

# RULES

THE  
QUEST KIDS

# GIANT ADVENTURE



# WHAT IS IN YOUR GAME



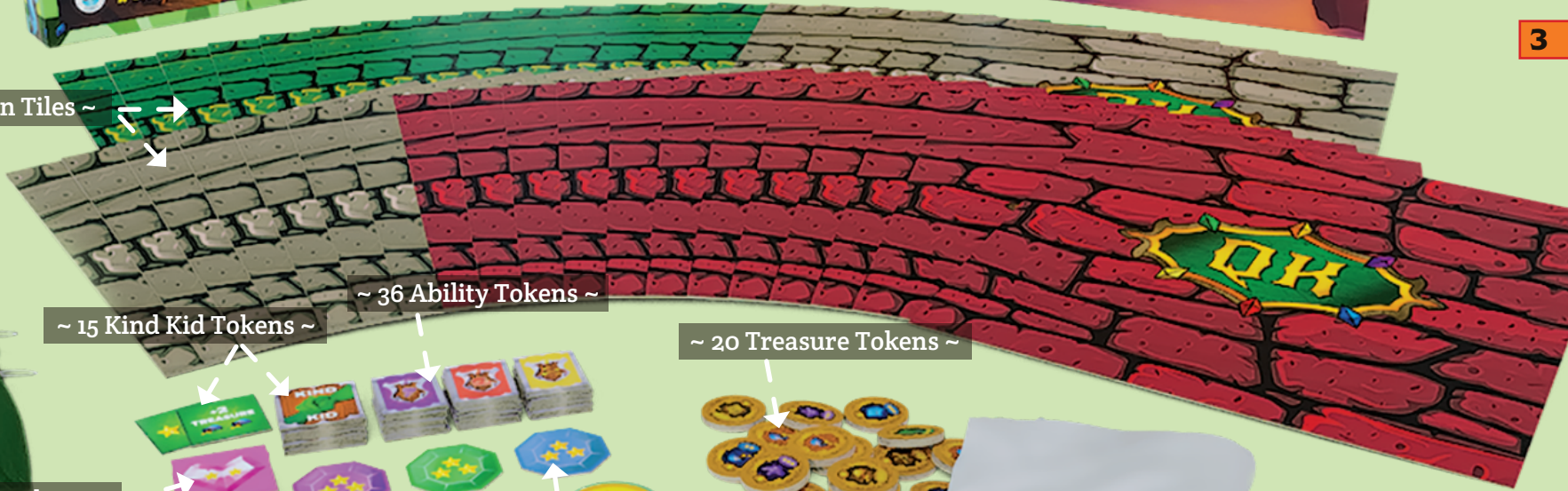
~ 1 Kind Kid Token Bag ~



~ 1 Cave Door Tile ~

2

~ 36 Giant Dungeon Tiles ~



3

~ 4 Player Bags ~



~ 15 Kind Kid Tokens ~



~ 36 Ability Tokens ~



~ 15 Health Tokens ~



~ 12 Star Tokens ~



~ 3 Tolk Gem Tokens ~



~ 20 Treasure Tokens ~



~ 1 Treasure Token Bag ~



# TO PREPARE THE GAME

1. Find an indoor area with a good deal of continuous open floor space to create your version of Tolk's Cave. This can be one large room or multiple connected rooms.

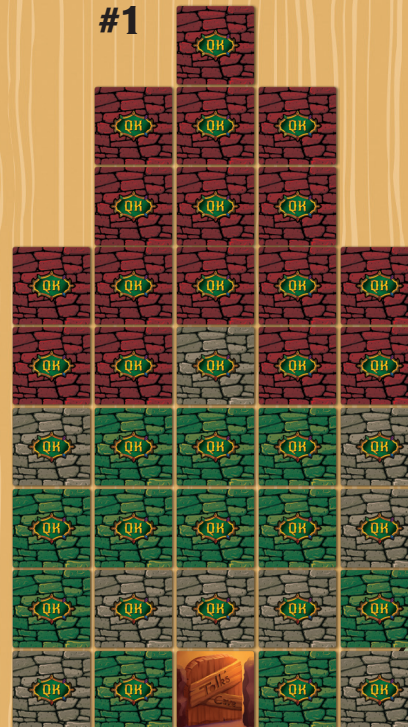


2. Place the **CAVE DOOR TILE** on the floor.
3. Create Tolk's Cave by placing the dungeon tiles face down on the floor. The first tile should be attached to the **CAVE DOOR TILE** and then each additional new tile should be connected to a tile already on the floor.

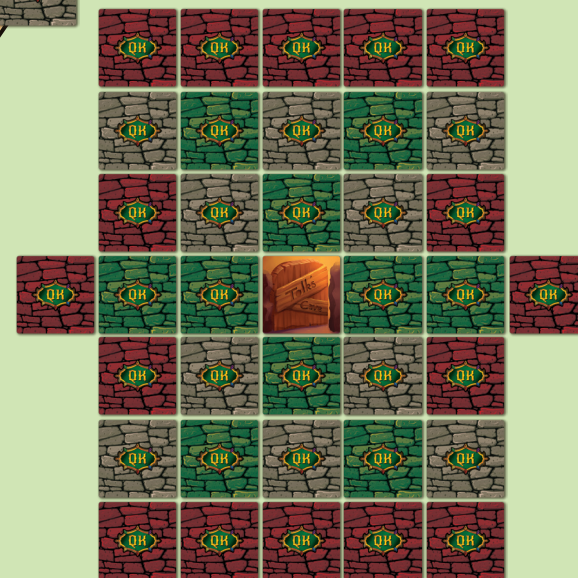
It is recommended to keep the Green and Gray tiles together and placed towards the beginning of the cave with the Red tiles together at the end of the cave. However, you are free to create Tolk's Cave in any way you wish!

Here are three possible configurations to get your creative Quest Kids brains moving:

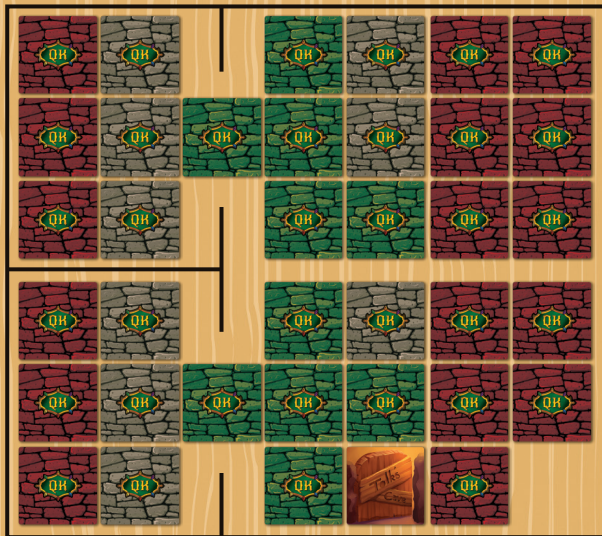
#1



#2



### #3 (multiple rooms)




4. Place the **ABILITY, HEALTH, STAR** and **KIND KID** tokens near the play area (these can also be carried by a parent or older player).

5. Place the **TREASURE TOKENS** tokens in their bag.

6. Place the **KIND KID** tokens in their bag.

7. Each player begins the game with **3 HEALTH TOKENS**.

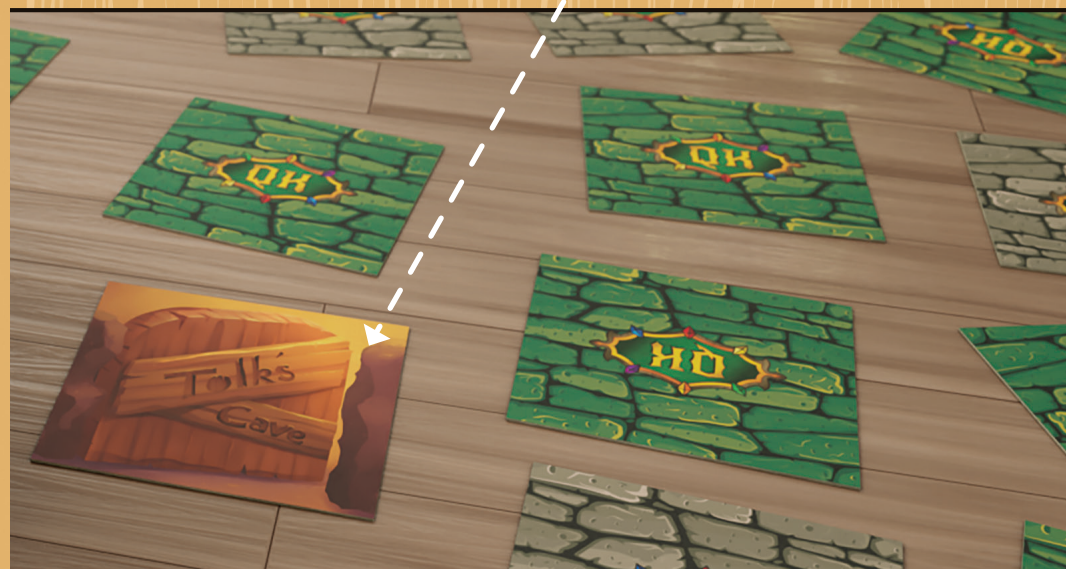
8. Each player takes one ability token based on their player color:

• Purple and Blue: **1 POWER** 

• Green: **1 WISDOM** 

• Yellow: **1 MAGIC** 

9. All players start their first turn from the **CAVE DOOR TILE**. The player who most recently went on an adventure goes first.



## EXPLORING DUNGEON TILES

On each turn a player can either **EXPLORE A NEW DUNGEON TILE** or **VISIT AN ALREADY EXPLORED DUNGEON TILE THAT HAS NOT BEEN RESOLVED**.

To **EXPLORE** a Dungeon Tile players move to any eligible tile and reveal what awaits on the other side of the card.

**THERE ARE THREE DIFFERENT COLORS OF DUNGEON TILES:**



**GREEN** tiles are always **GOOD**.

**GRAY** tiles may have a lurking bad guy, but also have **BETTER REWARDS**.

**RED** tiles contain the best treasure, but also the biggest **BADDIES**.

## MOVING THROUGH THE CAVE

Moving through the cave is quite simple for the Quest Kids. On a player's turn they are free to move to any Dungeon Tile that is adjacent to an already explored space (**PLAYERS CANNOT MOVE DIAGONALLY**).

**PLAYERS DO NOT HAVE A MOVEMENT LIMIT.**

Players can move to any Dungeon Tile no matter where they are in the cave if that tile is next to an explored space.

More than one player can be on the same Dungeon Tile and players **CAN MOVE THROUGH AN EXPLORED YET UNRESOLVED TILE** to explore a new Dungeon Tile.



## ABILITY DUNGEON TILES

- Ability Dungeon Tiles allow players to gain ability tokens, which are **DISCARDED** to scare away bad guys and gain special items throughout your adventure. The Ability Dungeon Tile will specify how many of a specific ability token a player should take from the pile and place in their bag.

- There are three different abilities:

• **POWER**  • **WISDOM**  • **MAGIC** 

- Ex: A player explores a dungeon tile and discovers the “+2 **POWER**” ability tile. They take **TWO PURPLE POWER TOKENS** from the pile and place them in their player bag.

- Ex: A player explores a dungeon tile and discovers the “+3 **ANY COMBO**” ability tile. They can pick any combination of three ability or treasure tokens they wish (3 power, 3 treasure, 2 magic & 1 treasure, etc.).



## MONSTER DUNGEON TILES

- Monster Dungeon Tiles bring Bad Guys into the game. When a Bad Guy is revealed the player has the chance to immediately scare them away!

- A player needs to discard **1 MAGIC** token and **2 WISDOM** tokens to scare away Icegar!

- If the player scares away Icegar they get **3 STARS!** Pick up the **3 STAR TOKEN** and place it in your bag. Nice work!



### CAN'T SCARE AWAY A MONSTER?

- If a bad guy is not scared away the player **LOSES ONE HEART TOKEN**. If the player is out of heart tokens when they can't scare away a monster they must skip their next turn, **BUT GAIN BACK ONE HEART TOKEN**.

- Bad Guys that are not scared away remain in the cave and can be scared away later. Place the correct **STAR TOKEN** on the Dungeon Tile to indicate that the bad guy is still there. Another player can use their turn to scare away an already discovered bad guy instead of exploring a new tile.



## KIND KID TOKENS

When a player unveils a Monster Tile and does not have the required Ability Cards to scare it away they can ask for help from other players. If a player helps a fellow Quest Kid they get to draw a Kind Kid Token from the bag.

**KIND KID TOKENS ARE ALWAYS GOOD** and provide useful items like extra ability tokens, treasure tokens, stars and more. **KIND KID TOKENS** can be played at **ANY POINT** during **ANY TURN**.

**A PLAYER TAKES ONE KIND KID TOKEN PER ABILITY CARD THEY GIVE TO ANOTHER PLAYER.**

• Ex: Blue Player needs **2 MAGIC** and **1 POWER** to scare away a monster, but he only has **1 MAGIC**. Green Player gives **1 MAGIC** and CRASH gives **1 POWER** to Noah and they both take **1 KIND KID TOKEN**.

The option to help a friend in need is given to players in reverse turn order. The first friend can give one token and then it passes to the next player who can give one token. Continue in this way until you get back to the first player who can then give a second token and so on.



## TOLK GEM DUNGEON TILES

• Tolk Gems are valuable magic items that can be found throughout Tolk's Cave and are worth stars at the end of the game. Players can gain these gems by discarding Ability Tokens.



• If a player does not have the needed ability tokens to get a Tolk Gem, place the correct **TOLK GEM TOKEN** on the Dungeon Tile to indicate that the gem is still there. Another player can use their turn to obtain the Tolk Gem instead of exploring a new tile.

**PLAYERS CANNOT HELP OTHER PLAYERS OBTAIN TOLK GEMS.**



## TREASURE TOKENS

- Throughout their adventures players will **REVEAL TREASURE** by exploring **DUNGEON TILES**.



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- When a player reveals the treasure icon they will draw a **TREASURE TOKEN** from **THE TREASURE BAG**.

- If the Blue, Purple or Yellow player draws this treasure chest they get one star.

- If the Green Player draws this tile they get three stars!



- Once the final treasure tile is pulled from the bag, there is simply no more treasure hiding in Tolk's Cave.

## END OF THE GAME

**FINAL SCORE...** The Quest Kid with the **MOST STARS AT THE END OF THE ADVENTURE IS THE WINNER**. Possible star sources include: Star Tokens (from Scared Away Monsters), Tolk Gem Tokens, Health Tokens, Kind Kid Tokens and Treasure Tokens.

If you would like a slightly **MORE ADVANCED SCORING SYSTEM** that incentivizes different styles of play, please use the end game bonuses listed here:

- Most Kind Kid Cards = **+4 STARS** (if tie +3 STARS)
- Most Remaining Health = **+3 STARS** (if tie +2 STARS)
- Most Treasure Tiles = **+3 STARS** (if tie +2 STARS)

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If there is a tie for the most stars then the player with the most Kind Kid cards is the winner. If there is still a tie, enjoy your shared victory with respect and honor.

### HOW-TO-PLAY VIDEOS

Please scan the code to see a how-to-play video for The Quest Kids: Giant Adventure.



CREDITS: Game Designer - Dustin McMillian, Artist - Apolline Etienne, Visual Design & Strategy - Culture Pilot





# THE QUEST KIDS ADVENTURE CONTINUES WITH OUR TABLETOP BOARD GAMES!



**A FANTASY ADVENTURE FOR HEROES 5 YEARS OLD AND UP.**

*The Quest Kids* is a family-friendly fantasy adventure for children five years old and up. Two to four players control one of the Quest Kid heroes as they explore a magical cave to find treasure, scare away monsters, complete quests and discover special items, all while helping their friends out along the way.

Featuring kid-friendly fantasy art, large hero miniatures, and simple rules that allow for independent play by young gamers, *The Quest Kids* is a great introduction to gaming for the little dungeon crawler in every family!

AGES 5+  
30M  
2-4

## BIG BADS OF TOLK'S CAVE

**THE QUEST KIDS: BIG BADS OF TOLK'S CAVE** expansion features a new Quest Kid hero (Flint the Dragon), character specific dice, unique items, boss fights, event cards and more!

Big Bads of Tolk's Cave adds even more fantasy gaming essentials, but with the same simplified gameplay and accessibility as *The Quest Kids*.



AGES 5+  
45M  
2-5

Find the full line of Quest Kids games on [amazon](https://www.amazon.com) or [www.TreasureFallsGames.com](http://www.TreasureFallsGames.com)