the Holy Query is destroyed (it goes to Quinn's Used Pile). But now the attack total is reduced to 1. That's not enough to kill the Scavenging Goblin, so Quinn keeps it in his Ready Area.

While Quinn is defending, Clark and Michael must each also defend against the full attack total of 8.

Phase 4: Capture One Quarry Die From the Wilds

After your attack phase is complete, you may spend any Quiddity you have left to capture one Quarry die from the Wilds. You are never required to capture dice. The cost (in Quiddity) of each die is shown in the upper left corner of the matching Power Card. Spend dice from your Active Pool to pay the required cost. In addition, you may have gained Quiddity from your Immediate Effects, Creatures, or Spells. You may also spend this Quiddity now. All Quarry dice you capture are added to your Used Pile. If there are 4 (or more) empty Creature Power Cards in the Wilds after you capture a Quarry die, the game ends (see "Winning the Game" below)!

Note: Some Creature abilities or Spell effects allow you to capture more than one die on your turn.

Example: Quinn has a lot of unspent Quiddity. Counting the bonus he received from the Scavenging Goblin's ability and the Quiddity symbols on all of the dice left in his Active Pool, he has a total of 7 Quiddity! That's enough to capture a Heavenly Seraph from the Wilds. Since Quinn can only capture one die each turn, if he had any Quiddity left over it would be lost.

Phase 5: Move Dice to Your Used Pile



IT CAN BE VERY USEFUL TO KEEP SPELLS AROUND FOR FUTURE TURNS, SO CHOOSE CAREFULLY.

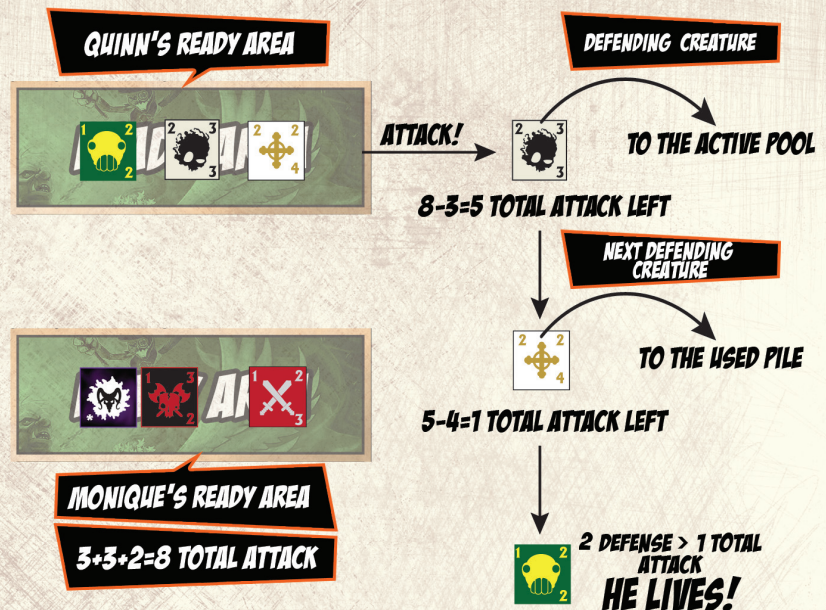
After you move the dice to your Used Pile, your turn is over. The player to your left can now begin their turn!

WINNING THE GAME

The goal of the game is to earn Glory. The primary way to gain Glory is by summoning and protecting your Creatures until the scoring phase of your next turn. All Glory you gain is recorded on the Glory Track.

There are two ways that the game can end:

1. If any player earns enough Glory to reach the goal shown on the chart to the right, the game immediately ends and that player wins!



Glory Goals

# of Players	Required Glory
2	20
3	15
4	12

2. If there are four or more **empty** Creature Power Cards (cards with no Quarry dice on them) **after** a player captures a Quarry die the game immediately ends. Only Power Cards that match the Creature Dice are counted: empty Spell Power Cards or Basic Resource Cards are not counted to determine if the game ends.

If the game ends because of empty Power Cards, the player with the highest Glory wins the game! If there is a tie, the tied player with the most dice in their Ready Area wins. If they are still tied, they share the victory!

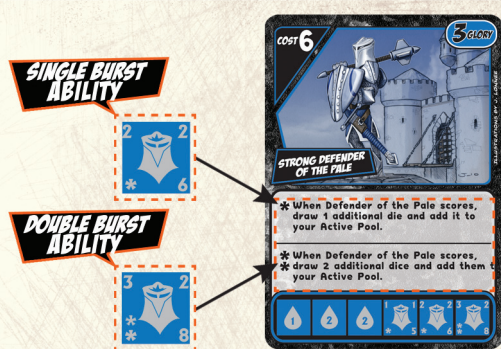
CREATURES

A “Creature” is a die showing the Creature Icon that has been summoned into a player’s Ready Area. Dice in your Active Pool or any other location are not Creatures, regardless of the symbol showing on the die.

Note: An Assistant can be a Creature.

When you roll a Creature Icon on a die, you may summon that Creature to your Ready Area by paying Quiddity equal to the Creature’s Level (in the upper left corner of the die). Once you move the die to your Ready Area it becomes a Creature and you can use the abilities shown on the die and the matching Power Card.

Most Creatures have a special ability. Some abilities are always in effect while the Creature is in play. Other abilities are only available if you roll a face that has Burst symbols. Burst abilities will be listed next to the matching Burst symbols on the Power Card.



Note: Some dice have two different burst abilities. One can be used if you roll a single Burst symbol. The other is only available if you roll the double Burst.

Example: The Strong Defender of the Pale has two burst abilities that he might be able to use:

If the single Burst symbol is rolled, the Strong Defender of the Pale allows you to draw 1 die from your bag and add it to your Active Pool when the Defender scores. If you rolled the double Burst symbol, you get to draw 2 dice when he scores instead!

Some abilities can only be used under special circumstances. You can only use the ability if those conditions are met.

Example: The Strong Ghostly Spirit has the ability to go to your Active Pool when it is destroyed. You can only use this ability at the moment this Creature is destroyed.



OCCASIONALLY, A DIE WILL HAVE A BURST SYMBOL BUT THERE WILL BE NO SPECIAL ABILITY LISTED ON THE POWER CARD. IF YOU ROLL ONE OF THESE BURST SYMBOLS, YOU SHOULD YELL “QUARRIORS!” IN YOUR MOST DRAMATIC VOICE, BUT OTHER THAN THAT THERE IS NO ADDITIONAL EFFECT.



If your Creature survives until the first phase of your next turn, you earn Glory, as shown on the matching Power Card. If the Creature scores Glory or if it is destroyed, move the die to your Used Pile.

SPELLS

A “Spell” is a die showing the Spell Icon in a player’s Ready Area. You usually have to spend the die in order to cast the spell (the exception being “Attach” Spells: see description on following page).

Most spells can only be cast during your turn in any Phase except Phase 1. You can even spend Spells from your Ready Area when your Creatures attack. However, “Reaction” Spells can be cast during opposing players’ turns (see description on following page). Spells with the “Immediate” effect are resolved immediately after being readied. Immediate Effect spells cannot be saved for later turns.

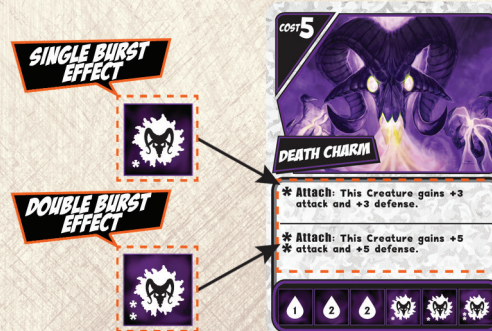


REMEMBER MR. SHENANIGANS: A SPELL MAY NOT BE ATTACHED DURING THE “SCORE CREATURES” PHASE OF A PLAYER’S TURN.

Example: Quinn rolls his Shaping Charm die and gets the Spell Icon, so he moves it to his Ready Area. Unfortunately, he has no Creatures in his Ready Area to take advantage of the spell, so he leaves the Shaping Charm in his Ready Area. On a future turn, he can cast the Shaping Charm (spending the die and moving it to his Spent Pile) to gain the benefits of the Spell.

Some Spell Dice faces show a Burst symbol in addition to the Spell Icon. Usually, these Spells have a different effect depending on which face is rolled. The effect you can use will be listed on the matching Power Card next to the Burst symbol you rolled on the die.

Example: This Death Charm (shown to the right) can be used to give one of your Creatures +3 attack and +3 defense if the single Burst is rolled. But if you rolled the double Burst, it would instead give +5 attack and defense!



When you cast a spell, you always choose the target of the spell. Spells can target your dice or dice in your opponents’ collections.

Attachment Spells

Spells with the word “Attach” in the spell effect are not immediately moved to your Spent Pile when you cast them. Instead, you must “attach” the Spell Die to a Creature in a Ready Area. Simply place the Spell Die next to the target Creature. That die is now attached to that Creature. If that Creature is destroyed or leaves play for any reason (such as scoring Glory), your spell always goes to your Used Pile. A Creature may have multiple spells attached at the same time.



Reaction Spells

Normally, you can only cast spells from your Ready Area on your own turn. But a small number of spells can be cast during your opponents' turns. These dice have the word “Reaction” in the Spell effect. You may cast a reaction spell at any time during your opponent's turn, but you may not cast these spells when it is your turn.



HINT: OFTEN, REACTION SPELLS ARE MOST USEFUL IF YOU CAST THEM WHEN ANOTHER PLAYER'S CREATURES ATTACK YOU.

AVOIDING DESTRUCTION

Some spells and Creature abilities allow a destroyed Creature to “return” to your Ready Area. Unless the effect or ability says otherwise, the Creature always returns to your Ready Area with the same face up as when it was destroyed. Do not rotate the die to show a different face.

If an ability or effect occurs when a Creature is destroyed, it still takes place, even if the Creature is saved from destruction.

Example: Quinn's beloved Scavenging Goblin has just been destroyed by a mean old Strong Deathdealer. Fortunately, Quinn has a Shaping Cantrip in his Ready Area, which he casts to save his goblin at the last moment! Though he would like to change the goblin to a face with the Burst, he cannot rotate the die, and must return the goblin to his Ready Area with the same (Burstless) face showing. Even though the goblin was saved, the Strong Deathdealer can still use his ability, immediately scoring Glory for his player.

OPTIONAL RULES FOR TRULY EPIC QUARRIORS



AFTER YOU'VE BEEN QUARRYING AROUND THE WILDS FOR A WHILE, YOU MIGHT BE READY FOR AN EXTRA CHALLENGE. GOOD THING WE HAVE YOU COVERED! THESE NEW RULES ARE DESIGNED FOR EXPERIENCED PLAYERS WHO WANT TO SPICE UP THEIR GAME WITH SOME EXTRA STRATEGY:

Advanced Capture Rule

During Phase 4 of your turn, you may capture up to two dice (instead of only one).



WHY ISN'T THIS THE DEFAULT RULE? BECAUSE IT TAKES PEOPLE LONGER TO DECIDE... SO, IF YOU PLAY WITH THOSE TYPE OF PEOPLE (YOU KNOW WHO WE'RE TALKING ABOUT) STICK WITH THE BASIC RULE. THINK ABOUT IT: INSTEAD OF AROUND 10 POSSIBLE PURCHASES, YOU HAVE DOZENS. DOZENS!

The Totally Expert Rule of Culling

When should you consider yourself an Expert? If you're playing games in around 20 minutes or so, this variant is meant for you! It changes the rules for culling to make things extra challenging and force you to make really hard decisions:

When you score a die, you can only cull the die that scored and you can only score the glory for that die if you cull it. I.e., if you score with a Quake Dragon Die, THAT dragon is the only die you may cull and you only score the glory if you cull it! Huh. That doesn't seem that difficult? It's not. But it does tend to slow the game down a bit, and it really does add a lot of strategy.



YOU CAN PLAY WITH BOTH THE ADVANCED AND EXPERT RULES TOGETHER IF YOU WANT. TRULY AWESOME QUARRIORS OBSERVE THESE SIMPLE GUIDELINES AT ALL TIMES:

DICE ETIQUETTE

Keep Your Dice In Their Place: Make sure that it is clear which dice are in your Active Pool, Ready Area, Spent Pile, and Used Pile. Keep these areas separate on the table in front of you.

No U-Turns: Don't try to change the face up side of any dice—yours or your opponents. If you do, carefully return the dice to show the proper face.

Hands Off My Dice! You can only use the dice in your own collection. You cannot use, roll, or spend other players' dice.

No Peeking: While you can look inside your bag to count how many dice you have left, you MUST ensure that the dice are completely randomized before you draw any dice from your bag.

That's Too Much: If you ever pull too many dice out of your Bag, return all the dice you drew to the Bag, shake it, and draw again until you have the correct amount.

On the Table Please: If any dice fall off the table when you are rolling them, pick them up and roll them again, on the table.



Looks Coked to Me: If you roll a die and it lands on top of something so that it is crooked (or “cocked”), roll the die again.

Roll Over: When you roll a die, it must roll at least once all the way around. You are not allowed to drop dice off the edge of your hand so that it only rolls one or two sides.

RULES SUMMARY

1. Score Creatures - May cull 1 die for each scored
2. Draw 6 dice, Roll (active pool), Ready dice (Cost in Quiddity = level, spells are free).
3. Attack Your Rivals
4. Capture One Quarry Die From the Wilds (optional)
5. Move Dice from Spent Pile to Used Pile
When bag is empty put Used Pile into bag

Quarriors!
THE GAME OF ULTRA STRATEGIC
HEXAHEDRON MONSTER COMBAT
IMAYHEM!

PLAY MAT THINGY FOR EPIC
GAME PLAYING-NESS!

RULES SUMMARY

1. SCORE CREATURES - MAY CULL 1 DIE FOR EACH SCORED
2. DRAW 6 DICE, ROLL (ACTIVE POOL), READY DICE (COST IN QUIDDITY = LEVEL, SPELLS ARE FREE)
3. ATTACK YOUR RIVALS
4. CAPTURE ONE QUARRY DIE FROM THE WILDS (OPTIONAL)
5. MOVE DICE FROM SPENT PILE TO USED PILE
WHEN BAG IS EMPTY PUT USED PILE INTO BAG

USED PILE

SPENT PILE

READY AREA

ACTIVE POOL

LEVEL	ATTACK
BURST	DEFENSE

QUARRIORS!

RISE OF THE DEMONS

Designed by Mike Elliott and Eric Lang
For 2 to 4 players, ages 14 and up

When we last left off, our four friendly Quarriors were happily gaining Glory in the eyes of the Empress Quiana, exploring the Wilds, and capturing Quarry. What an enviable life!

But what are these dark shadows creeping into the Wilds? Why can I not go hunting for Quarry without having to spend hours cleaning this otherworldly ichor off my finest Quarrying boots?

All of these questions will be (somewhat) answered in...wait for it...

Quarriors: Rise of the Demons!

(Hope you enjoyed that fancy lettering, it was very expensive.)

GAME COMPONENTS

20 QUARRY DICE



x10

CORRUPTED QUIDDITY DICE

TRIPLE BURSTS!

THEY WERE ON SALE!



x5

CORRUPTED SPELL DICE

CORRUPTED HIGH-FIVE!



x5

DEMON DICE

WE TOTALLY

SUMMONED A DEMON!

(Probably not a good idea.)

19 POWER CARDS



Cost this spell to give all Creatures in your Ready Area +1 attack for the remainder of this turn. Gain +1 Quiddity for each Creature you destroy this turn.

CORRUPTED SPELL CARDS

COME ON REACH FOR IT!

1 RULEBOOK: YOU'RE CURRENTLY READING IT, DUH!

DEMON CARDS

OOO SCARY DEMON GUY!



You must score Demonic Overlord Points in your Score Creatures Phase. When Demonic Overlord scores, all other Creatures in Ready Area (including your own) are destroyed and do not score. Remove Demonic Overlord from the game.
* Any of your Creatures that were destroyed by Demonic Overlord's ability are added to your Active Pile.



Corrupted Quiddity has no cost and cannot be captured from the Wilds.
* Gain 1 Corrupted Quiddity die from the Wilds.

CORRUPTED QUIDDITY CARD

BETTER WASH

YOUR HANDS AFTER!

WHAT'S NEW?

In this Quarriors Expansion, you will find new "Corrupted" versions of the 10 creatures in the original Quarriors game, as well as the all-new Demonic Overlord class of Creature, the Corruption Spell, and a new Basic die (Corrupted Quiddity)!

There are a couple things you should probably know before you try playing with the expansion:

SETUP

Setup works in exactly the same way as the basic Quarriors game, except you now have another Basic die—Corrupted Quiddity—which is used in every game. This means that you will have 14 cards in the Wilds instead of 13.

When Warrior of the Quay scores, choose 1 opponent: That opponent gains 1 Corrupted Quiddity die from the Wilds.



WHERE'S THE COST?

Corrupted Quiddity dice are so bad, you can't capture them directly from the Wilds! You can, however, gain them from effects of your own or your opponents' dice. If a die instructs you or an opponent to "gain a Corrupted Quiddity die from the Wilds," it means exactly that! Take the named die from the Wilds and put it in your Used Pile. If there are no dice in the Wilds to take, ignore the effect (unless of course an alternate effect is stated!).

TRIPLE BURST!

In addition to being simply evil, the Corrupted Quiddity die has a face that shows not one, not two, but three Burst symbols! When you roll this face, use the ability described on the Corrupted Quiddity Power Card (don't get excited, you probably won't be happy about it). Why a triple Burst? Stay tuned to future Quarriors expansions to find out!



QUIDDITY

0, QUIDDITY?

This Quarriors Expansion introduces a new Quiddity value: 0! The Corrupted Quiddity die has two faces that have the Quiddity symbol, but with a 0 inside. If you roll this symbol, the die gives you nothing for your turn.

REMOVE FROM THE GAME

Some cards in this Quarriors Expansion will ask you to permanently remove dice from the game. This is not the same as culling! When you remove a die from the game, it is gone for good: place it way off to the side or even back in your Quarriors Expansion box so you won't be tempted to put it back in your bag!

* Choose 1 opponent: That opponent gains 1 Corrupted Quiddity die from the Wilds.

* When Questing Wizard is summoned, choose 1 opponent to lose 1 Glory.



LOSING GLORY

It is now possible for a player to lose Glory during the course of the game. The minimum Glory you can have is 0, so if a player with 0 Glory is forced to lose Glory, their Glory total remains 0.

WAS THAT SUPPOSED TO HURT?

Some Creatures (like the Corrupted Ghostly Spirit) are immune to some types of damage. These Creature cards say "takes no damage" from a type of Creature, Spell, or player. A Creature with this ability cannot be destroyed by damage from that source. But, you can assign that type of damage to the immune Creature each time you are attacked, up to its defense value (but not more than that!) to protect your other Creatures.

Ghostly Spirit takes no damage from any opponent who rolled a Corrupted Quiddity die on his turn. You may assign damage to Ghostly Spirit up to its defense value, but it is not destroyed by this damage.



HOW DO I PLAY WITH THIS?

Here are a few ways we recommend you play with the **Quarriors: Rise of the Demons** expansion:

1. *Quarriors, with a hint of Corruption:* Shuffle the expansion cards in with the base Quarriors game and deal them out randomly like you normally would. A typical game should have 1-3 Corruption cards in it and give you a taste for some of the new mechanics.
2. *Quarriors, with a side of Corruption:* Shuffle the expansion cards separately and flip over 4-5 cards to start the Wilds, then fill in the remainder with cards from the base game. This is a good mix of old and new.
3. *Quarriors, with two scoops of Corruption:* Shuffle the expansion cards separately and use all the corruption you can handle to start the Wilds, then fill in what little remains with cards from the base game. Corruption overload!
4. *Quarriors, the democratic way:* You and your play group can diplomatically agree to set up the Wilds any way you choose, as long as nobody is mean about it.



QUARRIORS!™ DICE BUILDING GAME™

QUARMAGEDDON

Designed by Mike Elliott and Eric Lang
For 2 to 4 players, ages 14 and up



Quaxos was once a great Wizard serving (then) Princess Quiana as her personal oracle and mystic. Over years of heroic service he became known as the most powerful Quarrior in all of the land— able to defeat even the mightiest of foes. Until that fateful day...a powerful other-worldly thunderstorm heralded the arrival of the ferocious Tri-Clops (three-eyed) Dragon of Quarmageddon. After a tremendous battle lasting several days, Quaxos defeated the Dragon— but only after a slash from the Dragon's poisonous claws had blinded him in one eye. Upon the Dragon's death, Quaxos tried to determine who sent the Dragon by casting spells on the skull but to his surprise the skull turned to gold and its three eyes became enormous rubies. Quaxos was enamored of the skull and kept it as a prize, not knowing that the chaotic power of the Dragon still resided within, waiting to be unleashed upon the world once again. The power of the Golden Skull of Quarmageddon slowly caused Quaxos to go mad. Recognizing that the combination of his magical abilities and mental instability could be a danger to Quiana— in his last ounce of sanity, Quaxos left the service of the now Empress and became a hermit in a far off tower and spent all his hours gazing at the Golden Skull.

Since the Rise of the Demons, the land has been overrun with Mischievous Imps who caught wind of the Golden Skull of Quarmageddon and swarmed Quaxos' tower. While fending off the Imps, Quaxos knocked into the relic, dropping it to the ground and unleashing the full-blown Quarmageddon that was held inside causing devastation for miles around. It is not yet known if Quaxos survived - but strangely the Imps remained unharmed...Empress Quiana has since called upon the mightiest Quarriors and those who are still untested to restore order and control the chaos that is QUARMAGEDDON!

IMMUNITY

A number of Creatures have a special ability called "Immunity." These creatures—through their link to Quiddity, natural toughness, or simply by being too stubborn to submit—cannot be affected by any spell effects or Creature abilities that your opponents hurl against them. They are not, unfortunately, immune to damage during an attack. Only effects and abilities described on the Power Cards are blocked by Immunity.

Of course, you can use your own effects and abilities on your own Immune Creatures, even if it might not be in the Creature's best interest...

IMMUNITY

<p>GNOME BARBARIAN</p>	<p>QUAKE DRAGON</p>
<p>Gnome Barbarian gains +2 attack and +2 defense if you have no other Creatures in your Ready Area.</p>	<p>Destroy all Level 1 Creatures in your opponent's Ready Area when you attack with Quake Dragon (before your opponent chooses a defender).</p>
<p>* Gnome Barbarian has Immunity.</p>	<p>* Quake Dragon has no additional ability.</p>

Example: This Gnome Barbarian has Immunity if a burst is rolled. Even though he is only level 1, he is not affected by the Quake Dragon's nasty breath: he is not destroyed before the attack, and can be chosen as a (short-lived) defender against the Quake Dragon's attack value.

GAME COMPONENTS

23 CARDS **40 DICE**

18 CREATURE CARDS

8 SPELL CARDS

SPELL (2 TYPES)

CREATURE (6 TYPES)

SPELL

CREATURE

THIS SET INCLUDES:

QUARMAGEDDON FAQs

- **Strong Voodoo Doll** — Burst ability is not optional. However, you may only take an Assistant die from the Wilds if one is available, and if none are available the rest of the effect still works.
- **Strong Gnome Barbarian** — Attack totals are determined prior to assigning Defenders in the Attack phase. If Strong Gnome Barbarian's burst ability causes an attacker to destroy one of their creatures, it does not change the attack total (other player's must deal with the original full Attack total).
- **Mighty Voodoo Doll** — the Mighty Voodoo Doll's Burst ability allows you to take all Voodoo Doll dice from both your Spent and Used Piles and roll them when he is summoned. These dice are then added to your Active Pool and can be spent/readied as normal as it still occurs during Phase 2.



Quarmaggedon is over and it is time to celebrate! By order of the great Quarrus Maximus Epicus, and in honor of those mightiest of the mighty Quarriors, let the Qladiator Games begin! ...Oh you don't know what those are? Well allow me to explain! From time to time Quarriors will battle it out in front of the public in the capitol's Quoliseum. It isn't all fun and games, as it serves as an opportunity for the best and brightest to try out new techniques and impress Empress Quiana and the legions of fans who travel from all over to see their heroes up close and in person. Just try not to get too close to the Pink Eye Cyclops... for obvious reasons. This year the mystery challenge for the Quarriors who step into the Quoliseum is a tricky one indeed. The Quarrior who can best balance the intricacies of the Lock technique as well as when to capture the relentless Qladiator will find their Glory to be second to none!

QUARRIORS!™ QUEST OF THE QLADIATOR

Designed by Jason Tagmire and Bryan Kinsella

Original Dice Building Game Mechanic by Mike Elliott and Eric Lang

For 2 to 4 players, ages 14 and up

Components

26 CARDS



18 CREATURE CARDS

8 SPELL CARDS

40 DICE



SPELL

CREATURE

Terminology

Locked Area: The Locked Area is a space within your Ready Area that can hold one Locked die. It is considered part of your Ready Area. *Please note that Locking a Creature is different than summoning as it does not cost any Quiddity and any events that key off of summoning are ignored.*

Lock: The action of placing a die with the Lock symbol into the Locked Area.

UnLock: The action of removing a Locked die from the Locked Area, it goes to the Spent Pile if on your turn. If a die becomes UnLocked when it is not your turn it goes to your Used Pile.



LOCK SYMBOL

Locked Creatures: Creatures that are Locked in the Locked Area (have the Lock symbol showing and have been Locked).

These dice are still Creatures and can be affected as such from spell and Creature affects. They have values of zero for level, attack and defense for the purposes of spell and Creature effects, however if this changes the face of the die to an UnLocked face they are removed from the Locked Area and moved to the regular Ready Area (this is not considered UnLocking the die). When Locked they do not participate in combat and do not deal nor receive damage in combat.

Overview

Some Creatures have a Lock symbol on their die. If one or more dice with a Lock symbol are rolled, one of those dice (chosen by the active player) must be placed into the Locked Area. Placing a Locked die into the Locked Area instantly enables the abilities of that die, and the abilities are effective until the die is UnLocked by any of the players. A Locked die may be in play for multiple turns (it is NOT placed into your Spent or Used Pile normally), allowing the player or players to use the abilities for multiple turns.

Locking a Die

You may only Lock one Creature into your Ready Area per turn during Phase 2. To Lock a die, move it from your Active Pool to the Locked Area within your Ready Area. Once a Creature is Locked, you cannot UnLock it during your current turn. If you are exiting Phase 2 with any Creatures that have Lock symbols in your Active Pool, you must select one of the Creatures showing the Lock symbol and place it into the Locked Area. If you already have a die in the Locked Area, that die is UnLocked and placed in your Spent Pile, making room for the newly Locked die. In other words, if you had a Locked Creature and rolled only one Creature with a Lock symbol (assuming no more rerolls are possible) you MUST put the new Creature into the Locked Area at the end of Phase 2 and send the other to your Spent Pile.

Some Creatures allow you to place them in another player's Lock Area – this does not count against your limit of 1 per turn into your Locked Area, and you may do this as many times as you are able.

Locked Die Effects

A Creature's Lock ability is effective as soon as it is Locked. Some Lock abilities will have immediate effects, others will be available or effective during the various phases of a player's turn. Some Lock abilities will affect all players, immediately upon Locking.

UnLocking a Die

UnLocking a die will instantly end all of its abilities and effects. The die is immediately sent to the Spent Pile if it's the Active Player's die, otherwise to the Used Pile.

A die can be UnLocked in 3 ways:

- 1) You (or another player) replace a Locked Creature with a newly Locked Creature that is showing a Lock symbol (reminder: you can only Lock one Creature into your Locked Area per turn).
- 2) Any player destroys it with a spell - Depends on the spell text.
- 3) Any player pays 2 Quiddity during their turn for it to be UnLocked.

Notes for Quaxos' Eye (which prevents you from paying 2 Quiddity to UnLock it):

-If you roll the Lock symbol with 2 bursts, you must use step 1 or 2 above to UnLock it.

-Once a player puts Quaxos' Eye into my Locked Area is it my Creature? Yes, ownership has transferred to you. If Locked it goes to the new owner's Spent Pile or Used Pile etc.

A player can pay to UnLock another player's Locked die only during phases 2-4 of their turn. The UnLocking immediately disables the ability and effects of the Locked die for all players. UnLocking a die only removes the ability going forward, it does not change an action or effect that has taken place previously in the players turn.

Reminder that spell and creature effects that rotate a die face to an UnLocked side do not send the die to the Used or Spent Piles and instead the die is moved to the regular Ready Area.

FAQ

- Drawing one or more dice – if a player draws 6 dice (examples: at the beginning of the turn) this counts as 1 time the player drew one or more dice.
- The Locked Area is a part of the Ready Area. Only 1 die can be in the player's Locked Area.
- The Locked Creatures are still Creatures for spell and spell like effects with all abilities at 0, however they do not attack nor defend in combat. Spells that destroy Creatures regardless of level (Ex: Death Incantation double burst affect) would work against a Locked Creature as would spells that affect Creatures of particular values (Ex. The Death Spell that targets a Creature below 6 defense would work).
- UnLocking a Creature (via any of the 3 methods) is not the same as destroying a Creature. Life Charm, which puts Creatures that are destroyed to your Active Pool instead of to the Used Pile, would not work for the UnLocked die.
- Locked Creatures do not attack/defend nor score like normal Creatures.
- You can attach spells to Locked Creatures, but generally they will not be useful as Locked Creatures cannot attack, don't defend and don't score. However future expansions may make this a useful technique.
- Pay: you subtract from your total, you must have the item (Glory or Quiddity) to perform the action.

QUEST OF THE GLADIATOR

RULES SUMMARY

1. SCORE CREATURES - MAY CULL 1 DIE FOR EACH SCORED
2. DRAW 6 DICE, ROLL (ACTIVE POOL), READY DICE (COST IN QUIDDITY = LEVEL, SPELLS ARE FREE)
EXITING 2. LOCK A CREATURE IF YOU HAVEN'T YET AND HAVE A LOCK FACE SHOWING IN YOUR ACTIVE POOL.
3. ATTACK YOUR RIVALS
4. CAPTURE ONE QUARRY DIE FROM THE WILDS (OPTIONAL)
5. MOVE DICE FROM SPENT PILE TO USED PILE WHEN BAG IS EMPTY PUT USED PILE INTO BAG

USED PILE

SPENT PILE

READY AREA

ACTIVE POOL

LOCKED AREA

LEVEL **ATTACK**
BURST **DEFENSE**

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QUARRIORS!™ DICE BUILDING GAME

QUARTIFACTS

Original Game Design by Mike Elliott and Eric M. Lang

Set Design by Andrew Parks and Sara Sterphone

For 2 to 4 players, ages 14 and up



HAIL AND SALUTATIONS, MIGHTY QUARRIOR! IT'S ME, QUIRK HERE TO GREET YOU AGAIN AND WITH GREAT NEWS! QUAXOS HAS RETURNED! THE GREAT AND POWERFUL MYSTIC HAS RESURFACED SINCE HIS LITTLE...UM... 'INCIDENT' WITH A CERTAIN 'QUARMAGEDDON FILLED TRI-CLOPS SKULL.' QUAXOS' TOWER IS BEING RE-BUILT, BUT THERE IS ONE PROBLEM. ALL OF HIS QUARTIFACTS, INCLUDING THE TRI-CLOPS SKULL, HAVE BEEN STOLEN, LOST, OR HIDDEN! IN AN EFFORT TO RETRIEVE HIS ITEMS, QUAXOS HAS ENLISTED HIS OLD FRIEND ERNIE, AN ANCIENT GUIDE, TO RALLY UP THE BRAVEST AND MOST CUNNING QUARRIORS TO HELP IN HIS QUEST! PACK YOUR SACKS, FOLKS! WE'RE GOIN' QUESTING!

CAN YOU ANSWER THE CALL? ARE YOU READY FOR QUESTING OF THE LIKES WHICH HAVE NEVER BEEN SEEN!? CAN SOMEONE GET ME A CHANGE OF UNDERGARMENTS?!?!

OVERVIEW

Your Creatures can now go on Quests! There are three different Quests included in the *Quartifacts* expansion, and Creatures can now be used to start new Quests or to challenge Quests that are being pursued by their rivals. Of course, you can also keep your Creatures in your Ready Area to attack the Creatures in your opponent's Ready Areas if you'd like, so now you have all kinds of fun places to go!

Each Quest has a Level (1, 2, or 3) and there are four different versions of each Quest, so that allows for lots of questing variety. If a bunch of your Creatures start a Quest and survive till the start of your next turn, then you'll earn Glory for that Quest and even get to roll a special Quest Die. The Quest Die can grant you lots of different rewards, and might even grant you a Quartifact! Quartifacts go into your Ready Area until you choose to attach them to one of your Creatures, who can then amaze and impress their friends with all sorts of special new powers.



SO WHAT ARE WE WAITING FOR!? LET'S GET STARTED ON THOSE QUESTS!

GAME COMPONENTS

The *Quartifacts* portion of *Quarriors: Ultimate Question* includes:

36 Cards

- 1 new Basic Card: The Squire
- 15 new Creature Cards
- 8 new Spell Cards
- 12 Quest Cards

46 Dice

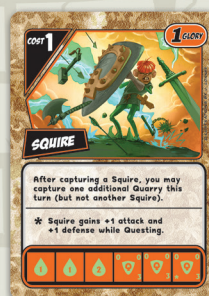
- 5 Basic Dice (Squire)
- 25 Creature Dice
- 10 Spell Dice
- 6 Quest Dice

4 Quest Markers

1 Glory Tracker with extended Glory Points

TO QUEST OR NOT TO QUEST

All of the new Creatures and Spells included in this expansion can be used with or without the new Quest Rules. If you want, you can just add those Creature and Spell Cards to the rest of your collection and play the old game without the new Quest Rules. If you decide to do that, just place the Quest Cards and Quest Dice back in the box, as well as the new Squire Basic Card and his corresponding dice (he isn't very useful unless you're playing with Quests!). But if you'd like to go out hunting for Quartifacts, then follow the rules in the next section to set up the Quest Area.



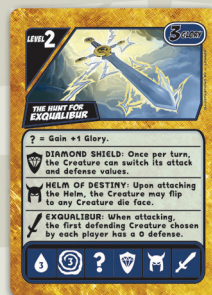
SETTING UP THE QUEST AREA

After you're done setting up the normal game, proceed with these steps to get yourself ready for Questing:

- 1) Place the Squire Card in the Wilds with the other Basic Cards, and place his 5 dice on top of his card. You can capture him just like any other die in the Wilds, and his text even allows you to capture another die on the same turn. How's that for being helpful? This little guy is only Level 0, which means you can summon him for free!
- 2) Designate an Area beneath the Wilds and call it the Quest Area. This is where the Quest Cards and Quest Dice are going to go, and where a player's Creature dice will go when they want to start or challenge a Quest. The Quest Area is a new Area of the game, separate from the Wilds and from the players' Ready Areas, so make sure you leave a little space between it and the other parts of the game.
- 3) There are three Quests Types— Holy Quail (Level 1), Exqualibur (Level 2), and Tri-Clops Skull (Level 3). Each Quest Type has four different versions (Hunt, Search, Expedition, Quest). The "Expedition" version of each Quest Type assumes you're playing with all previous Quarriors sets (Rise of the Demons, Quarmageddon, and Quest of the Qladiator). If you're not playing with these sets, remove the Expedition version of each Quest Type. Also, separate the 3 different types of Quest Cards: The number of players in the game will determine how many of these different Quest Types you'll be playing with— the rest go back in the box along with their corresponding Quest Dice.
 - 2 players— only keep the Exqualibur (Level 2) Quest Cards
 - 3 players— keep the Holy Quail (Level 1) and Tri-Clops Skull (Level 3) Quest Cards
 - 4 players— keep all the Quest Cards out...you're playing with the whole enchilada!
- 4) Now shuffle the remaining cards for each Quest Type separately, and then flip one version of each Quest Type face up into the Quest Area. The rest go back in the box. When you're all done, you should have 1, 2, or 3 Quest Cards in your Quest Area (depending on the number of players, see #3 above), and each Quest Card should be a different Level.
- 5) Each Quest Card has two Quest Dice associated with it. Place each pair of Quest Dice on top of their corresponding Quest Cards. Remember: if you aren't playing with a particular Quest Type (due to the number of players), then just place that Quest's dice back in the box.
- 6) Give each player a Quest Marker that matches the color of their Glory Track Marker. Players use these to identify their Creatures when they're out questing.
- 7) When playing with Quests, please use the new Glory Tracker. Since there's all kinds of Glory to be had while Questing, there are more ambitious Glory Goals to be achieved! Consult the Chart at right to see the new Glory Goals. The game doesn't end until either someone reaches the Glory Goal referenced on the chart or there are four or more empty Creature Cards in the Wilds. If you're playing without the Quests, then use the old Glory Tracker instead.

Glory Goals

# of Players	Required Glory
2	25
3	19
4	15



ALL RIGHT, NOW FOR THE FUN PART! I HOPE YOU TAKE ME WITH YOU.

NEW PHASE DESCRIPTION

There's now more stuff you can do during each of the game's Phases, so here's a quick list of the Phases with those things included. The new things are in **BOLD**!

1. Score Creatures and **Complete Quests**
2. Draw, Roll, and Ready Dice, and **Attach Artifacts**
3. Attack Your Rivals, **Start Quests**, and **Challenge Quests**
4. Capture One Quarry Die From the Wilds (optional)
5. Move Dice to Your Used Pile

Phase 3 now provides you with some important new options. Each of the Creatures in your Ready Area can choose to stay there and attack your rivals like normal, or they can move to the Quest Area in order to start a new Quest or to challenge an opponent's Creatures on their Quest. Although you can do these things in any order, you have to decide ahead of time which of your Creatures are staying in the Ready Area and which are going to the Quest Area. Keep in mind that players can cast Spells on Creatures even if they're in the Quest Area unless it's specifically limited to other Areas.

Any Creatures that stay in your Ready Area attack each of your opponents' Creatures in their Ready Areas like normal; they don't affect anything in the Quest Area. Just follow the normal rules for attacking those Creatures. You're allowed to keep some of your Creatures in the Ready Area and send the rest to the Quest Area if you wish.

IMPORTANT: Assistants *hate* questing! It makes their tender footsies sore. You must always leave all of your Assistants in your Ready Area, no matter what.

STARTING A QUEST

Any Creatures that you send to the Quest Area have to stick together. They're a merry band of adventurers now! Therefore, they have to either start the same Quest or challenge the same Quest (i.e. you can only visit one Quest Card per turn).

If there is at least one empty Quest Card, you can choose to have your Creatures **start** that Quest. Simply place your chosen Creature dice beside that Quest Card and they're on their merry way! Of course, you should make sure that the combined Levels of all the Creatures starting the Quest are equal to or greater than the Level of the Quest, or they'll have no chance of completing it. And oh yeah, make sure you put your Quest Marker with your Creatures so they'll remember that they belong to you. If your Creatures survive until the start of your next turn, they *might* succeed in completing the Quest (more on that later).

CHALLENGING A QUEST

If there is at least 1 Quest Card with your opponents' Creatures beside it, you can **challenge** that Quest. Here's how it works:

- 1) The Challenging Player places their Creatures in the Quest Area beside that Quest and marks them with their Quest Marker. Both sides then attack each other simultaneously. Each player totals up their Creatures' attack values and inflicts that much damage on their opponent's Creatures. Both sides choose their own defenders one by one until all the damage is accounted for. All destroyed Creatures are returned to their owners' Used Piles. Both players can use Reaction Spells in their Ready Areas during the Challenge; the players go back and forth deciding whether or not to use their Spells until both players have passed in sequential order.
- 2) The Challenging player immediately scores 1 Glory Point for each Creature they destroy. The original player who was on the Quest doesn't get anything, no matter how many Creatures they kill. Such are the spoils of... well, being a spoiler!
- 3) If the Quest Card still has one or more of the original Questing Creatures left, then those Creatures are still on the Quest, even though they may have been weakened somewhat by their Challengers. Because the Challengers didn't wipe out all of their foes, any Challenging Creatures who survived return to their owner's Used Pile, exhausted by their efforts! This is true even if they received Glory for killing *some* of the original Questing Creatures.
- 4) If all original Creatures who were on the Quest are eliminated, then the Challenging player has the option of having their surviving Creatures start the very same Quest. If they choose not to, then their surviving Creatures are returned to their Used Pile.

COMPLETING A QUEST

At the start of a player's turn, if they have Creatures beside a Quest Card, they see if they complete that Quest. Basically, each Quest has a total Level requirement. So for the Level 1 Quest, you only need a single Level 1 (or higher) Creature to complete it. For a Level 2 Quest, you need either a Level 2 (or higher) Creature or at least two Level 1 Creatures left on the Quest. For a Level 3 Quest, you need either a Level 3+ Creature or some combination that equals 3 Levels or more. You get the idea.

If a player doesn't have enough Levels to complete the Quest (i.e. due to Challenges from other players), then their Creatures return to their Used Pile (in shame!)

If a player does have enough Levels, then they successfully complete the Quest. Their Creatures still go to their Used Pile (but in victory!). Although they don't score the Creatures' normal Glory Points, they do still get to cull one die for each successful Creature returning from the Quest. They then score the amount of Glory listed on the Quest itself (only one time, **not** once per Creature). Finally, the player gets to roll the Quest Die associated with that Quest and reap the rewards!

IMPORTANT: For purposes of card text, a Creature who helps complete a Quest is **not** scoring! A Creature only "scores" when it is in your Ready Area at the start of your turn. When a Quest is completed, it is the Quest that scores, not the Creatures.

If you have some Creatures scoring in the Ready Area and some completing a Quest during the same turn, you get to decide which to do first.

ROLLING THE QUEST DIE

When a player's Creatures complete a quest, they not only score Glory but they also get to roll the Quest Die and reap the rewards! Three of the results on the Quest Die are instant rewards: bonus Quiddity, bonus dice added to the Active Pool, or a special bonus indicated by a large Question Mark that is defined on the corresponding Quest Card. If one of these three results is rolled, the player receives the reward immediately and then returns the Quest Die to its place beside the Quest Card.

QUARTIFACTS

Three of the results on each Quest Die represent **Quartifacts!** A Quartifact is a magical object with a special name. Sometimes you'll get the Quartifact that the Quest is named after. Other times you'll get a completely different Quartifact.

For example, you might have gone searching for the Holy Quail, but instead you may find the Holy Quill!

When you discover a Quartifact, place the Quest Die in your Ready Area and be careful to keep the correct Quartifact pip face up. During Phase 2 of your turn, you can **attach** the Quartifact to one of your Creatures after you summon that Creature. The Quest Die is then placed beside that Creature, who is considered to be carrying that Quartifact. The Creature then benefits from the special powers associated with that Quartifact, as defined on the corresponding Quest Card.

A **Quartifact** has no power unless it is attached to a **Creature**. However, until you decide to attach it to a **Creature**, you can leave it in your Ready Area where it will remain until one of the following three things happens:

- 1) You attach it to a **Creature** you summon during Phase 2. The **Quartifact** stays with the **Creature** until the **Creature** scores, completes a **Quest**, returns from an unsuccessful **Quest** or **Quest Challenge**, or is destroyed, in which case the **Quest Die** is returned to the **Quest Card**. A **Quartifact's** power is just too much for a **Creature** to handle for more than one turn!
- 2) You complete another **Quest** and receive a new **Quartifact**, in which case the old **Quartifact** is returned to its **Quest Card**. You can never own two **Quartifacts** at the same time, even if they're from different **Quests**.
- 3) Another player completes the same **Quest** and there is no **Quest Die** left (i.e. both dice associated with that **Quest** have been claimed by other players). In that case, the new player completing the **Quest** seizes the **Quartifact** from the hoarding player of their choice and rolls it to determine their own **Quest** reward as normal. The other player is out of luck!

IMPORTANT GAME TERMS

Pay attention to these Game Terms used in card text.

- 1) **Questing:** Any **Creature** who is in the **Quest Area**, whether pursuing a **Quest** or challenging a **Quest**, is considered to be "Questing."
- 2) **Accompany:** Any friendly **Creatures** who are in the same **Area** (**Ready Area** or **Quest Area**) are said to be "accompanying" one another. Friendly **Creatures** who are in different **Areas** aren't accompanying one another, but they can send postcards!
- 3) **Attacking / Defending:** **Creatures** who are battling one another during a **Quest Challenge** are considered to be both attacking and defending (since they're all simultaneously beating one another senseless!)
- 4) **Immunity:** **Immunity** is a special power that was introduced in **Quarmageddon** that protects **Creatures** from **Spell** effects and **Creature** abilities. The protection bestowed by **Immunity** now extends to the special abilities of **Quartifacts** as well. Note that **Immunity** does not protect a **Creature** from plain old damage during an **Attack** or a **Quest Challenge**, and you can always use your own effects and abilities on your own **Immune** **Creatures**, even if they ask you really, really nicely not to!



BY THE WAY, IF AN EFFECT EVER REDUCES A CREATURE'S SUMMONING COST BELOW ZERO, THEN THE COST IS CONSIDERED ZERO. TAKE THAT, RULES LAWYERS!

EXPERT RULES AND QUESTING

The **Quarriors Base Game** introduced the **Expert Rules** that only permit a player to cull the actual dice that score and prohibit a player from receiving **Glory** unless they cull those dice. When using the **Expert Rules** with **Questing**, a player who completes a **Quest** can only cull the **Creatures** who successfully completed that **Quest**. Furthermore, a player cannot score **Glory** for a **Quest** unless they cull all **Creatures** who completed that **Quest**. However, a player who does not wish to cull all of their **Questing** **Creatures** may still roll the **Quest Die** and receive its reward.

QUARRIORS!™

DICE BUILDING GAME™

LIGHT vs. DARK

Designed by Mike Elliott and Eric M. Lang
For 2 to 4 players, ages 14 and up

GAME COMPONENTS

The **Quarriors: Light vs. Dark** portion of **Quarriors: Ultimate Quedition** includes:

- 8 Large Quiddity Dice
- 16 Assistant Dice
- 40 Quarry Dice (5 each in 8 different color combinations)
- 43 Power Cards

The Assistant dice in this expansion have three different matching cards, each with a different ability! All other dice have five different cards instead of three. The Large Quiddity Dice don't have a matching card.

POWER CARDS

In **Quarriors: Light vs. Dark**, below a die's cost is its energy type and discounted energy cost. Dice of a given type produce that type of energy, and you can purchase that die at a discounted cost if you spend at least one Quiddity of that energy type to purchase that die.

The colored box at the bottom (yellow or black) is the card's Anchored Spell. Not all cards have Anchored spells, but if any do, these anchored spells are additional abilities that you, the mighty Quarrior, get just because the card is in the Wilds!

An Anchored Spell has a specific cost in Light or Dark Quiddity. Once per turn, a player can pay that cost to activate an Anchored Spell on one card in the Wilds. The player does not even need to own the die to use the Anchored Spell!

DICE

Quarriors: Light vs. Dark also introduces a few new symbols on dice as outlined below:



Light Quiddity: When you roll this symbol, you can spend this die to gain the amount of Light Quiddity shown. Light Quiddity can be used for anything normal Quiddity can be used for, but Light Quiddity also has special properties that will be explained later.

64 ASSORTED DICE



43 POWER CARDS



ANATOMY OF A CARD





Dark Quiddity: When you roll this symbol, you can spend this die to gain the amount of Dark Quiddity shown. Dark Quiddity can be used for anything normal Quiddity can be used for, but (you guessed it!) Dark Quiddity can also do unique stuff that you'll find out about later.



Immediate Effect: When you roll this symbol, check the Power Card associated with that die. It will tell you what to do! This is an Immediate Effect, and you can only use it immediately after rolling.

SETUP

Setup of the Wilds for **Quarriors: Light vs. Dark** is very similar to other Quarriors experiences. Here are the differences highlighted for you, mighty Quarrior:

Unlike other expansion, you never use Basic Quiddity card, the plain old Assistant card, or the Portal card. If you do, you'll tear a rift in the very space-time Quontinuum! Also, the game won't work

Instead, start by grabbing the three cards named "Assistant of [Something]". Select one of these at random and place it face up in the middle of the table to start the Wilds!

Then, place the other 2 Assistant cards back in the box.

After that, grab the Creature Cards and shuffle them together. Start turning over cards from the shuffled creature cards and add them to the Wilds one at a time. If a card is revealed whose class matches the class of a card already in the Wilds (like Black Cat), place that card back in the box. Continue doing this until there are 6 Creature Cards in the Wilds or 7 if you're mixing **Quarriors: Light vs. Dark** with other expansions.

After you've got all your Creature Cards in the Wilds, do the same thing for Spell Cards until you have 2 Spell Cards in the Wilds or 3 if you're mixing with other expansions.

Each player gets 4 Assistant Dice which go into their bag. Each player also gets 2 Large Quiddity Dice which never go into their bag and are placed off to the side for now. Return any leftover Assistant and Quiddity Dice to the box.



PRETTY SIMPLE, RIGHT?! NOT A WHOLE LOT CHANGES FOR SET UP, BUT THE QUIMPLICATIONS ARE QUITE QUIZZICALLY QUOFOUND DURING THE GAME!

LARGE QUIDDITY DICE

Unlike the other dice, Quiddity Dice are never added to your collection. Instead, at the start of each of your turns, add the 2 Quiddity Dice to your Active Pool. As you spend Quiddity from these dice, the dice go to your Spent Pile. At the end of your turn, instead of placing them in your Used Pile, place the Quiddity Dice to the side until your next turn. Quiddity Dice are never added to your bag and cannot be targeted by any effects except for "re-roll."

The Large Quiddity Dice also grant more Quiddity per die than the original Quiddity Dice, and they even generate Light and Dark Quiddity!



WE MADE THE QUIDDITY DICE LARGER AS A PHYSICAL REMINDER THAT THEY ARE NOT TREATED LIKE ORDINARY DICE.



IMPORTANT CHANGE TO PHASE 2: DRAW, ROLL, AND READY DICE

Normally during this phase you shake up your bag and blindly draw 6 dice. When playing with **Quarriors: Light vs. Dark** rules, draw only 2 dice and add them to your Active Pool. **After your first two turns, draw 3 dice each turn instead of 2.** Regardless of what turn it is, you always take the 2 Large Quiddity Dice and add those to your Active Pool in addition to those you draw. You should have a total of 4 dice in your Active Pool on turns 1 & 2 and 5 dice for each turn thereafter.

Immediate Effects

Immediate Effects function identically to previous Immediate Effects. However, instead of Immediate Effects being on the card with the IMMEDIATE qualifier, there will be a question mark symbol on the die face to denote an immediate effect.

IMPORTANT NOTE ON PHASE 4: CAPTURE ONE QUARRY DIE FROM THE WILDS

Some abilities and effects allow you to add dice to your Active Pool during an opponent's turn. If this happens, leave those dice in your Active Pool until your next turn, at which point you'll get to roll them in addition to all the other dice you drew from your bag to roll for that turn.

Example: Since it's his third turn, Quade draws 3 dice out of his bag and adds them to the Herald Die that is already sitting in his Active Pool. He then adds his 2 Quiddity Dice. Finally, he rolls all 6 dice. Unfortunately, one lands on the pizza and he has to re-roll it.

Below their base cost, the Creatures in this set also have a Discounted Quiddity Cost. This allows a player to pay the amount of Quiddity shown in the Discounted Quiddity Cost section if the player pays at least one Quiddity of a special type (Light or Dark), as indicated on the Creature's Power Card.

Example: Quinn has a total of 5 unspent Quiddity: 2 Light Quiddity and 3 normal Quiddity. He'd like to capture a Greater Quartz Golem from the Wilds, but this normally costs 6 Quiddity to capture. Fortunately for Quinn, the Greater Quartz Golem has a Discounted Quiddity Cost of 5 Quiddity if at least 1 Light Quiddity is spent. Since Quinn has Light Quiddity to spend, he can capture the Greater Quartz Golem at the Discounted Cost of 5.

Since Quinn can only capture one die each turn, if he had any Quiddity left over it would be lost.

ADDITIONAL RULES

Anchored Spells

Anchored Spells are different from spells you cast from your Ready Area. Several Creature Cards have Anchored Spells listed in a yellow or black box in their card's text area. Once during your turn, you can choose to spend the required Light or Dark Quiddity to activate an Anchored Spell listed on one Creature Card in the Wilds. It doesn't matter whether or not you actually own a Creature Die associated with that card.

You can activate one Anchored Spell per turn, during any phase of your turn except for Phase 1. You can't activate Anchored Spells during your opponents' turns.

Culling Dice in Quarriors Light vs. Dark

If playing with **Quarriors: Light vs. Dark** rules, you cannot cull dice normally when a creature scores or completes a quest. Instead, some special powers allow you to cull dice from your collection. You can never cull the oversized Quiddity Dice.

Card Text

Power Cards use a variety of very specialized text. This section discusses specific cases.

"And Then"

If a Power Card's text includes the words "and then," you must first accomplish whatever is specified before the words "and then" in order to do whatever comes after.

Example: Greater Archangel's Anchored Spell allows you to spend 3 Light Quiddity in order to "Destroy 1 Dark Creature in any Ready Area, and then gain 1 Glory." You cannot gain 1 Glory unless a player had a Dark Creature in his or her Ready Area for you to destroy!

References to "Cost"

If a Power Card's text refers to the "Cost" of a Quarry, then it is referring to the normal Cost, not the Discounted Quiddity Cost.

Rotating Dice

If a Power Card's text allows you to "rotate" a Creature die to a higher level, then you should rotate that die to the next face immediately to the right of the current face as shown on the die's Power Card; if this face is not a higher level, then go to the next face that is a higher level. If a Creature is at the highest level possible, then do not rotate it.

If a Power Card's text allows you to "rotate" a Creature die to a lower level, then you should rotate that die to the next face immediately to the left of the current face as shown on the Power Card; if this face is not a lower level, then go the next face that is a lower level. If the Creature is at the lowest level possible, then do not rotate it. A Creature cannot be rotated to a non-Creature in this way.



PLAY MAT THINGY FOR EPIC GAME PLAYING-NESS!

RULES SUMMARY

1. SCORE CREATURES (PLACE THEM IN YOUR USED FILE)
2. DRAW 2 DICE FROM YOUR BAG (OR 3 DICE STARTING WITH YOUR THIRD TURN), ROLL THE TWO LARGE QUIDDITY DICE AND THE DICE DRAWN FROM YOUR BAG (ACTIVE POOL), READY DICE (COST IN QUIDDITY = LEVEL, SPELLS ARE FREE)
3. ATTACK YOUR RIVALS
4. CAPTURE ONE QUARRY DIE FROM THE WILDS (OPTIONAL)
5. MOVE DICE FROM SPENT PILE TO USED PILE, WHEN BAG IS EMPTY PUT USED PILE INTO BAG



USED PILE



SPENT PILE



READY AREA



ACTIVE POOL



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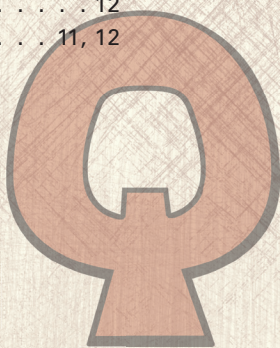
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