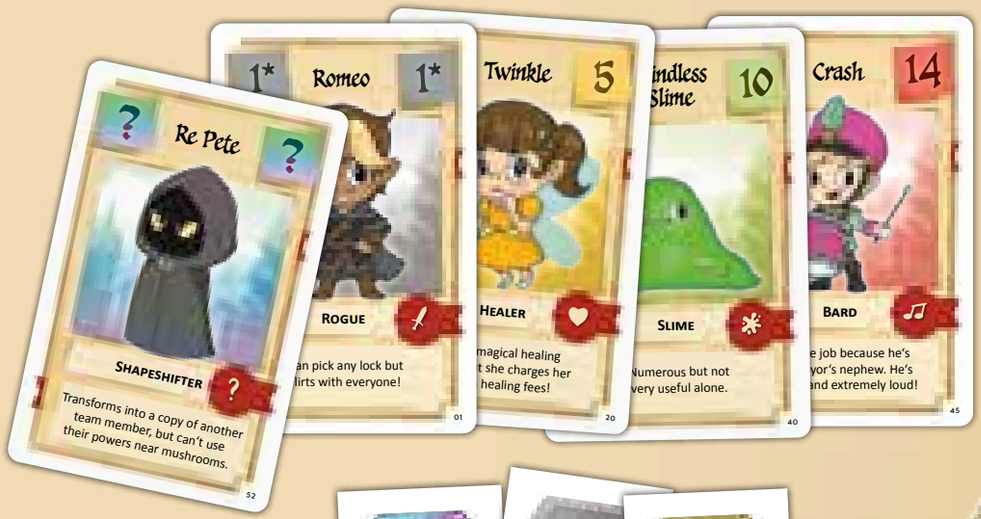
ADVENTURERS REQUIRED

A game by Bethany Linder
for 3-8 players
ages 10 and up
ca. 30 min.

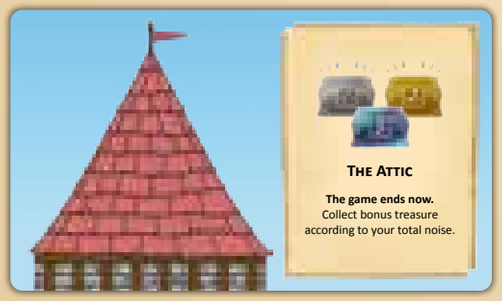
You have recently heard tales of a mystical tower that is home to a rich and powerful but very sleepy evil wizard. As your guild's HR manager, you must hire a team of local adventurers to send on expeditions into the tower. Only the sneakiest of teams will seize the most treasure without waking the wizard and make your guild the greatest of them all!

Components



55 adventurer cards comprising
- 4 Shapeshifters *(?)*
- 4 Rogues *(1*)*
- 4 each of values 2-9
- 8 Slimes *(10)*
- 4 Bards *(11-14)*
- 3 blank cards for your own creations

20 floor cards and 4 blank floor cards



8 guild tokens

40 treasure tokens
(12× "1", 20× "2", 8× "5")

1 noise tracker
(on the sides of the box bottom)

10+ 3-8 30'

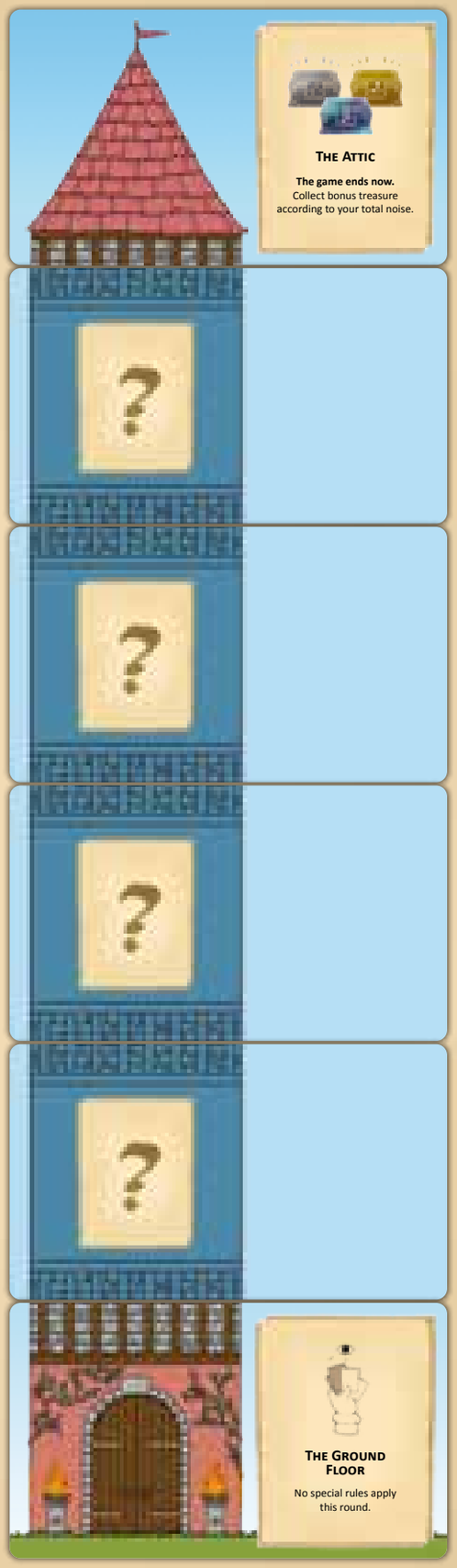
asmodee

Setup

1. **The tower:** Place the “Ground Floor” and “Attic” floor cards **face up** in the center of the play area. Shuffle the remaining floor cards and place 4 of them **face down** between the Ground Floor and Attic. *(Return the rest to the game box—you will not need them.)*
2. Place the **noise tracker** *(i.e., the bottom of the box)* in view of all players.
3. Each player chooses their favorite **guild token** and places it near the “1” space of the noise tracker. *(Do not attach them to the track yet.)*
4. Place all **treasure tokens** and the **adventurer cards*** close-by.

   **Unless you create your own adventurers, remove the blank cards from the deck.*

You are now ready to play the game!

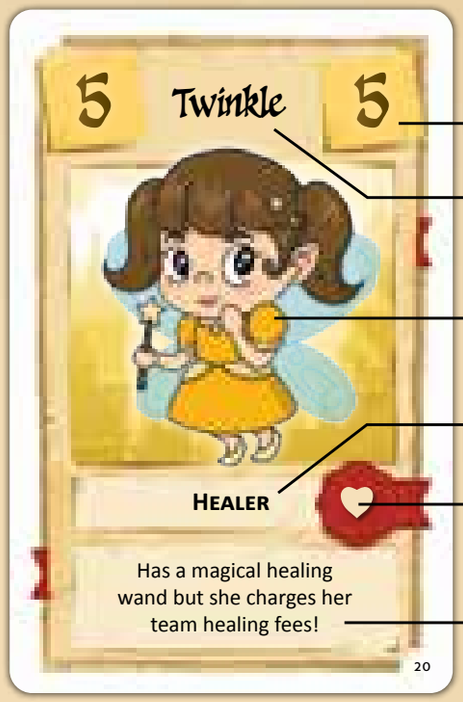


Objective

The game is played over *(at most)* **5 rounds**. Each round, you will be hiring a team of 4 adventurers that will sneak into a floor of the wizard's tower, looking for treasure.

There are sneaky adventurers that make little **noise** and those who are clumsy and loud. The lower an adventurer's **noise rating** *(i.e., the number at the top)*, the better. At the end of a round, only the quietest team will collect treasure from that floor!

Card Anatomy



However, even clumsy adventurers can be useful in the right circumstances: Adventurers that have the same noise rating are used to working together and therefore hiring two or more adventurers of the same value **reduces their noise rating to 0**!

Example:
The two 5s cancel each other out so this team has a noise score of 13.

0 + 0 + 3 + 10 = 13

Course of Play

Each round goes through the following six steps:

1. Shuffle the **adventurer cards** and place them in a face-down deck next to the tower. Draw **3 cards** from the top and place them **face up** next to the deck—this is called the **market**.

2. Deal **4 cards** from the adventurer deck to each player, **face down**. Then take your cards into your hands so that the fronts of your cards are **facing away** from you, i.e., only the other players can see them. **You may not look at your own cards unless instructed.**

Tip: Hold the cards upright so that the others can see the numbers on the front!

3. In rounds 2-5, reveal the next **floor card** in the tower and read its instructions. Floor cards are revealed in order from the Ground Floor to the Attic, one card per round except round 1.

4. Play **4 turns** each, as described on page 5.

5. Determine your **noise score** for this round and collect treasure, as described on page 6.

6. Add your noise score to your total, as described on page 7. Then prepare for the next round or proceed to the end of the game.

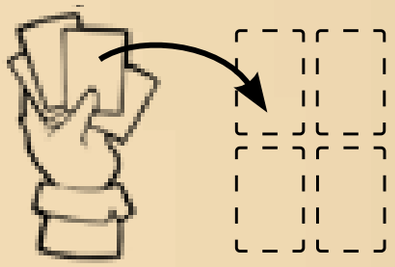
Turn Structure

Normally, before you take your 4 turns in a round, each player may peek at **2 cards** in their hand **once**. The current floor card *(in rounds 2-5)* may change this, so make sure to always check it out first.

Then play goes around the table in clockwise order, for a total of **4 times**. In round 1, the youngest player takes the first turn; in rounds 2-5, the player with the highest total noise goes first *(or the youngest of them if tied)*.

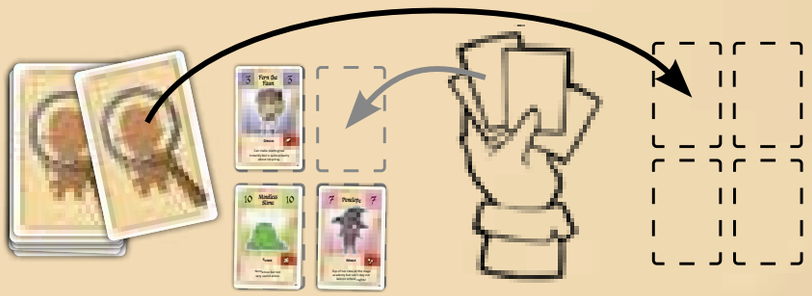
On your turn, you **must** hire an adventurer by placing a card **face up** in front of you. To select that card, you must choose from the following 3 options:

A) **Hire a card from your hand.**
It does not matter whether you know its value or not.



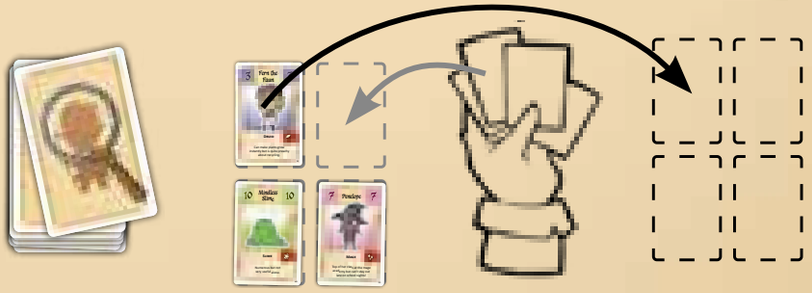
– OR –

B) **Hire the top card from the deck.**
Then pick a card from your hand and add it face up to the market *(increasing the card count there)*.



– OR –

C) **Hire a card from the market.**
Then pick a card from your hand and add it face up to the market.

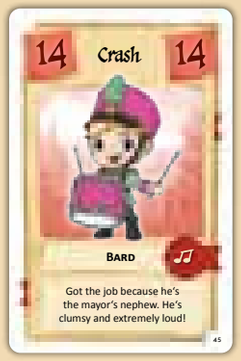


Once an adventurer is hired *(i.e., face up in front of you)*, you are stuck with them for the rest of that round. Continue taking turns and hiring adventurers in this fashion until all players have hired 4 adventurers each.

Noise Score

Once all players have hired 4 adventurers each, determine your **noise scores** for that round by totaling the noise ratings of your team members. Adventurers with the **same noise rating** cancel each other out and they all **score 0**.

Rogues *(1*)* score 1 if you have **only one** in your team. Otherwise, each Rogue scores 10 and they do not cancel each other out.



Bards *(11-14)* never cancel each other out, as their values are all different.

Shapeshifters *(?)* can copy any other card in your team, **except for Bards**, to cancel each other out. If a Shapeshifter copies a Rogue, each of them scores 10 as per the Rogue rules. Multiple Shapeshifters may copy the same card.

Finally, compare your noise scores: The player with the lowest noise score in that round collects **2 treasures** *(e.g., a 2-treasure token; make change if need be)*. In case of a tie, all players tied for lowest score 2 treasures each.

Check the current floor card if your team is eligible for additional treasure.

Example: *You let your Shapeshifter copy the 3-Mage, so you collect two additional treasures for the current floor.*

Your noise score is 4 + 0 + 0 + 2 = 6.

End of Round

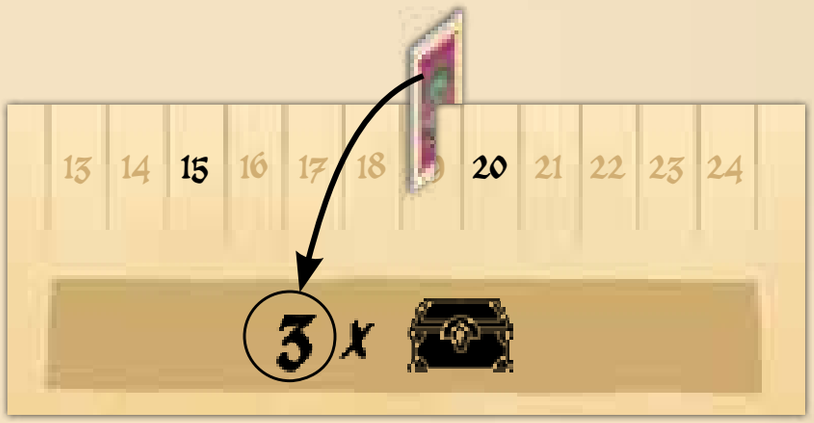
After collecting treasure, each player adds their noise score to their total by marking it with their guild token on the **noise tracker**.

Unless the game is over *(see next section)*, return all adventurer cards to the deck and proceed with the next round, going through steps 1-6 again, as described on page 4.

End of Game

Normally, the game ends at the end of **round 5**, but if a player's total noise ever reaches or exceeds the end of the track *(space 48, marked)*, they have woken up the wizard and the game ends immediately!

In either case, players collect **bonus treasure** for their guild token's position on the noise tracker at game end, as depicted below the spaces.



Example: *Your guild token is on space 19, so you collect 3 bonus treasures at game end.*

The player with the most total treasure wins. In case of a tie, the tied player with the lowest total noise breaks the tie. If still tied, enjoy your shared victory!

Note: Players who reach or exceed space 48 on the noise tracker are not eligible to win! *(In his fury, the wizard vaporizes their team with his wand.)*

Credits

Designer: Bethany Linder
Illustrations: Bethany Linder, Nele Diel
R&D: Grzegorz Kobiela
Graphic Design & Layout: Nele Diel, Andrea Kattnig

Thanks from the designer:
I'd like to dedicate this game to my Uncle Bill *(disability rights activist, Paralympic gold medallist, and excellent tree frog impersonator)*, who encouraged me to try to get this game published. I'd also like to thank everyone that playtested the game over the years, including those who spent hours playing this game in the Sixth Form common room instead of doing their homework back in 2015 - I'm sorry if it affected your grades.

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