

STEVE JACKSON & IAN LIVINGSTONE PRESENT



# FIGHTING FANTASY ADVENTURES

A CO-OPERATIVE CARD GAME BY  
MARTIN WALLACE



# INSTRUCTION BOOKLET

# FIGHTING FANTASY ADVENTURES

Welcome to the lands of Allansia, a dangerous place teeming with monsters, necromancers and dungeons. Your band of brave adventurers are not daunted by such things and seek treasure and renown in equal measure. Will you become the greatest heroes of Allansia, or die unnoticed in some hell pit?

The 'Fighting Fantasy Adventures' are based on the books of the same name by Ian Livingstone and Steve Jackson. We are proud to present their content in a new way, with cards! The game is designed for one to four players. You will take control of one or more heroes and take part in a series of adventures, levelling up your hero as you play. Role-play as much or as little as you like, but you should work together.

On the way you will encounter monsters, traps and other challenges. Do not fear, though, you are brave of heart and each of you have special abilities to help you on your way.

## STARTING THE ADVENTURE

First, find the four Hero cards that look like this:

Decide amongst yourselves who will control each hero. If there are only two or three of you then somebody will have to control more than one hero.

The key thing is that **all four heroes must be used**, no matter how many actual players there are.

Each hero has a set of **Level One Ability Cards**; to the right is the Healer's set as an example. Study your cards! The remaining Ability Cards should be placed to one side, as they will be gained when you successfully complete adventures.

Make sure you have the **Ability Cards** that go with the heroes that you control (denoted by colour). Note that the Healer has more cards than the other heroes. You also take your Hero counter.

Place the Tactical board on the table, but away from the centre. You will use this to show what order your party is travelling in and what creatures you are fighting. The centre of the table should be kept clear to allow for the placement of the Dungeon Cards.

There are also some counters and dice. For the moment just place these to one side, you do not need them yet.

**There are two decks of cards. DO NOT SHUFFLE THEM!** They are already in the correct order.

**One of you needs to take control of these cards; we suggest the person who enjoys reading and speaking out aloud.** The top card on each deck is there to hide the cards beneath them, so leave them where they are. You might want to quickly discuss with your fellow players to decide how you're going to play the game.

Find **card one** from the **Dungeon Card deck**. Place it in the centre of the table. Place the party position marker on it. This marker shows where your party of heroes are.

Then find **card one** from the **Encounter Card deck** and read it out aloud to the other heroes (or yourself if you are playing on your own).





# GAME COMPONENTS

## Hero cards (4)



Each hero has different skill, stamina and luck points. Decide which is most important to you when choosing your character.

## Ability cards (28)



The coloured border indicates which abilities belong to each hero.

## Tactical board (1)



## COUNTERS AND TOKENS

Hero counters (4) and Monster counters (6)



Skill tokens (6, double-sided)



Luck tokens (12, double-sided)



Stamina tokens (18, double-sided)



Additional adventure-specific tokens will be included in the full game.

Six-sided dice (4)



Party Position Marker (1)



Adventure-specific decks of cards (5)

**Do not shuffle the cards!**

Dungeon cards



Encounter cards



# PLAYING THE ADVENTURE

You now need to make two decisions:

- **which direction you will go**, and
- **what order you will move** – you move in single file.

You show the order of your party by placing your coloured Hero counters on the Tactical Display (example below).



You can change the order of characters before moving to the next room, **but not after** you enter a room, as who goes first may have an impact on what happens to you.

You then find the Dungeon card that matches the number in the grey circle and place it next to this card, creating a floor plan. You also find the Encounter card with the same number and read out what is written on it.

Some rooms will present you with a challenge you may solve through your intelligence, improvisation, or skills and abilities. Other rooms will contain strange creatures, and very often you will have to fight these monsters. The number in the shield icon shows their Skill level (how good they are at fighting). The number in the heart icon shows their Stamina (how much damage they can take before falling over).

During the adventure you will pick items up, which will nearly always be in the form of a card. You can pass items between you as you wish, but not during a fight. **You cannot pass on your Ability cards**, they stay with you.

**When you resolve a Dungeon card you flip it to its other side.** This is very important, as it shows you which rooms you have cleared and there may be information on the other side.

As you progress through the adventure, you will place each dungeon room next to each other, so the full layout of the dungeon you're exploring becomes clear.





# FIGHTING

If you enter a room that has one or more monsters in it then you will need to fight them to be able to pass through the room. Whoever went into the room first **must** attack and they must be the first hero to attack a monster if ganging up on one. The first round of battle occurs in the order your heroes entered the room, but you may re-order for the second round if you wish.

The key rule is that each monster has to have at least one hero attacking it. If there are four monsters then all four heroes must pair off against a monster. If there were only two monsters then you can decide who will attack each one, allowing some heroes to stay out of the fight. You can also gang up on a monster if there are more of you than opponents, so two, three or even all four of you could attack the same monster. If there are multiple monsters then they will have a letter next to them. You show who is fighting which monster by using the lettered Monster counters on the Tactical Board.

In the example above, the Warrior attacks the big ogre while the Healer and Scout each attack one of the goblins. The Mage backs up the Warrior, attacking the ogre.

One of the heroes could have chosen to stay out of the fight as there are more heroes than monsters.


A fight consists of one or more rounds. In each round a hero will attempt to hit the monster they are fighting. After each round of fighting you can adjust party order as you wish or retreat from the room. Adjusting party order means rearranging which heroes are fighting which monsters and the order in which they are fighting if they are ganging up on the same monster.


To see what happens when you fight you must roll two dice. Another player should roll two dice for the monster. You add your two dice together and then add your Skill, which is the number in the shield on your Hero card.

Add together the two dice for the monster and add their Skill, which is the number in the shield.



The winner is the one with the highest total. The loser suffers damage equal to the difference between the two totals. Damage is recorded using Stamina counters. Heroes and monsters have Stamina levels, the number shown in the heart. This is the amount of damage they can take before being defeated.

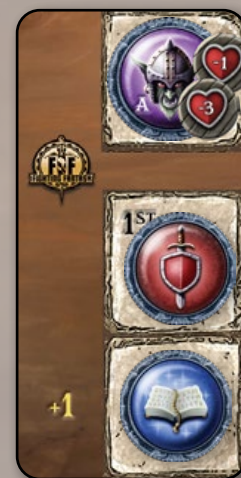
## Example:

The **Warrior** has rolled . They add their Skill of **9** to make a total of **19**.

The **Monster** has rolled , which when added to their Skill of **10** makes a total of **15**.

**The Warrior thus inflicts *four* damage on the Monster (19-15=4).**

Place a  and a  counter to show this. When the Mage attacks they will gain +1 to their die roll. (This is covered in the 'Ganging Up' section ahead.)





SKILL  
POINTS

STAMINA

## GANGING UP

If there are two or more heroes attacking the same monster then the order in which they attack is important. The second hero will gain +1 to their die roll. The third hero to attack gains +2 and the fourth hero would gain +3.

If you reduce a monster to zero Stamina then remove the counter from the Tactical Display; it is dead.

## LUCK

**VERY IMPORTANT! PLEASE READ!**

*If you miss this rule then you will never survive the adventure.*

Each hero has a **Luck** level. You can lose one Luck (take a -1 Luck counter) and re-roll **ALL** of the dice just rolled in combat, so for you and the monster.

You can do this as many times as you wish as long as you have luck left. You can also use Luck to re-roll the dice in other situations where you are asked to roll dice.

## STAMINA

Stamina is a measure of how much damage you can take before falling unconscious. Note, you are not dead.

If you are reduced to zero Stamina then you cannot move, nor can you talk. If at a later point in time another hero can use some form of healing potion or spell to increase your Stamina then you regain your sense and will be able to continue with the adventure. You cannot move while at zero Stamina, so remain in the room while the rest of the party continue. Place your Hero piece in that room to remind you of this fact.

Unconscious heroes can be dragged to the next room if the party retreats.





## RETREATING

If you choose to retreat from a room, then you must go back to the room you entered from. Any damage inflicted on the monsters in the room is removed and any dead monsters will resurrect. You can still go back to this room at a later point in time but the creatures there will be fully recovered.

You can drag any unconscious heroes out of the room and leave them in the room you retreated to.

## MOVING AROUND THE DUNGEON

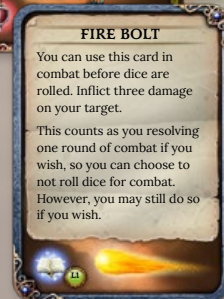
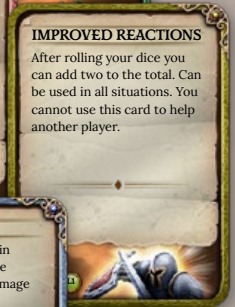
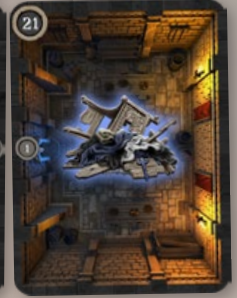
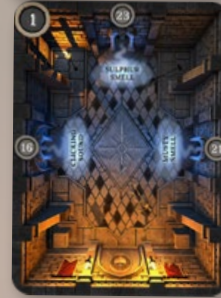
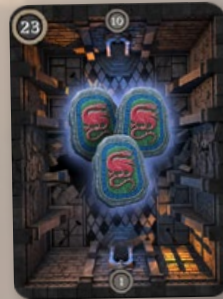
You can move at will around the rooms that you have cleared. Thus you can easily back-track to a room you cleared earlier. However, you cannot move through rooms that still have monsters in or a challenge that would stop you moving through it. Remember that when you clear a room of monsters or solve any challenge you flip the Dungeon card to its other side. (The circle at the top of the card will now be black.)

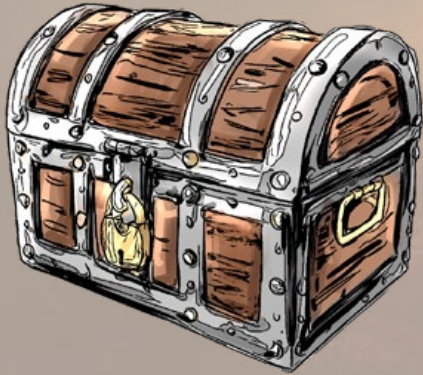
## SPLITTING UP

You must stay as one group unless the adventure tells you otherwise. You must leave unconscious heroes behind.

## USING ABILITY CARDS

Most of your Ability cards will have some form of use when fighting. Please remember that you have these and use them when necessary. When you use an Ability card flip it over – each card can only be used once per game unless stated otherwise.





## WINNING THE GAME

You will know if you have won the game.

If you are all reduced to zero Stamina then you have failed.

You can restart the adventure if you wish.



**The 'Fighting Fantasy Adventures' are based on the books of the same name by Ian Livingstone and Steve Jackson.**

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