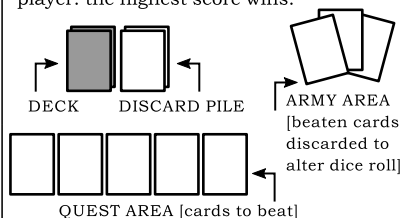


Pentaquest revised

How to play

3

MULTIPLAYER - players take turns clockwise, using the same rules of solo play, with a quest area shared by all the players, while discard piles are personal. Whether or not a player manages to beat a card during his turn, the game continues with the turn of the player to his left. When there are no cards left in the deck and quest area, compare the sum of army and discarded cards of each player: the highest score wins.



Pentaquest revised

How to play

2

[4] Modify roll; you can use any number of cards from your army to modify your rolled dice, so as to beat a card in the quest area. Discard each army card after you use it. The effect of an army card depends on the symbol in its upper right corner:

- add 1 to a die [max is];
- subtract 1 from a die [min is];
- add or subtract 1 to a die [as above];
- reroll any number of dice; keep results;
- mirror a die to its opposite: to , to , to , etc.

[5] Check; if you managed to beat a card, start over from phase [1]. If you didn't, you lose. If the deck and the quest area have no cards left, you won: your SCORE is the number of cards left in your army.

Pentaquest revised

How to play

1

SOLO PLAY - Shuffle the deck, then play the following phases:

[1] Draw cards and place them face up in the quest area until there are 5 cards.

[2] Roll 5d6; if you get a combination matching the dice shown in one of the lower parts of a card, you can declare that you beat it: put it in your army area. If you can beat more than one card, choose which one you beat. Examples:

- is beaten by a roll of since it contains the needed numbers;
- is beaten by any 3 of a kind: , etc;
- is beaten by any two pair: , etc.

[3] Free reroll; you can try to get better dice results rerolling any number of dice at once, keeping the new results. Every very first roll of a game gets 2 free rerolls.

This side shows
the revised
Pentaquest
instructions

Pentaquest revised

Tips

4

SCORE. The maximum attainable score is 42, although it's unlikely to beat all the cards without using any of them. A score over 20 is good, and reaching 30 is great.

COOPERATIVE PLAY. You can use solo play rules alternating turns to play co-op.

PENTAQUEST IN ROLEPLAYING GAMES.

Pentaquest works very well when adopted during a tavern session in any roleplaying game. It can even become the most popular card game in a setting. Who said drinking game?

COLORING BOOK. Before you laminate the cards, you can color them as if they were a coloring book.

ACCESSIBILITY. Pentaquest is black and white, has simple rules and doesn't generate stress. Color-blind people, children, irritable people, and autistic persons can serenely play with it.

Pentaquest Heroes

How to play

1

SOLO PLAY - Shuffle the Quest deck [original Pentaquest cards] and the Heroes deck separately. Draw 5 hero cards and put them face up [white lower dice up] in the heroes area. Then play the following phases:

[1] **Draw quest cards** and place them face up in the quest area until there are 5 cards.

[2] **Roll 5d6**; try to beat a quest card as explained in the Pentaquest rules. A beaten card can recharge a tired hero card: see phase [4]. If you can beat a card with the first dice roll, without using the free reroll from phase [3], you score a critical hit: draw the first hero card and place it face up in the heroes area. You cannot draw the hero card if you already have 5 hero cards in your heroes area, or if the Heroes deck is empty.

Pentaquest Heroes

How to play

2

[3] **Free reroll**; you can try to get better dice results rerolling any number of dice at once, keeping the new results.

[4] **Modify roll**; you can use any number of hero cards to modify your rolled dice, so as to beat a card in the quest area. Flip each used hero card face down [black lower dice up] after you use it: it becomes tired and cannot be used again until it's recharged. The effect of a hero card depends on the white symbols in its lower part. Symbols effect is explained in Pentaquest rules. Hero cards have three symbols layouts:

- [?] [?]: use left OR right symbol;
- [?] [?] [?]: use left symbol, THEN, if you want, you can use right one;
- [?] [?] [?]: use left AND right symbol on two dice showing the same number.

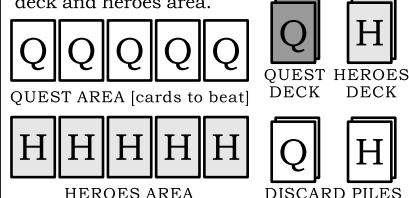
Pentaquest Heroes

How to play

3

Whenever you manage to beat a quest card, check its upper right symbol: you can recharge a tired hero card showing the same upper right symbol, flipping it.

[5] **Check**; if you managed to beat a card, start over from phase [1]. If you didn't, you must discard a hero card from your heroes area; if it's the last hero, you lose. If the Quest deck and the quest area have no cards left, you won: your SCORE is the total number of cards left in your Heroes deck and heroes area.



Pentaquest Heroes

How to play

4

MULTIPLAYER - players take turns clockwise, using the same rules of solo play, sharing the quest area and both decks, while heroes area and both discard piles are personal. Whether or not a player manages to beat a card during his turn, the game continues with the turn of the player to his left. When there are no cards left in the Quest deck and quest area, each player calculates his SCORE: the number of beaten quest cards in his quest discard pile minus the number of killed heroes in his heroes discard pile. The highest score wins.

If a player discards his last hero card from his heroes area, he's eliminated from the game. If all the players are eliminated, the game ends, and each player calculates his score.

This side shows
the Pentaquest
Heroes instructions