# Project KeyQuest

**Goal:** Project KeyQuest is a cooperative exploration board game where you're power lies within the treasures you find on your adventures. Players must explore unknown territories where they will find challenging battles and unusual encounters to gain a wealth of treasures; of which include the true goal, The 4 Keys. Once players find all 4 keys, they will all return the their home for the final fight. Can you

Move your character to un-tiled destination to discover a new encounter in a region. Fight enemies to gain loot or find adventure in unique and unusual events.
Uncover a key event and conquer it to gain one of the four required keys to gain access to the final challenge to win.

**Contents:**
1 Homebase Tile
48 Region Tiles
12 Plains Tiles
X number of treasure cards
X number of starter items
4 Player Tokens
25 Enemy Dice
25 Player Dice
4 Character Sheets

**Character Sheets:**

Each character sheet has several fields to enter information which is detailed below;

- Character Name: Your character name, completely up to you
- HP: How much health you have remain. Each player starts at 20
- Armor: The number an enemy has to roll for their damage to hit you. Each player starts with a base armor off 2
- Attack: The number of dice you can roll when doing combat. Each player has a base attack of 1
- 3 Item Slots: Places where you can equip treasures designated as Weapons only
- 1 Armor Slot: Place you can place a single piece of Armor only

Armor cannot go over 5.

## Setup: Characters

- Give each player a character sheet and a player token
- Each player than takes any two start treasures from the starter treasure deck and may equip then immediately.
- Add any additional attack dice gained from starter items to the attack dice pool
- Place dice on the health dice space so that the total number show equals 20

## Setup: Tiles

- Grab 12 plains tiles and put them in a stack by themselves next to the play board
- Grab the 12 Mountain tiles and set aside 3 monster tiles from them. Shuffle the remaining 9 tiles (5 monster + 4 events). Place the 3 monster tiles you set aside on top of the shuffled pile of monsters and event. Repeat this for the other 3 region tiles.

## Setup: The Board

- Place the board outline on the play table.
- Place the 4x4 home tile on top of the center tile attached to the board outline
- Place all character tokens on the 4x4 home tile
- Create 5 stacks of tiles on a side of the table (not on the play board)
    - 1 Stack of 12 plains tiles
    - 1 Stack of 12 Mountain tiles
    - 1 Stack of 12 Sea tiles
    - 1 Stack of 12 Forest TIles
    - 1 Stack of 12 Desert tiles

## Playing the Actual Game

Start the game with the player who most recently pooped. Each players turn will go like this;

1. Draw a level 1 treasure from the level 1 treasure pile
2. Equip or swap weapons/armor to your liking
3. Move to any undiscovered space on on the play board
4. Place a tile of the corresponding region type on the tile you moved to with the encounter face up so players can see it.
5. Do whatever the encounter says (see Combat section, see Events section)
6. Equip or swap weapons/armor to your liking
7. End of turn

## Combat

All of combat is determined by the roll of six sided dice. When a monster is encountered, they have the stat type of stats a player would; HP, Armor and Attack.

- **HP** is the number of times you have to hit them before they are defeated and you can gain treasures.
- **Armor** is the die result you have to succeed in order for damage to happen.
- **Attack** is the number of dice the monster can roll to attempt to do damage to players.

Both player and the enemy rolls dice equal to the number of their attack, respectively, at the same time. All damage is exchanged at the same time.

In order to defeat a monster, you must reduce its HP to zero.
In order to deal damage to a monster, you roll all of your attack dice. Each die that is exceeds the Armor of the monster you want to attack turns into one damage.

- Results of Six on the dice face is critical and does 2 damage instead of 1.
- Monsters with six armor cannot be deal critical damage. You can only roll a six to hit these enemies and the damage is only counted as 1
- EXAMPLE: For an enemy that has an Armor of 3, you roll your attack and get a result of 1 2 4 and 6. The enemy would suffer 3 damage because you beat their armory of 3 with your roll of 4 and 6. The 4 result deals one damage and the 6 result deals two since it is a critical.

You may discard up to 3 items from your hand to add +1 to any die roll. You can add more than one to a single die result but you only get to discard a total of 3 cards.

## Dying

If a player's HP is reduced to zero, they are considered dead but its not the worst thing in the world. Once a player dies, they are immediately placed back at the home base tile and all their HP is restored back to 20.

However, the player must either discard their entire hand or one equipped item.