

QUARRIORS! QUARMAGEDDON

Designed by Mike Elliott and Eric Lang
For 2 to 4 players, ages 14 and up

GREETINGS QUARRIOR! I AM QUIRKTARIOUS QWELLINGTONSON, BUT YOU CAN JUST CALL ME QUIRK! IF THERE'S SOMETHING YOU NEED TO KNOW ABOUT QUARRIORS, THE QUARRY OR ANY OTHER NUMBER OF Q WORDS, I'M YOUR CREATURE! I HAVE USED MY VAST KNOWLEDGE AND OVERALL BRAINY-BRAIN TO CREATE THIS RULEBOOK TO HELP GUIDE YOU TO SURVIVE THE DISASTER THAT IS QUARMAGEDDON! AS YOU READ ALONG I WILL POP IN TO GIVE YOU USEFUL TIPS AND HINTS ON HOW TO PLAY THE GAME, AS WELL AS INTRODUCE YOU TO NEW COMPONENTS! CAN YOU SURVIVE QUARMAGEDDON!?



Quaxos was once a great Wizard serving (then) Princess Quiana as her personal oracle and mystic. Over years of heroic service he became known as the most powerful Quarrior in all of the land—able to defeat even the mightiest of foes. Until that fateful day...a powerful other-worldly thunderstorm heralded the arrival of the ferocious Tri-Clops (three-eyed) Dragon of Quarmageddon. After a tremendous battle lasting several days, Quaxos defeated the Dragon—but only after a slash from the Dragon's poisonous claws had blinded him in one eye. Upon the Dragon's death, Quaxos tried to determine who sent the Dragon by casting spells on the skull but to his surprise the skull turned to gold and its three eyes became enormous rubies. Quaxos was enamored of the skull and kept it as a prize, not knowing that the chaotic power of the Dragon still resided within, waiting to be unleashed upon the world once again. The power of the Golden Skull of Quarmageddon slowly caused Quaxos to go mad. Recognizing that the combination of his magical abilities and mental instability could be a danger to Quiana—in his last ounce of sanity, Quaxos left the service of the now Empress and became a hermit in a far off tower and spent all his hours gazing at the Golden Skull.

Since the Rise of the Demons, the land has been overrun with Mischievous Imps who caught wind of the Golden Skull of Quarmageddon and swarmed Quaxos' tower. While fending off the Imps, Quaxos knocked into the relic, dropping it to the ground and unleashing the full-blown Quarmageddon that was held inside causing devastation for miles around. It is not yet known if Quaxos survived - but strangely the Imps remained unharmed...Empress Quiana has since called upon the mightiest Quarriors and those who are still untested to restore order and control the chaos that is QUARMAGEDDON!



QUARRIOR?!?!? WHAT THE QUACK IS A QUARRIOR? WELL... "QUARRY" HAS TWO MEANINGS (SOMETHING YOU CAPTURE, AND SOMETHING YOU MINE: LIKE PULLING DICE FROM A BAG HINT, HINT). COMBINE THAT WITH "WARRIOR" AND BAM! QUARRIOR. MARKETING MAGIC!

Note: This rulebook is meant to replace the original base set rulebook, as it addresses new mechanics introduced here. It is written from the assumption that you have the base set (you need it to play anyway...).

Major Changes from the first rulebook if you know the game well already:



I KNOW WHAT YOU'RE ALL THINKING "WHAT?!?! YOU CHANGED THINGS?!?!?! I LOVED THE OLD RULES!" WE DO TOO! BUT THIS WILL ALLOW FOR EVEN COOLER EFFECTS... TRUST US. ALSO, THIS IS JUST THE OVERVIEW... DON'T WORRY: WE SPEND MANY PARAGRAPHS EXPLAINING WHAT IS REALLY SIMPLE LATER ON.

A new "Spent Pile." This is a zone that holds dice before they go to your Used Pile. Even if your Used Pile is empty, dice in this zone are not added to your bag. Dice you spend do not go to your used pile until the end of your turn.

2 phases have been combined (drawing/rolling and readying creatures). Instead of drawing and rolling all your dice, and then readying them in a separate phase, you can ready creatures that bring more creatures into play that require readying, etc. Don't worry, it doesn't change things very much.

GAME COMPONENTS



SETUP



Find the 3 Basic Resource Cards (Assistant, Basic Quiddity, and Portal) and place them face up in the middle of the table. This creates an area we call the "Wilds." Put 2 Assistant Dice on the Assistant Card and 5 Portal Dice on the Portal Card.



IF YOU ARE PLAYING WITH THE RISE OF THE DEMONS EXPANSION SET, YOU WILL NEED TO ADD THE CORRUPTED QUIDDITY BASIC RESOURCE CARD. CORRUPTING YOUR FRIENDS IS FUN YOU SHOULD TRY IT!

Divide the rest of the cards into two stacks: Creature Cards and Spell Cards.



THE NEXT FEW PARAGRAPHS CAN BE SUMMARIZED AS: "SHUFFLE CREATURES AND SPELLS SEPARATELY AND FLIP OVER 7 CREATURES AND 3 SPELLS SO THAT NO TWO PICTURES ARE THE SAME. ARRANGE THEM NICELY WITH THE DICE THAT MATCH THE BOTTOM OF THE CARDS."

Shuffle the Creature Cards. Turn over the first card and place it face up in the Wilds next to the Basic Resource Cards. Continue to turn over cards, one at a time. Each card has a "class" (such as "Scavenging Goblin") and a "type" (such as "Strong"). For each card, see if it matches the same class as any of the cards already in the Wilds. If it does not, then add that card to the Wilds. If it does match, put it the card back in the box and turn over the next card.

Example: If the first card turned over was the Scavenging Goblin, and a Mighty Scavenging Goblin card is turned over later, put the Mighty Scavenging Goblin card back in the box, since they are the same class.

Keep turning over cards until there are **7 different classes** of Creature Cards in the Wilds. Then, shuffle the Spell Cards and repeat the process until there are **3 different classes** of Spell Cards in the Wilds. You may find it helpful to arrange the 2 groups (spells and creatures) in ascending order of cost (i.e., if you have spells that cost 3, 4, and 2, place the 2 spell on the left, the 3 in the middle, and the 4 on the right). This helps when deciding which die to capture.

Find the 5 Quarry dice that match the color of each Creature Card and Spell Card in the Wilds. Place those dice on the matching card. Any leftover cards and dice can be returned to the box: they won't be used in this game.



OKAY YOU SHOULD START READING AGAIN:

Finally, each player chooses a bag and Glory marker. Place your Glory marker next to the Glory Track. Give each player 8 Basic Quiddity Dice and 4 Assistant Dice. Put all 12 of your dice in your bag and mix them up. Any leftover Basic Quiddity and Assistant Dice are returned to the box. Choose which player will begin the first turn. Your quest is ready to begin!

QUARRY DICE

The dice have a variety of symbols on the different faces. When you roll a die, the symbols on the top of the die tell you what you can use or "spend" that die to do:



Quiddity: When you roll this symbol, you can spend this die to gain the amount of Quiddity shown. Often there will only be 1 Quiddity, but sometimes you will get 2 or more from a single die!



Draw and Roll: When you roll this symbol, you may spend this die to draw the number of dice shown from your bag and roll them. These dice are then added to your Active Pool. This is always an Immediate Effect.



Re-roll: When you roll this symbol, you may re-roll this die. This is always an Immediate Effect. You may re-roll the same die every time this symbol is rolled, even during the same turn.



Creature Icon or Spell Icon: Creature Dice and Spell Dice show a unique symbol on one or more faces, called the Icon. The Icon is different on each type of die! When you roll the Icon, you may move that die to your Ready Area, converting it into a Creature or Spell (see "Ready Spells and Summon Creatures").

Around the Icon on the Creature Dice are numbers that tell you the Creature's **level**, its **attack** (the amount of damage it adds to your attack total), and its **defense** (the amount of damage it can take before being destroyed).



Burst: Some dice have special effects that only occur when certain faces are rolled. These special faces show one or more Burst symbols. The Power Card lists the effects that occur when the matching number of Burst symbols is rolled. Any effect created by a Burst is in addition to the normal effects of the die roll.



Example: One face of the Questing Wizard die shows a single Burst. If you roll this face, you may draw another die from your bag and roll it, and you may re-roll the Questing Wizard die too. A different face shows two Bursts. If you roll that face and summon the Questing Wizard, he will have +1 defense and award +1 Glory if he scores.

Some dice show two symbols on the same face, separated by a line. If you get this result when you roll the die, you must choose one of the two options shown. If the die shows two symbols without a line, then you can use both abilities.



Example: This Quake Dragon die shows two symbols on this face with a line. If you get this result, you must either choose to spend this die for 3 Quiddity, or you can spend it to re-roll this die.



This Victory Spell die shows the re-roll and draw symbols without a line, so you can spend this die to both draw (and roll) one die and re-roll the Victory Spell die.



DICE LOCATIONS



THIS SECTION CAN BE SUMMARIZED AS: "YOU HAVE THE AREA YOU BUY FROM, YOUR BAG, THE AREA YOU ROLL LOTS OF DICE, THE AREA YOU PLACE SPELLS AND CREATURES, THE AREA YOU PUT DICE YOU'VE USED THIS TURN, AND THE AREA YOU PUT DICE AT THE END OF YOUR TURN."

The Wilds: Any dice in the middle of the table are said to be "in the Wilds." No one controls any of these dice, and you cannot use them until you capture them.

We call all of the dice you currently control your "collection." Only you can use the dice in your collection (and you can't use dice in the other players' collections!). Each of the dice in your collection will normally be in one of five places:

Your Bag: Dice that are not currently "in play" are kept in your bag. These dice can't be used for any purpose, and they cannot be the target of any Creature ability or Spell effect. Each turn you will draw dice out of your bag to bring them into play, adding them to your Active Pool.



PLAY MAT



Note: Two playmats are included in the back of this rulebook to help new players, you can also copy them for veteran players.

Your Active Pool: These are the dice you will roll during your turn. You can use these dice to ready Spells, summon Creatures, gain Quiddity, or create Immediate Effects. Any effect or ability that allows you to re-roll dice can only be used to re-roll dice in your Active Pool (unless that ability or effect says otherwise, of course!).

Note: Unless an effect or ability says otherwise, any time you roll dice for any reason, they are always added to your Active Pool.

Your Ready Area: This is where you put readied Spells and Creatures that you have summoned. You can use these dice to attack your opponents or cast spells. Creatures in your Ready Area can earn Glory if they survive until your next turn.

Your Spent Pile: Any time you "spend" dice during your turn, they go to your Spent Pile—where they will languish until the end of your turn. Dice in your Spent Pile cannot be drawn or rolled unless an effect or ability specifically allows it.

Your Used Pile: At the end of your turn, all of the dice in your Spent Pile, along with any unused dice from your Active Pool, go to your Used Pile. Also, any dice in your Ready Area that score or are "destroyed" go here, as do any new Quarry dice you capture from the Wilds. If you need to draw dice and your bag is empty, put all the dice in your Used Pile into your bag, mix them, and draw the dice you need.

Note: Dice in your Spent Pile and Used Piles are still "in play," so they can be targeted by abilities and effects, but you cannot spend them for any purpose.

SPENDING DICE

Most of the time, if you want to get the benefit of a die (such as gaining Quiddity or casting a spell), you must "spend" that die. When you spend dice, they are immediately moved to your Spent Pile. You can only spend dice that are in your Active Pool or Ready Area.

POWER CARDS

Power Cards are always placed in the Wilds. They provide a place to store the Quarry dice that can be captured during the game. Each Power Card also shows three important pieces of information:

- **Quiddity Cost**—In the top left corner: You must spend this amount of Quiddity to capture one matching Quarry die from this Power Card.
- **Glory Award**—In the top right corner: You receive this amount of Glory if you summon a matching Creature and protect it until the beginning of your next turn.
- **Dice Faces!**—No seriously—the bottom of each card shows every face of the matching die. This can be useful to see what that die can do.

- **Abilities and Effects**—When you roll a Creature Icon or Spell Icon, you may use the abilities or effects listed on the Power Card. To use a Creature ability, you must roll the matching Creature Icon and summon it to your Ready Area. To use a Spell effect, you must roll the Spell Icon and ready the die.

Some abilities and effects are listed next to one or more Burst symbols. You can only use these if the matching Bursts are on the top face of the die. If the result of rolling the die does not show a Burst, you cannot use that ability.



Example: The Power Card to the left shows the stats and abilities for the Scavenging Goblin.

You must spend 2 Quiddity to capture 1 Scavenging Goblin die from the Wilds. If you summon the goblin and keep it alive, you will earn 2 Glory.

The possible results you will get when you roll the Scavenging Goblin die are listed on the bottom of the card. The 3 possibilities are:

The first two faces of the die give you 1 Quiddity.

The second two faces of the die allow you to summon a Scavenging Goblin, but since there is no Burst symbol you cannot use its special ability.

The last two faces of the die allow you to summon the Scavenging Goblin. Since it also shows the Burst symbol, you can use the special ability on the Power Card, which gives you 1 additional Quiddity to spend this turn when it is summoned.

QUIDDITY



DID YOU KNOW QUIDDITY IS A REAL WORD MEANING "THE ESSENCE OF THE THING"? (GET IT: DICE BUYING DICE?) WHO SAID GAMES CAN'T BE EDUCATIONAL? IF YOU THINK ITS "SILLY," KNOW THAT YOU ARE BESMIRCHING THE ENGLISH LANGUAGE... AND, AND... HISTORY! FINE. FINE, JUST SAY MANA, OR "RESOURCE". WE UNDERSTAND. OKAY, WE DON'T... OUR FEELINGS ARE ACTUALLY A LITTLE HURT NO, NO, IT'S FINE.

Quiddity (*QUID FOR SHORT*) is the source of all magic in Quarriors. You gain Quiddity by spending dice with the Quiddity symbol during your turn. You can also gain Quiddity from some spell effects or Creature abilities.



Most dice with the Quiddity symbol give you 1 Quiddity when you spend them. But some dice provide 2 or more. The number inside the Quiddity symbol is the amount of Quiddity that die provides when you spend it.

Quiddity is used to summon Creatures from your Active Pool to your Ready Area. You also use Quiddity to capture new Quarry dice from the Wilds. You cannot save Quiddity from turn to turn. Any Quiddity that you do not spend is lost at the end of your turn!

THE PLAY OF THE GAME

Quarriors is played in turns, starting with the first player and continuing clockwise around the table. Keep taking turns until one player earns enough Glory to win the game, or until there are 4 empty Creature Cards in the Wilds (see "Winning the Game" on page 8).



THIS IS PRETTY IMPORTANT: Your turn is divided into **5** phases, which you must complete in this order:

1. Score Creatures
2. Draw, Roll, and Ready Dice
3. Attack Your Rivals
4. Capture One Quarry Die From the Wilds (optional)
5. Move Dice to Your Used Pile

Phase 4 is optional. You may skip this phase if you don't want to take that action. The other phases are required: you cannot skip them even if you want to!



SO TO REVIEW: SCORE YOUR CREATURES. ROLL DICE, READY DICE, ROLL SOME MORE DICE, READY DICE ETC. ATTACK! BUY A DIE. MOVE DICE FROM THIS TURN TO YOUR USED PILE.

ON YOUR TURN

Phase 1: Score Creatures

If you have any Creatures in your Ready Area, you must score them now. *WE UNDERSTAND THAT THIS DOESN'T MAKE A LOT OF SENSE RIGHT NOW, BUT ONCE YOU LEARN THE OTHER STEPS YOU'LL THINK THIS IS BRILLIANT! SO TRY READING THE OTHER PHASES FIRST AND COME BACK TO THIS.*

Important: You are not allowed to attach spells in this phase. *YES, THIS IS FOR THE CHEATY PANTS OUT THERE THAT WERE TRYING TO SNEAK IN AN ATTACK SPELL RIGHT BEFORE SCORING. NICE TRY. WE'VE GOT OUR EYE ON YOU, MR. SHENANIGANS!*



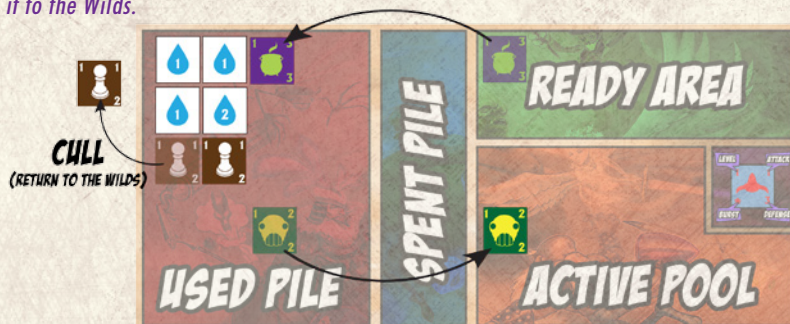
Find the matching Power Card for each Creature in your Ready Area. The number in the top right corner of the Power Card tells you how much Glory you earn for that Creature. Move your marker forward on the Glory Track that many spaces. If you now have enough Glory to win the game, the game immediately ends and you win!

Next, you must move all Creature Dice (and Spells attached to them) from your Ready Area to your Used Pile.

Culling Dice

After scoring, you may choose to “cull” your collection. Each Creature that scores allows you to cull any one die from your Used Pile (including the Creature that just scored **or** any spells attached to it). When you cull a die, return it to the matching Power Card in the Wilds. That die is again available for any player to capture. You may only cull dice in your Used Pile. Culling dice allows you to modify your collection by removing dice you don't want any more.

Example: Quinn starts his turn with one Creature in his Ready Area: a Strong Witching Hag. He scores 3 Glory for the Creature and moves it to his Used Pile. The Strong Witching Hag has an ability that allows Quinn to move a different Creature Die from his Used Pile to his Active Pool when the Strong Witching Hag scores. He chooses to move his Scavenging Goblin to his Active Pool (he will roll that die with the others in Phase 2). Then he decides to cull the Assistant Die from his Used Pile, returning it to the Wilds.



Phase 2: Draw, Roll, and Ready Dice

Shake your bag to mix the dice inside. Then (without looking!) draw out 6 dice and add them to your Active Pool. Now roll all of the dice in your Active Pool.

If there are less than 6 dice left in your bag, draw all of the dice that are there and add them to your Active Pool. Then take all of the dice in your Used Pile and return them to your bag, mix them, and continue drawing until you have drawn a total of 6 dice or until you have no dice left to draw.

Example: Quinn draws 6 dice out of his bag and adds them to the Scavenging Goblin die already in his Active Pool. He then rolls all 7 dice.

Immediate Effects

Some dice, such as Portals, have an “Immediate Effect” when you roll them. (as noted by “Immediate” on their Power Card). These effects might allow you to draw and roll more dice, or re-roll dice, or some other benefit. Usually, you must spend the dice to get the effect. Immediate Effects are optional. You choose which Immediate Effects to use and which to ignore. You can use Immediate Effects in any order you choose, but they can only be used immediately after rolling your dice. Dice with Immediate Effects showing are never placed in your Ready Area.



Example: Quinn has rolled two dice with Immediate Effects, a Portal and an Assistant: His Portal Die shows a “Draw” symbol for 2 dice, so he spends the Portal Die (adding it to his Spent Pile) to draw 2 more dice from his bag, rolls them both, and adds them to his Active Pool.

Quinn's Assistant Die allows him to re-roll the Assistant Die and any one other die. He picks up the Assistant Die and one of his Quiddity Dice and re-rolls them, returning both to his Active Pool. Note that if he rolled the re-roll effect on his Assistant Die again, he could use it a second time.



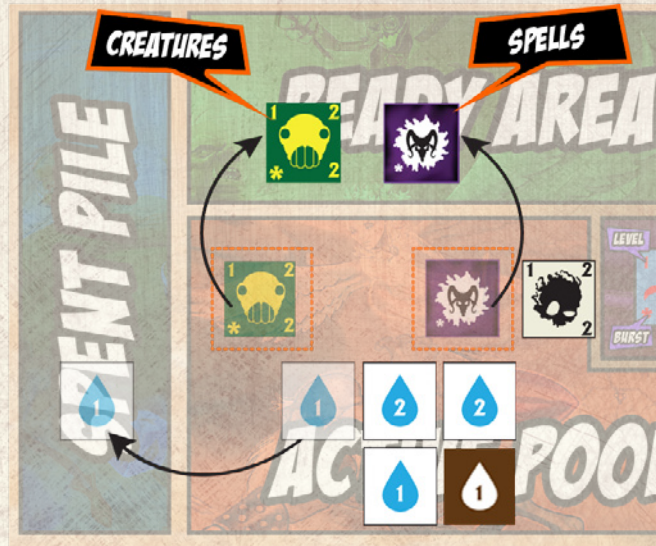
REMEMBER: A PLAYER CAN CHOOSE THE ORDER WHICH THEY RESOLVE ANY IMMEDIATE EFFECTS THEY ROLLED. IF HE WANTED, QUINN COULD HAVE USED THE ASSISTANT EFFECT BEFORE THE PORTAL EFFECT. THE IMMEDIATE EFFECTS DO NOT OCCUR SIMULTANEOUSLY!

Ready Spells and Summon Creatures

Once you are finished resolving your Immediate Effects, take a moment to look at the dice still in your Active Pool. You may move any Spell Dice showing the Spell Icon to your Ready Area. These dice become “Spells” that you can later cast (see “Spells” on page 8). You do not have to spend any Quiddity to ready your Spells.

Creature Dice that show a Creature Icon can be “summoned.” You must spend Quiddity equal to the Creature’s level (in the upper left corner of the die face) to summon it. Spend dice from your Active Pool to get the Quiddity you need. After spending the required Quiddity, move the die to your Ready Area. It is now a ferocious warrior, ready to attack your foes and earn Glory!

You can summon all the Creatures you want to summon during your turn, as long as you can pay the Quiddity costs. You can even summon some Creatures, resolve any special abilities, then summon some more.



Example: Looking at his dice, Quinn sees that he has one Spell: a Death Cantrip. He moves the die to his Ready Area so it is available to cast later. Quinn also has two Creature Icons on his dice: the Scavenging Goblin and the Ghostly Spirit. The Scavenging Goblin is level 1, so he can summon it by spending 1 Quiddity. The Ghostly Spirit is level 1, so he'll need 1 Quiddity for that one. Even though Quinn has plenty of Quiddity available on his Active Pool dice, he wants to capture an expensive Quarry die later. So he only spends 1 Quiddity to summon the Scavenging Goblin.

Quinn notices that the Scavenging Goblin die shows the Burst symbol: that means that he can use the special ability listed on the Scavenging Goblin card. This ability grants Quinn 1 Quiddity when the Scavenging Goblin is summoned. He points this out to the other players. He plans to use that Quiddity later in his turn.

Note: Some Creatures have abilities that can be used at the moment you summon them. These abilities have to be used right away: you cannot wait to use these abilities later. If you summon multiple Creatures together, you can resolve their abilities in any order you choose. If one of these abilities allows you to draw and roll more dice, you may use any Immediate Effects, ready spells, and summon Creatures as normal.

Phase 3: Attack Your Rivals

Now is the time to send your Creatures to attack your foes! All of the Creatures in your Ready Area must attack all of your opponents. To resolve your attack, follow the steps below



(WHICH CAN BE SUMMARIZED AS: "COUNT UP YOUR ATTACK, DECLARE IT, EACH DEFENDER DECIDES WHAT TO DO WITH IT")

1. Count Damage: Add the attack values of all your Creatures together (including any spells you are using). This is your “attack total.” If you want to cast spells or use Creature abilities to increase your Creature’s attack value for this turn, you may use them now.

2. Attack: Each of your opponents who have at least one Creature in his Ready Area must defend against your attack total (each opponent receives the same attack total). All of your opponents defend simultaneously and individually. Each opponent follows these steps to resolve your attack:

2a. Apply Protection: The defending player may use abilities or effects that reduce your Creatures’ attack (such as casting a spell that lowers your Creature’s attack or a Creature ability like the Mighty Witching Hag’s) or increase the defense values of his Creatures. Unless the ability or effect says otherwise, they only reduce your attack values and attack total for that player, and have no effect on your attacks against your other opponents.

Note: Spells that would destroy an attacking Creature before defending Creatures have been chosen remove the attacking Creature for all defending players (and reduce the attack total against all of them).

2b. Choose Defender: The defending player must now choose one of his Creatures to defend.

2c. Defender Takes Damage: The defending Creature takes damage from the attack. If your attack total is less than the Creature's defense value, the defender is not affected, and that player is done defending against your attack. If your attack total is equal to or higher than the Creature's defense value, your opponent's Creature is destroyed! He must move it to his Used Pile, and he subtracts the Creature's defense from your attack total.

Note: Abilities on defending Creatures that would destroy attacking creatures after defending Creatures have been chosen (such as the burst ability of the Strong Gnome Barbarian) do not reduce the attack total (for that defending player or any other player defending the attack).

2d. Next Defender: If your attack total is still higher than zero, that opponent must choose another Creature to defend, if he has any. If your opponent has run out of Creatures to defend with, he is done defending against your attack (even if his Creatures did not absorb the entire attack total). Any leftover attack value is lost.

Repeat steps 2b, 2c, and 2d as needed until all players have either defended against your entire attack total, or run out of Creatures to defend with.

Important: When you defend against an attack, you must choose your defending Creatures one at a time. You cannot choose to divide the attack total between your Creatures to keep them from being destroyed!

Note: Some Creatures have abilities that can be used when it is destroyed, or when an opponent's Creature is destroyed. Remember to resolve these abilities when their conditions are met. Each Creature in your Ready Area can only be damaged once per attack: If an effect or ability prevents a Creature's destruction or returns a destroyed Creature to your Ready Area (such as a Life Charm), you may not assign any more damage to that Creature this turn. Any leftover damage (after all defending Creatures have been damaged once) is lost.

In rare cases, the order in which Creatures belonging to multiple players matters. In these situations, the players resolve the destruction of their Creatures in turn, clockwise around the table, starting with the player to the left of the attacker.

Example: Monique is ready to attack her rivals. She has two Creatures in her Ready Area: a Strong Deathdealer and a Warrior of the Quay. She also has a Death Charm in her Ready Area. Before starting her attack, Monique decides to attach the Death Charm to her Strong Deathdealer.

Step 1: Count Damage: Thanks to the Death Charm, the Strong Deathdealer has an attack of 6. She adds that to the Warrior of the Quay's attack of 2 for an attack total of 8.

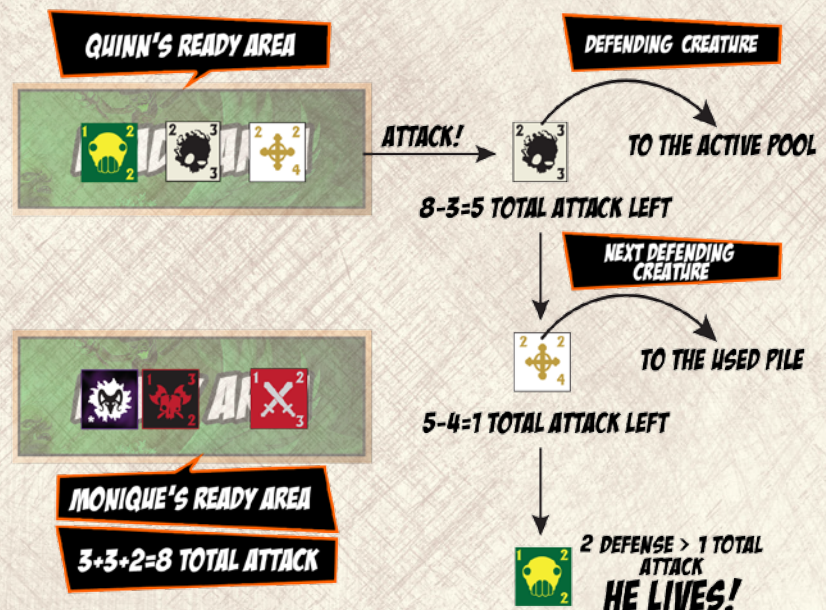
Step 2: Defend: Quinn must defend against Monique's attack. He has three Creatures: a Scavenging Goblin, a Strong Ghostly Spirit, and a Devotee of the Holy Query.

Quinn decides to defend with the Strong Ghostly Spirit first. It only has a defense of 3, so it is destroyed. But, it has a special ability: instead of going to the Used Pile, the Strong Ghostly Spirit die goes to Quinn's Active Pool. He will get to roll it again on his next turn (in addition to the six he would draw for the turn!).

Monique still has an attack total of 5, so Quinn must choose another defender. He selects the Devotee of the Holy Query, who has a defense of 4.

Like the Strong Ghostly Spirit, the Devotee of the Holy Query is destroyed (it goes to Quinn's Used Pile). But now the attack total is reduced to 1. That's not enough to kill the Scavenging Goblin, so Quinn keeps it in his Ready Area.

While Quinn is defending, Clark and Michael must each also defend against the full attack total of 8.



Phase 4: Capture One Quarry Die From the Wilds

After your attack phase is complete, you may spend any Quiddity you have left to capture one Quarry die from the Wilds. You are never required to capture dice. The cost (in Quiddity) of each die is shown in the upper left corner of the matching Power Card. Spend dice from your Active Pool to pay the required cost. In addition, you may have gained Quiddity from your Immediate Effects, Creatures, or Spells. You may also spend this Quiddity now. All Quarry dice you capture are added to your Used Pile. If there are 4 (or more) empty Creature Power Cards in the Wilds after you capture a Quarry die, the game ends (see "Winning the Game" on page 8)!

Note: Some Creature abilities or Spell effects allow you to capture more than one die on your turn.

Example: Quinn has a lot of unspent Quiddity. Counting the bonus he received from the Scavenging Goblin's ability and the Quiddity symbols on all of the dice left in his Active Pool, he has a total of 7 Quiddity! That's enough to capture a Heavenly Seraph from the Wilds. Since Quinn can only capture one die each turn, if he had any Quiddity left over it would be lost.

Phase 5: Move Dice to Your Used Pile

At the end of your turn, you must move all the dice from your Spent Pile and any dice left in your Active Pool to your Used Pile. You may also choose to move any spells from your Ready Area to your Spent Pile.



IT CAN BE VERY USEFUL TO KEEP SPELLS AROUND FOR FUTURE TURNS, SO CHOOSE CAREFULLY.

After you move the dice to your Used Pile, your turn is over. The player to your left can now begin his turn!

WINNING THE GAME

The goal of the game is to earn Glory. The primary way to gain Glory is by summoning and protecting your Creatures until the scoring phase of your next turn. All Glory you gain is recorded on the Glory Track.

There are two ways that the game can end:

1. If any player earns enough Glory to reach the goal shown on the chart to the right, the game immediately ends and that player wins!
2. If there are four or more **empty** Creature Power Cards (cards with no Quarry dice on them) **after** a player captures a Quarry die the game immediately ends. Only Power Cards that match the Creature Dice are counted: empty Spell Power Cards or Basic Resource Cards are not counted to determine if the game ends.

Glory Goals	
# of Players	Required Glory
2	20
3	15
4	12



If the game ends because of empty Power Cards, the player with the highest Glory wins the game! If there is a tie, the tied player with the most dice in his Ready Area wins. If they are still tied, they share the victory!

CREATURES

A "Creature" is a die showing the Creature Icon that has been summoned into a player's Ready Area. Dice in your Active Pool or any other location are not Creatures, regardless of the symbol showing on the die. Note: an Assistant can be a Creature.

When you roll a Creature Icon on a die, you may summon that Creature to your Ready Area by paying Quiddity equal to the Creature's Level (in the upper left corner of the die). Once you move the die to your Ready Area it becomes a Creature and you can use the abilities shown on the die and the matching Power Card.

Most Creatures have a special ability. Some abilities are always in effect while the Creature is in play. Other abilities are only available if you roll a face that has Burst symbols. Burst abilities will be listed next to the matching Burst symbols on the Power Card.



Note: Some dice have two different burst abilities. One can be used if you roll a single Burst symbol. The other is only available if you roll the double Burst.

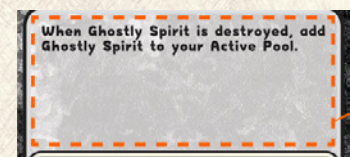
Example: The Strong Defender of the Pale has two burst abilities that he might be able to use: If the single Burst symbol is rolled, the Strong Defender of the Pale allows you to draw 1 die from your bag and add it to your Active Pool when the Defender scores. If you rolled the double Burst symbol, you get to draw 2 dice when he scores instead!

Some abilities can only be used under special circumstances. You can only use the ability if those conditions are met.

Example: The Strong Ghostly Spirit has the ability to go to your Active Pool when it is destroyed. You can only use this ability at the moment this Creature is destroyed.



OCCASIONALLY, A DIE WILL HAVE A BURST SYMBOL BUT THERE WILL BE NO SPECIAL ABILITY LISTED ON THE POWER CARD. IF YOU ROLL ONE OF THESE BURST SYMBOLS, YOU SHOULD YELL "QUARRIORS!" IN YOUR MOST DRAMATIC VOICE, BUT OTHER THAN THAT THERE IS NO ADDITIONAL EFFECT.



If your Creature survives until the first phase of your next turn, you earn Glory, as shown on the matching Power Card. If the Creature scores Glory or if it is destroyed, move the die to your Used Pile.

SPELLS

A "Spell" is a die showing the Spell Icon in a player's Ready Area. You usually have to spend the die in order to cast the spell (the exception being "Attach" Spells: see description on following page).

Most spells can only be cast during your turn in any Phase except Phase 1. You can even spend Spells from your Ready Area when your Creatures attack. However, "Reaction" Spells can be cast during opposing players' turns (see description on following page). Spells with the "Immediate" effect are resolved immediately after being readied. Immediate effect spells cannot be saved for later turns.

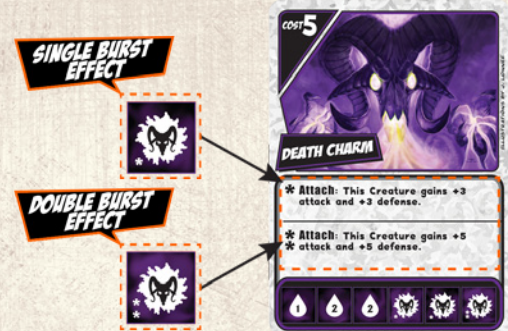


REMEMBER MR. SHENANIGANS: A SPELL MAY NOT BE ATTACHED DURING THE "SCORE CREATURES" PHASE OF A PLAYER'S TURN.

Example: Quinn rolls his Shaping Charm die and gets the Spell Icon, so he moves it to his Ready Area. Unfortunately, he has no Creatures in his Ready Area to take advantage of the spell, so he leaves the Shaping Charm in his Ready Area. On a future turn, he can cast the Shaping Charm (spending the die and moving it to his Spent Pile) to gain the benefits of the Spell.

Some Spell Dice faces show a Burst symbol in addition to the Spell Icon. Usually, these Spells have a different effect depending on which face is rolled. The effect you can use will be listed on the matching Power Card next to the Burst symbol you rolled on the die.

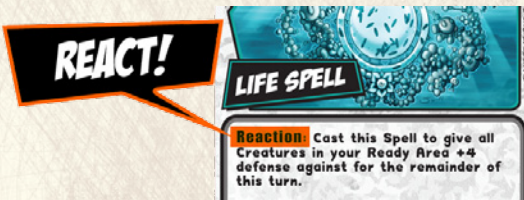
Example: This Death Charm (shown to the right) can be used to give one of your Creatures +3 attack and +3 defense if the single Burst is rolled. But if you rolled the double Burst, it would instead give +5 attack and defense!



When you cast a spell, you always choose the target of the spell. Spells can target your dice or dice in your opponents' collections.

Attachment Spells

Spells with the word "Attach" in the spell effect are not immediately moved to your Spent Pile when you cast them. Instead, you must "attach" the Spell Die to a Creature in a Ready Area. Simply place the Spell Die next to the target Creature. That die is now attached to that Creature. If that Creature is destroyed or leaves play for any reason (such as scoring Glory), your spell always goes to your Used Pile. A Creature may have multiple spells attached at the same time.



Reaction Spells

Normally, you can only cast spells from your Ready Area on your own turn. But a small number of spells can be cast during your opponents' turns. These dice have the word "Reaction" in the Spell effect. You may cast a reaction spell at any time during your opponent's turn, but you may not cast these spells when it is your turn.



HINT: OFTEN, REACTION SPELLS ARE MOST USEFUL IF YOU CAST THEM WHEN ANOTHER PLAYER'S CREATURES ATTACK YOU.

IMMUNITY

A number of Creatures have a special ability called "Immunity." These creatures—through their link to Quiddity, natural toughness, or simply by being too stubborn to submit—cannot be affected by any spell effects or Creature abilities that your opponents hurl against them. They are not, unfortunately, immune to damage during an attack. Only effects and abilities described on the Power Cards are blocked by Immunity.

Of course, you can use your own effects and abilities on your own Immune Creatures, even if it might not be in the Creature's best interest...

Example: This Gnome Barbarian has Immunity if a burst is rolled. Even though he is only level 1, he is not affected by the Quake Dragon's nasty breath: he is not destroyed before the attack, and can be chosen as a (short-lived) defender against the Quake Dragon's attack value.



AVOIDING DESTRUCTION

Some spells and Creature abilities allow a destroyed Creature to "return" to your Ready Area. Unless the effect or ability says otherwise, the Creature always returns to your Ready Area with the same face up as when it was destroyed. Do not rotate the die to show a different face.

If an ability or effect occurs when a Creature is destroyed, it still takes place, even if the Creature is saved from destruction.

Example: Quinn's beloved Scavenging Goblin has just been destroyed by a mean old Strong Deathdealer. Fortunately, Quinn has a Shaping Cantrip in his Ready Area, which he casts to save his goblin at the last moment! Though he would like to change the goblin to a face with the Burst, he cannot rotate the die, and must return the goblin to his Ready Area with the same (Burstless) face showing. Even though the goblin was saved, the Strong Deathdealer can still use his ability, immediately scoring Glory for his player.

OPTIONAL RULES FOR TRULY EPIC QUARRIORS



AFTER YOU'VE BEEN QUARRYING AROUND THE WILDS FOR A WHILE, YOU MIGHT BE READY FOR AN EXTRA CHALLENGE. GOOD THING WE HAVE YOU COVERED! THESE NEW RULES ARE DESIGNED FOR EXPERIENCED PLAYERS WHO WANT TO SPICE UP THEIR GAME WITH SOME EXTRA STRATEGY:

Advanced Capture Rule

During Phase 4 of your turn, you may capture up to two dice (instead of only one).



WHY ISN'T THIS THE DEFAULT RULE? BECAUSE IT TAKES PEOPLE LONGER TO DECIDE... SO, IF YOU PLAY WITH THOSE TYPE OF PEOPLE (YOU KNOW WHO WE'RE TALKING ABOUT) STICK WITH THE BASIC RULE. THINK ABOUT IT: INSTEAD OF AROUND 10 POSSIBLE PURCHASES, YOU HAVE DOZENS. DOZENS!

The Totally Expert Rule of Culling

When should you consider yourself an Expert? If you're playing games in around 20 minutes or so, this variant is meant for you! It changes the rules for culling to make things extra challenging and force you to make really hard decisions:

When you score a die, you can only cull the die that scored and you can only score the glory for that die if you cull it. I.e, if you score with a Quake Dragon Die, THAT dragon is the only die you may cull and you only score the glory if you cull it!

Huh. That doesn't seem that difficult? It's not. But it does tend to slow the game down a bit, and it really does add a lot of strategy.



YOU CAN PLAY WITH BOTH THE ADVANCED AND EXPERT RULES TOGETHER IF YOU WANT.

DICE ETIQUETTE



TRULY AWESOME QUARRIORS OBSERVE THESE SIMPLE GUIDELINES AT ALL TIMES:

Keep Your Dice In Their Place: Make sure that it is clear which dice are in your Active Pool, Ready Area, Spent Pile, and Used Pile. Keep these areas separate on the table in front of you.

No U-Turns: Don't try to change the face up side of any dice—yours or your opponents. If you do, carefully return the dice to show the proper face.

Hands Off My Dice! You can only use the dice in your own collection. You cannot use, roll, or spend other players' dice.

No Peeking: While you can look inside your bag to count how many dice you have left, you MUST ensure that the dice are completely randomized before you draw any dice from your bag.

That's Too Much: If you ever pull too many dice out of your Bag, return all the dice you drew to the Bag, shake it, and draw again until you have the correct amount.

On the Table Please: If any dice fall off the table when you are rolling them, pick them up and roll them again, on the table.

Looks Cocked to Me: If you roll a die and it lands on top of something so that it is crooked (or "cocked"), roll the die again.

QUARMAGEDDON FAQs

- **Strong Voodoo Doll**— Burst ability is not optional. However, you may only take an Assistant die from the Wilds if one is available, and if none are available the rest of the affect still works.
- **Strong Gnome Barbarian**— Attack totals are determined prior to assigning Defenders in the Attack phase. If Strong Gnome Barbarian's burst ability causes an attacker to destroy one of their creatures, it does not change the attack total (other player's must deal with the original full Attack total).
- **Mighty Voodoo Doll**— the Mighty Voodoo Doll's Burst ability allows you to take all Voodoo Doll dice from both your Spent and Used Piles and roll them when he is summoned. These dice are then added to your Active Pool and can be spent/readied as normal as it still occurs during Phase 2.

RULES SUMMARY

1. Score Creatures - May cull 1 die for each scored
2. Draw 6 dice, Roll (active pool), Ready dice (Cost in Quiddity = level, spells are free).
3. Attack Your Rivals
4. Capture One Quarry Die From the Wilds (optional)
5. Move Dice from Spent Pile to Used Pile
When bag is empty put Used Pile into bag

QUARMAGEDDON BOX STORAGE

The Quarmageddon Box is designed to hold more than just this expansion set— the insert has two compartments to hold your cards and Basic dice (Basic Quiddity and Assistants) and rows to hold your dice in sets of 5. Your Dice Bags, Glory Track and Rulebook can be stored under the insert.

CREDITS

Designed by Mike Elliott and Eric Lang

Developed by Will Price, Bryan Kinsella and Ben Cheung

Playtested by Ben Cheung, Dan McCarty, Reilley Scott, Bruce Kaskel, Woody Peterson, Chris Harris, Calum Ferral, Justin Ziran, James Epstein and Quinn Elliott

Rule Book by William Niebling (Text) and Chris Raimo (Graphics) Illustrations by J. Lonnee

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IP Development by Brian Roll and Bryan Kinsella

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KNOW YOUR QUARRIOR

BARBARIAN GNOME



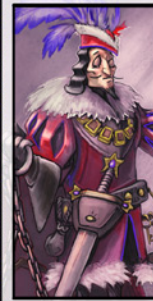
Standing a little over 2ft tall, Brogan the Barbarian Gnome is no ordinary lawn ornament! Brogan's fuse is just as short as his stature, so make sure you don't mention his size unless you're ready for a fight! For over a thousand years, Brogan has been the protector of Empress Quiana's mystical mushroom patch, and has no plans to retire. As loyal as he is tough, Brogan is an unstoppable force to be reckoned with! Protect your ankles around The Barbarian Gnome!

MISCHIEVOUS IMP



The Mischievous Imps are devilish little creatures known for their tricks and mischief! They are capabilities range from tying your shoes together to creating mass hysteria! You can try to run and hide when a swarm comes your way, but they are relentless in their attacks. Don't even attempt to try and capture The Mischievous Imps, their tiny wings move so fast they are as sharp as razors and can cut through bone! Beware The Mischievous Imps, they feed on misery and anger!

LORD OF THE QUARRY



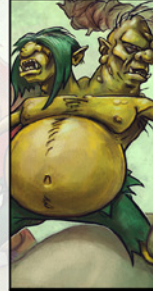
Vincenzo Ricchi, also known as The Lord Of The Quarry, is a dashing charlatan capable of convincing one to give up every last penny. He is an extravagant man, wears only the finest clothes and the shiniest of jewels. Son of a thief and a corrupt tax collector, Vincenzo Ricchi was born into deception and greed. He has travelled the world under numerous aliases and has ripped off and stolen from countless victims. Watch your wallets when in the vicinity of The Lord of the Quarry!

HEAVENLY SERAPH



The Heavenly Seraph is just as beautiful as she is fair and just. Some believe she is a spirit of the underworld who makes final judgement on the souls of Quarriors. Aside from her divine responsibilities, the Heavenly Seraph is a cunning warrior for what is right and good. She is a lover of all things and has great compassion for those who lead good lives, and disdain for those who choose lives of villainy and evil. Be sure to stay on the Heavenly Seraph's good side, or pay the price with eternal damnation!

TROLL BEHEMOTH



Don't let the two heads fool you, The Troll Behemoth still only has half a brain! The Troll Behemoth brothers, Grigor and Carl were born and raised in the deep, dark Quarry Caves where no man is brave enough to explore. With its great size and the strength of a hundred men, The Troll Behemoth can take on any and all enemies, even the Quake Dragon himself! It is told that The Troll Behemoth wiped out an entire village with its body odor alone! So be warned and stay away from The Troll Behemoth!

VOODOO DOLL



Many years ago a notorious witch doctor was madly in love with a woman who did not love him in return. The witch doctor decided he would make a Voodoo doll of her to torture her till she loved him back. Well the witch doctor did not put the correct amount of goblin's blood in his spell and he trapped his own soul inside the doll! Now as insane and unstable as ever, the Voodoo doll is a devious trickster and torturer of souls!

KNOW YOUR QUARRIOR

KNOW YOUR QUARRIOR

BARBARIAN GNOME



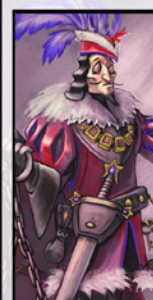
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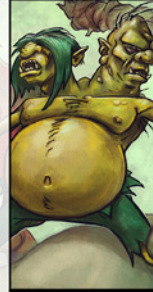
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KNOW YOUR QUARRIOR



PLAY MAT THINGY FOR EPIC
GAME PLAYING-NESS!

RULES SUMMARY

1. SCORE CREATURES - MAY CULL 1 DIE FOR EACH SCORED
2. DRAW 6 DICE, ROLL (ACTIVE POOL), READY DICE (COST IN QUIDDITY = LEVEL, SPELLS ARE FREE)
3. ATTACK YOUR RIVALS
4. CAPTURE ONE QUARRY DIE FROM THE WILDS (OPTIONAL)
5. MOVE DICE FROM SPENT PILE TO USED PILE
WHEN BAG IS EMPTY PUT USED PILE INTO BAG

USED PILE

SPENT PILE

READY AREA

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