



Official Game Rules

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Section I: Forbidden Quest Basics

I.1 Required Game Components:

- 50 card deck (for each player)
- Game board
- 9 Crystal cards
- 4 Trap Marker cards
- 4 Poison Marker cards
- 4 Hidden Marker cards
- 6 red and 2 white dice (6-sided)
- 1 coin for flipping heads/tails

I.2 Building Your Deck

- Your deck must consist of exactly 50 cards.
- You may include as many creature cards as you want, but only 1 copy of each creature by name. (Ex: *You cannot include both a full art Gloria and a regular Gloria card.*)
- The total HP of all creatures in your deck must be 100 or less.
- You may include up to 4 copies of any sorcerer, relic, weapon, and defense card.

Here is an example of a legal deck:

Creatures: 100 HP Maximum		Sorcerers:	Relics:	Weapon and Defense:
Lucia 4HP	Helen 8HP	Alejandro	Catch-Up Sauce x3	Silver Axe x4
Benjamin 6HP	Cephalio 7HP	Ariana	Gold Boots x2	Bow and Arrows x4
Krypsin 5HP	Telida 5HP	Avonte	Gold-Winged Broach x2	Round Shield x4
Noradia 7HP	Dargo 7 HP	Omar	Healing Potion	
Orie 8HP	Octavius 8HP	Savannah x2	Silver Boots x2	
Tak 5HP	Regan 8HP	Toshi	Magic Marbles x2	
Tekana 7HP	Tore 7HP		Retreat Belt x4	
Karnik 8HP				

1.3 The Game Board:

The game board consists of 9 square “regions” organized in a 3x3 array.

Note: Your game board may feature a scene different from the one featured here. Printable game boards can be downloaded at ForbiddenQuestTCG.com.



1.4 Understanding Creature Cards:



In the upper left corner of each creature card, there is a colored gemstone shield indicating the “color family” of the creature. When building your deck, you may mix creatures from different color families.

The white banner in the upper right corner displays the creature’s HP (**health points**). This number represents the amount of damage (strikes) a creature can take before it’s eliminated (discarded).

Each creature’s attack damage is indicated at the top of the text box. “Strikes” and “damage” mean the same thing, and are used interchangeably. **1 strike = 1 damage**. Some creature’s attacks have poisoning or trapping effects. These effects are also called **special conditions**.

The text (below the attack line) on each creature card describes...

- Creature movement and what conditions, if any, must be met before you can move them, such as rolling an even number on a die.
- Conditional changes to a creature’s attack, if any.
- Creature abilities.

1.5 Understanding Relic, Sorcerer, Weapon and Defense Cards

Relic cards can help you move your creatures and perform other actions. They can only be played during the main phase of your turn unless the card text says otherwise. Relic cards remain in your hand until you are ready to play them. To play a relic card, reveal it to your opponent, perform the action described, and then discard it. During your turn, you may play as many relic cards as you want.





Sorcerer cards help you perform powerful actions. Only 1 sorcerer card can be played per turn and only during the main phase of your turn unless the card says otherwise. When you are ready to play a sorcerer card, reveal it, perform the action described, then discard it.

Weapon and defense cards stay in your hand until you are ready to attach them to your creatures on the game board. Weapons increase a creature's attack. Defense cards protect your creatures from damage during attacks. (See section 4.6-4.10)



1.6 How to Win:

To win, BOTH of the following conditions must be true:

- You are the only player with creatures on the board.
- You possess all 9 crystal cards.

You can also win if your opponent concedes. A player should concede if they see no reasonable path to victory.

Section 2: Game Setup

2.1 Crystal Card Setup: Place 1 crystal card in each of the 9 regions of the game board. It doesn't matter where you place each color.

2.2 Marker Cards Setup: Place the 4 trap marker cards, 4 poison marker cards, and 4 hidden marker cards next to the game board.



2.3 Let's Get Ready to Play!

- 1.) Each player shuffles their deck, offers it to their opponent to be cut, then draws 7 cards . If you draw no creature cards, it's a mulligan. If this is the case, reveal your hand to your opponent, discard 1 of the 7 cards as a penalty, shuffle the remaining 6 cards back into your deck, cut, then draw 7 new cards. Repeat as necessary until you draw a hand with at least 1 creature card. If both players mulligan, reset with no penalties.
- 2.) Both players place 1 creature card, face down, in the center region of the game board.
- 3.) Flip a coin to determine who goes first. -Whoever wins the coin flip must go first.
- 4.) Both players may now optionally add up to 2 more creatures, face down, in their spawning region. Your spawning region is the square in the middle of the row along your side of the game board. The player who won the coin flip places their creatures first.
- 5.) Both players turn all their creature cards on the board face up.

On their very first turn, the first player may only attack with 1 creature and it does not have to be the one placed in the center region during setup. The second player may attack with up to 2 creatures on their opening turn. From the second turn onward, all restrictions are lifted, and both players may attack with up to 3 creatures per turn. (A player may have up to 3 creatures on the board at a time.) Neither player may claim the crystal in the center region until they eliminate their opponent's creatures from that region and become the sole occupant.

Section 3: Taking Your Turn...The Beginning Phase

The 4 Phases of Your Turn:

- Beginning Phase
- Main Phase
- Attack Phase
- Post-Attack Phase



Beginning phase sequence:

- 1.) Draw a card. If you have no creatures on the board or in your hand, you have the option of revealing your hand to your opponent and drawing 2 cards instead of one. If drawing 2, you draw 2 even if the first card drawn is a creature.
- 2.) Attempt to resolve poison from your affected creatures, if any. *(See section 5.3)*
- 3.) Attempt to resolve traps from your affected creatures, if any.. *(See section 5.4)*
- 4.) Remove hidden markers from any creatures hidden at the end of your last turn. *(See section 6.2)*

Section 4: Taking Your Turn...The Main Phase

During the main phase of your turn, you may do the following in any order:

- Add creatures from your hand to the board. *(You may have up to 3 on the board.)*
- Play any number of relic cards
- Play 1 sorcerer card
- Use the abilities of any number of creatures you have on the board.
- Attach any number of weapon and defense cards to your creatures on the board. Each creature may only be equipped with 1 weapon and 1 defense card.
- Transfer weapon and defense cards between creatures in the same region.
- Move any number of your creatures.

4.1 Adding Creatures:

Creatures may only be added to the board during the main phase of your turn. You can never have more than 3 creatures on the board at a time. You may play a turn with any number of creatures on the board, including none. New creatures must always be placed in the middle region of the row along your side of the gameboard, unless a card action states otherwise.

4.2 Moving creatures:

Unless a card states otherwise, you may only move creatures during your turn's main phase. The text on each creature card describes that creature's move ability. Most creatures can only move 1 region vertically or horizontally between regions. If a creature can move diagonally or in some other way, its card text will say so. Some move abilities require a condition to be met first. If you fail to meet a condition for triggering a creature's move ability, you may still move that creature through the effects of other cards.

Rules about moving creatures...

- When moving a creature, announce that creature and your plan for conducting the move.
- You may move any number of creatures during your turn, including none.
- If you satisfy a condition for triggering a creature's move ability, you must move it. -You cannot wait to see how conditions play out for your other creatures.
- You may apply multiple card effects to a creature to move it across multiple regions.
- Multiple creatures can occupy the same region. Since each player can have up to 3 creatures on the board at any given time, it's possible for a region to be occupied by 6 creatures.
- You may move your creatures through a region occupied by your opponent's creatures. Opponent creatures do not block your movement nor are you obligated to stop and attack your opponent's creatures when encountering them.
- You may take the crystal card from any region you move a creature into.

Special rules for creatures with the ability to move 2 regions.

- You may move them to an adjacent region and then back to their original region. *(Ex: Move the creature 1 adjacent region to claim a crystal card and then move it back to its starting region to reposition for an attack.)*
- If moving the creature 2 regions, the creature may claim crystals along the way, but cannot stop to interact with other creatures mid move. *Example: You cannot move the creature 1 region, transfer a weapon or get healed by another creature, and then move another region after doing so.*

4.3 Using Creature Abilities:

Each creature card details its unique abilities in addition to its movement. Unless stated otherwise, you may only use these abilities during your turn's main phase. Activating an ability is completely optional—you can choose to use all, some, or none of your creatures' abilities on your turn, and you can use them even if the creature does not move. While some abilities can be used freely, others may require specific conditions to be met before they can be activated.

4.4 Playing Relic Cards:

Relic cards may only be played during your turn's main phase unless the text says otherwise. To use a relic card, reveal it, discard it, and use its effect. You are allowed to play multiple relic cards per turn, even if you have no creatures on the board.

4.5 Playing Sorcerer Cards:

Sorcerer cards may only be played during your turn's main phase unless the text says otherwise. To use a sorcerer card, you must reveal it, discard it, and use its effect. Only 1 sorcerer card may be played per turn. You may play a sorcerer card even if you have no creatures on the board.

4.6 Uncommon Situations Involving Relic and Sorcerer Cards:

If the game state proves it would be impossible to carry out the actions of a relic or sorcerer card, then you cannot play that card. Ex: You cannot play a Healing Potion relic card if none of your creatures require healing. Ex: You cannot play a Larissa card if your opponent has no creatures equipped with defense cards. (Larissa discards a defense card from an opponent's creature.)

Search your deck exception: If a relic or sorcerer card instructs you to search your deck, you may play that card even if it's known (by either player) that your deck does not contain the card/s being sought. However, if your deck is empty, you cannot play a card that instructs you to search your deck.

For any card action that allows you to search a specified number of cards on the top of your deck, you may still play the card and perform the search even if the number of remaining cards in your deck is less than the specified amount.

4.7 Attaching Basic Weapons to Your Creatures:

During your turn's main phase, you can attach weapon cards to your creatures on the board to increase their attack damage. To equip a weapon, slide it partially under the creature card so it remains visible, keeping in mind that each creature can only hold one weapon at a time. If you want to equip a basic weapon to a creature that already has one, you must either discard the existing weapon or transfer it to another creature in the same region. If you have multiple creatures in the same region, you can freely transfer basic weapons between them any number of times.

4.8 Attaching leveled weapons to your creatures:

During your turn's main phase, you can attach leveled weapons to your creatures on the board to increase their combat power. Leveled weapons range from Level 1 to Level 3, dealing 1, 3, and 5 damage respectively, though each creature can only hold one weapon at a time. A Level 1 weapon can be equipped to any creature with no weapon, or to a creature with a basic weapon if that basic weapon is discarded or transferred to another creature in the same region. Upgrading to a Level 2 weapon requires the creature to already hold a Level 1 weapon, which must then be discarded or handed down to a weaponless creature in the same region. Similarly, a Level 3 weapon can only be attached to a creature with a Level 2 weapon, forcing the Level 2 weapon to be discarded or transferred to a creature currently holding a Level 1 weapon. Because of these restrictions, it is highly advantageous to upgrade weapons when multiple creatures occupy the same region, as this allows lower-level weapons to be handed down rather than wasted.

4.9 Handing Down Leveled Weapons:

When upgrading a leveled weapon, you can transfer the replaced weapon to any eligible creature in the same region. For example, if you have three creatures in a single region—one weaponless, one with a Level 1 Wood Sword, and one with a Level 2 Silver Sword—equipping a Level 3 Gold Sword to the second creature allows you to hand down the Silver Sword to the first creature, and then hand down that creature's Wood Sword to the weaponless creature. Efficiently chaining weapon transfers in this manner preserves your valuable arsenal while maximizing your total attack damage.

4.10 Transferring Leveled Weapons (This is uncommon):

Leveled weapons can be transferred between eligible creatures in the same region, and a single weapon may be transferred multiple times per turn. When a creature receives a transferred weapon, it must immediately discard its current weapon or transfer it to another eligible creature in that

region. The creature giving up its weapon becomes weaponless and must restart the upgrade path sequentially from Level 1. Note that a creature can only be upgraded once per turn—whether from a weapon card played from your hand, handed down, or transferred. If a creature receives an upgrade and subsequently transfers that weapon away, it cannot receive another leveled weapon for the rest of the turn.

- **Example 1 (Chained Transfers):** If you have three creatures in a region holding a Level 1 Wood Sword, a Level 2 Silver Sword, and a Level 3 Gold Sword, you can transfer the Gold Sword to the Silver Sword creature, then transfer that freed Silver Sword to the Wood Sword creature. Finally, the Wood Sword can be discarded or given to the now-weaponless creature that originally held the Gold Sword.
- **Example 2 (Illegal Placement):** If you have two creatures—one with a Gold Sword and one with a Silver Sword—you can transfer the Gold Sword to the Silver Sword creature. However, because a Level 2 weapon cannot be equipped to a weaponless creature, the displaced Silver Sword cannot be handed down and must be discarded.

4.11 Attaching, Transferring and Using Defense Cards (Basic and Leveled):

During the main phase of your turn, you may attach basic or leveled defense cards to your creatures following the same procedures as those for basic and leveled weapon cards. (See sections 4.6-4.9).

Defense cards prevent damage when your creatures are attacked.

Example #1: If you have a Round Shield on your creature and if that creature is attacked by multiple creatures dealing 7 combined damage, your creature takes only 5 damage because the Round Shield blocks the first 2 damage of the attack. (It does not block 2 damage from each attacking creature.)

Example #2: If your creature with a gold shield is attacked by multiple creatures that collectively deal 9 damage, your creature takes 4 damage because the gold shield blocks 5.

- A creature may be equipped with up to 1 weapon and 1 defense card.
- If a creature has both a leveled weapon card and a leveled defense card, both may be upgraded on the same turn.
- You may not arbitrarily discard a weapon or defense card from a creature unless it's being replaced or upgraded with a different weapon or defense card.

4.12 Switching a Creature

Some card effects allow you to switch a creature on the board with one from your hand or deck. To initiate a switch, select a creature on the board (trapped creatures cannot be switched) and search your hand or deck as instructed. If the active creature has sustained damage, the incoming creature must have a maximum HP high enough to survive inheriting that damage. You may choose to cancel the switch at any time during the search; however, the resource used to initiate it—such as a sorcerer card or a creature ability—is still expended and considered used for the turn.

If you proceed with the switch, place the new creature into the same region as the original one. You must transfer all existing damage, special conditions, and attached cards to the new creature. This transfer is mandatory, and any attached leveled weapons or defense cards bypass normal upgrade restrictions during a switch. Once the swap is complete, place the original creature into your hand or shuffle it into your deck, depending on where the new creature came from. The newly deployed creature is immediately active: it can move, use its abilities normally, and trigger any effects that activate upon entering the board.

Section 5: Taking Your Turn...The Attack Phase

5.1 Attacking

Attacking is entirely optional, but declaring an attack phase with at least one creature is required to unlock your turn's post-attack phase. The attacking player maintains total control over combat, choosing all attackers and targets without defender input. To attack, your creature must occupy the same region as its intended target. While you can attack with multiple creatures per turn—either focusing on a single defender or striking different targets—each combat must be fully resolved one creature at a time.

To conduct an individual attack, declare your attacking creature and its target before resolving any conditional abilities (such as a coin flip). Once an ability is triggered, the target is locked. An attacking creature must apply all damage and special conditions (like poison or traps) to its single designated target; any damage or effects exceeding the defender's remaining HP are wasted and cannot spill over. An action legally counts as an attack even if the defender blocks all damage or if the attack misses completely.

5.2 Bow and Arrows Weapon Card

The Bow & Arrows is a basic weapon card that follows the same attachment and transfer rules as all basic weapons. Like all weapons, the Bow and Arrows card remains attached to your creature after use, resetting its four arrows at the start of each turn. It is the unique weapon capable of attacking creatures in adjacent regions (including diagonally) as well as those in the same region. Arrows are optional to fire, but must always be shot at the very end of your attack phase after all damage and effects from all creature attacks, and all other weapons, have been completely resolved and marked on all defending creatures.

When attacking targets in an adjacent region, only arrow strikes apply; the creature's basic attack damage and special conditions are ignored. If attacking targets within the same region, the creature's basic attack damage and special conditions apply normally alongside the arrows. Shooting arrows legally constitutes an attack, even if it is your only offensive action of the turn and all shots miss.

How to Shoot Arrows

To use the Bow & Arrows, identify a target creature, flip a coin, and, if heads, assign 1 damage to that creature. Tails = miss. Continue in this way until all 4 arrows are exhausted. You may target the same creature with any number of arrows, or target different creatures. Remember to clearly identify the target creature prior to each coin flip. Defending creatures can use attached defense cards to prevent damage from arrow strikes (up to their allotted amount), provided they have not already exhausted their defense capacity earlier in the same attack phase.

5.3 Poison:

Some creatures inflict poison as an effect of their attack. Poison is a special condition that causes a creature to lose 1 HP at the start of every turn, and every turn thereafter, until resolved. When a creature is poisoned, place a Poison Marker on that creature, but don't deal any immediate damage. Creatures cannot have more than one Poison Marker at a time, even if attacked by multiple creatures with that effect. A creature can only be poisoned if the attacking creature is in the same region; not if attacked by a creature from an adjacent region using Bow and Arrows.

During your turn's beginning phase, you can attempt to remove Poison Markers from your creatures one at a time by flipping a coin twice. Landing two heads successfully removes the Poison Marker with no damage dealt. If either flip is tails, 1 damage is dealt to the creature and it remains poisoned. Alternatively, you can bypass this risky coin flip by playing a Poison Antidote relic card (if you have

one) to remove the marker safely. Immediately, discard a creature along with any attached cards once it loses its last HP due to poison.

Poison does not restrict a creature in any way. A poisoned creature may still move, use its abilities, and attack.

5.4 Trapping:

Some creatures, as an effect of their attack, trap defending creatures. The trap marker must be applied to the defending creature that received the attack damage; if the damage eliminates that creature, the trap is wasted and cannot overflow to another target.

A trapped creature cannot move, attack, use its abilities, or receive weapon or defense cards. However, existing equipment remains and defense cards still prevent damage. Other card effects may be applied to a trapped creature as long as they do not violate the restrictions listed above. Trapped creatures cannot be switched.

A creature can only have one trap marker at a time, even if targeted by multiple trapping effects.

Although you cannot move your own trapped creature, your opponent is permitted to use card actions to move it, in which case the trap marker simply travels with the creature to its new region.

At the start of your turn, immediately after drawing a card, you may try to free your trapped creatures. To do so, declare which creature you are trying to free, then flip a coin: heads successfully removes the trap marker and frees the creature. Tails keeps the creature trapped, until you attempt the flip again on your next turn. Additionally, there are other card effects that may allow you to free a trapped creature during your turn.

Section 6: Taking Your Turn...Post Attack Phase

6.1 What You Can Do During Your Post Attack Phase

- Only play cards that say they can be used after you attack or during your post-attack phase.
- Cards that can be played at the end of your turn are played last after all other actions are complete.
- Verbally announce that you have completed your turn.

6.2 Hiding a Creature:

Some card actions allow you to hide a creature at the end of your turn. Place a hidden marker on your creature to indicate it is hidden. Hiding is a defensive measure that prevents your opponent from attacking, moving, or applying any action to your hidden creature during their turn. A hidden creature is treated as if it's not on the board. However, a hidden creature is still counted as a creature in play for all conditions dependent upon the number of creatures on the board or in play. Remove all hidden markers from your creatures at the start of your next turn.

Section 7: How to Win!

To win, BOTH of the following conditions must be true:

- You are the only player with creatures on the board.
- You possess all 9 crystal cards.

You can also win if your opponent concedes. A player should concede if they see no reasonable path to victory.

7.1 Crystal Cards: Take crystal cards from regions you move creatures into. If you complete your entire turn without any creatures on the board, either because you have none or because you are choosing to withhold them in your hand, you must return all your crystal cards to the board at the end of that turn. You may place them in any region, -one per region. They do not need to be returned to the same region from which they came.

Section 8: Stalemates (This is Uncommon)

A stalemate must be declared if ALL 4 of the following conditions are met:

- Neither player wants to move their creature/s.
- Neither player has a means to get new cards in their hand or on the board.
- Neither player is willing to concede victory.
- Both players agree they are in a stalemate

If all the above are true, the game ends in a tie.

Tournament Stalemate Rule: In tournament play, a game cannot end in a tie. The player with the most crystal cards is declared the winner if the player with fewer crystals refuses to move their creature/s to end the stalemate. If both players have the same number of crystal cards, the win goes to the player whose total combined creature HP is greatest, if the other player refuses to move their creature to end the stalemate. If remaining creature HP is also equal, a coin flip is used to determine the winner. If either player does not want the game resolved by a coin flip, that player must move their creature to end the stalemate.

Section 9: Etiquette and Other Rules

- If you forget to perform an action permitted during a specific phase of your turn, you forfeit that action once you initiate the next phase of your turn.
- If your opponent asks you to read the text on a card you have in play, you must read it, or let them handle the card to read it themselves.
- Your hand, deck, and discard pile must be near the game board and visible to your opponent. Your discard pile must be face up, revealing the most recently discarded card.
- If your opponent asks for a count of cards in your hand, deck or discard pile, you must provide that count.
- You may search through your discard pile at any time for any reason.
- For any card action that allows you to search a specified number of cards on the top of your deck, you may still play the card and perform the search even if the number of remaining cards in your deck is less than the specified amount.

Quick Guide to a Player's Turn

Beginning Phase (Follow this Sequence)

Do these things in the order listed here:

- 1.) Draw a card. If you have no creatures on the board or in your hand, you may reveal your hand and draw 2 cards instead of 1.
- 2.) Try to resolve special conditions (traps and poison).
- 3.) Unhide your hidden creatures.

Main Phase (Do these in any order you wish.)

You can do any of the following things, in any order you wish

- Add creatures to the board.
- Play as many relic cards as you want.
- Play 1 sorcerer card.
- Use the abilities of any creatures you have on the board.
- Attach weapon and defense cards to creatures on the board and transfer weapon or defense cards between creatures in the same region.
- Move your creatures.
- If you move a creature into a region with a crystal card, take it!

Attack Phase

- Attack your opponent's creatures.

Post-Attack Phase (Follow this Sequence)

Do these things in the order listed here:

- 1.) Only use card effects that say "after you attack" or "during your post-attack phase".
- 2.) If you have cards that say you may perform an action "at the end of your turn", play those cards last, after completing all other actions of your turn.
- 3.) Verbally announce when you are finished with your turn.

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