

QUESTCAPADES!

By Mark Conton

To Be Printed:

Adventure Cards, Encounter Cards
Asset Cards, Modifier Cards

Additional Requirements:

1 x D20

Character Sheets (Random Scraps of Paper)



Set Up

The players agree on a number of rounds: 3 for a short game, 4 for a medium game, 6 for a long game. This is the number of times each person will get to be the Head Adventurer before the game ends.

Next, each player adds the number of the month to their initials and creates a character name based on those initials.

Example: It's April, which is the 4th month. Brenda Nolan's initials are B and N. F is four letters after B in the alphabet. R is four letters after N in the alphabet. Brenda's character's initials are FR. She comes up with the name Francis Rumble.



Each player writes their name on their Character Sheet. The players then acknowledge that this has no bearing on the game whatsoever.

Everyone starts with 0 Adventure Points on their Character Sheet. At all times a player's Adventure Points must be visible to the other players.

Each player is dealt 3 Asset Cards and 3 Modifier Cards.

The players roll the D20 to see who will go first. Highest wins.

Play

The players take it in turns to go on an adventure. The current player, called the Head Adventurer, turns over an Adventure Card. The Adventure Card describes the adventure that they're going on and how many Adventure Points it's worth. The Head Adventurer then chooses who they want to bring on the adventure with them.

Both players that are going on the adventure now have the option of putting down a Modifier Card. It is placed face down without anyone else seeing it. These Modifier Cards change the number of Adventure Points that will be given to their co-adventurer should the adventurers succeed on their quest.

Adventurers don't have to play a Modifier Card if they don't want to and only players that are on the adventure can play Modifier Cards.

Encounter

The Head Adventurer turns over an Encounter Card. The Encounter Card describes an obstacle in their way and the number that is needed on a die roll to overcome it.

Before the die roll each player can play one of their Asset Cards. These cards give points that are added to the die roll to help the team overcome the encounter. The player must give a reason why their skill or object is helpful. *All* reasons are true and valid.

Only players on the adventure can play Assets. Players don't have to play Asset Cards. More than one adventurer can play an Asset Card in any given encounter. Adventurers can only play one Asset Card in any given encounter.

The Head Adventurer rolls the die once to see if the team succeed.



Example:

Encounter Card: "There has been a landslide. Boulders block the path. Roll 12 or higher to get past the boulders."

Adventurer B plays an Asset Card: "Teddy Bear +4". Adventurer B justifies how the teddy bear will help: "The teddy bear will help us because it has popcorn inside it which will give us extra energy to climb the boulders." The players acknowledge that this is true and valid.

The Head Adventurer rolls the die and gets an 8. With the +4 from the teddy bear this equals 12. The adventurers succeed!

Adventure Outcome

If the adventurers are successful they turn over their Modifier Cards. These modify the amount of Adventure Points that their co-adventurer will get from the adventure. Adventurer A's card affects Adventurer B's points and vice versa. (Apart from some exceptions which are written below.)



Example 1:

The Adventure Card is worth 4 points. Adventurer A's Modifier Card is for +2, Adventurer B's Modifier Card is for -3.

Adventurer A gets 1 Adventure Point. ($4 - 3 = 1$)

Adventurer B gets 6 Adventure Points. ($4 + 2 = 6$)

Adventurers can end up with less points than when they started on the adventure and can go into negative points on their score sheets.

There are additional Modifier Cards that affect the result of the adventure. They are explained further below.

If the adventurers don't succeed on their quest then the Modifier Cards are put to the bottom of the Modifier Card deck without being revealed.



If a player has no Modifier Cards in their hand they can now pick up three Modifier Cards from the deck.

If all players have no Asset Cards in their hands then everyone can now pick up three Asset Cards from the deck. If one or more people are still holding Asset Cards then no one gets to pick any up.

Play is passed to the player to the left. They are now the Head Adventurer for this turn.

Winner

Play proceeds until Head Adventurer has passed around the circle the agreed upon number of times. The last Head Adventurer should be the person to the right of the first Head Adventurer.

Additional Modifier Cards

"Feeling emotional. Double the effect of the card your co-adventurer has played."



Example:

The adventure is worth 3 Adventure Points. Adventurer A plays a +2 Modifier Card and Adventurer B plays the Feeling Emotional card. Adventurer A gets 3 Adventure Points because the Feeling Emotional card doesn't affect them. Adventurer B gets 7 Adventure Points because $3 + 2 \times 2 = 7$.

"Doing your own thing. The card that your co-adventurer played has no effect."

This nullifies the Modifier Card played by the other adventurer. Both adventurers just take the number of Adventure Points on the Adventure Card. This card also nullifies other Additional Modifier Cards.

"Rubber and glue. The card that your co-adventurer played is instead bounced back on them."

This is true for positive and negative Modifier Cards. It is also true for Additional Modifier Cards wherever applying it makes any kind of sense.

Example:

The adventure is worth 2 Adventure Points. Adventurer A plays a -3 Modifier Card. Adventurer B plays the Rubber and Glue card. Adventurer A gets -1 Adventure Points because they actually get the modifier that they played: $2 - 3 = -1$. Adventurer B gets +2 Adventure Points because they are unaffected by the other players Modifier Card.

"Snatch. Take one of your co-adventurers cards at random."
This can be an Asset Card or a Modifier Card.

Example:

The adventure is worth 3 Adventure Points. Adventurer A plays a +3 Modifier Card. Adventurer B plays the Snatch Card. Adventurer A gets 3 Adventure Points. Adventurer B gets 6 Adventure Points. Then Adventurer A holds up all the cards that they have left without revealing what they are to Adventurer B. Adventurer B selects one at random and keeps it.



"Replenish. Both you and your co-adventurer top up the cards in your hand to the amount you started with."
Both players that are on the adventure take enough cards from the decks so that they now have 3 Asset Cards and 3 Modifier Cards.



Throw a stone
in the river.

Adventure



Take the dog
for a walk.

Adventure



Get some beans
from the shop.

Adventure



Bring some
bottles to the
bottle bank.

Adventure



Go and look
at the sunset.

Adventure



Find three
interesting leaves.

Adventure



Swim up a river.

Adventure



Deliver a bed
to a farmer.

Adventure



Climb a big,
big hill.

Adventure



See a great film
in the cinema.

Adventure



Check in on
a retired hotelier.

Adventure



Play football
in a forest.

Adventure



Learn to sing
like a starling.

Adventure



Build a house
for a badger.

Adventure



Make friends
with the President.

Adventure



Win the
Eurovision
Song Contest.

Adventure



Abseil from the
tallest skyscraper
in the world.

Adventure



Discover
undiscovered
treasure.

Adventure



Make salad
for everyone
at a
chess tournament.

Adventure

4

Win a medal
in every competition
in the Olympics.

Adventure

4

Rescue the
entire army
from a swamp.

Adventure

4

Play
a game of chasing
with a cheetah.

Adventure

4

Carry a piano
up a waterslide.

Adventure

4

Play
Tip the Can
on the Moon.

Adventure

4

Flap your arms
and fly.

Adventure

5

Travel back in time
to see the
first person
to set foot
in Australia.

Adventure

5

Invent
a perpetual
motion machine.

Adventure

5

Sneeze with your
eyes open.

Adventure



Travel to
a different
solar system.

Adventure



Freeze time.

Adventure



Pencil sharpener.

Asset



Wet pasta.

Asset



Teddy bear.

Asset



Can whistle
all of Vivaldi's
Four Seasons.

Asset



Nice smile.

Asset



Good hearing.

Asset



DVD player.

Asset



Compass.

Asset



Screwdriver.

Asset



Tango,
rhumba
and foxtrot.

Asset

2

Hand stands.

Asset

2

Can recognise
all breeds of dog.

Asset

2

Extremely loud
and out of tune
banjo.

Asset

3

Fold-up table.

Asset

3

Broken
soap dispenser.

Asset

3

Can flip coins
so that they
always land
on their side.

Asset

3

Can maintain
tasks without
getting bored.

Asset

3

Advanced
knitting.

Asset

3

Super-stealth
spaceship.

Asset

5

Grumpy ray.

Asset

5

Love ray.

Asset

5

Acrobatics.

Asset

4

Great celebrity
impressions.

Asset

4

Can jump
10 metres
in any direction.

Asset

4

Kestrel.

Asset

4

Remote
control
photocopier.

Asset

4

Ice
cold
ketchup.

Asset

4

Can lift 100kg.

Asset

5

Telescope eyes.

Asset

5

Fire hands.

Asset

5

Conversation
dries up.
Roll a 4 or more
to think of something
to say.

Encounter

4

A cow walks
across the path.
Roll a 3 or more
to avoid it.

Encounter

3

There is
a light breeze.
Roll a 2 or more
to overcome it.

Encounter

2

Forgotten
birthday.
Roll a 6 or more
to concoct a cake.

Encounter

6

The team are
grounded by
their grandfather.
Roll a 6 or more
to sneak out.

Encounter

6

The team's
shoelaces become
entangled.
Roll a 5 or more
to untangle them.

Encounter

5

Lost in a
corn field.
Roll an 8 or more
to find the way out.

Encounter

8

Minimum
height
restriction.
Roll a 7 or more
to tiptoe through.

Encounter

7

Big queue.
Roll a 7 or more
to endure it.

Encounter

7

The way
is obstructed by
a golf competition.
Roll a 9 or more
to win it.

Encounter

9

Eagle attack.
Roll a 9 or more
to evade it.

Encounter

9

Leg cramp.
Roll an 8 or more
to walk it off.

Encounter

8

Paper jam.
Roll an 11 or more
to restart the printer.

Encounter

11

Confusion.
Roll a 10 or more
to get it together.

Encounter

10

Mistaken
for cello players.
Roll a 10 or more
to blend in
with the orchestra.

Encounter

10

Mistaken
for a monster.
Roll a 12 or more
to convince
the townspeople.

Encounter

12

The team's
canoe is
highjacked.
Roll a 12 or more
to regain control.

Encounter

12

Chased by confused
autograph hunters.
Roll an 11 or more
to outrun them.

Encounter

11

Poisoned snow.
Roll a 14 or more
to find cover.

Encounter

14

Border guards.
Roll a 13 or more
to bluff past.

Encounter

13

Rabbit stampede.
Roll a 13 or more
to outrun it.

Encounter

13

Radioactive
rainbow.
Roll a 15 or more
to insulate.

Encounter

15

Avalanche.
Roll a 15 or more
to ski to safety.

Encounter

15

Bridge troll.
Roll a
14 or more
to answer
the riddles three.

Encounter

14

The team fall out
of a helicopter.
Roll a 17 or more
to fabricate
a parachute.

Encounter

17

Captured by
crazed artist.
Roll a 16 or more
to avoid becoming
an exhibit.

Encounter

16

1,000 Visigoths.
Roll a 16 or more
to defeat them.

Encounter

16

Hydra attack.
Roll a 19 or more
to defeat it.

Encounter

19

Alien abduction.
Roll an 18 or more
to return to Earth.

Encounter

18

Trapped by
a warlock.
Roll an 18 or more
to escape.

Encounter

18

Earth explodes.
Roll a 21
or more to glue
it back together.

Encounter

21

A supervillain
takes control
of the planet.
Roll a 20 or more
to free it.

Encounter

20

Won trophy
then
lost it.

-4

Lost out on love.

-4

Was mocked
in the tabloids.

-4

Got
overly competitive
about everything.

-3

Distracted by
a weird smell
the whole way.

-3

Shot with a
grumpy ray.

-4

Lost €20.

-2

Lost an argument
about the history
of aquariums.

-3

It all went by
too fast.

-3

Regretted
a bad joke.



Appointed self
navigator then
ate the map.



Didn't like
the music choices
on the radio.



Didn't sleep well
last night.



Found it all
a bit easy.



No lunch.



Shared orange.



Comfortable
shoes.



Uncomfortable
shoes.



Made fun
name badges.

+}

Made a good joke
about lightning.

+|

High fived
a skateboarder.

+|

Great snacks.

+}

Helped someone
with a
sprained ankle.

+}

Enjoyed a
sporting rivalry.

+}

Catchy
theme tune.

+}

Post adventure
dance party.

+}

Hugged a
friendly badger.

+}

Found true love.

+4

Helped avert
a plane crash
on the way there.

+4

Immortalised
in song.

+3

Feeling emotional.
Double the effect
of the card your
co-adventurer
has played.



Saved a turtle
in a whirlwind.

+4

Received a
medal of valour
from a princess.

+4

Rubber and glue.
The card that your
co-adventurer played
is instead bounced
back onto them.



Rubber and glue.
The card that your
co-adventurer played
is instead bounced
back onto them.



Doing your own thing.
The card that your
co-adventurer played
has no effect.



Replenish.
Both you and your
co-adventurer top up
the cards in your hand
to the amount that
you started with.

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Snatch.
Take one of your
co-adventurers cards
at random.

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Double the effect
of the card your
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**Doing your
own thing.**
The card that your
co-adventurer played
has no effect.

Snatch.
Take one of your
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Adventure



Adventure



Adventure



Adventure



Adventure



Adventure



Adventure



Adventure



Adventure



Adventure



Adventure



Adventure





Asset



Asset

Asset

Asset



Asset



Asset

Asset



Asset



Asset



Asset

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Asset





Encounter



Encounter



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Encounter



Encounter



Encounter

Modifier



Modifier



Modifier



Modifier



Modifier



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