


ELFQUEST[®]


Adventure Game[™]





Play Overview



- 1) After setup, flip over the top Event card.

 denotes a SOLO event and only one character may attempt it and it must be completed by that character.

 denotes a TRIBAL event. Any number of characters may attempt it. Different characters or more/fewer character may complete the event if it is not finished on the first attempt.

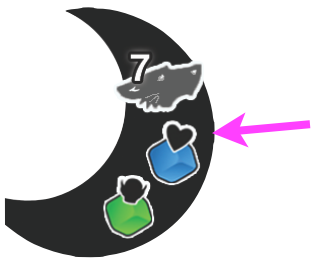
- 2) The character(s) attempting the event collectively add all their dice to the dice pool for every cube they currently possess matching the color/symbols depicted on the event (   ) plus the number of white dice shown on the card. The white dice are used on the FIRST attempt only.

- 3) Place one success token () on the event for every 5 or 6 result on the dice.



- 4) You may re-roll any non-successful dice once for every TRAIT on participating character/hand cards that matches a trait on the event card.

- 5) If you accrue the needed number of successes to complete the task (plus any other requirements such as discarding cubes) every participating character claims the reward and you flip over the next event. **If you do not complete** the event, you may attempt it in the current season with different characters or in a subsequent season with the same or different characters.



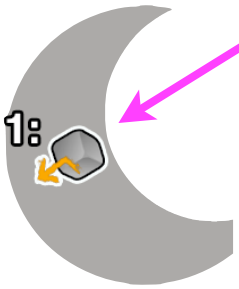
- 6) Every other character that has not taken one action during the current season may attempt the revealed event (whether it is partially completed tribal event or is newly-revealed) OR may

undertake a Home Card TASK. Remember, white dice are used on the 1st attempt only.



7) Home card TASKS all operate like solo events except that the results are not cumulative.

8) When the season ends, roll 1 die to see if there is a penalty for the revealed task being incomplete (as depicted in the grey crescent).



9) When a SCENARIO is completed, turn it over. Every character gains the depicted reward. Reveal the next scenario and its first event card. All characters remain in their current condition.



NOTE: You may flip over a hand card during an event or task if it has a matching trait to gain three dice to your dice pool. Once a hand card is flipped it confers no cubes, dice, traits or bonuses of any kind.



You may discard any cube during your task or event to gain 2 success tokens to apply towards your attempt.



You may discard accumulated success tokens from your home or character card during your task or event to re-roll one die per token discarded.

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- A character dies if it loses all its cubes.
 - If you use more seasons than depicted on a scenario card in order to complete its events, **every character** discards one cube and two success tokens.