

QUEST

A family game of knights in search of the magical ring, set in the age of myths.

Age 10–Adult
3–6 Players

Contents

1 playing board, 6 playing pieces, 18 talismen, 4 “Coats of the Forgotten Ones”, 1 ring, 16 obstacles, 24 dragon cards, 24 city seals, 1 dice.

Introduction

Each of the four states of Tirad, Urgad, Galad and Elgad has one large city. Life in these cities flourishes for the inhabitants only when the magical ring is there. Unfortunately for the citizens, the ring never stays very long in one place. So knights and adventurers set out to find the ring and take it to the cities. There rich rewards await them.

Object of the Game

The players take the parts of the knights. They try to find the ring and transport it to the cities. As a reward they receive the seals of these cities. The winner of the game is the first player whose knight takes the ring to three different cities, thereby collecting three different seals.



Preparation

Each player receives one playing piece and three talismen. The talismen push together and the playing piece sits on top of them. The pieces or knights are placed on the starting space – the blue crystal ball in the state of Galad. The ring is placed on the crystal ball in Tirad.

The city seals are sorted into colours and put at the side of the playing board.

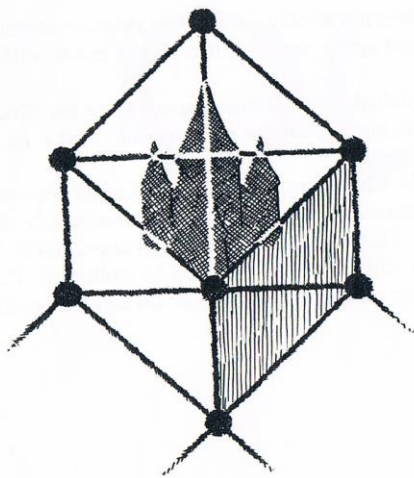
The dragon cards are shuffled and laid face down in a pile near the board.

The obstacles, the black “Coats of the Forgotten Ones” and the dice are also made ready.

Players decide who should go first.

Play How to move

Players take turns to move their knights **either one or two spaces** along the connecting lines. They can move in any direction, even round a corner. However, players are not



The Talismen

allowed to move forwards **and** backwards in the same move, i.e. they cannot finish their move where they began it. Players may only move to a totally unoccupied space, except when they are attacking another knight.

Whoever's turn it is **must** move, unless he is completely blocked and cannot move or he is missing a turn because he is wearing the "Coat of the Forgotten One" (see below).

All black and white spots are spaces, as are the symbols – dragons, magic stones, sword stones, cities and crystal balls. These symbols also have special meanings, as explained further on.

It is not always possible to move two spaces, because the following spaces **must not be passed through**:

- the dragons
- spaces occupied by another player
- spaces where there is an obstacle

Players may pass through all other symbols as and when they wish. The particular powers of these various symbols only take effect when a player stops there, not when he simply moves through them.

The three talismen give the adventurous knights their power and strength. They are like three extra lives. The knights lose **one** talisman each time they attack an opponent or lose a fight with a dragon.

If a knight loses all three of his talismen he may still take part in the game and even fetch the ring, but he may neither fight dragons nor attack opponents.

If a knight only has one talisman left, he may not attack an opponent who is standing on a dragon space. (He would not have a talisman left to fight the dragon – see under "The Dragons".)

The knights are refreshed whenever they reach any of the cities. Each time they move to a city they receive another talisman. If they reach a city whilst they have the ring, they receive **two** talismen. However, each knight is allowed a maximum of **three** talismen at any one time. If he already has three when he reaches a city, then he doesn't receive any more.



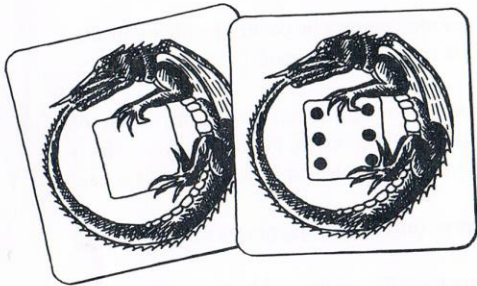
The Ring
Discovering the Ring

The ring is discovered as soon as a knight reaches the space where the ring lies. The ring is then carried by the knight (i.e. slipped over the playing piece). If the ring is discovered

Privileges of the Ring Bearer

The Meaning of the Symbols

The Dragons



The Cities



on a knight's first space, he may still make the second part of his move as normal – though he may not move backwards.

The knight bearing the ring may pass through **all** spaces now – even dragons and those spaces occupied by obstacles or other knights. However, if the knight **ends** his turn on a dragon he must still fight it.

Whenever a knight lands on a dragon, he must do battle with it. The strength of the dragon is always unknown. The player turns over the top dragon card. The number on the dice held between the dragon's claws is an indication of its strength – from 0 to 6.

Now the player throws the dice. If he throws the same score or higher than the dragon, his knight has **conquered** the beast. The knight gains such strength from his victory that he is able to have another turn – i.e. move two more spaces. On this **extra turn** he may even pass through obstacles, opponents and other dragon spaces – in the same way as the bearer of the ring.

If, however, the player throws a lower score than the dragon, then he has **lost** the battle. His knight loses a talisman. He is weakened to such an extent that he misses his next turn. The playing piece stays on the dragon space and is covered by a "Coat of the Forgotten One". When the player's turn comes again, the coat is removed, but the knight must stay where he is. Only on his next turn after that is the knight sufficiently recovered to continue his quest.

If the bearer of the ring loses a fight with a dragon, he also loses the ring itself. He must place the ring on an ordinary free space (not a symbol space) **in another state**. His knight then wears a "Coat of the Forgotten One" and misses his next turn as usual.

If all the dragon cards are used up, they should be reshuffled and placed face-down again.

A knight who reaches one of the cities with the ring receives an appropriate seal. There is one city in each of the states. The player then places the ring on a free space in one of the other states (not a symbol space). The knight may now claim up to two talismen for delivering the ring, so long as he carries a maximum of only three. The knight stays in the city until his next turn. Players who reach a city without the ring receive **one** talisman, provided that they do not have three already.

Peace reigns in the cities. A knight may not be attacked by an opponent whilst he is there. Up to six knights can be in the same city at the same time.

The Magic Stones



The Sword Stones

The Crystal Balls

Attacking an Opponent

Attacks on a Symbol Space

Whenver a knight ends his turn on a magic stone, he must bring an obstacle into play. The player puts the obstacle on any free black or white spaces – not symbols or cities.

The obstacle bars the way for all knights, except the bearer of the ring or knights who have just defeated a dragon.

As soon as all 16 obstacles are on the board, no more are brought into the game.

The space where the ring lies may neither be covered with an obstacle nor so hemmed in that it cannot be reached.

When a knight stops at a sword stone, he can move one of the obstacles already on the board. He can choose which free space to move it to, so long as it is not a symbol space.

These two spaces serve only as starting points for the knights and the ring.

Thereafter, they are used like ordinary **black** spaces, except that obstacles may not be placed on them.

If a knight arrives at a space occupied by another knight, he attacks him.

The knight already there is **banished**. The attacker moves his opponent to any one of the unoccupied white spaces in the centre of the board.

The attack costs the victorious knight one of his talismen.

If the knight being attacked is the bearer of the ring, then he surrenders the ring to the victor.

It is worth attacking an opponent if he can be banished far enough away from the battle scene. Otherwise, the attack could be reversed on the losing knight's very next turn.

When a knight who is standing on a symbol is attacked, the banishment is the first thing that happens. The attacker loses a talisman and moves his opponent to a free white space. Then the meaning of the symbol takes effect – on a magic