



# TREASURE BOUND

The Ultimate Quest

## RULES REFERENCE GUIDE



## GAME OVERVIEW:

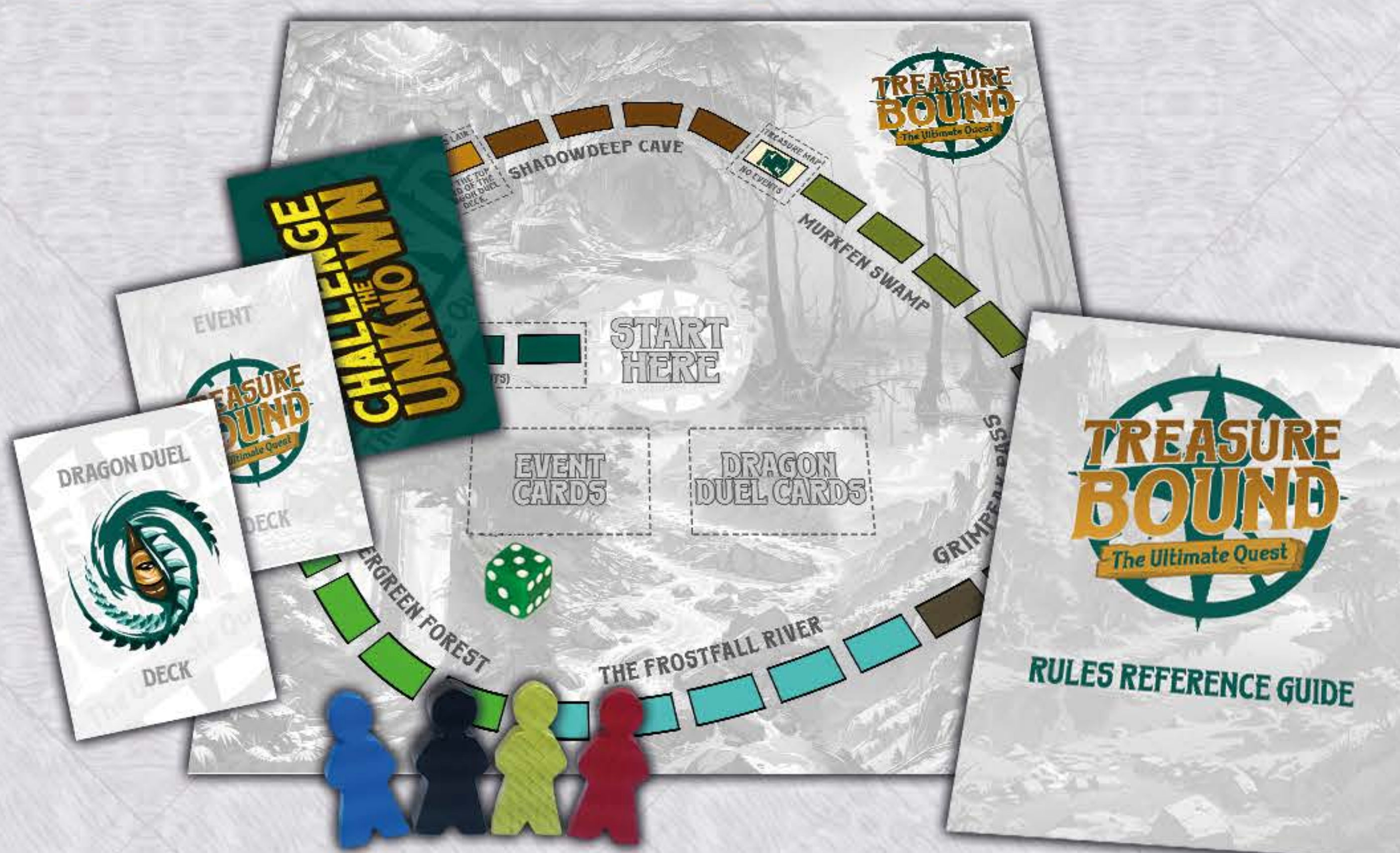
**Treasurebound: The Ultimate Quest** is a simple fantasy board game designed for 2-4 players. The goal of the game is to be the first player to reach the dragon's lair, defeat the dragon, and claim its treasure. Along the way you will encounter positive and negative events and have to battle your way through monsters to get to the dragons lair.

## COMPONENTS:

- **Game Board:** A path divided into 30 spaces, with the Dragon's Lair at the end.
- **Player Tokens:** One for each player (represented by different colored figures or coins/tokens).
- **Game Rules Booklet:** Reference guide for all rules for "Treasurebound: The Ultimate Quest".
- **Dice:** A single 6-sided die.
- **Event Deck:** 18 cards with various events (positive and negative).
- **Challenge The Unknown Deck:** 15 Monster cards with a number range on the bottom that you must roll to defeat the monster.
- **Dragon Duel Deck:** 18 cards with various requirements for defeating the dragon.

## SETUP:

- Place the game board in the center of your play area.
- Each player chooses a token and places it on the starting space (START HERE).
- Shuffle the Event Cards, Dragon Duel Cards, and the Challenge the Unknown cards and place them in separate decks face down on the labeled spaces on the board.
- The Challenge the Unknown deck should be placed above the "START HERE" space.





## GAME BOARD LAYOUT:

### Spaces/Locations

**Spaces 1-5:** Safe path, no events.

**Spaces 6-10:** Forest - Draw an Event Card if you land on these spaces.

**Spaces 11-15:** River - If you land on these spaces, reveal cards from the top of the event deck until you reveal a negative event, then perform that event. Reshuffle the deck afterwards.

**Spaces 16-20:** Mountain Pass - If you land on these spaces, when you move, you move half of the amount of spaces rolled, rounded up.

**Spaces 21-24:** Swamp - If you land on these spaces, look at the top 2 cards of the Event deck and choose 1 of them, then perform the action of the event card.

**Space 25:** Treasure Map- no events

**Spaces 26-29:** Cave - advance 1 space if you land on these spaces.

**Space 30:** Dragon's Lair - end goal.

## GAMEPLAY:

1. Players take turns rolling the die and move their token forward the number of spaces rolled.
2. If a player lands on a space from the result of a dice roll that requires an action (draw an Event Card, miss a turn, move back, etc.), they must perform that action.
3. Whenever a roll of the dice would move a player's game token into a new zone (The Frost-fall River, Grimpeak Pass, etc.) That player must flip over the top card of the "Challenge The Unknown" deck. This will be a monster that the player must fight and defeat to progress into the next zone. To defeat a monster, look at the bottom of the card; it will have a box labeled "Defeated on a roll of" followed by either 3 numbers or a range of numbers. The player fighting the monster can roll the dice when they flip the card and attempt to defeat the monster. If the player does not, they must wait until their next turn to try again. A player cannot proceed moving along the game path, entering a new zone, without defeating a monster when rolling the dice and moving. Once a monster is defeated, the player can proceed moving during their next turn. If an event card moves a player into a new zone, they do not have to defeat a monster to move.
4. The first player to reach Space 30 (the Dragon's Lair) must draw a Dragon Duel Card and defeat the dragon.
5. To defeat the dragon, the player must draw a Dragon Duel Card and complete the requirements on the card. If the player cannot meet the card's requirements during their turn, they must move back 1 space, wait until their next turn, and get to the dragon's lair space to try again. Put that dragon duel card on the bottom of the "Dragon Duel Deck".
6. The first player to complete a Dragon Duel Card at the Dragon's Lair claims the treasure and wins the game.



## ADDITIONAL RULES:

- If a player lands on a space occupied by another player, the second player moves back one space.
- If a player draws a positive or negative Event Card that allows them to move forward or backward, they do not perform any actions required by the new space they land on.
- If a player is not in the dragon's lair space, that player cannot attempt to defeat the dragon.
- If the game lasts long enough to use all of the cards in the "Event Deck" or the "Dragon Duel Cards Deck", reshuffle those decks and place them back into their labeled space.
- If a deck must be shuffled for any reason, take that deck's discard pile and shuffle it into the deck.

## WINNING THE GAME:

The game ends when a player defeats the dragon by drawing a "Dragon Duel Card" and completing the requirements on that card in the "Dragon's Lair" space. The first player to do so claims the treasure! That player is declared the winner of "Treasurebound: The Ultimate Quest!"

## CREDITS:

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