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X: SEEKERS OF FORTUNE

QUICK START GUIDE



X: SEEKERS OF FORTUNE

INTRODUCTION

Welcome to the fast-paced and death defying world of X: Seekers of Fortune. In this strategy card game you play as a fortune seeker on the hunt for lost relics and legendary sites, all while performing heroic feats to outfox your rivals.

Be the first player to complete the final quest to win the game!

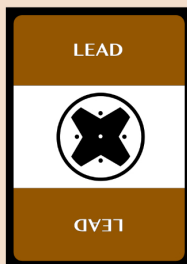
A typical game of X: Seekers of Fortune takes 25 - 35 minutes to complete.

GAME DECKS

X: Seekers of Fortune is played with three unique decks.



The Adventure Deck



The Lead Deck



The ActionX Deck

HOW TO WIN

There are two ways to win a game of X: Seekers of fortune.

Both require that you have completed four adventures, thereby advancing to the final quest stage of the game.

Once in the final quest stage, you can win the game by either:

1. Completing your fifth adventure...

OR

2. Successfully performing breakthrough with seven ActionX cards in play between your Action Zone and your Archive Zone.

More on 'Breakthrough' and the other heroic feats will be explained later in this guide.

SETUP

Players sit across from each other and place three deck between them. After shuffling each of the decks they will be placed between the players as shown below.



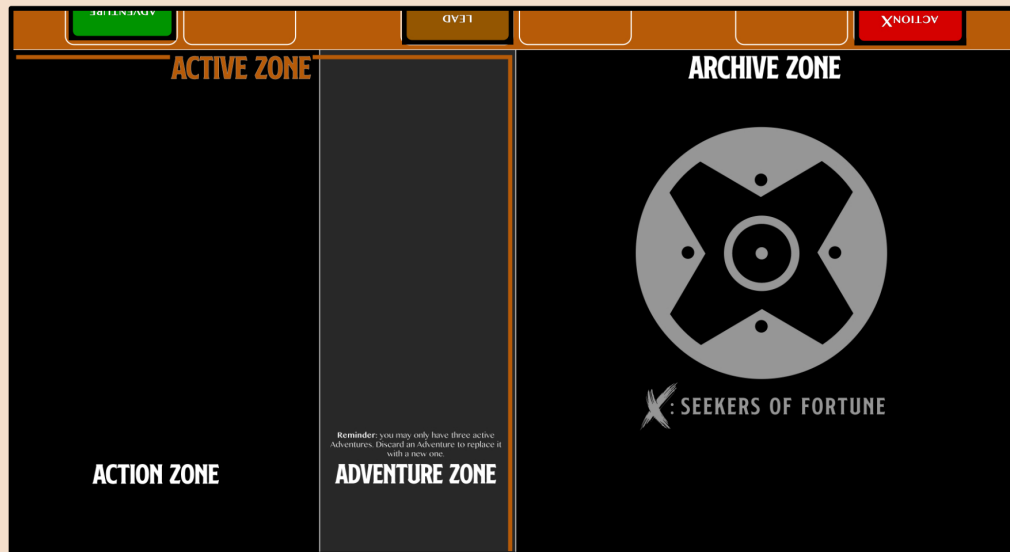
Players should determine who goes first in a manor suitable in a polite society.

Each player starts the game with:

- 3 Adventure cards in their Adventure Zone
- 6 Lead cards in their hand
- 1 ActionX card in their hand

PLAY ZONES

The game zone is made up of 2 major zones per player, laid out like this:



The Active Zone includes the:

- Action Zone, where Active ActionX cards are played into and reside, and the...
- Adventure Zone, where players will place their Active Adventure Cards. A player may only have three Active Adventures cards at any time and must discard down to three Active Adventure when they exceed that amount.

The Archive Zone is where players will place their Completed Adventures as well as any ActionX card that leaves the Action Zone. This will help you and your rivals track how close each other is to victory.

TAKING A TURN

In X: Seekers of Fortune, a turn consists of three sequential phases.

Phase One - The Adventure Phase

On their turn, a player first either reveals the top adventure from the adventure deck or takes the top adventure from the adventure discard pile, placing it into their Active Adventure Zone. If they have more than three (3) active adventures, they must discard down to three (3).

Phase Two - The Lead Phase

Next, on their turn, a player either looks at the top two (2) leads of the lead deck, choosing one to put in their hand and discarding the other, or takes the top lead from the lead discard pile.

Phase Three - The Action Phase

During the action phase, the active player may perform any number of the following actions, as many times as they have resources to pay for them:

- Complete an adventure
- Play an ActionX card
- Activate an ActionX ability
- Perform a heroic feat (Note: with the exception of 'thwart,' any one heroic feat may only be used once per turn.)

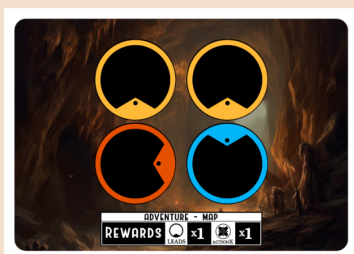
(NOTE: The non-active player can react to heroic feats and action feats during the active player's turn, so always allow them the opportunity to respond to any feat before effects take place.)

After the active player has completed all they wish to in their action phase, they must declare that they are passing the turn. The next player then starts their turn. This process continues until the game is won.

COMPLETING ADVENTURES

During their action phase, a player may complete an adventure. To do so, the player must possess a copy of each lead presented in the cost of the adventure card.

For example...



This adventure would require you to pay these leads from your hand.



The player presents the leads they are paying to complete the adventure to their rival. Then, they stack the paid leads in their archive zone and place the completed adventure on top of them.

After a player has completed an adventure, they proceed to their reward step and collect the rewards noted on the reward bar of the completed adventure. Rewards typically consist of some number of leads and an ActionX card.

COMPLETING ADVENTURES (CONT.)

Once you have five completed adventures, you win the game. However, when a player completes their fourth adventure, they trigger the Final Quest phase. More information on how the game changes upon entering the Final Quest will be provided later in this guide.

Be mindful that your rival can play ActionX cards when you attempt to complete an adventure. To maintain good sportsmanship, allow them an opportunity to react before you proceed with collecting your rewards.

ACTIONX CARDS

At the start of the game and every time you complete an adventure, you will be dealt a card from the ActionX deck. Each card in the ActionX deck is unique, with an effect or ability that either aids your victory or sets back your rival.

There are three kinds of ActionX cards:

1. FEATS



Feats represent the cunning and daring actions an adventurer takes in pursuit of their fortune. For example, memorable moments like when Indiana Jones pulls out his gun to shoot the swordsman in Raiders of the Lost Ark, or when he narrowly escapes the infamous boulder after snatching a golden idol. These are examples of an adventurer's feats.

Feat cards have a one-time use ability. They are the only ActionX cards that can be thwarted, so make sure your rival acknowledges that they are allowing the feat to resolve before carrying out a feat's effect.

Once a feat card is resolved or thwarted, it is moved to your archive zone.

2. RELICS



Relics are often the treasures you are searching for, and sometimes the ones you stumble upon. For instance, the magical Sankara stones that Indie liberates from the villain's shaman in the Temple of Doom are examples of relics.

Relic cards are played into your Action Zone and remain there until they are archived.

Each one presents a choice when they come into play, and the card remains in that state as long as you retain control of it.

3. SITES



Sites are the wondrous temples or local safe havens that you will venture to in order to further your travels. In The Last Crusade, when Indiana went down into the knights ancient tomb, or the long lost temple that held the trials of the holy grail would be two examples of sites.

Site cards will be played into your Action Zone and remain there until they are archived.

Each site has a passive ability called an 'Aura', which will remain in effect as long as the site is in your action zone.

They will also have a 'Caution' ability which you can activate during your Action Phase by paying the cost. These abilities are powerful and usually require you to archive the site.

HEROIC FEATS

In addition to the ActionX, a player also has access to six special player actions that act as feats you can use whenever you meet the requirements and can pay their cost.

At any time a rival performs a feat, a player may:

THWART

Bury two matching leads: Negate the effect of a Heroic Feat -or- ActionX Feat as a rival performs it.

On their turn, a player may perform each of the following feats once per turn:

BREAK THROUGH

Discard three matching leads: Draw an ActionX card. Then, if you are in the final quest -and- you have seven ActionX cards in play between the Action Zone and the Archive Zone, you win the game.

SABOTAGE

Discard a lead and scrap an active resource: Bury a rival's active adventure or archive a site or relic.

MEDITATE

Discard an ActionX card: Look at the top three leads. Choose one and put it in their hand. Bury the other two.

On their turn, if a player is tied or has fewer completed adventures than a rival, they may either:

DIG WITHIN INFILTRATE

Scrap a map: Draw two leads.

Discard any two leads: Look at a rival's hand and choose a lead. They bury it.

THE FINAL QUEST

To win a game of X: Seekers of Fortune, a player must first enter the Final Quest. A player enters the Final Quest once they have completed their fourth adventure. Upon entering the Final Quest, a player must take the following steps:

1. **Discard any remaining leads in their hand.**
2. **Reveal an adventure and place it in their Active Adventure Zone. Subsequently, the rival whose turn is next selects an adventure from the completing player's Active Adventure Zone, and the completing player scraps any other adventures in that zone.**
3. **Draw three leads.**
4. **Draw one ActionX card.**

NOTE: You don't collect rewards for completing the fourth adventure when entering the Final Quest. Instead, rewards are drawn as a replacement effect for entering the Final Quest itself.

Furthermore, any effects that would be triggered by completing an adventure resolve before the Final Quest replacement effect occurs.

Once a player is in the Final Quest, they will skip their Adventure Reveal phase for the remainder of the game.

ActionX cards may still be used to add or replace adventures.

Upon entering the Final Quest, you may win the game by either:

1. **Completing an Adventure**
2. **Resolving the Heroic Feat Breakthrough with seven or more ActionX cards in your Action Zone and your Archive Zone combined.**

GLOSSARY OF TERMS

Bury - This refers to the action of a player moving a card from another play zone to the bottom of the deck from which it was drawn.

Scrap - This happens when a player removes an active resource they control from play to pay for or comply with an effect. Scrapped Adventures are discarded, while scrapped ActionX cards are archived.

Sabotage - This term is used when a player must remove an active resource(s) from play to comply with an effect.

Archive - This is the action of a player moving a completed adventure or an ActionX card to the Archive Zone.

Bond - This refers to a player selecting a card under their control and pairing it with another card to generate a specific effect.



NOW, FORTUNE SEEKER, YOUR ADVENTURE AWAITS!