

# Game Title

## Stinger / Player count

A game of corporate questing for 2 - 4 players

## Win condition

The Company with the most gold at the end of three rounds is the winner. In case of a tie, the Company with the most completed quests wins. If there is still a tie, the Company with the fewest retired heroes wins.

## Contents

8 company charter boards  
4 player boards  
4 HR tracker cube  
32 employee tokens in four player colors  
22 quest cards  
7 guild contract cards  
XX gold tokens  
4 glossary cards

## Setup

Hand each player a glossary card, a player board, and employee tokens in the matching color. Then each player chooses a Company and takes the corresponding Company Charter board and places it next to their player board. Place employee tokens on their corresponding spaces.

Separate the "Enter the Dungeon" quest card from the Quest Deck and place it face up in the center of the table. Shuffle the remaining quest cards and deal a number of quest cards face up to the right of "Enter the Dungeon" equal to the number of players (there should be face-up quests equal to the number of players plus one), this will be the quest line. Place the remaining quests off to the side to form the Quest Deck.

## How to play

The game is played in 3 rounds. Each round is broken down into the following Quarters:

1. Funding Requisition
2. Contract Negotiations
3. Quest/Employee Assignment
4. Quest Fulfillment

## Funding Requisition

If there are less than the number of starting quests in the quest line, deal enough quests face-up from the Quest Deck to fill the quest line back up to its starting number. Place a number of gold on each face-up quest card equal to the current round plus one. Set your HR tracker cube equal to the current round plus five.

## Contract Negotiations

For a 3-player game, remove 2 Guild Contract cards from the Contract Deck face down. They will not be used this round. For a 4-player game, remove 1 Guild Contract card instead.

The Company with the least gold (or choose randomly during Round One) looks through the Contract Deck and chooses a card then passes the Contract Deck to the Company with the next least amount of gold (or clockwise to the next player for Round One). Companies continue choosing until each Company has one Guild Contract. Unchosen Guild Contracts will not be used this round and should be set aside face down.

## Quest/Hero Assignment

Companies will perform actions in Initiative order from lowest to highest based on their Guild Contract. On a Company's turn they can either:

- send a hero questing
- perform a Guild Contract action
- pass (a Company who passes can no longer participate in the round)

After each Company has passed, move to Quest Fulfillment.

### Sending heroes questing

To send a hero on a particular quest, reduce your HR by the strength of that hero and then place the hero on the quest card. You can't send a retired hero on a quest.

### Activating abilities

Some heroes have abilities that trigger when they are sent on quests. Those abilities are described on the player board.

## Quest Fulfillment

The Company with the most strength on each quest wins and collects that quest. After Quest Fulfillment, start a new round. Quest Fulfillment is broken down in these steps.

### Compare strength

Compare the combined strength of each Company's employees assigned to each quest. The player with the highest total strength wins the quest. In the case of a tie, no Company wins the quest and return all heroes to player boards.

## Fulfill guild contract bonus

If the Company who wins the quest has a Guild Contract that matches the quest's guild contract bonus, they may complete the guild contract bonus on the quest card.

## Collect quest

Take all of the gold on that quest and place it in your Vault, return all employees to their Company Boards, and place the quest card below your player board.

## Ending the game

At the end of Round Three, the Company with the most gold in its Vault wins the game. In case of a tie, the Company with the most completed quests wins. If there is still a tie, the Company with the fewest retired heroes wins.

## Glossary Cards

Bounty: if you Retire this hero, gain gold equal to its strength

Pay: take a gold from your Vault and give it to the recipient (or the reserve if no recipient is listed)

Retire: when a Hero is Retired, they are placed in their Company's Retirement box. Retired Heroes can't be sent questing

Steal: take 1 gold from the named quest or Company and place it in your Vault

Temporary: after Comparing Strength, Temporary Heroes are removed from the game

## Credits

Game design: Matt Ajifu

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