

GATHER YOUR PARTY, FORGE YOUR LUCK

DICEQUEST

DRAFT

1-4 | 45 | 10+

SKYTEAR
GAMES

JOCHEN EISENHUTH

VIDEO TUTORIAL

Learn to play with a video at www.playskytear.com.



OVERVIEW

Dicequest is a “dice pool builder” for 1 to 4 adventurers aged 10 and up that lasts about 45 minutes.

Play **competitively** to see who earns the most victory points, or **cooperatively** to save the realm against the *outsiders*.

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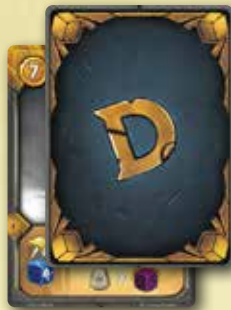


COMPONENTS

If you run out of components, except dice, use a temporary substitute.



28 Apprentice Hero cards
(Double sided. Expert hero on the back, marked with 🟡)



15 Legendary Hero cards



36 Basic Item cards
(30 Basic Items and 6 "Take That!" Items)



20 Legendary Item cards



4 Player Aid cards



12 Adventure cards (3 types: 4 Act I, 4 Act II and 4 Act III)



4 Reroll tokens



54 Quest cards (3 types: 18 Act I, 18 Act II and 18 Act III)



1 Round marker



1 First Player token



20 Victory Point tokens
(2 types)



20 Gold tokens
(2 types)



12 Wound tokens



16 Combat dice
(4 of each color)



4 Party boards



1 Game board
(neoprene playmat)



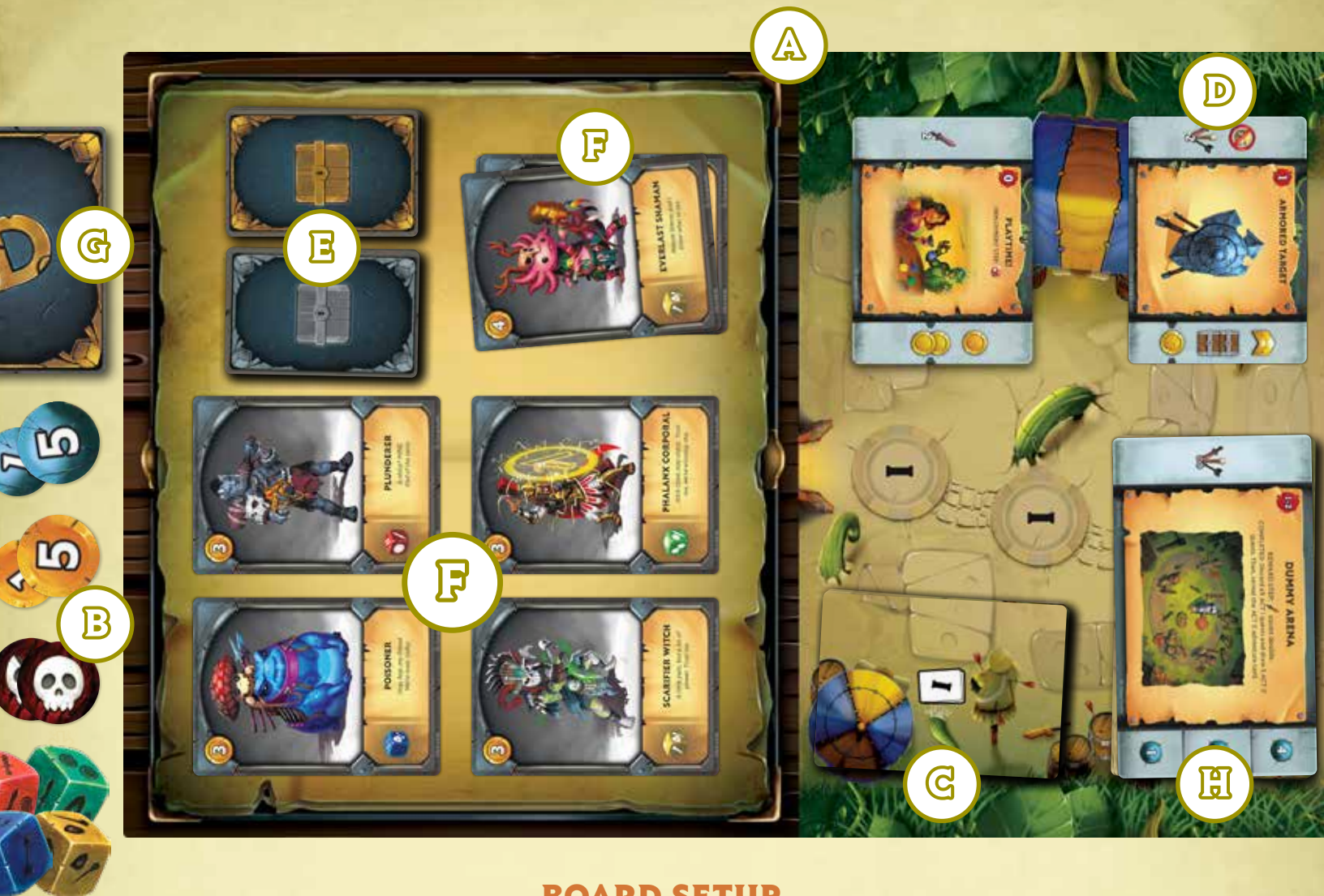
10 Threat cards
Only for solo and co-op.



3 Boss cards (1 per act)
Only for solo and co-op.



36 Threat tokens
(12 per act)
Only for solo and co-op.



BOARD SETUP

This setup is for the competitive game.

For the solo and cooperative setup, see page 14.

After taking the following steps, each player completes their own setup as described on the opposite page.

A BOARD

Place the game board in the center of the table.

B THE RESERVE

Place all Dice, Victory Points, Gold, and Wound tokens next to the board, within easy reach.

C QUESTS

Shuffle each of the 3 Quest decks separately (Act I, Act II, Act III) and place each of them face down in their designated slots on the board.



D QUEST AREA

Reveal 5 cards from the Act I Quest deck and place them face up in the Quest Area.

E ITEMS

Shuffle both Basic and Legendary Item decks and place them face down in their respective slots on the board.

For your first game—or if you prefer less negative player interaction—remove the items marked “TAKE THAT” from the game.



F APPRENTICE HEROES

Shuffle the Apprentice Hero deck and place it Apprentice-side up (the side with the yellow gold icon) in its slot. Reveal the top 4 cards and place them face up next to the deck, so that 5 Apprentice Heroes are visible.

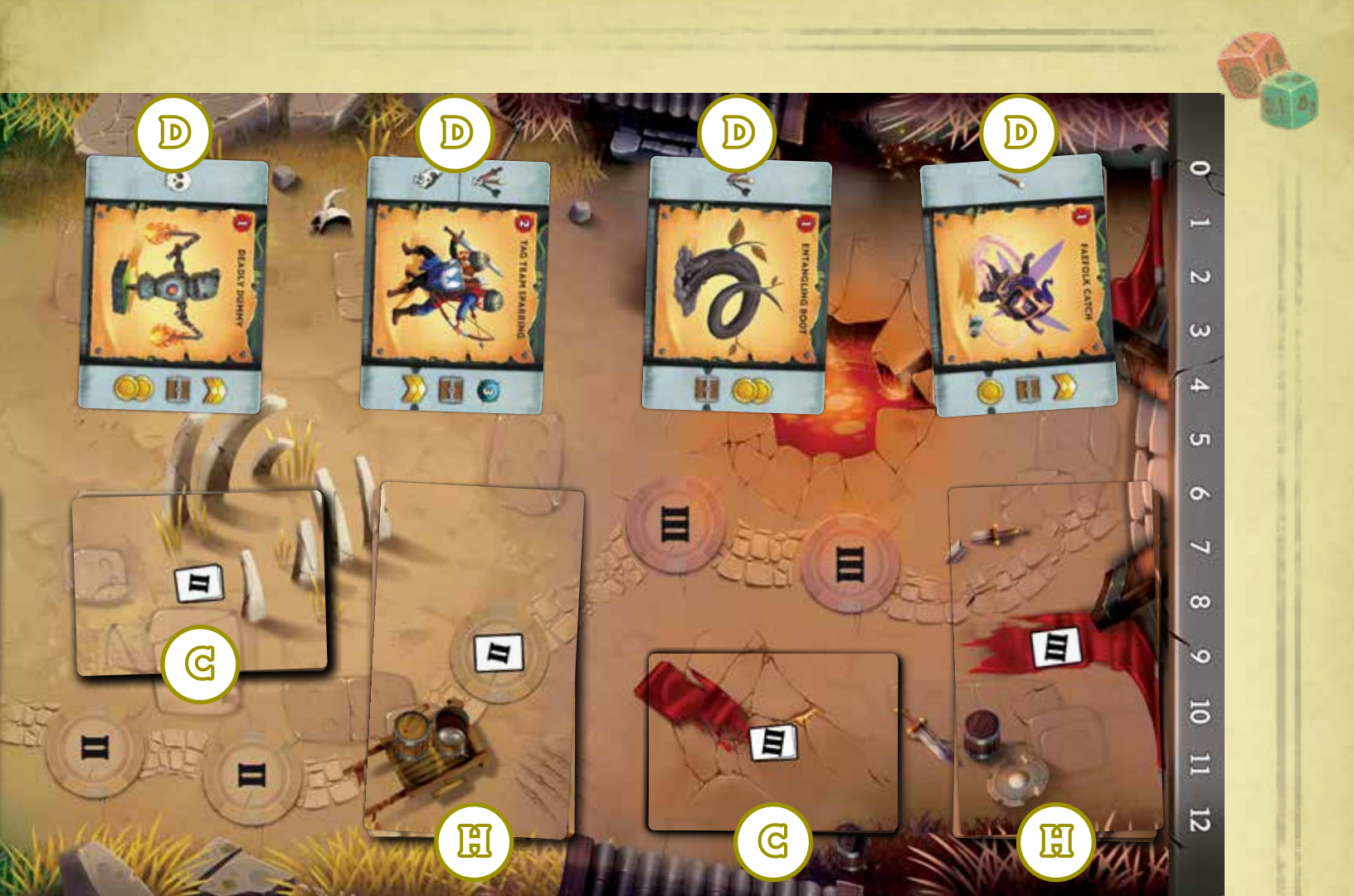
G LEGENDARY HEROES

Shuffle the Legendary Hero deck and place it face down outside the board and within reach.

H ADVENTURE CARDS

Randomly place one card from Acts I, II, and III face down in their slots. Reveal the Act I Adventure card.





PLAYER SETUP

GATHER PLAYER COMPONENTS

- ❑ Take 1 Player Aid card.
- ❑ Take 1 Reroll token.
- ❑ Take 3 Wound tokens.
- ❑ Draw 2 Basic Item cards from the Basic Item deck.

PREPARE YOUR PARTY

- ❑ Place your Party board in front of you.
- ❑ Place your Reroll token on the designated space, with the colored side visible.
- ❑ Place your 3 Wound tokens on their designated area.
- ❑ Place your starting Item cards in the Backpack Zone.

FIRST PLAYER

Choose the most honorable player to be the First Player, or select one at random. They take:

- ❑ The First Player token.
- ❑ The Round marker.

You are ready to play!



YOUR PARTY BOARD




- A** Wound Tokens Slot
- C** Reroll Token Slot
- E** Achievements Zone
- G** Backpack Zone

- B** Unlocked Dice Zone
- D** Locked Dice Zone
- F** Hero Slots
- H** Hero Equipment Slots

HOW TO PLAY

GOAL OF THE GAME

The player with the most Victory Points (VP) at the end wins.

Your VPs are the sum of the value on each  symbols on:

- ☐ Heroes in your party.
- ☐ Items in your backpack.
- ☐ Heroes and Quests in your Achievements.
- ☐ Victory Point tokens in your supply.

In case of a tie, the player with most Heroes on their Party board wins. If still tied, those players share the victory!



ROUNDS & TURNS

The game lasts 9 rounds.

You keep track of rounds advancing the Round marker along the Adventure path (the Adventure path is explained on page 10).

Each round, **players take turns** in clockwise order, starting with the person holding the First Player token.

A turn has three phases:

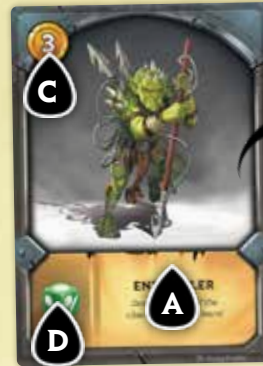
INCOME PHASE
TAVERN PHASE
QUEST PHASE



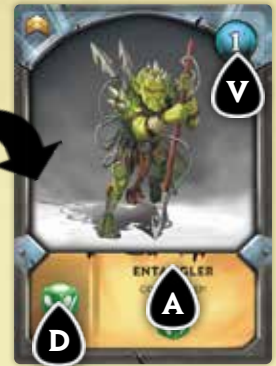
HEROES

There are 3 type of heroes. Here is how to read their cards.

APPRENTICE



EXPERT (ON BACK)



LEGENDARY



A ABILITY & NAME
Some heroes have no ability but italic flavor text instead.

C COST
Expert heroes have no cost because they cannot be recruited.

V VICTORY POINTS

D HERO'S DICE



INCOME PHASE

If you are the first player, advance the Round Marker along the Adventure Path to start a new round. (See details on page 10.)

Your turn starts with the Income Phase:

- Gain 2 Gold.
- If you have no heroes, gain 2 additional Gold. (This always happens on your first turn.)

TAVERN PHASE

On your Tavern Phase, perform these actions in any order and any number of times: **Recruit**, **Graduate**, **Equip**, and **Board** Actions.

RECRUIT ACTION

Choose one face-up hero on the board to recruit:

1. Pay Gold equal to that hero's cost. Take change if overpaying.
2. Place that hero's card in the leftmost empty hero space on your Party board. If you already have 3 heroes, you must graduate a hero before recruiting.
3. Refill the empty slot with a hero of the same level of the one you just recruited.

GRADUATE ACTION

Choose one hero on your Party board to graduate.

- If it is an **Expert** or **Legendary Hero**, place them in your Achievements Zone, to the right of your Party board.
- If it is an **Apprentice Hero**, place them on the bottom of the apprentices' heroes deck instead.

Either way, return any item equipped by the graduating hero to the bottom of its deck.



ACHIEVEMENTS ZONE

Heroes here are not in your party but are worth Victory Points.

DESIGNER'S TIP

Do not get too attached to your heroes!

Success requires graduating heroes or even... sacrificing them on deadly quests.

BACKPACK (MAX 5 ITEMS)



EQUIP ACTION

Choose one Item with the **EQUIPMENT** label from your Backpack. Place that Item face-up in the Equipment slot of one of your heroes (max 1 per hero). That hero gains the effect on the Item card.

ITEMS

Your items can be:

- Equipped to a Hero (max 1 per hero).
- Stored in your Backpack (max 5).

You may discard items at any time by returning them to the bottom of their deck.

SINGLE-USE ITEMS

Items that are not an "Equipment" are single-use. These can be used during the step indicated on the card. Once used, return them to the bottom of their deck.

BOARD ACTIONS

These actions are not available at the start of the game but are unlocked after each adventure is completed. They are explained on page 10.



QUEST PHASE

On your Quest Phase follow these steps in order:
deployment, combat, wound, and reward.

USING ABILITIES

In each step, you **must** use the quest abilities that are matching the current step.

You may only use abilities from Active Heroes and their equipped items. (Each ability can be used at most once per turn.)

You can use the abilities in any order of your choice.

DEPLOYMENT STEP

If the **Round Marker** is on an Adventure card, you must choose that adventure as your quest for this turn, if possible.

Otherwise, choose any quest from the board.

Then:

1. Choose from your party exactly the number of heroes required by the Quest. These will be your Active Heroes. (If there is a range, choose any number within that range.)



2. Add all dice from your Active Heroes and their equipped items to your Dice Pool. (Up to 4 dice for each color.)
3. Use "DEPLOYMENT STEP" abilities.

NOT ENOUGH HEROES?

Playtime is a quest printed on the board that is always available and requires no heroes. *Sometimes... playing is the best quest!*

PLAYTIME
QUEST



COMBAT STEP

Roll all dice in your pool and place them in the Unlocked Dice Zone.



Then, perform these actions in any order and any number of times until you are ready to proceed to the Wound Step.

- ☐ Use "COMBAT STEP" abilities.
- ☐ Use your Reroll token.
- ☐ Use Runes.

USING THE REROLL TOKEN

If your reroll token is on the active side, flip it over to its inactive side to reroll any number of dice from the Unlocked Dice Zone.

You must choose all the dice you want to reroll simultaneously.

(The reroll token turns to its active side when you fail a quest.)



ACTIVE
SIDE



INACTIVE
SIDE

RUNES

You gain Runes with dice rolls, items, and abilities.

To spend a Rune from a die, move it to the Locked Dice Zone. This die cannot be rerolled or changed.



After spending a rune you must either:

- ☐ **Reroll** one die from your Unlocked Dice Zone.
- ☐ Activate an **ability with a rune** from one of your Active Heroes or from one of their equipped items.

SPENT RUNES

Some quests require runes to be completed. If you spend a rune, it does NOT count for the quest success anymore. (All other symbols on the die are part of your result.)

WOUND STEP

First, use the “WOUND STEP” abilities.
Then, count and assign the Wounds from this quest.



COUNT WOUNDS

- Count the total number of Light and Deadly Wound symbols on the Quest.
- Ignore one Light or Deadly Wound for each Shield symbol in your results.
- Red Wounds cannot be ignored with Shields or any other ability.

ASSIGN WOUNDS

To assign the Wounds place the respective tokens on your heroes.
Place wounds:

- ☐ In any order.
- ☐ One at a time.
- ☐ Only on your Active Heroes.
(I.e. do not consider heroes that did not go on the quest.)

DEFEATED HEROES

As soon as a hero has at least:

- ☐ 2 Light Wounds
- ☐ Or 1 Deadly Wound

They are immediately **defeated**: return them to the bottom of their deck before assigning other wounds.

You can succeed at the quest **even if all your heroes have been defeated**.

REWARD STEP

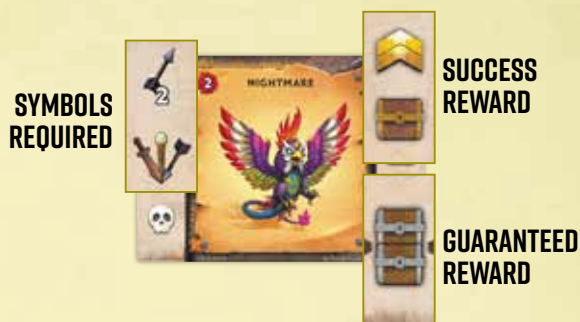
First, use the “REWARD STEP” abilities.
Then, determine the outcome of the quest.

QUEST OUTCOME

Count the symbols on your dice results, plus bonus given by items and abilities from your Active Heroes.

If you have all required symbols for this quest you succeed.
Otherwise, you fail. (Wound symbols are never required symbols.)

This can be matched by any one of these:



If you fail:

1. Set your **Reroll token** to its active (colored) side.
2. Gain all the Guaranteed Rewards. They are marked with these elements on both sides:
3. Place 1 Gold token on the Quest Card.

If you succeed:

1. Take all the Gold tokens on the quest card, if any.
2. Gain all the Quest Rewards, as shown above.
(I.e. Also the Guaranteed Rewards.)
3. Place the Quest card in your Achievements Area.
(I.e. To the right of your Party board)
4. Reveal a new quest card of the same level to refill the slot.

REWARDS

- Gold.** Take the indicated number of Gold tokens from the Reserve.
- Level Up.** Flip one of your **Active** Apprentice to their Expert side (I.e. Only heroes on the quest.)
- Base Item.** Add the top card of the Base Item deck to your backpack.
- Legendary Item.** Add the top card of the Legendary Item deck to your backpack.
- Victory Points.** This Quest card is worth that many Victory Points at the end of the game.
(**DON'T** take Victory Point tokens for this!)





ADVENTURE PATH

The Adventure Path has 9 spaces, one for each round of the game. At the start of each round, the first player advances the Round marker along the path to keep track of the current round.

There are two types of spaces:

- ☐ **6 Quest Spaces**
For rounds in which you are free to choose your quest.
- ☐ **3 Adventure Spaces**
For the 3rd, 6th, and 9th round in which every player must choose the adventure as their quest. (See opposite page.)

UNLOCKING BOARD ACTIONS

After you complete and discard an Adventure card you reveal and unlock new actions for all players.

After Completing the Act I Adventure:

- ☐ Pay 3 Gold to draw the top card of the Basic Item deck.
- ☐ Return one item from your Equipment Slot or Backpack Zone to the bottom of its deck to gain 1 Gold.

After Completing the Act II Adventure:

- ☐ Pay 3 Gold to level up one of your Apprentice Heroes.
- ☐ Pay 3 Gold to remove 1 Light Wound token from one of your heroes.



ACT I - BOARD ACTIONS



ACT II - BOARD ACTIONS

UNLOCKING NEW QUEST LEVELS

At the start of the game, only Act I quests are available.

After you complete an Adventure the card ability will instruct you to replace all quests on the board with higher level quests.



ACT I ADVENTURE CARD

UNLOCKING LEGENDARY HEROES

At the start of the game, Legendary Heroes are not available.

After you complete the Act II Adventure, the card ability will instruct you to replace the apprentice heroes deck with the legendary heroes deck. When you do, also **replace all Apprentice Heroes on the board with Legendary Heroes.**



ACT II ADVENTURE CARD

ADVENTURES

If the Round marker is on top of an Adventure card, all players must choose that Adventure as their quest.



The Adventure, works like a Quest except for the “Quest outcome” part that is different and as follows:

- ❑ If you did NOT meet all requirements on the Adventure card (disregarding the symbols with ∞) you fail. Simply set your **Reroll token** to its active (colored) side and end your turn.
- ❑ Otherwise, you succeed!
Do not take any reward yet but track your score instead.

TRACKING ADVENTURE SCORE

Adventure cards show one or more ∞ symbols.

Your adventure score is the number of **exceeds** symbols that match the symbols marked with ∞. (I.e. Only consider excess symbols that you did not need to succeed at the Adventure.)

Record your score by placing your Reroll token next to the Adventure Score Tracker, keeping the token on the same side.



COMPLETING ADVENTURES

After all players attempted an Adventure, that Adventure is completed, even if all players failed it.



**FIRST
REWARD**

**SECOND
REWARD**

**THIRD
REWARD**

When an adventure is completed:

- ❑ **Players earn rewards** according to their score.
If two or more players tie for a rank, each receives the next same reward, if any. E.g. if two players tie for first, both receive the second place reward.
- ❑ **Return Reroll tokens** to their Party board, keeping them in the same state (I.e. Active or inactive.)
- ❑ Resolve the **Adventure ability** and then return it to the box.

After the Act III adventure, the player with most VPs wins.

VICTORY POINT TOKENS

Use the Victory Point tokens to keep track of the VPs awarded by an Adventure.

Remember: you do not need these tokens for Quest rewards because you simply add completed quests to your Achievements instead.

YOU ARE READY TO PLAY!

The next two pages have step-by-step examples while the last page is a **reference sheet** with clarifications and further explanation.

To play the **solo** or **co-op** mode, look at the additional rules on page 14.

Good luck and have fun!



EXAMPLE: QUEST

DEPLOYMENT STEP:

1. You choose to attempt the quest "Stormcaller."
2. The quest requires a Party Size of 2, so you must send exactly 2 heroes.
3. You select:
Pirate – contributes 1 Blue Die.
Shining – contributes 1 Red Die, and his ability reads:
"If wounded, +1 Red Die."
Since the Shining is wounded, he adds an additional Red Die.
Dice Pool: 1 Blue Die, 2 Red Dice.
4. You have one equipped item on the Shining, the Staff of Lightning, but it does not add any dice.
5. You decide to use the Arcane Potion, which adds 1 Yellow Die to your pool. This gives you a chance of rolling a Wand symbol, which is needed for this quest.
6. Final Dice Pool: 1 Blue, 2 Red, 1 Yellow = 4 Dice Total

COMBAT STEP:

7. You roll your 4 dice. The results are not enough to complete the quest – you are missing one Wand symbol.



8. To try again:
You activate the Pirate's ability and pay 2 Gold to reroll 1 die of your choice. You choose the Yellow Die, as it's the only one that could give you the missing symbol.
Unfortunately, you roll a blank.
9. You try now with your Reroll token (currently face-up, so it's available) to reroll the Yellow Die again. You could have rerolled more than one die, but there is no need now.
Still no luck – you roll another blank.
You now flip the Reroll token face-down to show it's used.
10. Not giving up: You use the Scroll of Shiny Rune, which grants 1 Rune. You then spend the Rune to trigger the ability on your Staff of Lightning, which grants a Wand symbol.

You've defeated the Stormcaller!



WOUND STEP:

Now, resolve wounds shown on the quest card:

11. The quest shows:
1 Deadly Wound Symbol
1 Light Wound Symbol
You rolled a Shield symbol, which allows you to block 1 wound. You choose to block the Deadly Wound.
12. You take 1 Light Wound token, which you assign to the Pirate. She remains alive.

REWARD STEP:

Since you completed the quest, you:

13. Claim both the Guaranteed Rewards (marked with arrow symbols) and the completion rewards. You receive 2 Gold (guaranteed reward) and 3 Victory Points.
14. Move the complete quest to your Achievement Zone.
15. Draw a new quest from the same deck to replace it.
16. **Do not** turn your Reroll token face-up.
17. **Do not** place a Gold token on the "Stormcaller" quest card.

EXAMPLE: ADVENTURE

Let's see an exhaustive example of the end game, when all players race to claim the last word on the Final Boss. For this case, the Adventure card "Death Dealer" was used.

DEPLOYMENT STEP:

1. You choose to attempt the Lev.III Adventure card "Death Dealer".
2. The card requires a Party Size of 3, so all your Heroes are sent to fight it.
3. To defeat it, you need at least 5 generic successes, and the party suffers 5 Light Wounds during the fight, plus one unblockable Light Wound for every Wand kept in the final roll (i.e. once all items and effects are used).
4. Actually, your party is composed of:
 - Tunnel Rogue – contributes 1 Blue Die.
 - Akimo – contributes 1 Red Die and 1 Blue Die.
 - Shield Mentalist – contributes 1 Yellow Die.
5. You have two equipped items, none of them adds any dice. You decide to use the Dragonskin Potion in your backpack, which gives you a Green Die.
6. Final Dice Pool: 2 Blue, 1 Red, 1 Green, 1 Yellow = 5 Dice

COMBAT STEP:

7. You roll your 5 dice.
The results are not enough to defeat the Death Dealer – you are missing one success, of any kind.



8. You use the Frost Knives ability and reroll the blank Blue Die. You roll an Arrow and a Rune.
9. You use Akimo's ability to convert a Sword into two Swords and the ability of the Toxic Dairn to get one additional Arrow. Although they were not necessary to defeat the Death Dealer, it counts for the excess Symbols.
10. You decide to use the Scroll of Shiny Rune in your backpack, which gives you a Rune. You can use it in combination with the Charm of Liathan, with the Tunnel Rogue's ability or with the Shield Mentalist's ability. You use the Rune on the Charm of Liathan to prevent one additional Light Wound.
11. You use the Rune rolled with the Blue Die to use the ability of the Shield Mentalist and prevent one Light Wound.
12. The new result is the following:



You've defeated the Death Dealer!

WOUND STEP:

Now, resolve wounds shown on the Adventure card:

13. The Death Dealer shows:
 - 5 Light Wound Symbols
 - 1 unblockable Light Wound Symbol for each Wand rolled.
 You rolled a Shield symbol, which allows you to block 1 wound. As you rolled a Wand, though, you still take 5 Light Wounds, one of them unblockable.
14. You suffer a total of 3 Light Wounds. While the Tunnel Rogue and Akimo are defeated, the Shield Mentalist survives (that will be useful in case of a tie with another player at the end of the game).

REWARD STEP:

Since you completed the Adventure, you:

15. Track your score counting the symbols in excess. You have two Symbols and place your Reroll token on the number 2.
16. Compare your score with the scores obtained by the other players once they have defeated the Death Dealer.
17. Starting from the player who got more score, and proceeding in decreasing order, assign the Victory Points. Players who have not defeated the Death Dealer get no Victory Points.





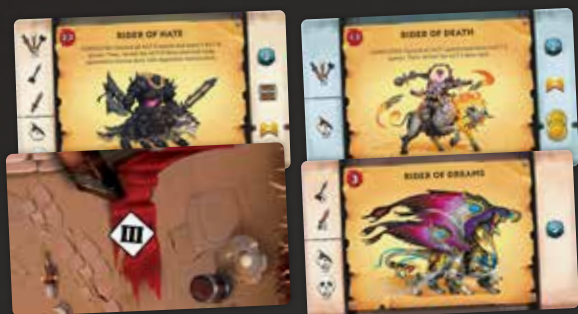
SOLO & COOPERATIVE



SETUP

To play solo or cooperatively, follow the setup steps on page 4 with these changes:

- Never use the “Take That!” item cards.
- Use the 3 **Boss cards** instead of the Adventure cards. Boss card names always start with “Rider of”.
- Shuffle the 10 **Threat cards** to form the **Threat deck** and place it **face-down** within reach.
- Form a **face-down** reserve of **Threat tokens**, grouped by Act.



3 BOSS CARDS



THREAT TOKENS



THREAT CARDS

WINNING AND LOSING

You win if you defeat the Act III boss and every player has at least 15 Victory Points.

You immediately lose if you lose a fight against any boss.

Boss fights are explained on the opposite page.



THREAT PHASE

This is a new phase that happens at the start of every round.

STEP 1: THREAT CARD

Reveal the top card of the Threat deck and place it face-up in a discard pile next to the Threat deck.

Then, resolve the ability on the card.

The symbol above the name indicates the timing of the effect:



ONGOING ABILITY
FOR THIS ROUND



IMMEDIATE
ABILITY



STEP 2: THREATS TOKENS

Starting with the First Player and proceeding clockwise, each player **reveals** one random Threat token of the current Act.

Then, place it face-up on any Quest on the board prioritizing the Quests without Threat.

Threat tokens do not affect the quests but will make the boss stronger, unless you remove them before the Boss fight.

When you complete a Quest, discard all Threat tokens on it.



STEP 3: CHECK FOR BOSS FIGHT

If the Round marker is on a Boss card (i.e. On round 3, 6, and 9):

- You must choose the Boss as your quest for this turn, if possible.
- Move all Threat tokens from Quests to the Boss card. I.e. You will move the tokens you just placed in the previous step plus any Threat left from previous rounds.

THE BOSS FIGHT



- **Blank** tokens have no effect.
- **Wound** symbols are added to the Boss card.
- **All other symbols** are discarded spending EXCESS symbols from your result.
E.g. In the example above, the Boss requires 2 Swords and 2 Arrows. If your result includes 2 excess Swords, you clear the matching token. One Sword provides no benefit.

BOSS FIGHT OUTCOME

To gain all the rewards from a Boss, you just need to meet its requirements, ignoring the Threat tokens.

Then, at the end of the round with the Boss fight, it is defeated if:

- At least one player met all its requirements.
- AND there are no Threat tokens on the Boss card, other than Wounds.

If you did not defeat the Boss, you immediately lose the game. Otherwise, well done! Resolve the Boss ability, return its card to the box, and start a new Round.

And that's all you need to know to play *Dicequest* solo or co-op. Good luck and have fun!

HIGHER DIFFICULTIES

To increase the challenge, try the levels below.

Each level is cumulative, building on the previous ones.

- **Hard:** Each player must score at least 20 points.
- **Heroic:** During Act I, use the Act II Threat tokens.
- **Legendary:** During Act II, use the Act III Threat tokens.
- **Godly:** The minimum score increases to 25 points.



SKYTEAR
GAMES

CREDITS

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Last but not least, all the players that supported the crowdfunding campaign and made *Dicequest* real!








SYMBOLS


 Add a die of a color of your choice to your dice pool and roll it.


 Add a die of this color to your dice pool and roll it. (e.g. Blue)


 Reroll a die of a chosen color in your Unlocked Dice Zone.


 Reroll a die of this color in your Unlocked Dice Zone. (e.g. Blue)

 Set a die of a chosen color in your Unlocked Dice Zone to any face.



 Set a die of this color in your Unlocked Dice Zone to any face.



 You cannot roll any die of this color for this Quest. You may still use Heroes who use that die.



 Add a Rune.
See page 8 for details.



 Remove a (non-red) Light Wound token.



ABILITY CLARIFICATIONS



  Pay 2 Gold to reroll a die of any chosen color in your Unlocked Dice Zone.



  Spend 1 Rune to set a die of this color in your Unlocked Dice Zone to any face. (Phalanx Corporal, Fire Mage, Khepiax, Vorhild, Necklace of Kurumo)



  Spend 1 Rune to remove 1 Light Wound token from an Active Hero. (Everlast Shaman, Charm of Liothan)



  Spend 1 Rune to draw 1 Common Item card. (Tunnel Rogue)



  Set a die of this color in your Unlocked Dice Zone to the shown face. (Order Novice, Echoed Dancer)

  Spend 1 Rune to add the shown icon. (Shield Mentalist, Spiritist)

  Assign 1 Light Wound token to one of your Active Heroes to gain 1 Rune. (Scarifier Witch)

  Convert 1 Shield icon into 2 Shield icons. (Royal Conscript)

  Spend 1 Rune to add a die of this color to your dice pool and roll it. (Pistolier)

  Swap any one die with another die of a chosen color. (Minion Potion, T-Max)

HERO CLASSES & DICE

In Dicequest, there are four types of dice, each associated with one of the four main hero classes.

Each class brings a unique role to your party, reflected in the distribution of symbols on their dice.

WARRIORS

Reliable frontline fighters who offer steady damage output and defensive support.



MARKSMEN

High-risk, high-reward heroes with burst damage potential—but they may also whiff completely!



MAGES

Specialists in support and utility, focusing on abilities rather than raw damage.



TANKS

Durable heroes focused on soaking damage and protecting your party.

