



**B·O·L·D
ADVENTURES!**

Rulebook



COMPONENT LIST

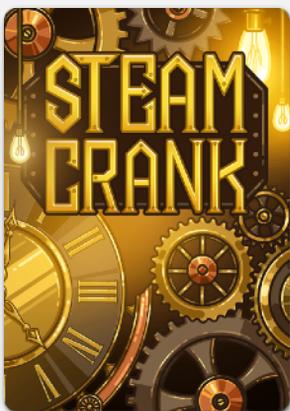
Four new 61-card bank decks:



Spooky discard effects that help you!



Huge effects for huge costs!



Chain cards of the same color for bonus effects!



Capture a pet and level it up!

10 new characters:



(30 character cards total)

BOLD ADVENTURES!

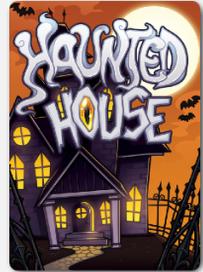
This expansion requires the Puzzle Strike 2 base set to play. See the full rulebook for the game in that set.

These new bold adventures give you 10 new characters to choose from as well as four new bank decks. Each deck has a fun theme and new game mechanics.

HAUNTED MANSION

A spooky house of witches, vampires, werewolves, and other otherworldly delights.

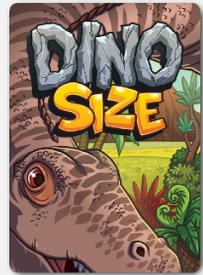
Lots of cards make you discard cards from your hand when you play them. Normally this is a drawback, but other cards give you bonuses for discarding, turning the drawback into a bonus!



DINOSIZE

A primordial land with gigantic dinosaurs.

Several cards cost 4 actions, making them difficult to play (you only normally get 3 actions per turn). Other cards give you extra actions or other ways of playing these expensive cards. This deck is especially crazy, so buckle up.



STEAM CRANK

A Victorian steam-punk world with elaborate machinery and designs.



Many cards have a strip at the bottom with a “chain” ability. The chain ability happens if the card you played immediately before it that turn is the same color. For example, if you play any blue card then immediately after that you play the blue card below, then you will get ALL the abilities on the card:



The chain ability is always IN ADDITION to the main ability on the card, not instead of it. So in the above example, you'll do the text ability, then you'll also get to draw two cards if the card you played immediately before this one (this turn) was blue too.

PUZZLE PETS

Cute monsters that evolve to more powerful forms. Catch them all?

Puzzle Pets has a main deck of 48 cards (other decks have 60) plus 12 extra double-faced cards that sit outside the game. You use these extra cards when you level up your creatures. Here's a level 1 creature from the main deck:



Action point cost

Upgrade cost

Creature Level

The upper left corner shows the action cost to play the creature as usual, but Puzzle Pets creatures also have an "upgrade cost" to level them up. When your creature is in play (in your creature slot on your board), you can pay that upgrade cost any time during your main phase. If you do, then grab the level 2 creature card of the same color from the 12 cards that sit outside the game and put it on top of your level 1 creature, replacing it. You can upgrade your level 2 creature by paying its upgrade cost then flipping the card over to show the level 3 side (still on top of and replacing your level 1 creature).

Once Per Turn

You can't upgrade a creature the same turn you play it; you have to wait until your next turn. And you can't upgrade it again if you already upgraded it this turn.

When Creatures Die

Whenever a level 1 creature is destroyed, there's no special rule. Like always, it goes to the discard pile. Whenever a level 2 or 3 creature is destroyed, the "level 2 / 3" card is returned to the stack outside the game, and your level 1 creature card then goes to your discard pile.



LEVEL UP!

FAQS

Characters

Bigby. When Sovereign Immunity triggers, after you destroy your blue gems, any remaining incoming gems you have will fall. If at that point you still have more than 10 gems, Sovereign Immunity won't trigger again.

BBB. Upgrade. You may choose to "Top" 0, 1, or 2 pink bank cards.

Menelker. Deathstrike Dragon. As usual, crashing more than one gem triggers the height bonus. It's based on the highest gem crashed.

Gloria. Saving Grace. If you don't have the scepter, all players (even the scepter holder) really do block 5. If you do you have the scepter, you don't get to block any, but the other players each block 5.

Haunted House

Cards that say "If you discard this" only trigger if some effect makes you discard them—you can't just choose to discard them without something making you discard. They also don't trigger when you discard your hand during your draw phase.

Tinkering Imp. This does trigger if you deep swap, but you still only get to swap adjacent bank cards.

Dinosize

Ankylosaurus. See the entry above for the character Bigby's Sovereign Immunity, because it has the same effect.

Tar Pits. When it says you can't play a card of cost 3 or more this turn, it's serious. Though you could then play Dino Spirit, Pit Trap, Blue Shell, or Rampage, none of those cards' effects to cheat in a card of cost 3 or more would actually work. Likewise, the green super move Trickshot couldn't play a card of cost 3 or more later that turn either.

Steam Crank

Crash Gear. "0-cost" means a printed cost of 0, so a higher cost card that you're somehow "playing for free" doesn't count.

Puzzle Pets

Blocados. You can use the 6 block any time you want during your action phase. If you upgrade to Bloxisaur, you still only get a total of 6 block that turn (not 12 block).

Crattle, Crashoban, and Crashalope. Deep crashes count as crashes so they do trigger the effect.

Swapabloom, Swapar, and Swapogoyf. You can use the swaps any time you want during your action phase. You get a total of 3 swaps to spend, and these don't stack if you upgrade to the next creature level. On the turn you upgrade Swapabloom, any unspent swaps it gave are upgraded to deep swaps, but it doesn't give any extra deep swaps beyond that. On the turn you upgrade Swapar to Swapogoyf, you still only get a total of 3 deep swaps (not 6 deep swaps).

CHARACTER BIOS

The characters in Puzzle Strike are from the Fantasy Strike universe. Fantasy Strike is a fighting tournament held by Garus Rook.

Through spirited competition, Fantasy Strike brings together people from many different backgrounds and regions.

QUINCE



Sirius Quince is the head of the Flagstone Dominion, a position he attained through political prowess, the right words, and a wholesome image. There are some who call him Tyrant, but who are they, really? A stone golem and an outlaw barrister? Quince ensures the protection of his people, and protection means sacrificing some personal freedoms. It also means having values—the right values—and stomping out those who don't.

(His actual power is based on lies and illusion.)

ONIMARU



In earlier times, Onimaru fought against Flagstone and killed Grave's father in battle.

Years later, Quince recruited Onimaru as his military general. Troops called him the Flagstone Enforcer due to his harsh style. He also investigated unorthodox forms of military force, including the use of wild elephants and the building of clockwork soldiers with the help of the then-head of Flagstone Research & Development: Max Geiger.

BAL-BAS-BETA



Max Geiger built Bal-Bas-Beta and imbued him with sentience and personality. (The previous B-B-Alpha didn't work out so well.) BBB is full of clockwork gears and runs on steam power, though his design is mysteriously advanced. Geiger is rumored to have somehow communicated with an ancient lost race called the Vortoss who had advanced technology. Perhaps some of BBB's design is from another place, or another time.

BIGBY



Judge Bigby Hayes rules with an iron fist, literally. As head of the Flagstone judiciary, he can adroitly tip the scales of justice however they need to be tipped.

He ruled against DeGrey many times, usually when Quince was the opposing counsel. This is no accident, as the secret alliance between Quince and Judge Hayes has long been one of the keys to Quince's rise to power.

MENELKER



Master Menelker is a mysterious and misunderstood figure, widely known as the most powerful martial artist in the Realm. He's called "Deathstrike Dragon" and has fought duels to the death, but only to those who willingly agreed.

Menelker has the will to do anything needed to win, including embracing dark magic as well as light. He senses a great threat from the undead is brewing, and he says nothing will matter other than our power to fight them.

PERSEPHONE



The myth of the Nox Oracle has many conflicting accounts. The common theme is that a woman in a black dress walks out of the darkness, often accompanied by her two dogs. Some stories depict her as seductive and intoxicating, others depict her as cruel and sadistic, while still others portray her as wise and nurturing.

Persephone is her true name. She has intervened at several critical points in history, shaping the fate of the Realm.

GLORIA



Gloria is a healer who has helped people and animals her whole life. Her cheerfulness is irrepressible. She's easy going and keeps a positive attitude no matter what the situation.

In an emergency triage situation, she had to choose between saving Master Menelker's life, or Gwen's (her own sister). As hard as it was, she saved Menelker, barely, and now Gwen suffers from the deadly Shadow Plague. She lives with the guilt and uses her healing magic to keep Gwen alive.

GWEN



Gwen is a former healer who is now afflicted with Shadow Plague.

Gwen grew up helping and healing animals and people, alongside her sister Gloria. After an encounter with the undead in the Dreadlands though, she was never the same. Her skin changed color and her humanity started to fade away, kept in check only by her sister Gloria's healing powers. Gwen grew restless and antsy. At times her adrenaline seems to be in overdrive.

VENDETTA



Vendetta is an undead assassin from the Dreadlands. Not much is known about him or his origins.

Vendetta moves quickly and silently. He has great acrobatic skill as well as great patience. Giant pincers can extend from his arms, giving him huge range with his attacks.

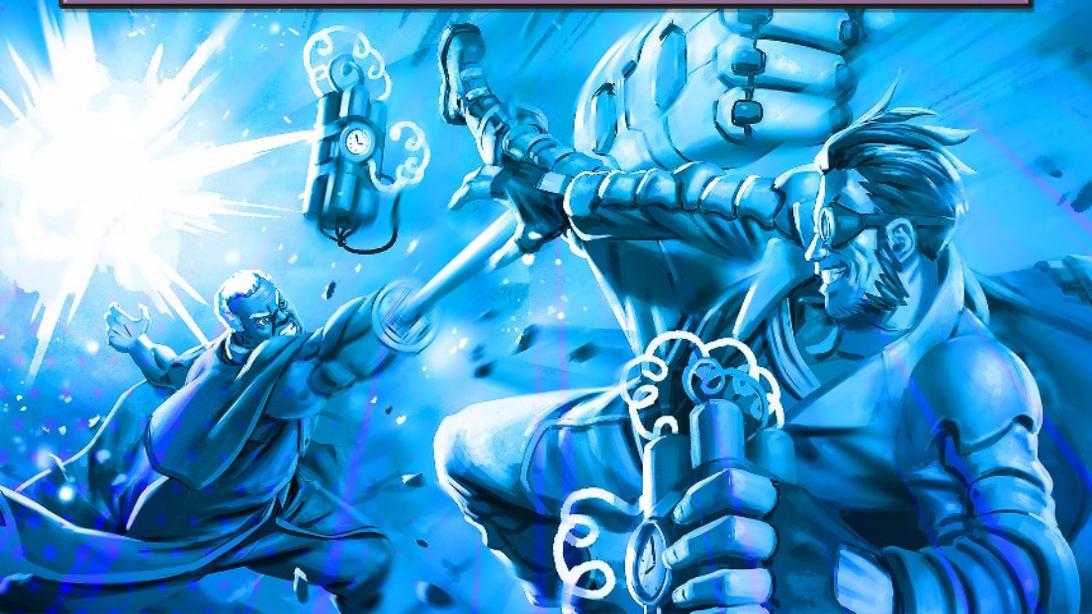
Though he appears to work for Zane, he secretly serves the Queen of Demons and acts as her spy.

ZANE



Captain Zane is head of the outlaw group called the Blood Guard, and he hates authority. Some men just want to watch the world burn.

The Blood Guard are a band of outlaws whose main activity seems to be staking out the roads and demanding what Zane calls a "traveller's tax" to any who would pass. If they refuse, he fights them for the tax, which is why he has skilled fighters on hand such as Vendetta (and later on, the bullman Troq).





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