



Maiden's QUEST

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INTRODUCTION

In Maiden's Quest, 1 or 2 players (or more with multiple copies of the game) lead their Maidens down through a tower, overcoming Obstacles and defeating enemies using their skills and the meager equipment they've managed to scrounge from their rooms. If they either escape the tower or defeat the Captor who has imprisoned them, they win!

Maiden's Quest can be played anywhere, anytime. An entire game can be played in your hands, without a surface. You can carry your deck with you, and play in increments as short as a few seconds, whether you're on a train, waiting in line, or just during commercials!

You will construct a card deck made up of your Maiden, her Health and her Equipment as well as her Captor and the contents of their tower. You will cycle through the cards by sending them from the front to the back of your deck, stopping along the way to Encounter an Obstacle, Upgrade your Maiden, fight your Captor or even find an escape.

COMPONENTS

1 Rulebook

160 Cards

- 8 Maiden Cards
- 7 Dress Cards
- 16 Health Cards
- 44 Item Cards
- 10 Captor Cards
- 46 Obstacle Cards
- 10 Treasure Cards
- 10 Savior Cards
- 4 Rest Cards
- 2 Reference Cards
- 3 Gift cards

SUMMARY OF PLAY

When you encounter an Obstacle—which includes denizens of the Tower, doors, and your Captor—you must choose to run or to fight.

If you fight, you succeed when you meet or exceed the icon requirements of the card. If you run, you tend to take less damage and Downgrades to you and your Items. If you defeat your Captor (or find an Exit), you Win! If you lose all your Health ❤️ you are knocked out and placed back in your room, defeated.

Also while exploring the tower you can find a card representing yourself, your Maiden card, which can provide valuable Upgrades or grant additional advantages during the game.

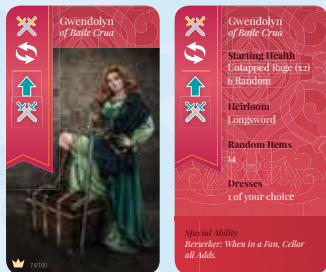
Maiden's Quest is unlike most other games in that you can change from solo to co-op to competitive and back again all during one play of the game.

- The **Solo game** is all about long term strategy, slowly evolving your deck towards your goals.
- The **Competitive game** offers a bidding battle, where players challenge each other to increasingly difficult encounters.
- The **Co-op game** lets you play a full game with an ally by your side.
- **Serendipity** lets two players help each other for a short period of time. It is an amazing way to play at large conventions, game stores, or when just hanging out with your friends.
- You can also play **Team ups** and **Skirmishes**, where you jump into a co-op or competitive game for a short while before going your separate ways.
- Finally, you have the ability to play **Team Games**, where you combine Co-op and Competitive with multiple players on each team pitted against the other.

MAIDEN DECK

This deck consists of the Maiden, Health, Dress, and Item cards.

Maiden card



Each Maiden has different skills and abilities. The back side lists the specific Health, Item, and Dress cards that will form the Maiden Deck. Gwendolyn and Min are excellent starting Maidens.

Health card



Based on the back of your Maiden's card, find the specific Health cards listed (for Gwendolyn find 2 Untapped Rage cards) then deal yourself the other 4-6 random Health cards.

Dress card



Your Dress adds powerful icons to your Maiden Deck, and which Dress you pick is up to you! For your first game, use the Ballroom Dress and/or the Armored Attire.

Item card



Your Maiden almost always starts with a special Item from their family, called an Heirloom (for Gwendolyn, find the Longsword card). Randomly deal 14 additional Items to add to your Maiden Deck. The icons in the banner on the left side of the Item card contribute to your Encounters.

CAPTOR DECK

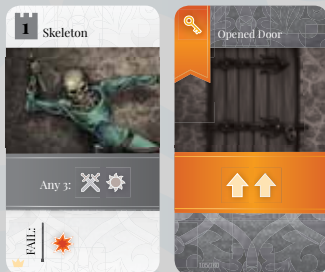
This deck consists of the Captor, Obstacle, Treasure, and Savior cards.

Captor card



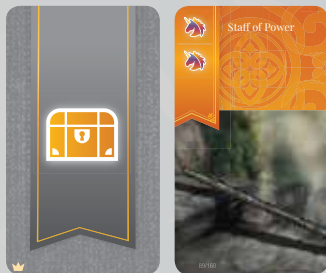
Each Captor lists a certain number of Obstacles, Treasures, and Savivors to add to their deck. Dim da Troll and Jeliasta Jones are good starter Captors as they do not have level 4 Obstacles.

Obstacle card



These cards try to keep you from escaping and are sorted by Tower level (the number in the top left). Based on the back of your chosen Captor card, randomly deal the listed number of Obstacles from each level into your deck.

Treasure card



Treasures, discovered by defeating certain Obstacles, grant powerful Icons and often special abilities. Remove all Epic Treasures (those with a red Requirements box below their name. *See page 19 for more details on the Epic Treasures.*) Randomly deal the listed number of random Treasures into your deck keeping the undiscovered (gray) side face up.

Savior card




These heroes and heroines have come to rescue you. Sometimes they are helpful, sometimes hurtful. Randomly deal the listed number of Savivors into your deck with the Crown icon in the bottom left corner.


SETUP

To set up a deck (one per player), you will choose a Maiden to play as and then choose her Captor. Next you will form a Maiden deck and a Captor deck, and mix them together to make one deck from which you will play.

Important: when building a deck, always choose specific cards before random cards are selected. If making two decks at the same time, pull out each Maiden's specific cards before dealing each deck their random cards.

If for some reason your specific cards are not there (when another deck already has them), gain random cards of that type in their place.

When building your deck, cards should always be oriented with the Crown icon  at the lower left.

Merge the Maiden and Captor decks together, making sure that the  are all in the bottom left corners. Now shuffle the deck, keeping the orientation the same. The orientation of the cards will change during the game, but remember to always keep the current orientation when shuffling.

Finally, place both Rest cards at the back of the deck, with Rest 1 in front of the other Rest card. This indicates that you start the game at Tower Level 1.

Keep your Reference card accessible until you learn all the icons of the game. When you are ready for a break, place your Reference card on top of your deck to let you know which way is “up” when playing the game on the go. Take any unused cards and return them to the box.

Rest cards





Reference card




TERMS

The following are common terms you will encounter while reading through the Maiden's Quest rulebook.


Adds: These are Obstacles, Captors, and Exits in your Fan. You can Cellar them if they are above your  level, but stay in the Fan if they are your  level or lower.

Cellar/Cellaring: Moving a card to the bottom of the deck, keeping the same orientation. If multiple cards are Cellared (most commonly after completing an Encounter) their order does not matter. When you Cellar cards from a Fan, you replace them with cards from your deck until you reach your fan size (usually 5).





Flip/Ability : Flip over this card and read its special text. Check the special text before resolving any other abilities.


Down the Hall: The next card beyond your Fan is always considered “Down the Hall” and you are not cheating if you see its front.

Gone: Item, Health, and Dress cards that have reached their gray side, and cannot be Upgraded normally.



Health : One point of Health. If you need to take a single point of Damage and you only have a card with 2 or more Health icons, then you still must Downgrade that card. (You don't get change on Damage!)


Scouting: It is important to note that you can always look at the front and back of the cards in your Fan to help you decide what to alter.




Shield : Every  in your Fan reduces  by 1. Shields have no effect when searching through your deck to absorb additional .

Tower Level : This represents the intensity of the opposition in the tower, dungeon, or encampment your Maiden has been trapped in. It does not represent the floor you're on, just how close and alert the Captor and their minions are as you escape. The Tower Level of Rest cards increases each time you reshuffle, from 1 to 2A, 2B, 3A, 3B, 3C, and up to the final level 4. You play till you win or lose.

UPGRADE AND DOWNGRADE

Most cards in the deck can be flipped or rotated 180° to show that they have taken damage, been discovered, become broken, repaired, enhanced from their starting state, or you've replaced it with something else entirely. This is called Upgrading  and Downgrading  and they are primary mechanisms in the game. Follow the diagram to the right to know how cards Upgrade or Downgrade.

A card can only be altered **once** before checking if you win or lose and **once** as a result of the Encounter. To further assist you, note that the banners improve as you Upgrade from dangerous to Enhanced. Downgrading a card might actually make a card more powerful, and in some rare cases it may help you find a way out in your most desperate hour, but it will be closer to breaking or failing. A Broken Slipper icon  denotes the lowest state a card can be Downgraded.

Not all Upgrade/Downgrade paths are the same for every card. Health and Item cards begin on their blue side (with the  in the lower left). If Upgraded  they must **Rotate** 180° to become enhanced (gold), but if Downgraded  from the starting position they must **Flip horizontally** to become damaged (pink). If Downgraded again, cards may become Dangerous (red), Gone (gray), or an Exit (black). In some cases, the first Downgrade from the starting position leads to a card that is an Exit (black) or is Gone (gray). Once a card is Gone, it cannot be Upgraded normally.

Item card with two Downgrades to an Exit

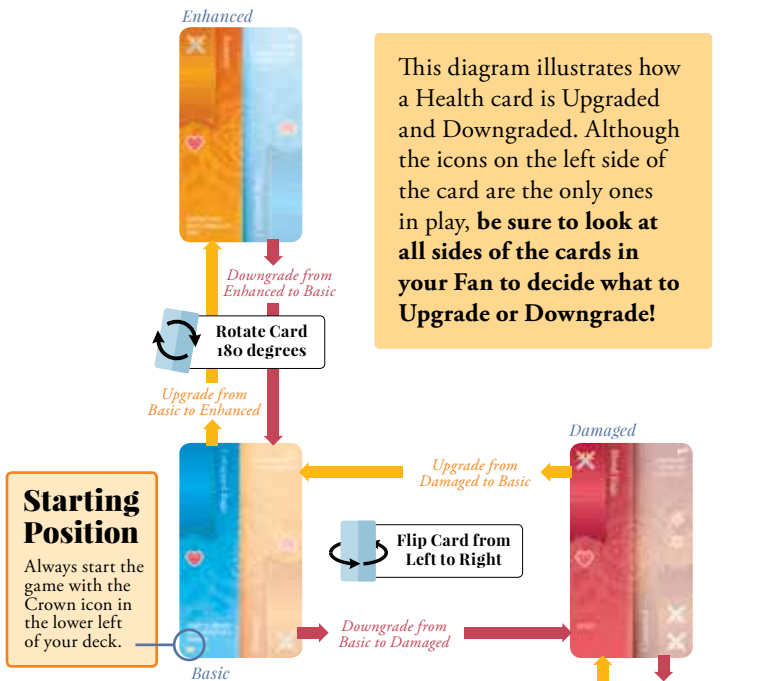


Item card with one Downgrade to Gone



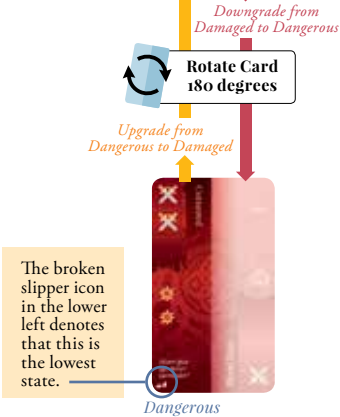
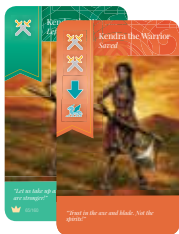
Dress cards only have two positions





This diagram illustrates how a Health card is Upgraded and Downgraded. Although the icons on the left side of the card are the only ones in play, **be sure to look at all sides of the cards in your Fan to decide what to Upgrade or Downgrade!**

Saviors Upgrade/Downgrade between green and orange (both directions)



HOW TO PLAY

You and your Maiden will be Exploring the Tower and Encountering Obstacles until you are out of Health ♥, escape via an Exit, or defeat your Captor.

EXPLORING THE TOWER

Whenever the top card of your deck is NOT your **Maiden**, an **Obstacle** (which here includes **Captors** and **Exits**), or a **Rest** card, you will Cellar it until you find one of these cards. Cellaring means moving a card from top of the deck to the bottom of the deck without changing its orientation.

Once you find one of the required cards, stop Cellaring and follow the directions based on what you Encounter. Note that in Encounters with Maidens and Obstacles, you will be required to Fan your cards—revealing the 5 cards behind the Maiden or Obstacle. The card directly after your Fan is called **Down the Hall** and while not in your Fan, can always be seen.


ENCOUNTERING OBSTACLES






When you Encounter an Obstacle, first check its Tower Level 🏰. If the Obstacle's 🏰 is higher than your current 🏰 (on your Rest card), Cellar it and continue Exploring. If it is equal to or lower than your current 🏰, you must choose to either **Challenge** it or **Run** (page 14) from it *before* revealing your Fan.



CHALLENGING




When challenging, your goal is to equal or exceed the number and type of icons in the Obstacle's gray box, using the icons in your Fan. If an Obstacle requires "Any X," without specifying a specific icon, you can include any basic or special icons that appear in your Fan. You cannot include Upgrade ⬆️, Downgrade ⬇️, Flip 🔄, Health ♥, Damage ⚡, Shield 🛡️, or green ⬆️⬇️ icons (*and the green icons beneath*) for this purpose.

Most Captors and level 4 Obstacles have a Flip icon  in their top left corner. If Challenged, flip the card to read the special effect that applies to the Encounter. Then Fan (again, always 5 cards) so that you can see all the icons on the left half of each Fanned card.

This example shows you fighting a Goblin. You have Fanned your 5 cards and can see the card Down the Hall (Flats). Looking at the Goblin, it requires any combination of 3 Melee  and/or Cunning . The Quill and Ink grant a  icon and , while the Hard-Toed Boots give you the third icon you need to win (a ).



Winning A Challenge

When you defeat an Obstacle, flip over the card to its defeated (Gray) side and look in the orange/gold Rewards Bar to see what bonuses you gain instantly. In this case you get an Upgrade ! Remember to look at both sides of all eligible cards before deciding! If no cards in your hand can be altered, the  or  is lost. (See page 9 for a chart on how a card Upgrades or Downgrades to another orientation.)



Using the example above, after looking at all the enhanced sides of the cards in the Fan, the decision is to use the reward to Upgrade the Quill and Ink to an Octopus. In this case, rotate that card 180° from blue to gold!

End the Encounter

Cellar the Obstacle and all the cards in the Fan. Their order does not matter; you'll shuffle your deck before seeing them again. Take care to keep your card orientations the same throughout all Fanning, Cellaring, and shuffling actions.

Failing a Challenge

If you cannot meet the requirements of an Obstacle, you have failed the Challenge and will suffer any Downgrading ↓ and Damage ★ as listed on the bottom of the Obstacle in the order you choose. Some Obstacles in your Fan can also add Damage or other effects to the failure of a Challenge. These icons are in the top left-hand corner of their card.

Note: They do not add their top left icon to their own effects when encountered.



Downgrades

For each ↓ you must Downgrade one card in your Fan. **If there are not enough cards to ↓ in your Fan, ignore the extra ↓.**

A card can only be altered once *before* you resolve each Encounter, either up ↑ or down ↓. It can then be altered once and only once as you resolve the rewards or penalties for winning or failing the Encounter.

Damage

For each ★ you receive, you must Downgrade a card in your Fan, but only cards that have a ♥ on them.

Some cards have more than one ♥ on them. If so, they absorb ★ equal to the number of ♥ on them.





For each Shield 🛡 in your Fan, decrease your total ★ by 1.


Deck



Fan







In this example we have replaced the Goblin with an Evil Consort and your Treasure with a Zombie. With no Charisma icons , you fail the Challenge. Checking the Consort's failure effect as printed at the bottom of the card, you must take 1  as the price of your failure. In addition, the Zombie deals you an extra . Looking at your cards, you decide to take the damage first, which is blocked by one of your 3 Shields. This prevents a Downgrading of a  card.


Now you must Downgrade  a card due to the Evil Consort's failure effect. You look at the backs of your non-Obstacle cards and decide you will Downgrade your Hard-Toed Boots to Knee-High Boots.



Flip Card from
Left to Right

Excess Damage

If there are not enough  cards in your Fan to absorb the , you must Cellar cards until you can Downgrade  on cards equal to the  you could not account for in your Fan. If there are not enough eligible cards left in your deck to meet the Damage requirements, you lose the game. Shields you find outside your Fan while Cellaring do not protect you against damage.

If you reveal the Rest cards while Cellaring, place them aside and keep Cellaring until you find enough eligible cards to Downgrade. After absorbing the required , shuffle the deck, progressing the Rest card level, and placing the Rest cards at the bottom of the deck as per a normal Rest, as denoted on page 20.

End the Encounter

Cellar the Obstacle and all the cards in your Fan.

ADDITIONAL CHALLENGE RULES

Below are several rules and icons that are used to affect your Fan during Challenges.

You may use each special icon and ability only once an Encounter *in any order*. If a card changes orientation, the new abilities can be used immediately.

Obstacles of the same or lower 🏰 as your current 🏰 remain in your Fan. Any icon in its upper left-hand side adds an additional negative effect to the encounter.

Obstacles in your Fan that are of higher 🏰 than your current 🏰 may be Cellared. If any have a special ability, you may Cellar them before or after the ability goes off.

Any **Gray cards** in your Fan may be Cellared, including: Gone Item cards, defeated Obstacles, undiscovered Treasures, and Gifts. You may choose not to Cellar them, as they sometimes provide useful icons, or you might not want the card Down the Hall to be added to your Fan.



Downgrades ↓ on cards in your Fan **must** be used to Downgrade a card in your Fan once **before** the Encounter is resolved and you check your icons against the Obstacle's requirements.

↑, ↓, ↻, ♥, ✨, 🛡, ⬆, ⬇ (and the green icons beneath), are not considered icons in your Fan for purposes of Any X Encounters.

Maidens can use their icons, upgrades, and abilities when in a fan.

Basic Icons

These are the most common icons that you are trying to match to win encounters. Basic Icons counts towards “Any X” Obstacles. They have no other game effect.



Melee



Charisma



Key



Cunning



Piety



Magic

Special Icons

Special icons help you in various ways when they appear in your Fan. You may resolve them in any order, but you can only resolve each icon once. If the same icon appears multiple times in a single Fan, each instance of the icon is resolved separately. You can choose to ignore special icons if you wish. They also count towards defeating Obstacles that feature “Any X” as their condition for defeat.



Distract: Cellar any one card in your Fan for each Distract icon, then replace it with the next card in the deck so your Fan again totals 5 cards.



Fan Size: The +X Fan cards can be used to increase the size of your Fan by adding the top cards from the deck equal to X. These are cumulative, and increase your Fan size for the remainder of the Encounter. So, if you cellar any cards after increasing your Fan size, you will add cards until you reach the new Fan size.



Foresight: This allows you to see the 5 cards behind your current Fan then rearrange and/or Cellar any of them. These cards do not count as part of your Fan, and are not Cellared after the Encounter resolves.





Haste: If in a Fan, you may swap an Add for the Encountered Obstacle. This is the only icon that applies while Running, as described on the next page.







Wild: The Unicorn is a Wild icon. Its tapestry is always edged in gold. It acts as any basic set icon, including Keys!

RUNNING


Instead of Challenging an Obstacle of your current  or lower, you can always Run.

Running from level 0 Obstacles: If the Obstacle's  is 0, Cellar it without Fanning anything behind it. It does nothing to you! (Most often these are locked doors.)


Running from level 1+ Obstacles: Fan the 5 cards behind the Obstacle and then  one card of your choice in the Fan. Then Cellar the card you Ran from and all cards in the Fan. Level 4 Obstacles cause an extra damage  when you Run from them, so watch out!

If you have a Haste icon  in your Fan, it prevents all negative effects from Running. You ignore other icons or negative effects in this Fan and cannot cellar Gray cards. All you can do is check if you have a Haste icon  or not.








In this example, you have decided to Run from the Goblin. After you Fan 5 cards, you're lucky enough to have a card with Haste ! Haste prevents all negative effects from Running. This ends the Encounter without suffering any Downgrades.

ENCOUNTERING YOUR MAIDEN

When you Encounter your Maiden, Fan the 5 cards behind your Maiden card. You may Upgrade a single card with at least one of the icons denoted on the left hand side of the Maiden card under its . To Upgrade, look at the Upgrade chart and either rotate or flip the chosen card to the next highest level. After Upgrading a card, Cellar the Maiden and all cards in the Fan. You may use other cards' icon abilities during this Fan and Cellar Gray cards, but negative effects from all other cards do not occur. When your Maiden appears in a Fan while Challenging, you may also upgrade a card with a matching icon, but the Challenge otherwise resolves normally. Each Maiden has a special ability, which is described on the back of the Maiden card.










Here is an example of encountering Min, who is able to Upgrade cards with either  or  icons. Fanning out 5 cards you have a Merfin Clutch with a  icon, two Resolve Health cards, a Goblin, and a Broadsword. Before Upgrading the Merfin Clutch, you see Down the Hall, her Heirloom Item, Fairy Dust. Since you can use special ability icons, you use Min's Merfin Clutch to increase her Fan size by 1 (that is what the  icon does) and now the Fairy Dust is in your Fan. Looking over both Items you could Upgrade, you decide to Upgrade the Fairy Dust by spinning it to its gold side to become Fairy Glitter. Now the next time it is in your Fan, it will be able to Upgrade  a card during an Encounter! You then Cellar your Maiden and the 6 cards in the Fan before continuing to adventure.










Rotate Card 180 degrees to Upgrade

SAVIORS

Savior cards represent the heroes and heroines that have come to try to rescue you from your Captor. As such they can be both helpful and hurtful, but will always fight for you and add one or more icons to your Encounter total. Many cards in your deck can be altered but Saviors are unique. They have just two states: either Left Behind (green) or Saved (orange). While they begin in your deck as Left Behind, they can flip to Saved and back again several times in a game and are never destroyed. During an Encounter, a Savior in your Fan can be chosen to flip in place of an , , or even from . Like other cards, its state can still only be changed ONCE before resolving if you win or lose each Encounter—it just doesn't matter which state that is. However, when searching your deck to take excess , Saviors cannot be used at that point unless they have one or more . When on the Saved side, Saviors will also immediately  a specific type of card in your Fan as denoted by the icon type in the Downgrade area below the . (Note: *Kaster Downgrades any card, including itself.*)




In this example it looks as though you're going to be losing to a Ghost. And on top of that, you have Kendra about to Downgrade your Hair Bow's . Fortunately, you have your Sun Dress, whose  you can use to Cellar the Hair Bow.

With the Hair Bow Cellared, Michael joins your Fan and since there are now no  icons on cards, Kendra's blundering will not affect you. You then deal with the effects of the Ghost. You use Michael's  to negate a  and then decide to flip both Michael and Kendra to their opposite sides to take care of the remaining  and  on the Ghost.


TREASURES

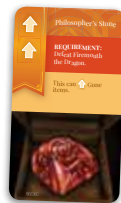
When in their starting, undiscovered state, they may be Cellared from the Fan (unless you are Running). But, when discovered (via defeating Obstacles), they grant icons and often special abilities.

When you find Treasures  as rewards for defeating Obstacles, you will search through the deck, Cellaring cards until you find an undiscovered Treasure (setting aside any Rest cards you find) and flip it over to reveal the Treasure. If your deck has no more undiscovered Treasure when you gain a Treasure, you may instead choose ANY card in your deck (even Gone cards) and put them directly in the enhanced (gold) position. Then, regardless if you Encountered your Rest cards, remove them and reshuffle the deck, placing the Rest cards at the back without progressing them.



Epic Reward Treasures

Some Treasures have requirements (listed in a red bar above their ability text) that you must meet before you can shuffle them into the Treasure options available to be randomly placed in your deck. These Treasures and Gifts are the only cards that require you to remember past events between games. All other cards always reset to their Crown  side after a game.



Example: Philosopher's Stone cannot be a random Treasure placed in a deck unless you have defeated Firemouth the Dragon.

REST CARDS

These represent how powerful the opposition will be as you move through the Tower/Dungeon, etc. As soon as a Rest card appears in your Fan or while Cellaring between Encounters, immediately end any Encounter, even if in the middle of it, place the Rest cards aside, and then reshuffle your deck, being careful to keep cards in the same orientation they were. Then spin or flip the current Rest card up to the next step in their progression (in order from 1, 2A, 2B, 3A, 3B, 3C, and 4). Then shuffle your deck, cut it, and place the Rest cards at the bottom.



The exception is when applying Excess Damage (see page 13) or looking for a Treasure (see page 19), where you set the Rest cards aside and continue past them to find the Health card to Downgrade or Treasure to acquire before shuffling and placing the Rest cards at the back.

You can review the cards you've Cellared behind your Rest cards, but not the cards on top which you have not yet Encountered. Start by looking at the bottom card of the deck and progress forward, stopping once you reach the Rest cards. This is helpful if you want to rely less on your memory or just have not played the deck for a while.

When you reach the end of level 4, continue playing until you win or lose but no longer progress the Rest cards. Easy and Hard modes have different rules after you reach the end of level 4 (see page 22 for Variant Modes).

CHALLENGING EXITS

Exits are Obstacles found on the lowest level 🏠 of some cards. Exits always require your Fan have a Key 🔑 and one set of the 3 icons printed on the cards. You can escape and win if you have a 🔑 AND match either set; you do not have to match both sets of icons. Exits deal the damage shown on the bottom of their card when you fail to complete them.






Here is an example of an Exit. To defeat it you would need a Key 🔑, and either 3 Charisma 🐉, or 3 Distract 💎 icons in your Fan. If you succeed, you Win! If you fail, you take 3 🌟 (plus any extra from Adds as normal).





CHALLENGING CAPTORS

Captors are Obstacles that usually have special rules on the backside of their cards. If you defeat your Captor, you win the game.



You have Encountered your Captor, Dim da Troll. Your Fan shows 5 of the 10 icons needed to fight him. And though you have a , a Hand Mirror with a single icon is Down the Hall. However, you do have a Foresight ! So, you fold your Fan under Dim and look at the next 5 cards. While you could Cellar or rearrange them any way you want, your best option is Manicured Nails with a . So you move that to the front of those 5 cards and return to your Fan.



Now you can use the  on the Ertin and get your Manicured Nails into your Fan. Tatianna, the Maiden you have in your Fan, can Upgrade cards with  like Manicured Nails. And finally, she can use her ability to discover a Treasure in your Fan to flip it to find Scorn. Not counting the  or anything below it on Tatianna, nor the  (as these icons do not count for such purposes of facing an Obstacle), you count the remaining icons in your banners to find 11 icons—winning the game with 1 to spare!

VARIANT MODES

Easy and Hard Modes

On **Easy Mode** you win if still alive after completing level 4 once.

On **Hard Mode** you lose if you have not won by the first time through level 4.

Advanced and Extreme Modes

After you have played a few times, you may find the decks a bit too easy.

At this point, it is time to take on the Advanced and Extreme Modes!

Advanced Mode uses your choice of one of the following changes;

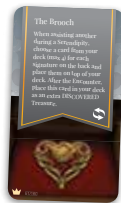
Extreme Mode uses both.

- When you Rest, progress twice instead of once (ie., it goes 1, 2B, 3B, 4).
- Exits require ALL 6 icons and a Key to escape.

MULTIPLAYER

Maiden's Quest features a variety of ways to play with more than one player. Besides the full co-operative and competitive games, Serendipity also allows for chance encounters between players for short amounts of time. A special type of card, called Gifts, primarily comes into play during these multi-player games.

Gifts can be kept separately from the decks you have built, or if in a deck, are Cellared from Fans on their Gone side. Once per co-op, competitive, or Serendipity meeting, you may choose to use one (and only one) of the Gifts to help the other players. Each line of a Gift needs to be filled out by a different person for it to increase its power. Gift effects are described on their cards.



CO-OPERATIVE PLAY

Standard Co-op Mode (2 Players)

When you play co-op, everyone builds their own deck as normal, simultaneously.

(Optional) The Prelude: If all players are starting the game at the same time, the players may choose to Prelude, each separately playing through **1** & **2** solo. This represents the time between when they escaped their room till they meet up. This time is used to allow players to learn and develop their decks before coming together to work as a team. Skip the Prelude if you are playing on Easy or Hard mode.

Team Questing: Players then take turns leading Encounters. Choose a starting player, who then starts Exploring their deck until they hit a card to Encounter. After resolving the Encounter, the next player will Explore their deck until they hit an Encounter, and so on. The goal is to work together so that both players can each escape or defeat their respective Captors.

Before Fanning any cards, discuss how many cards of the 5 each player will contribute. A player may use only their own deck, only their partner's deck, or a combination of the two. But in total you are not initially Fanning more than 5 cards. Note that you can see the top card of the other player's deck, which will be used in their portion of the Fan.


When players combine for a Fan, they DO NOT remove or change the orientation of their cards. You are just using the number of cards agreed upon from each player's deck; you never combine decks.



Work together to complete the Encounter. For each **+1** choose who will gain a card. Decide which card in the total Fan will be the target of each effect and when they appear. (For example, your Maiden can Upgrade **↑** your partner's card.) **5** will work similarly; decide how many cards from each deck to look at, totaling 5.


It is up to you how to divide any rewards or Damage. If one player has no **♥** in their deck to absorb, then you must go through the other player's deck for the excess. When both players have lost all their **♥**, you have collectively lost the game. Both players must each defeat their Captor or escape to win.

Standard Co-op Mode (cont'd)

If a Rest is revealed during an Encounter, it ends the Encounter for both players. Only the Resting player reshuffles their deck and progresses their Rest cards, while the other player just Cellars their active cards. The Resting player skips the next player's Encounter (while they shuffle).

Once one player escapes or defeats their Captor, they can no longer take ; continue playing until the other player has escaped or defeated their Captor. If the second player dies however, you have both still lost the game.

Once you escape or have defeated your Captor, you also cannot Explore your deck for Encounters. However, you can still help with the Fans of your partner. You can still  and  your cards, and you also unlock the ability to Upgrade Obstacles.

Upgrade an Obstacle: Any  can be used to Upgrade an undefeated Obstacle in an escaped player's Fan, regardless of icon requirements on the Obstacle. Flip the undefeated Obstacle to its defeated side. You do not receive any rewards.

Example: You and an Ally are playing a Co-op game. After the Prelude, you Explore till you find yourself fighting a Vampire! Your Ally's top card of their deck is the Ballroom Dress, which you don't want to Downgrade, but it at least helps get you 2 icons. In your Prelude, you had lots of Charisma-based icons and your Maiden is Jenavieve, so you feel you have a pretty good deck against the Vampire. Your Ally is Gwen and they mention their deck is very melee combat heavy. You decide to split the Fan thusly: 3 from you and 2 from them. You reveal a Classic Gown (Wild, Haste, +1 Fan), a Broadsword, and a War Paint (Melee, Charisma, Cunning). Your Ally reveals a Ballroom Dress and a Tough Health card. Realizing your Ally is likely going melee, you Downgrade the War Paint to a Makeup Kit. You give the +1 Fan to your Ally, so there are more choices for you two to Upgrade. Flipping over the Vampire, you find there is an Upgrade and a Treasure! Your Ally suggests you Upgrade their Tough to give you both more Health, and you get the Treasure. You both Cellar all cards in the Encounter and you go Searching for a Treasure (wow, it's a Staff of Power!) and your Ally then becomes the active player and continues on. They encounter their Maiden next and have you Fan 2 and her 3 to see what you can both Upgrade. Good luck!

Large Co-op Mode (3+ Players)

Note: Playing with 3+ players will require additional game boxes.



Use the Standard Co-op Mode with the following changes:

- Active player moves around the players/table clockwise.
- When your Allies Fan, Allies non-adjacent to you must ALWAYS Cellar the top card of their deck before adding to the Fan (i.e., you don't know what they are contributing, since it is not openly seen).
- Only players who participate in the Fan receive Upgrades/Downgrades, rewards, and Damage.

COMPETITIVE PLAY (2+ PLAYERS)

When you choose Competitive Play, everyone builds their own deck as normal, simultaneously.

(Optional) The Prelude: As with the co-op game, if all players are starting the game at the same time, the players may choose to Prelude, each separately playing through **1** and **2** solo. Skip the Prelude if you are playing on Easy or Hard mode.

Race to Win: Starting with one player, then proceeding clockwise, alternate Exploring. When the active player Encounters an Obstacle, players will bid on the Fan size needed to defeat that Encounter. The active player begins the bidding with any number 5 or less, and subsequent bids must be lower. This continues until all players but one have passed. The lowest bid now challenges the Obstacle with that Fan size from their own deck, receiving all rewards, Damages,  and . When a player dies, they are removed from the game. The first person to kill a Captor or to escape wins. Alternately, the last player left alive wins automatically. There is no option to Run during Competitive play. Note you can choose to Serendipity (see page 27) once per game.

COMPETITIVE PLAY (cont'd)

Example: It's your turn and during your optional Prelude you realized you're actually very Cunning and Key-heavy compared to what you think most players can get in their first two levels. As you Explore you encounter an Ettin! Hard and worse if you lose. You really don't want to take it on as you have more powerful icons and less total icons. You bid 5 cards, hoping your adversary will go lower. Which they do, bidding 4. They have not seen your deck, but if you bid 3, it's going to take some major courage for them to go to 2. You decide to pass and let them try it. They go for it, but even with a Fan +1, they fail. As they flip through to apply excess damage, you see they are very charisma-heavy in their cards and already have lots of Health loss. A good thing to remember when bidding in the future.

TEAM UPS, SKIRMISHES, AND TEAM GAMES (2-4+ PLAYERS)

When two players meet by chance and each have a deck, they can get together and play cooperatively or competitively. They can play either way for as long as they wish.

For larger groups, there is the team game, which is played competitively (i.e., bidding) but players divide into teams. The team who wins the bid then chooses how many cards each of them Fans to match their total bid amount. Note that only the player who won the bid, keeps their top card. All other team players must first Cellar a card before Fanning. A team wins if it defeats a Captor or Exit, or a player on the other team dies. You may each Serendipity once with a player on another team.

SERENDIPITY

Perhaps one of the coolest parts of the game is this mode. Whenever you see someone else playing the game, JUMP IN! Simply ask them if they'd like to team up for one or two Encounters.

Once both decks are out, one player (denoted as the active player) looks through their deck for any specific Encounter of their choice and their Rest cards. They then shuffle their deck and place the Encounter on top, and their Rest Cards on the bottom (do not progress the Rest cards).

The other player removes their Rest cards, shuffles the deck, then puts the Rest cards on the bottom, without progressing them. If the assisting player has the Brooch Gift, it allows them to select cards from their deck and place them on top.

Take on the Encounter, choosing how many cards of the Fan each of you will reveal (5 cards split as per co-op rules).

Now if you have time, allow the other player to do the same with an Encounter from their deck.

If using Gifts, you may exchange them or have people write on yours now.

You can use Serendipity any number of times, but each player can only help you through one pass-through of a given deck. So if you lose with a specific deck, you can get help again the next time you try it.

Example: You find yourself in a shop and notice someone else playing the game. You walk over to them and pull out your deck, asking if they need any help in their current game. Mentioning they have no Keys, they ask if you can help out with a Trapped Door. They search for the door, while you pull out two cards using your Brooch, which has two signatures on it. You grab your Ballroom Gown and your Maiden, Min, and place them on the top of your deck. The other player has you Fan 3 cards and them 2. And as your top two cards are in fact able to unlock the door, the victory is swift! The other player thanks you and gives you the Upgrade since they just gained a Wish Ring (Wild)! They happily sign your Brooch card. They then ask you if they can help, and you ask if they can assist with your Captor, Dim! That is going to be a big challenge. Good luck!

FAQ

Can I Upgrade or Downgrade Obstacles?

No, you cannot flip Obstacles as the result of an Upgrade or Downgrade, with one exception. In the team mode, if you have escaped, you can use Upgrades to flip Obstacles. You do not get the rewards if this happens.

If a card has three hearts, and I need to take one damage, what happens to the extra hearts?

You lose them. You don't get change on damage!

When taking excess damage, can I Downgrade a Health card twice?

No. You can only alter cards once when resolving an encounter. If you have remaining damage, and all your cards with hearts have been altered once, you lose the game.

If I flip a Savior to its saved side while resolving an encounter, do I need to Downgrade a card of the specified type?

No.

Why does the Open Window Exit have two sets of the Magic icon, when you can pick either one?

Mostly, it just means you need one set of three Magic icons, and a Key icon. In Advanced or Extreme mode (see page 22), you have to find all six icons and a key to use an Exit, so in this case, you would need six Magic Icons.

If I have foresight, and there is a Rest in the foresight, do I end the encounter?

No, Rest cards end encounters if they enter your Fan only.

What does it mean if an arrow (up or down) is green?

It means that it only Upgrades or Downgrades cards that have one of the green icons below it. If you don't have any cards in your Fan with one of those icons, it has no effect.

Why are there two Rest Cards?

The Rest Cards start at Tower level 1 and progress to 2A, *then* 2B, 3A, 3B, 3C, and finally 4. The first card has 1, 2A, 2B and a gray Gone side. The gray side on the first card and 3A (front side of the second Rest card) are effectively the same level (level 3A). Note that when you reach level 4, you no longer progress your Rest card and continue until you win or lose; unless you're on Easy or Hard Mode, where you end the game if you do not win or escape by the end of level 4.

Can I look at the cards I've already Cellared?

Yes! You can always look at the cards from the back of your deck, up to your rest cards. Once you have a sense of what cards are in your deck, this can be vital information when deciding to Run or Challenge.

Would I ever want to keep a defeated Obstacle in my fan?

Yes! Many Obstacles can become allies after you've defeated them, with useful icons in their left-side ribbons. You can still decide to Cellar them if you'd rather have the card that's Down the Hall. Alternatively, if the card Down the Hall has a negative effect, you might want to not Cellar a defeated Obstacle, or any other Grey card, in order to keep it from joining your fan.



What if a rule in this rulebook conflicts with a rule in an earlier version of the Maiden's Quest rulebook?

The rule in this rulebook takes precedence.





ENCOUNTER TIMING

Explore your deck, moving cards from the front to the back, maintaining orientation, until you find:







Encountering Your Maiden

1. Fan 5 cards, you may Cellar any Gray cards, or Obstacles above your current **I**.
2. Activate any special icons you wish, and ignore any  or .
3. Choose one card with an icon that matches the green icons on your Maiden card and upgrade that card.
4. Cellar all active cards and continue Exploring.

















Encountering an Obstacle, Exit, or Captor

1. Choose to Challenge or Run
2. If Challenging:
 - If there is a  icon, read the back of the card.
 - Fan 5 cards, you may Cellar any Gray cards, or cards above your current , resolve each special icon once, and do  or  in any order.
 - Determine win or loss by checking if the icons in your Fan match or exceed those in the gray bar.
 - If you win, flip the encountered card and collect the rewards.
 - If you lose, take all penalties under Fail, and any on the cards in your Fan.
 - Cellar all active cards, and continue Exploring.

3. If Running:

- If  Cellar it without Fanning, otherwise, Fan 5 cards.
- If there is a  icon, read the back of the card.
-  one card of your choice, and take a  if Encountering a  4 Obstacle (unless a card has ). Ignore all other icons.
- Cellar all active cards and continue Exploring.

4. Remember:

- Each card in your Fan can only be altered ( or ) once before the Encounter resolves, and once during the Resolution.
- You can only  or  cards in your Fan, but you Explore your deck for  or excess .
- You may Cellar any Gray cards, or Obstacles with a higher  than your current  only when Challenging, or Encountering your Maiden.
- If a card requires a number of “any” icon, this can include special icons, but does not include , , , , , , ,  (*and the green icons beneath*).
- At any time, you may look at all cards that have already been Cellared, as long as you don't look at any cards between your current position, and the Rest cards.
- Some cards get more powerful after Downgrading, and in rare cases, Downgrading a card may cause it to become an Exit, giving you another way to win the game!
- If you find your Rest cards while exploring or in a Fan, Rest as described on page 20.

CHECKLIST OF TREASURES

Some **Treasures** require you to complete goals if you'd like to add them to your deck. Use this checklist to help keep track.

- Friendship Bracelet:**
Assist someone in Serendipity
- Maiden's Faire:**
Win a game with 8 different Maidens
 - Gwendolyn** **Acolyte Dawn**
 - Mariana** **Min**
 - Jenavieve** **Tatianna**
 - Pricilla** **Alyssa Moda**
- Philosopher's Stone:**
Defeat Firemouth the Dragon
- Everflowing Wineskin:** Win a game in which you save all Saviors (min. 3)
- Tiara of Triumph:**
Defeat 9 out of 10 different Captors (listed in order of difficulty)
 - Dim da Troll
 - Jeliasta Jones
 - Mrs. Claws
 - Hal, King of Thieves
 - King Shawl
 - Turda Weddleson
 - Queen Narsista
 - Mr. Marrow
 - Firemouth
 - Death

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Note: Jae Malloy and Patricia Crebase were inadvertently denoted as Chief Editors of the 1st printing of the rulebook.

