

# The Quest for Hope

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*Esmia, 587 PB. This land is full of magic, wonder and danger! So it's only natural that some entities will stop at nothing in order to take control of it. Politics was never your forte, you were always a simple adventurer and sword for hire. You don't have many skills in life, but what you do, you do it better than most. Forged in battle and life's hardships, this is your true destiny. You must gather up your party and embark on dangerous quests. Fight mighty monsters, uncover hidden plots from powerful groups and thwart sinister schemes of despicable villains. As long as you draw breath, this land can hope.*

The Quest for Hope is a deck construction and hand management game for 1 or 2 players. You will first build a deck from the available Hero cards and then play through the Story cards in order to reach your objective. It is part of the "Hope" series of games.

## Components

- 45 Hero cards



- 10 Scenario cards: 4 Leaders, 3 Villains, 3 Schemes



- 17 Fate cards



- 36 Story cards



- 30 double-sided tokens (used for anything that needs tracking)



## Setup

1. Choose and take one of the Leaders. Place a "1" token on the bottom spot of their Level track.
2. Choose a Villain and a Scheme, and place them in the middle of the table. Return the others to box.
3. Shuffle the Story cards into a face down deck and place it below the Scheme. If playing solo, remove 12 cards at random.
4. Choose a difficulty and remove the corresponding Fate cards. Then, shuffle the rest into a deck and set it to the left of the Story deck.
  - Easy: remove a "-4", a "-3" and a "-2" Fate card
  - Medium: remove a "-3", a "-2" and a "+1" Fate card
  - Hard: remove a "0", a "+1" and a "+2" Fate card
5. Set the tokens aside in a pile.



## Player Decks

Set all 7 **Epic** Hero cards aside. Shuffle the rest into a face down deck.

### Solo

Draw 2 Hero cards, add one of them to your deck and remove the other two from the game. Repeat this until all Hero cards have been drafted. You will end up with a deck consisting of 19 Hero cards.

### 2 players

Draw 2 Hero cards, add one of them to your deck and give the other to your teammate. Players can freely discuss their strategy. Repeat this until all Hero cards have been drafted. Each player will end up with a deck consisting of 19 Hero cards.

Most Hero cards have a set icon on their bottom left corner (●, ●). For your first game we recommend skipping this deck construction phase, and simply taking all 19 Hero cards from a set.

Before starting the game: Shuffle your deck and draw up to your **hand size of 4**. Shuffle back to your deck any number of cards you don't want and then draw again back up to your hand size.

## Gameplay

The game is played in rounds, and each round has the same structure.


Firstly, draw 2 Story cards per player and add them to the Story row (to the right of the Story deck). There is no limit on how many Story cards the Story row can have.

Then, players take actions in alternate turns. You must take an action or pass for the rest of the round.


**Every time you need to perform a test, as a last step, draw the top card of the Fate deck and modify your skill value accordingly.** Don't forget to also check the failed Plots. Players always win in a tie, and their skill value can never go below 0. If the Fate deck is depleted, shuffle the discard pile into a new deck.


Available player actions:

— Play an Adventurer from your hand. **You can have up to 4 Adventurers at any given time.** You can replace Adventurers, by discarding the previous Adventurer. As soon as you play a new Adventurer, place a "1" token on the bottom spot of their Level track.

— Play an Equipment from your hand. Each Equipment has a cost in  that you must immediately pay. You must also play it under an Adventurer, and each Adventurer can have at most one Equipment.

— Exhaust (rotate 90°) an Adventurer: cast a Spell from your hand. The Adventurer you exhausted for this Spell must be of at least the same Level as the casted Spell. **Spells can be played to your teammate.**

— Exhaust (rotate 90°) 1 or 2 Adventurers: test a revealed Monster/Villain. If you exhaust 2 Adventurers, add their skill values together. If you succeed, place 1 Damage (token) on that Monster/Villain. If the amount of Damage on them equals their Life value, remove the Monster/Villain from the Story row and keep it aside. Gain immediately any  or XP it might offer. Also, most Monsters/Villains have extra restrictions and passive abilities, so read them carefully.

— Exhaust (rotate 90°) 1 or 2 Adventurers: test a revealed Quest. If you exhaust 2 Adventurers, add their skill values together. If you succeed, place 1 Progress (token) on that Quest. If the number of tokens on it equals the Progress value, remove the Quest from the story row and keep it aside. Gain immediately any  or XP it might offer. Also, most Quest have extra restrictions and passive abilities, so read them carefully.

— Exhaust (rotate 90°) 1 or 2 Adventurers: test a revealed Plot. If you exhaust 2 Adventurers, add their skill values together. No matter if you succeed or fail, remove the Plot from the story row, keep it aside and follow any instructions it might have.

— Discard a Hero card from hand: Gain  (mark it with a token below your Leader).

**Important:** L = the current Level of the Adventurer.

**Important:** Players can attack the Villain whenever they want. But once attacked, add the Villain to the Story row until it is defeated.

**XP:** Every time you gain XP you must Level up one or more Adventurers you currently have. Each new Level is worth 1 XP, and to Level up an Adventurer simply move the token on their Level track. The bottom spot is Level 1, the top spot Level 2. To mark Level 3, flip the token on its "3" side and slide it on the bottom spot of the Level track. Lastly, for Level 4 move the token again to the top spot. The minimum Level of an Adventurer is 1 and the maximum is 4.

When all players have passed, activate all revealed Story cards in the Story row, from left to right. Follow their activation instructions. **Unresolved Plots in the Story row are considered a failure.** Each player suffers all the consequences from each Story card (ex. Damage) separately. You can distribute the Damage taken among your Adventurers as you prefer, but if an Adventurer is defeated set their card aside, it is no longer part of your deck. If your Leader is defeated you are eliminated from the game.

Lastly, ready all exhausted cards and draw up to your hand size of 4. If your deck is depleted, shuffle your discard pile into a new deck. Start a new round.

## Schemes

Each Scheme has 3 sections, and each section has a cost and an ability. The cost refers to completed Story cards. Players can remove completed Story cards they have kept aside in order to block off a section (use a token). If all three sections have been blocked, remove the Scheme from the game.

When the Villain is added to the Story row, the abilities from each free section of the Scheme are added to the Villain. So when you activate the Villain, also activate these abilities as well. Players can still block off sections, even if the Villain is in the Story row.


## Game End

To win you must defeat the Villain.


You will lose if all players have been eliminated or if the Story deck is depleted and the Villain still lives.

### Example of a round

1. It's the start of a new round. Two Story cards are added to the Story row.

2. Joan is playing solo, and she will now take her actions. She really wants to defeat the Aboleth, but she must first deal with the City of Magic, as it reduces her  skill by 2.

3. She will play this new Adventurer and immediately exhaust him to test for the Quest. She draws a Fate card and barely makes it (4 to a 4). It's enough though to Progress a second time in this Quest and remove it from the Story row.

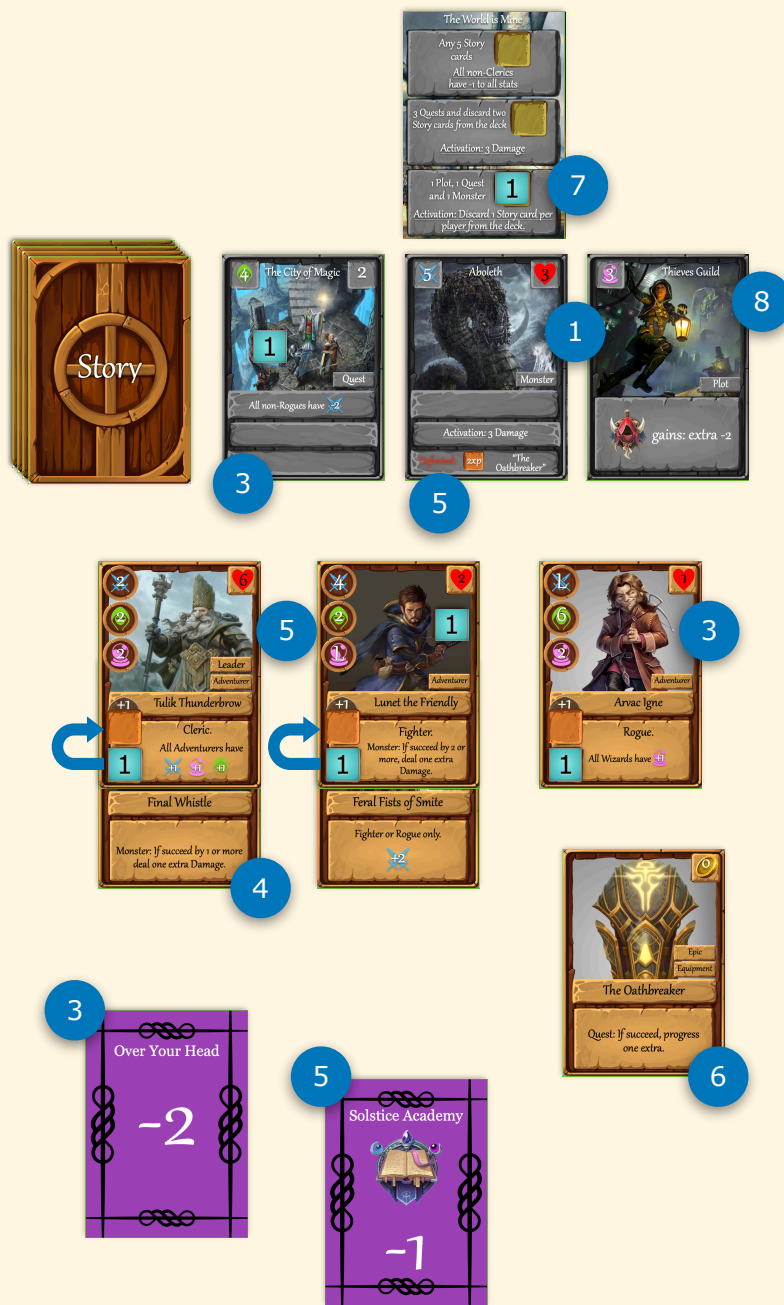
4. She will now discard all 3 Hero cards from her hand in order to gain 3 . She will then spend them to play the Final Whistle Equipment, adding it to her Leader.

5. She is now ready to attack the Aboleth! She will exhaust both her Leader and Fighter, adding their skills together. She draws a Fate card and succeeds by 3 (8 to a 5)! She deals 3 Damage to the Monster, due to the abilities of her Fighter and Equipments, so the Aboleth is removed from the Story row.



6. She will now receive the rewards (2XP and the Oathbreaker Equipment). She will take the Equipment from the set aside ones and add it to her Rogue. Then she will Level up her Leader once and her Rogue once.

7. She will now give 1 completed Plot, Quest and Monster in order to block the bottom section of the Scheme.

8. All of her Adventurers are exhausted so she will pass. Unfortunately, the Plot in the Story row is considered a Failure as it wasn't dealt with, so it is added next to the Fate deck, influencing future draws. She will then draw back up to 4 cards, ready all of her Adventurers and start a new round.



### Glossary

- *The Ancient Dragon*: Difficulty=the number on the test.
- *The Cult of Esmia*: each player reduces the Level of an Adventurer by 1, if they can.
- *The Ancient Capital*: At the end of the round, each player will keep one of their Adventurer exhausted.
- *Scouting Party*: The additional exhausted Adventurer doesn't contribute their skills.
- *Axius the Wizard*: You still must have the appropriate Level (or above).
- *Ratarish the Sorcerer*: The difficulty of a test can never go below 0.
- *Engduin Venmoira*: You can use his ability multiple times during a round.
- *Fireguard Ravager*: you can't add your  if you already using  for the test.
- *Sleep*: The exhausted Monster or Quest will not be activated this round. Ready it at the end of the round.
- *Resurrection*: If you already have 4 Adventurers, return the defeated Adventurer to your discard pile instead.