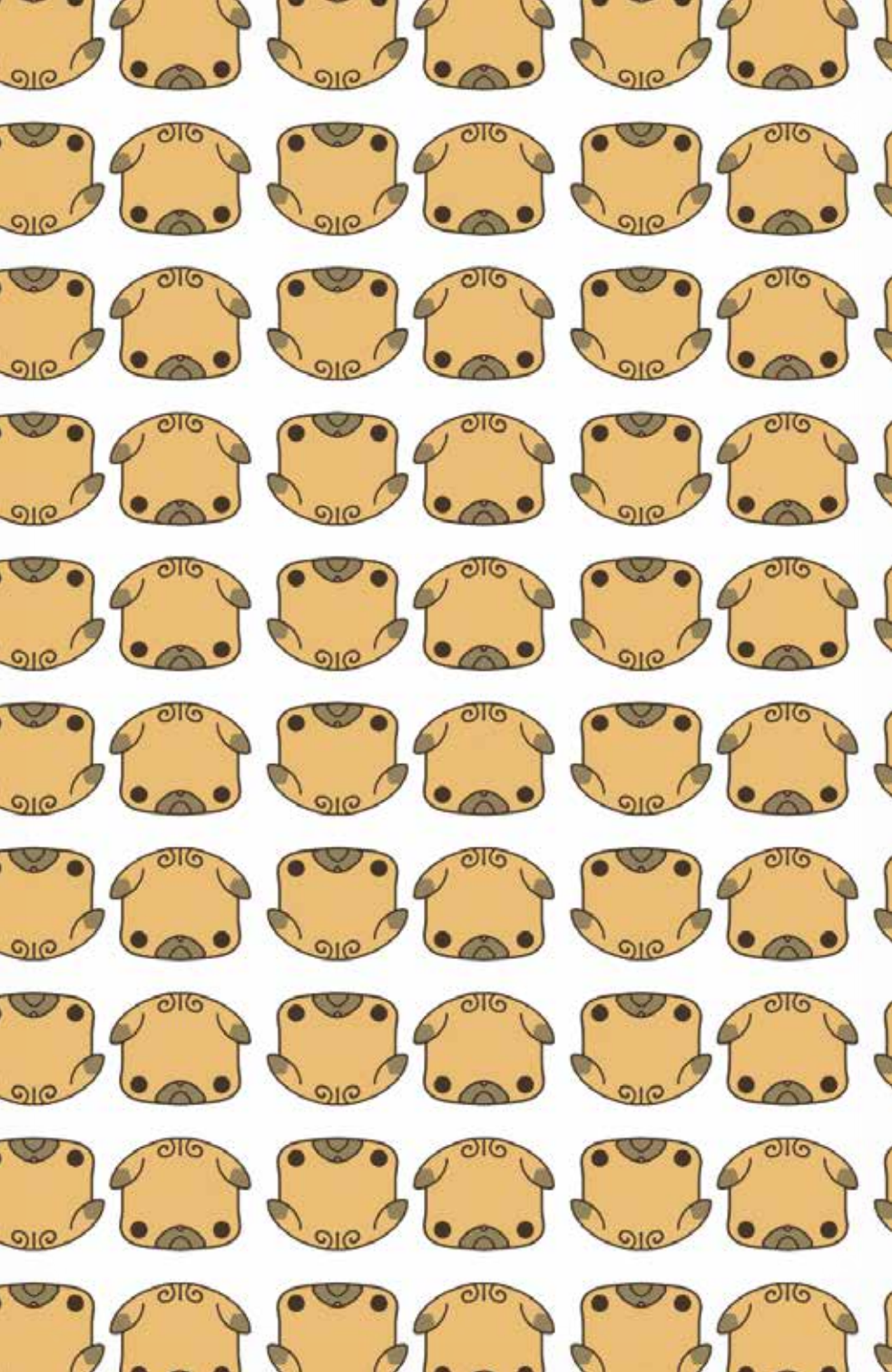




FANTASY
Pug Quest

- RULEBOOK -





Credits

is a game by **Tin Hat Games**



From an original idea of

Matteo Botti, Alessandro Rivaroli, Mariano De Biase

Game design

Alessandro Rivaroli

Editing

Matteo Botti, Alessandro Rivaroli

Playtesting

Arturo Benzi, Davide Donatelli, Dimitri Fietta, Ornella Maini, Marco Manara, Alessia Ricci

Graphic, logo, symbols

Emanuele Galletto, Manuel Strali

Layout

Matteo Botti, Andrea Macchi

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Mariano De Biase

www.facebook.com/pugITALY
www.instagram.com/vitadacarlini



- 1 Game Mat
- 55 Energy Cards (10 Strength, 10 Spirit, 10 Intellect, 10 Speed, 10 Magic, 5 Joker)
- 10 Hero Cards
- 10 Hero Sheet Cards
- 2 Empty Hero Cards
- 2 Empty Hero Sheet Cards
- 10 Boss Cards
- 10 Boss Sheet Cards
- 21 Treasure Cards
- 30 Monster Cards
- 5 World Cards
- 5 Resume cards
- 30 Damage Tokens (1 and 3 Damage)
- 26 Activation Token
- 1 Time Token
- 1 World Token
- 1 Turn Token



The ***Fantasy PUG QUEST*** game lets the players transform into brave and bold pugs and will let them face an epic adventure in which they will have to fight evil creatures throughout three Worlds, in order to face a maleficent evil lord at the end of their quest, the Boss.

In order to defeat a nasty final Boss, the Heroes will have to cooperate by activating their Combos and using their Energies, by collecting Treasures and adopting the best tactic to face the Monsters who roam the Worlds.

Are you ready to start this mission?

Components

Gaming Area

The game terrain where the Creatures will move: Heroes, Monsters and Bosses.

The Gaming Area (represented on the Game Mat) is divided in two factions: one exclusively dedicated to the Heroes 🐉 and one to the Monsters 🐉 and Boss 🐉 (which will come into play only in the third World).



The Gaming Area

Each part is divided into 2 main lines with 5 positions each but the Gaming Area is composed by infinite position to move into, Creatures (Monsters, Boss and Heroes) can create a single column exceeding the limit shown on the Game Mat. Each position can be occupied by one card only.

The **line with numbers from 1 to 10** shows **game Rounds** and will be used to determine the game phases during which the Heroes will interact with the world: in order to mark Turns use the **Time Token**: 🕒. The **column with numbers from 1 to 3** is the **World counter** which determines where the Heroes are: in order to mark which World the Heroes are in, use the **World Token**: 🌍. Moreover on the Game Mat there are some more symbols which shows you where to place the Monster Deck 🐉, Treasure Deck 🗳️ and World Decks 🐉.

The **Energy Deck** ⚡ and the **Boss Deck** 🐉 will be placed outside the Game Mat, while the **Hero Cards** and **Hero Sheet Cards** 🐉 which you will not be using during a game should be placed back into the game box waiting for another game.

Energy Deck

Energy Cards are the only resources players will use during the game to perform *Combos*, *Defend*, *Attack*, *Get a Prize* or to *Pick Up Treasures*.



Speed



Magic



Strength



Intellect



Spirit



Joker

They represent the inner power of each Creature and are divided into 5 types plus Jokers:

- **Speed:** Used to mainly activate Combos that rely on quickness.
- **Magic:** Used to mainly activate Combos that rely on arcane powers.
- **Strength:** Used to mainly activate Combos that rely on physical strength.
- **Intellect:** Used to mainly activate Combos that rely on the use of cunningness.
- **Spirit:** Used to mainly activate Combos that rely on spiritual force.
- **Joker:** May count as any type of Energy mentioned above.

Infinite Energy!

Whether the **Energy Deck** should ever run out of cards, a player should reshuffle the cards from the discard pile into a new Energy Deck, ready to be used again!

Treasure Deck

Contains powerful **Weapons**, **Trinkets** and precious **Consumable** items that will help our Heroes.

Treasure Cards confers unique bonuses, special abilities and new Combos to the Hero who carries it. To use a Treasure's special ability Heroes must discard the corresponding amount and type of Energy Cards (or Joker).

Each Hero can carry any number of Treasures. Every Treasure must be placed next to their Hero Sheet Card. If a player discards or loses a Treasure Cards his/her Hero will immediately lose its bonuses or special abilities.

There are three special types of Treasure Cards:



Consumable

Such Treasure must be discarded to obtain the bonus it confers. A player can discard a Consumable Treasure as a free Action during their Turn.

Weapon

They confer an additional special Combo (see Hero Sheet Card, Combo) to the Hero that carries it. The Hero will have to spend Energies in order to perform the Combos shown on the Treasure card.



Trinket

They confer special abilities or an additional Combo to the Hero that carries it. The Hero will have to spend Energies in order to perform the Combos shown on the Treasure card.



World Deck

Each World Card contains the **Name** of the land, a **Type** and a **Feature** that will affect the game until the next World is revealed plus a **Position Order**, information needed to place the Monster and Boss Cards upon the Gaming Area.



In the bottom left corner, each World Card has an **Energy Type**, discarding a corresponding Energy Card (or a Joker) allows the purchase of a Treasure Card at the Worlds' Market whenever the Heroes survive a World (see below, *Victory!*) and help to resist the damaging effects (*) of the second and third Worlds (see below *Second World, Third World - The Boss*).

Next to the Energy Type you can find special rules called **Features**, which will affect the current game until the World Card is showed (in other words until the Heroes reach the next World).

In the bottom right corner is shown **Position Order**, the way Monsters and Boss should be placed depending on the number of players. A random player must draw cards from Monster Deck (to know more about Monsters see *Monsters & Boss*) following the instructions: if you're playing alone draw and place Monsters to occupy all the positions marked with 1; if you're playing in 2 players draw and place Monsters to occupy all the positions marked with 1 AND 2; if you're playing in 3 players draw and place Monsters to occupy all the positions marked with 1 AND 2 AND 3 and so for 4 and 5 players.

Positions marked with an **X** must be left vacant in this phase, but they can be regularly occupied by Monsters and Boss when they will move.

Positions marked with a **B** are occupied by a Boss Card (this will only happen in the third and last World); so during World 1 and World 2 the B symbol must be ignored during this phase.



Gaming Area's detail of Monster's faction.

*Here's the **Position Order** of Icy Lands. Numbers will host Monsters depending on the number of players; X must be left vacant and B will host the Boss in the Third World.*

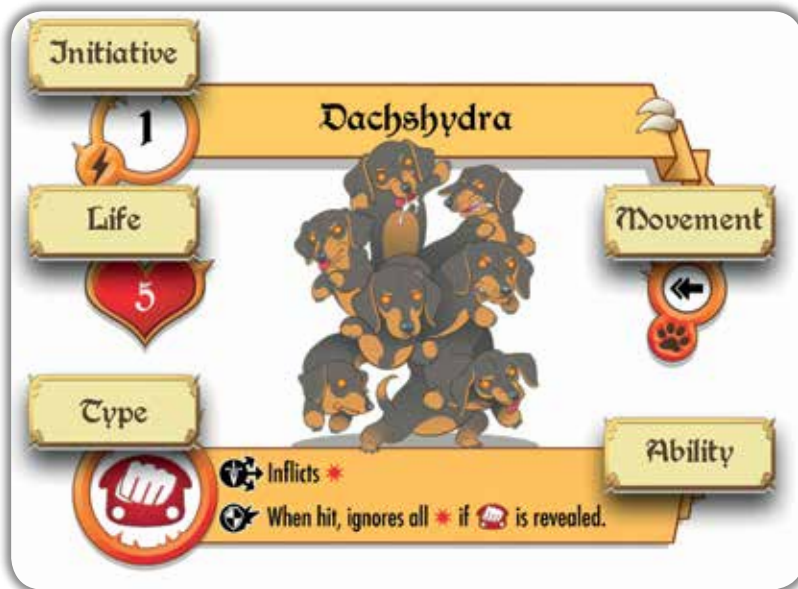
If, for example, 3 Heroes are facing the *Icy Lands* at World 3 you must deploy random Monster Cards **ONLY** on position marked with 1 and 3 ignoring 4 and 5 as well as X. Moreover it's World 3, the last and most dangerous, the Boss' lair; you must deploy a random Boss Card on position marked with B.



*We're at the beginning of World 3 so we must deploy Creatures following the **Icy Lands' Position Order**. We're playing in 3 and we're at World 3 so we must deploy: the first column with three random Monster Cards (1, 1, 2), same goes for the fifth column with only one random Monster Card (3); the second and fourth column are left vacant (X), the third column with a random Boss Card (B) drawn from Boss Deck.*

Monster and Bosses are Heroes' archenemies, watch out from their attacks!

Each Monster / Boss has several ability values and some of these values tell how they will act during their Turns.




Initiative
1

Life
5

Movement
1

Type
Triple Attack

Ability
 • Inflicts *
 • When hit, ignores all * if  is revealed.

*A typical Monster: **Dachshydra**.*

*This Monster can make a triple Attack (each target suffers a *) and can Defend.*

Initiative: Tells when the Monster / Boss acts during any Round.

Life: It represents the maximum number of Damage Tokens (*) the Monster / Boss can sustain before being Defeated and removed from the Gaming Area.

Movement: Tells how many positions the Monster / Boss moves during its Turn and which direction it takes represented by the arrows (1 arrow pointing right means 1 movement to the right, 2 arrows pointing left means 2 movements to the left etc).

Monsters and Bosses usually move before attacking.

Type: It is represented by an Energy Card type which indicates what card (or Joker) the Heroes need to discard in order to Pick Up a Defeated Monster's Treasure (see *Pick Up a Treasure*), or to perform a Standard Attack Action against a Monster or a Boss (to know how to perform a Standard Attack see *The Heroes*).

Monster's Ability: It tells how they act during their Turns:

- **➔ Attack:** Shows which type of attack the Monster will perform against the Heroes after moving (see *Combat*). Monsters and Bosses usually move before attacking.
- **🏆 Prize:** Whenever this kind of Monster is Defeated, the Hero who inflicted the last damage can choose to get a Prize instead of a Treasure (see *Get a Prize*). Only Monsters with this symbol can grant a Prize to the Hero who Defeated them.
- **🛡️ Defend:** If the Monster draw a specific Type of Energy after receiving an Attack or a Combo it can ignore all Damage (*) received. Only Monsters with this symbol can Defend.
- **🎯 Activation:** A special effect of a specific Attack, if the Hero is hit place an Activation Token upon the Monster / Boss' Card and one of the same color on the Hero Card. Every Activation Token lasts until the end of the current World.



A Boss Card: **Badger of the Seven Seas.**

Every Boss has a special card, the Boss Sheet Card, which contains all the rules to manage its special abilities that it will use during its Turn.

Every **Boss** has two cards:

- **Boss Card:** Like the Monster Card here you will find Boss' *Life*, *Initiative*, *Movement*, *Type* and of course the Boss' Name. Place this card on the Gaming Area following World's Card's *Position Order*.
- **Boss Sheet Card:** Keep this card outside the Gaming Area as a reminder of its Special Abilities. It contains every Special Ability and Attack of the Boss that will be used during the final fight in the third World. Some Boss Sheet Card can contains changes to the World's Position Order.



Rat King's Boss Sheet Card.

This card includes all the information you will need to manage the Boss in the final phase of the game.



Heroes, like Bosses, are composed by two cards: **Hero Card** and **Hero Sheet Card**.

In every **Hero Card** you will find Hero's **Life**, **Initiative**, **Movement**, **Type**, Hero's **Name** and **Special Abilities** on it. Place this card on the Gaming Area, it represents your Hero position.

Initiative: Tells when the Hero will take action during a Round.

Life: The number of Damage Tokens (*) a Hero can sustain before it is considered Defeated and removed from the Gaming Area.

Movement: The maximum number of positions a Hero can move using 1 Action.

Type: What type of Energy Card the Hero has to discard to Defend itself (see *Defend*) against an attack coming from a Monster or a Boss.

Special Ability: It is a special unique skill each Hero has.



Above: *Sir Bravepug the Warrior's Hero Card.*
 Below: *its corresponding Hero Sheet Card.*

Level	Warrior
Level 1	<p>1 Accurate Strike (Energy Cost: 2, 2) </p> <p>Infect ♦♦♦. Draw ♣.</p> <p>2 Parry and Riposte (Energy Cost: 2, 2) </p> <p>Prevent up to ♦♦ from an attack; then, you perform a ⚡ attack that inflicts ♦.</p> <p>3 Lightning Strikes (Energy Cost: 2, 2, 2) </p> <p>Infect ♦; perform this attack a total of three times. Draw ♣.</p>
Level 2	<p>4 Chasing Attack (Energy Cost: 2, 2, 2, 2) </p> <p>Infect ♦♦. If a Monster is Defeated this way, perform this attack again (repeat again if you defeat another Monster, and so on).</p>
Level 3	<p>5 Coup de Grace (Energy Cost: 2, 2, 2, 2, 2) </p> <p>Defeat a damaged Monster (you must not have moved this Turn; this has no effect on Bosses).</p>

Each player keeps this card in front of themselves, outside the Gaming Area. This card includes all the *Combos* that the Hero can perform using Energy Cards at each Level (3 Combos at 1st Level and 1 more Combo at each subsequent Level). To unlock new Combos, the Heroes have to defeat Monsters in order to gain XPs - Experience Points (see *Experience Point - XP*, below). Each Combo has a name, an Energy cost and a description.

Each Hero can perform each Combo they know by discarding the corresponding amount and type of Energy Cards and resolve the subsequent effect.



Set Up

Place the **Game Mat** at the center of the table: this will be your Gaming Area.

For **new player**: Starting from the youngest player everyone chooses a Hero Card and then picks the corresponding Hero Sheet Card.

For **advanced player**: Each player draws a random Hero Card and then picks the corresponding Hero Sheet Card.

Shuffle the **Energy Cards** into a deck and place it next to the Gaming Area leaving a free spot for its discard pile. Then do the same for the **Treasure Cards**, **Monster Cards** and the **World Cards**.

Finally each player draws Energy Cards:

- 10 for a 1 player game
- 9 for a 2-3 players game
- 8 for a 4-5 players game

This value will also be the **maximum number of Energy Cards** any player can have in their hand at the end of any Turn.

If at the end of their Turn a player has more than their maximum number of cards in hand, he/she will have to discard down to that value.

Place **5 Energy Cards** next to the Energy deck, face up.

Each time one of these face up Energy Cards is drawn, a player must immediately replace it by drawing another one from the Energy Deck.

Players need **Energy Cards** to perform Combos with their Heroes, to Defend against Monsters or Bosses and to Pick Up Treasures.

Players can also **trade Energy Cards at the end of the Worlds** (see *The Worlds' Market*) and **change the face up Energy Cards** using the **Change** Action (see *Heroes*).

Some Heroes, like **Puga Yaga the Witch**, can interact with Energy Cards using their Special Ability.

Finally place the tokens:



Place the **Time Token** on the position marked with 1 on the Time line.




Place the **World Token** on the position marked with 1 on the World Column.

The Round

Each game lasts 10 Rounds and each Round is divided into Turns, one for each Hero, Monster and Boss on the Gaming Area.

Players resolve each Turn starting with the Creature (Hero, Monster or Boss) with the highest Initiative score and proceed following a decreasing order until everyone's Turn has been resolved; a Round ends.

When the Round ends the Time Token  is moved forward, ready to start again with a new Round, repeating until all Heroes or all Monsters have been defeated.

The **Turn Token**  is used to show which Creature is taking its turn..

If the Heroes do not defeat all the Monsters before the end of the tenth Round the current World ends immediately and the Heroes will only be allowed to start playing again at the beginning of the next World, missing the opportunity to access the World's Market or exchange Energy Cards and Treasures with other Heroes (see below *World's Market*).

Initiative

The **Initiative score** Tells when the Creatures (Monsters / Boss / Heroes) acts during any Round.

Players resolve each Turn starting with the Creature with the highest Initiative score and proceed following a decreasing order until everyone's Turn has been resolved.

Same Initiative Score

If one or more creatures have the same Initiative score, the one belonging to the faction with the majority of creatures will start first; if there is still a tie, the Hero faction will start first.

Players will also have to move and resolve Monsters and Bosses Turns by following specific rules described on their corresponding card.

Movement

During the Movement if the finishing position of a Creature (Boss / Hero / Monster) is already occupied by another Creature, the moving card will have to stop in the first position behind the occupying Creature, forming a column.



Example: Sir Bravepug the Warrior choose to move left: since that position is already occupied by Puggab the Barbarian, he will end up behind her, forming a column composed by two Heroes.



Example: Sir Bravepug the Warrior choose to move left and takes place behind Puggab the Barbarian and McPugson the Merchant.

If a Monster / Boss / Hero leaves its position and it has a Creature behind it on the same column, the position will be automatically occupied by that card.



Example: A Boss, the **Badger of the Seven Seas** move by 2 on the left (following the arrows on its Boss Card) and land behind the **Skeleton Pug** leaving its old position vacant.



Example: the Creature behind the Boss, a **Slime**, will automatically occupy (without using Movement or Action) the vacant position.

Monsters and Bosses usually move before attacking.

If a Creature is on the first or last position on the line and wants to move outside, it will reappear on the opposite side of that same line (see picture).



Example: the **Skeleton Pug** move to the left going outside the Game Area's line; it will reappear on the opposite side on the same line.

Combat

Combat is the key to win in **Fantasy Pug Quest**, mind to cooperate with your friends and mind your opponents' movements, for this will be the only way to Defeat the evil Boss and bring peace to the Worlds.

No Friendly Fire!

For a Monster (or a Boss) it is possible to perform an attack against a Hero even if there is one or more Monsters (or a Boss) standing in front of the one performing the attack.

Same goes for Heroes.

Heroes, Monsters and Bosses have different types of Attacks that can vary depending on range, targets and damage:

Melee

This attack hits the first target on the position directly facing the Hero on the opposite column.



Distance

This attack hits a single target of choice on the corresponding line, facing the Hero on the opposite column.



Any

This attack hits a target of choice on the Gaming Area (marked with X on the following example).



Penetrating

This attack hits every target on the correspondent line facing the Hero on the opposite column.



Multiple Double or

This attack hits two positions at the same time (shown by the arrows).



Multiple Triple

This attack hits three positions at the same time (shown by the arrows).



Riposte

This type of Combo gives the Hero the possibility to act outside of its own Turn by responding to an Attack received avoiding Damage (Example: Sir Bravepug's Combo *Parry and Riposte*, the bonus granted by *Canine Chainmail* or Pugtor's Combo *Protection*) or as a consequence of an effect in play (Example: Elpug's Combo *Mimic Magic*).







Example: a Monster, Mimic Doghouse, attacks Sir Bravepug the Warrior who uses its Combo Parry and Riposte to avoid the Damages.

Activation

If a Combo has an **Activation symbol** on it, it means you should place an **Activation Token** on the corresponding space and another one of the same color on any target it has when you play it. Every Activation Token lasts until the end of the current World.

Here are some examples:

 **Pickpocket** 

 Target Monster is now considered “robbed” and will not drop Treasures when defeated, nor can it be targeted by this Combo again. Draw a Treasure card. Draw .

*Pickpocket: a 1st Level Combo known by **Pugpin the Thief**; the Activation Token is used to note that the target Monster is considered “robbed” and will not drop a Treasure when Defeated.*

 **Pugtor the Cleric**

  Prayer: Once per World you can perform any one Combo you know by discarding only .

Prayer: Pugtor the Cleric's Special Ability; in this case the Activation Token highlights that this Ability has been used and cannot be used again until the beginning of the next World.

 **Entangle** 

 Target Monster does not move for the duration and suffers .

*Entangle: a 1st Level Combo known by **Pugramix the Druid**; the Activation Token is used to note that the target Monster cannot move until the end of the current World.*
Of course you can use this Combo as much as you want, remember to use different colors of Activation Token for different targets.

Damage

Damage Token  or 

Whenever a Hero, a Monster or a Boss suffers Damages (marked with * on the Hero Sheet Card, Boss Sheet Card, Monster Card), that same amount of Damage Tokens should be placed upon the damaged Creature.



*Example: Str Bravepug the Warrior strikes a Slime with a melee attack, dealing *; the player will place 1 Damage Token on the Monster Card. Puggab the Barbarian has already suffered 3 Damages from previous attacks, so it has only 3 Life Point left.*

Heroes can **Defend** themselves: the player can **discard Energy Cards matching** their **Hero Type** in order to **reduce the Damage** at a ratio of one per discarded card (1 discarded Energy Card = * reduced, 2 discarded Energy Cards = ** reduced, 3 discarded Energy Cards = *** reduced and so on).

Adjacencies

A Creature (Boss / Monster / Hero) is considered adjacent to another when two of their edges touch each other.

Whenever the number of Damage Tokens equals the card's Life value, that Hero, Monster or Boss is **Defeated** and their card must be removed from the Gaming Area.



Whenever a Monster is Defeated two effects take place:

- The Hero who inflicted the last Damage will receive an **Experience Point** or **XP** (see *Experience Point - XP*).
- A Hero can **Pick Up a Treasure Card** or **Get a Prize** if the Monster features one (see *Pick Up a Treasure* or *Get a Prize*).



Whenever the number of Damage tokens equals or is higher than a Monster's Life value, the Monster is **Defeated** and its Monster Card must be removed from the Gaming Area and placed face down next to the Hero Sheet Card belonging to the Hero who Defeated it representing an **Experience Point (XP)**.

Experience Points are used to increase the number of Combos your Hero can perform:

- **2 Experience Points:** The Hero accesses to the Level 2 Combo shown on their Hero Sheet Card.
- **5 Experience Points:** The Hero accesses to the Level 3 Combo shown on their Hero Sheet Card.
- **Any Experience Point past the fifth** can be discarded and counts as a Joker Energy Card.



Whenever a Monster is Defeated, it drops a random Treasure from the Treasure Deck.

Any Hero on the opposite column has the opportunity to pick it up by discarding an Energy Card of the same Type as the Monster's (or a Joker).

The first Hero in line has the priority and if it do not or do not want to Pick Up the Treasure, the next one on the same column has the opportunity to do so.

If nobody does so then the Treasure is lost and discarded.

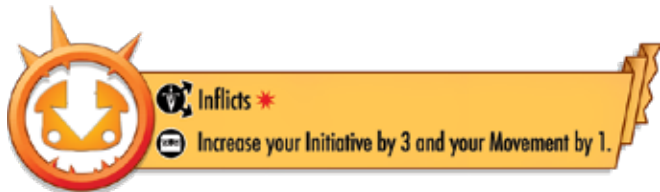



The Mimic Doghouse is Defeated and drops a Treasure. Sir Bravepug the Warrior, the first Hero in line, can discard a Magic Energy Card (purple Energy) or a Joker to Pick up the Treasure. If the player can't or doesn't want to Pick Up the Treasure Puggab the Barbarian can discard the same kind of Energy Card to get it.

Get a Prize

Whenever this kind of Monsters is Defeated, the Hero who inflicted the last damage can choose between two options:

- The Hero receives the Prize:** The Monster will not drop any Treasure, nor can it be kept as an Experience Point (XP). The player may place the Monster Card face up next to their Hero Sheet Card to use as a Treasure Card, granting various bonuses. Prizes cannot be exchanged between players at the Worlds' Market (see *Worlds' Market*).
- The Hero doesn't receive the Prize:** The Monster will drop a Treasure and can be kept as an Experience Point (XP) as a regular Monster.



Detail from *Corgriffin's Monster Card*. The Monster, once Defeated, can be kept as a Prize by the Hero who inflicted the last damage. The description of the Prize's effects can be found next to .

Boss Defeated

The Boss will be revealed only at the start of World 3 (see *Third World - The Boss*) and it will be the most ferocious enemy.

Whether the Heroes defeat the Boss, even though some Monsters survived, the game end, the players win and the Heroes achieve the final victory!

YAY! :)

Hero Defeated

Whenever a Hero get Defeated on the first and second World their Hero Card must be removed from the Gaming Area, they must discard all of their Treasures, Prizes and their Energy Cards (but the player keeps any Experience Points previously earned) and they will not have the opportunity to access the Worlds' Market or exchange Energy Cards and Treasures with other Heroes at the end of the current World (see *Worlds' Market*).

The Hero can only start playing again at the beginning of the next World after drawing a new hand of Energy Cards.

If a Hero get Defeated on the third World their Hero Card must be removed from Gaming Area, the player has nothing to do but cheer for their fellow pugs!

If all Heroes get Defeated on the first and second World, the World will end immediately and the Heroes will only be allowed to start playing again at the beginning of the next World: the same applies if the Heroes do not defeat all the Monsters before the end of the tenth Round.

If Heroes get Defeated during the third World or they do not defeat the Boss before the end of the tenth Round, the Boss wins, the players lose and the game ends immediately. Better luck next time! :(





FANTASY

Pug Quest



Are you ready to save the Worlds from the menace of an evil Boss?

GREAT! But before starting your epic adventure read this “how to” guide to become the best Hero of all!

Actions

Players may have their **Heroes perform up to 2 Actions during any Round on each of their Turns**. Each Action may be performed more than once in any order except for the Standard Attack Action.

The Actions are:

- **Change:** You can discard all the face up Energy Cards and replace them with 5 new face up Energy Cards drawn from the Energy deck.
- **Draw:** You can draw up to 2 Energy Cards in any combination from the Energy Deck and/or from the faceup Energy Cards displayed next to it (when a faceup Energy Cards is drawn, players will have to replace it by drawing another one from the deck). The possible combinations are:
 - 2 random Energy Cards from the Energy Deck
 - 2 faceup Energy Cards
 - 1 faceup Energy Card and 1 random Energy Cards from the Energy Deck
- **Discard:** You can discard any number of Energy Cards from your hand and draw back as many in any combination from the Energy Cards Deck and/or the faceup Energy Cards.
- **Move:** The Hero moves in any direction as many spaces as their *Movement* value. If the finishing position is already occupied by another Hero, it will have to stop in the first position behind the current occupant, forming a column. If a Hero leaves their position and he/she has one or more Heroes behind them on the same line, the first one will automatically replace the vacated position and any other behind him/her will suit after.
- **Standard Attack:** The Hero performs one melee attack which inflicts * by discarding an Energy Card (or a Joker) that matches the same Type as the Monster (or Boss). ***It is not possible to perform more than one Standard Attack Action per Turn.*** It is possible to perform an attack against a Monster (or Boss) even if there is one or more Heroes standing in front of the one performing the attack.

Free Actions

Players can perform **any number of Combos during each of their Turn** by discarding the Energy Cards cost shown on the Hero Sheet Card (or on a Treasure Card the player is using). It is possible to perform an attack Combo against a Monster (or a Boss) even if there is one or more Heroes standing in front of the one performing the attack.

Using a **Consumable Treasure** (*Pizza, Cupcake, Treats*) does not count as an Action.

Out of Turn


Additionally, each Hero may perform some special free Actions limited by some specific situations:


- **Pick Up a Treasure:** Whenever a Monster is defeated (see *Monster Defeated*) it drops a Treasure and any Hero on the same line on the opposite column has the opportunity to pick it up discarding an Energy Card of the same Type as the Monster's (or a Joker).
- **Get a Prize:** Some type of Monster can become Prize and only the Hero who inflicted the last damage can get them (see *Get a Prize*).
- **Defend:** Whenever a Monster (or a Boss) inflicts one or more * to a Hero, they can discard any number of Energy Card (or Jokers) matching their Hero Type in order to reduce the Damage at a ratio of one per discarded card. So a discarded Energy (or Joker) Card corresponds to *, 2 to ** and so on.
- **Combo:** Some Combos can be performed discarding the corresponding Energy Cards in response to other Creatures' actions. This kind of Combos are called **Riposte** and their effects are described on the Combo's description.





First World

Place the **World Token**  on the position marked with 1 on the World column. Starting with the Hero who has the lowest Initiative value, **each player places their Hero Card** onto the Gaming Area on any position of their choice on the Hero's side. Heroes can also be placed behind other Heroes forming a column.

Place the Time Token  on the position marked with 1 on the Time line. Afterwards, a **player reveals the first World Card** and follow the instruction for Monster Cards placement (draw random Monster Cards from Monster Deck) on the Gaming Area on the Monster's side.

Now you're ready for your first Turn of **Fantasy Pug Quest**, the Creature (Monster or Hero) with the highest Initiative score starts its Turn followed by the rest of the Creature in a decreasing order.

It's time to fight!

Victory!

Whenever the last Monster on the Gaming Area is Defeated, the World is clear and before passing on to the next World, the Heroes who survived, will have the opportunity to buy Treasures from that World's merchants at the **Worlds' Market**.



The Worlds' Market

Reveal as many cards as the number of players from the Treasure deck. Then, starting from the Hero who has the highest Initiative score and proceeding downward, each Hero will have the opportunity to Pick Up a single Treasure from those available. In order to do so, the Hero must discard an Energy Card (or a Joker) matching the same type as the World's Type. Heroes may also swap one of their Treasures for one of those available, then this Treasure Card will be available for the remaining Heroes to buy. Leftover Treasures will be discarded.

Afterwards, players will have the opportunity to **exchange their Treasures and Energy Cards** as they wish, so remember to cooperate!

Damages and Activation Tokens through the Worlds

From one World to another some elements can change, let's take a look:

- **Damages:** Heroes keep their leftover Damage Tokens. Our brave pugs can heal themselves using *Combos* (e.g. *Cure*, a Cleric's Combo; *Regeneration*, a Druid's Combo), *Treasures* (e.g. *Pizza*) or *Prizes* (e.g. *Slime*).
- **Activation Token:** Every Activation Token lasts until the end of the World, same goes for every effect from Combos (*Blessing*, a Cleric's Combo; *Alpha Pug*, a Ranger's Combo).

Second World

Players have to move the World Token forward on the position marked with 2 and move back the Time Token to 1.

Then it's time to reveal a new World Card and place it upon the previous, follow the instruction for Monster Cards placement (draw random Monster Cards from Monster Deck) on the Gaming Area on the Monster's side.

The only difference will be that **at the beginning of each odd Round each player must discard an Energy Card** (or a Joker) of the same type as the current World's Type or **suffer ***.

Players have to move the World Token forward on the position marked with 3, move back the Time Token to 1, reveal a new World Card and place it upon the previous and start setting up a new game following all the rules just like they did for the Second World.

Before deploying the Monsters for the third World, it will be necessary to **reveal a Boss Card** and place it on the Gaming Area (in the position marked with **B**) following all the rules described on the correspondent Boss Sheet Card and World's Card's instructions.

Place the Boss Card on the Gaming Area and use the Boss Sheet Card as a reminder of its Special Abilities.

As seen on second World **at the beginning of each odd Round each player must discard an Energy Card (or a Joker) of the same type as the current World's Type or suffer ***.

If the Heroes defeat the Boss (even though some Monsters are still into play) before the end of the tenth Round the game ends and they achieve victory!

GOOD BOY!







Advanced Rules



Evil Lord

With this set of rules the number of players can be from 2 to 6: one player will play the Evil Lord who commands Monsters and Bosses.

Set Up: During the set up phase the Evil Lord too will draw as many Energy Cards as the number of players +1. The Evil Lord will draw those many cards at the beginning of each World.

Round: When it is time for a Monster or Boss to act during any Round the Evil Lord will control them.

Movement: The Movement arrows on the Boss / Monster Card will no longer dictate in which direction the Creature will move: the Evil Lord will choose whether the creature will move or not, which direction and how many spaces (up to a maximum indicated by the number of arrows shown on the Movement icon).

Combat: Evil Lords may use the Energy Cards in their hand in order to add +* Damage to their Creatures' attacks by discarding an Energy Card of the same Type as its target (maximum +* Damage on each attack) or to reduce the number of * any Hero inflicted on them by discarding one Energy Card of the Monster/Boss' Type per * they wish to prevent. Whenever a Monster or a Boss Defeats a Hero, the Evil Lord may draw 2 Energy Cards or may choose and discard one of that player's Treasure Cards and put it under the creature who defeated them. Such Treasure will empower the Creature with its bonuses and if ever such a creature is defeated, it will also drop that Treasure in addition to a regular random one.

Victory: If the Evil Lords and their armies defeat all the Heroes during the same game, they achieve final victory and the players will not progress to the next World!



A Dog's Life

This game mode is **suggested for experienced players** and Heroes who already triumphed in many battles.

Set Up: Heroes will be picked randomly starting from the youngest player.

Energy Cards will be diminished in number so they will be 8 for a 1 player game, 7 for a 2-3 players and 5 for a 4-5 players game.





























Combat: Every time a player is unable to discard an Energy Card (for example after a *Slime* attack) or a Treasure card (as per the *War Bulldog* attack), he/she suffers *.

Victory: The Turn Token does not refresh to 1 position at the end of each World but keeps proceeding from the position it stopped on at the start of the subsequent World; at the end of Round 10 players will be automatically Defeated whether they did not defeat the Boss yet.





Symbols

-  Hero Card - Hero Sheet Card
-  Monster Card
-  Boss Card - Boss Sheet Card
-  World Card
-  Treasure Card
-  Energy
-  Intellect
-  Magic
-  Strength
-  Speed
-  Spirit
-  Joker
-  Damage
-  Damage Token - 1 Damage (*)
-  Damage Token - 3 Damage (***)
-  Hits the first and nearest target on the opposite line
-  Hits a target of choice on the opposite column
-  Hits two targets on the opposite line
-  Hits two targets on the opposite line
-  Hits three targets on the opposite line
-  Hits three targets on the opposite line
-  Hits all targets on the opposite column
-  Hits one or more target of choice on the Gaming Area
-  Activation Token
-  The Monster, when Defeated, release a Prize
-  Time Token
-  World Token
-  Turn Token