ROLE QUEST

Players: 3-6   Age: 8+   Duration: 20'-30'

Role Quest is a game where players take the role of characters in a fantasy world. The players interact with others by roleplaying their characters, trying to act their hidden personality traits and gain goblin heads (victory points).

Game End

The game ends after two rounds. Each round has a Movement phase and a Roleplay phase. In the end of the game, the player with the most goblin heads wins.

Game Set Up

1. Shuffle the roleplay and treasure decks and place them on the table.
2. Randomly select 2 or 3 location cards, depending on the number of players (see table on the right) and place them on the playing area.
3. Each player selects a character card and a meeple and draws 2 roleplay cards and 2 treasure cards.

Players	Locations
3-4	2
5-6	3

Movement Phase

First Player: In the first round, the youngest player plays first. In the second round the player with the fewest goblin heads plays first.

Movement: Each player, going clockwise, moves their meeple to a location of their choice. Up to two players are allowed in one location at a time.

Roleplay Phase

For each location with two players commence a roleplay scene in the following way:

1. Both players select a roleplay card from their hand and place it face down in front of them. They can act any one of the three personality traits on their Roleplay card.

2. A third player sets the scene for the encounter, using the location and the characters of the two players. *Example: "The **Innkeeper** visits the **Town Hall** to complain to the **Mayor** about the high taxes".*

3. At this point, other players may play curse cards (explained in the treasure cards section).

4. The two players roleplay with each other for 60 secs, pretending to be their character. Their goal is to help the other player guess the personality they have chosen by acting accordingly.

5. When the time is up, players attempt to guess the personality on the roleplay cards. For each participant, their conversation partner guesses first, followed by other players going clockwise if their guess is incorrect. Each player has one guess.

6. If a player guesses correctly, both they and the player who acted the card gain two goblin heads and one treasure card.

If the colour of the word that was guessed successfully matches the character card of the player that acted the card, that player gets one extra goblin head.

Note: A guess counts as correct if it matches any of the three words on the roleplay card. Synonyms also count as successful guesses.

Odd player: Once all roleplay encounters are completed, if a player has not played this turn, they must select another player who must move to their location and a roleplay encounter begins.

Refresh Phase

The round ends when all players have played in at least one scene (see odd player). In the end of the first round, the players draw new Roleplay cards from the deck so that they have two in their hand. Then they withdraw their meeples from the locations, in preparation for the second round. All used treasure and roleplay cards are discarded.

Optional rule: You may flip the location cards for more variety.

Note: In the second round the player with the fewest goblin heads plays first.

Treasure Cards

Curses: Some treasure cards are curses! These can be played before an encounter begins. If a player is the target of a curse, and they fail to act accordingly, they must give two goblin heads to the first player who noticed. A player can only have one active curse on them at a time.

Additional Rules

Enforcing the rules: Players fail their objective if they say the word or the characteristic on their roleplay card or a derivative of this word. Example: using the word "friend" while the characteristic is "friendly".

Difficulty: Groups may adjust the difficulty of the game by increasing the time to 90 seconds and being more lenient with synonyms.

Length: For fewer players, the number of rounds may be increased for a longer game duration.

What is roleplaying?

Roleplaying means being someone else for a period of time. It means performing the part of a particular character and acting just like they would. It's what kids do when they play. We think that everyone can have a great time roleplaying!

Examples of Setting the Scene

- The **Blacksmith** had a few beers in the **Tavern** but can't afford to pay the **Innkeeper**.
- The **Necromancer** visits the **Blacksmith** in the market to free him from a ball and chain.
- The **Mayor** visits the **Town Wizard** in the **Market** to purchase a love potion.
- The **Knight** goes to the **Town Hall** to ask the **Mayor** for an extension to their castle.
- The **Necromancer** and the **Knight** are having a drinking contest in the Tavern.
- The **Innkeeper** is not happy with the **Town Wizard** trying to jump the queue in the **Town Hall**.

WHAT'S IN THE BOX

35 x Goblin head tokens

6 x Player meeples

6 x Character Cards

46 x Treasure cards

42 x Roleplay Cards

3 x Location Cards