

# !MAIN QUEST

*Cooperative  
Storytelling  
Card Game*

 **vincent  
games**

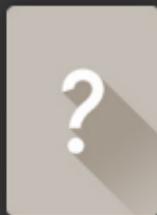
*An unlikely group of heroes meets at a tavern. They were hired to complete a quest, but in a world full of other duties and wonders to explore, it is still unsure whether or not they'll succeed...*

**Main Quest** is a quick cooperative storytelling card game. The goal of the game is for the players to complete the line of quests, by playing cards and collectively telling the stories of their adventures.

## Contents



10 Quest (!)  
cards



6 Role (?)  
cards



50 Story (...)  
cards

# Cards

Each Story (...) card has its own color:

**White** is neutral.

**Red** stands for combat.

**Green** stands for exploration.

**Blue** stands for social interactions.

**Yellow** stands for discovery.

**Black** is evil.

*If a Story card has 2 different colors, it counts as both those colors.*

The cards also show 4 different icons, each representing a quality that the players must have to complete their adventure:



Might



Stealth



Wisdom



Charisma

## Setup

- Shuffle each deck individually.
- Each player takes 1 Role (?) card and places it in front of themselves.
- Each player takes 5 Story (...) cards and holds them in their hands.
- Reveal 1 Quest (!) card, placing it between all players.
- Choose a random starting player.

## Winning & Losing

The goal of the game is to match the icons on the Quest (!) cards with icons on played Story (...) cards. Each time this happens, another Quest is added. Once the players have completed a number of Quests equal to the number of players plus one, they win the game.

If the deck of Story (...) cards ever runs out, the players lose the game.

# Taking a Turn

Turn order goes clockwise, and every turn the player does 2 things: **draw** a card and then **play** a card.

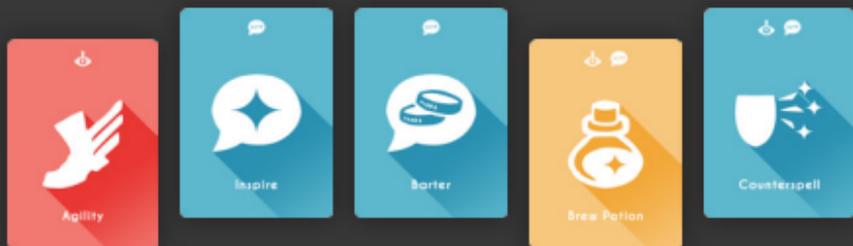
The card is drawn from the Story (...) deck. The player may play any one card from his hand, placing it open on the table.

*When drawing a black card, instantly place it open next to your Role (?) and draw a replacement card. Black cards has lasting negative effects, but are discarded when passing/failing the Quest.*

If the played card has an effect (listed under its title), it is instantly resolved. Effects include drawing, discarding, and trading cards, but also **revealing** cards. This means the player simply draws the top card from the Story (...) deck and places it open on the table, as if having played it. If the player must discard a card, this card must come from the player's hand.

# Ending a Turn

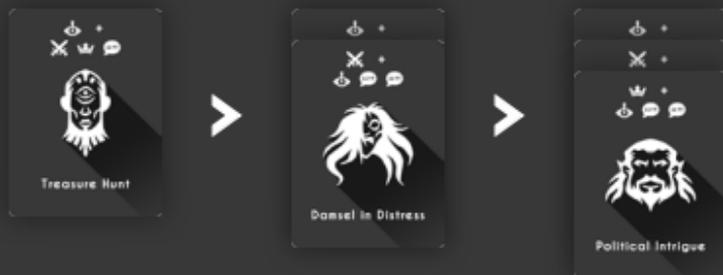
After having played a card the player checks all the Story (...) cards on the table. If there are 3 or more with the same color, the players fail the Quest. This means all open Story (...) cards are discarded, and the players have to start over again with the same Quest.



*Note that both white and black cards are colorless - there is no limit to the amount of white/black cards on the table.*

However, if the combined icons of all open cards matches (or surpasses) the icons shown on the Quest (!) cards, the players pass the Quest. This means all open Story (...) cards are discarded, and a new Quest is added.

New Quest (!) cards are placed on top of the completed Quest so that the top icon of the previous card remains visible. This icons with the plus-symbol next to it is considered to be part of the top-most Quest.



## Storytelling

Every time a player plays a card, he should continue the story of the current Quest, and tell the other players how their adventure unfolds. A great way to start this story is by having each player introduce their character before starting the first Quest - likewise, the Quest itself can also be a great starting point.

## Resting

At the start of a player's turn, if he does not want to take a turn, he may **rest**. This means he skips his turn, and is not allowed any more turns.

Once all players have rested, each player wakes up - and is allowed to take turns again. However, this also means the current Quest fails (as if having played 3 of the same color cards).

## Roles

Each player has a unique Role (?) card. At any time - if the card is faceup - the player may flip his Role facedown to use its ability.

When the players succeed at a Quest they have the option to recover their Role ability. To do this, the player discards one card from his hand to flip his Role (?) card faceup.