

Fetch Quest



A FAMILY-FRIENDLY
COOPERATIVE
DECK-BUILDING GAME

Rules

A cooperative, deck-building game for 3-6 players ages 12 and up. Gameplay is 60-90 minutes.

Components

This game contains:

- 6 pioneer cards (dual-sided)
- 72 Fortune cards (green backs)
- 28 Challenge cards (red backs)
- 4 Mission cards

Card Descriptions

Pioneer Cards

Each player uses a **pioneer card** to represent them in the game. Every pioneer has seven statistics.

- Mind:** How many basic Mind cards the pioneer starts with.
- Skill:** How many basic Skill cards the pioneer starts with.
- War:** How many basic War cards the pioneer starts with.
- Stamina:** The amount of damage a pioneer can take before retreating.
- Tag:** What tags the pioneer has.
- Active:** A special ability the pioneer can use while the character is active (face up).



- G. **Retreat:** A special ability the pioneer can use while the pioneer is in retreat (face down).

Fortune Cards

Pioneers acquire **Fortune cards**, which are added to their deck. Fortune cards have two statistics.

- H. **Resources:** What Resources the Fortune card provides toward resolving a Challenge.
- I. **Effects:** A special ability or bonus that happens once the card is played by a player whose pioneer has the appropriate tag. This is in addition to the Resources the card generates.



Challenge Cards

The pioneers will face **Challenges**. Each Challenge has three mechanics.



- J. **Defeat:** Total number and types of Resources that need to be played to defeat the Challenge.
- K. **Danger:** How much Stamina a pioneer can potentially lose if the card is face up at the bottom of the queue.
- L. **Activation:** In addition to Danger, these effects take place if the card is face up at the bottom of the queue.



Mission Cards

Finally, Challenges are part of a **Mission**. Each Mission has a victory condition to resolve it. There are four Missions to resolve.

Setup

At the start of the game:

1. Each player chooses a pioneer and places it in front of them, active side up (A). For 3 and 4 player games, it is recommended that there is at least one pioneer focused on Mind (Princess Yosha Pug or Sister Picassa Collie), one pioneer focused on Skill (Pan Dachshund or Jack Rat-Terrier), and one pioneer focused on War (Sgt. Leo Bulldog or Spike Mutt).
2. Each player takes a number of Mind, Skill, and War Fortune cards tagged “basic” equal to their pioneer’s Mind, Skill, and War values. This is their starting deck (B). Remove any remaining basic Mind, Skill, and War cards from the game.
3. Each player puts a token at the top of their Stamina track.
4. Each player shuffles their starting deck.
5. Shuffle the remaining Fortune cards to form the Fortune deck (H). Four Fortune cards are dealt face up onto the table. This is the Fortune Pile (I).



D

E

F

- A. Pioneer Cards**
- B. Player Deck**
- C. Player Discard**
- D. Challenge Deck**
- E. Challenge Queue**
- F. Challenge Discard**
- G. Mission Deck**
- H. Fortune Deck**
- I. Fortune Pile**



6. Pull out all Challenge cards marked B through D on the left side and all Mission cards. Arrange the cards in order (cards marked A before cards marked B before cards marked C, etc.), and reveal Mission A. This comprises the Mission deck (G).
7. Shuffle the remaining Challenges. Six Challenge cards are dealt face up in a line, from top to bottom. This is called the Challenge queue (E) (or just the queue). The Challenge deck (D) is placed at the top end of the queue (the Challenge discard pile (F) will be on the bottom).
8. Randomly decide who goes first or allow the person with Spike Mutt to go first.



Pioneer Phase

On your turn, perform the following steps.

1. Check if your pioneer is in retreat (face down) or active (face up).
 - If the pioneer is in retreat, you can perform the action listed on the back of your pioneer card. Skip the Enemy phase: Your turn ends after you choose to perform the action on your card or not.
 - If the pioneer is active, draw cards until you have four cards in your hand (if needed). If you cannot draw any more cards, shuffle your discard pile, make a new player deck, and finish drawing.
 - Players *cannot* tell each other what cards or Resources they have in their hand. They can, however, answer questions about how they intend to play their cards. (For example, a player couldn't say "I have a total of 5 Mind cards," but she could say "I'm confident I can take care of the Disconcerting Illusion Challenge.")
2. Decide if you will attempt to defeat 1 Challenge or 1 Mission.
 - For some Missions, you are required to play cards from your hand to defeat it. You can play more cards than you need to defeat the Mission if you wish.
 - If you attempt to defeat a Challenge, play cards from your hand to generate enough

Resources to equal or exceed its Defeat. If successful, turn it face down. You can play more cards than you need to defeat the Challenge if you wish.

All effects on cards played to defeat a Challenge or a Mission are implemented, and then the cards are put in the player's discard pile.

3. Take one of four actions.
 - If you defeated a Mission or Challenge, choose a card from the Fortune Pile, put it in your hand, and then replace it with the top card from the Fortune deck.
 - Take the card from the top of the Fortune deck and put it in your hand. You can take this action even if you did not defeat a Challenge.
 - Use the action listed on the front of your pioneer card. If you did not defeat a Challenge, you must discard a card to use the action.
 - Give as many cards as you like from your hand to one other player.
4. Discard down to four cards, if needed.

Enemy Phase

Once the player phase is over, take the following steps:

1. Check to see if the Mission is defeated. If so, gameplay stops and the pioneers rest (see below).

2. If not, the Challenge at the bottom of the queue activates.
 - If it is face down, nothing happens, and it is put in the discard pile.
 - If it is face up, your pioneer loses Stamina equal to the Challenge's Danger. Afterwards, follow any activation instructions on the card. It is then put in the discard pile.
3. If your pioneer's Stamina is reduced to zero, your pioneer is turned face down and has retreated. Discard your hand into your discard pile.
4. Move remaining Challenges down. New Challenges are drawn and placed, one at a time, at the top of the queue, until there are once again six Challenges in the queue. If you cannot draw any more cards, shuffle the discard pile and make that the new Challenge deck.
5. Play passes to the player on your left.

Rest

Once the Mission is defeated, all pioneers can rest.

1. Pioneers in retreat are flipped back to active and set their counter to 1 Stamina.
2. Players can discard as many cards as they wish.
3. Each player draws back up to four cards, if needed.
4. The Fortune Pile is shuffled back into the Fortune deck, and four more cards are drawn to make a new Fortune Pile.

5. Discard the current Mission and turn the next Mission face up. Mission B follows Mission A, Mission C follows Mission B, etc.
6. The Challenge deck, queue, and discard pile are all picked up, and added to the Challenges from the Mission Deck that match the current Mission – so, if Mission B is revealed, all Challenge B cards are added to the deck.
7. Shuffle the Challenge deck and lay out a queue of six new Challenges. The remaining cards comprise the new Challenge deck.
8. Play passes to the player to the left of the player who defeated the previous Mission.

Winning and Losing

If the final mission is resolved, the players win! If all the pioneers are face down, however, the game is over and the players lose.

