QUAZO'S GAMBIT

Rulebook

0. The Bounty

In the mystical, unimaginably distant land of Avalon, the people are ruled by a monarch chosen on the basis of wealth. Each time the kingdom's ruler passes on, the one who succeeds them must prove their wealth with 21 Crown Jewels.

This year, however, the jewels were stolen.

This wouldn't normally bother a drunk, gambling-addicted, debt-ridden adventurer like you, but the infamous loan shark known as Quazo, has put a bounty on those jewels. Find them and all your debts shall be forgiven! Or so Quazo says.

But who can trust that greedy owl?

In *Quazo's Gambit*, choose a character and compete against three other players to store as many jewels as possible in your section of Quazo's bank within 10 rounds. But beware, even after you've stored your jewels in the bank, other players can still steal them back and claim credit for your deeds!

1. Components

This game is comprised of
- **1** Board
- **1** Golden Jewel
- **3** Dice (2 D6 and 1 D4)
- **4** Characters
- **4** Character Profile Cards
- **12** Mana Tokens
- **20** Red Jewels
- **56** Tiles
- **1** Round Counter
- **1** Safe Box token for the round counter

The Board is made up of 4 static **Spawn** Tiles (white and black), 4 static **Bank** Tiles (yellow, containing a picture of Quazo).

The 12 **Mana Tokens** are made up of 4 x 3 Character-specific mana points: **Bell**, **Lily Pad**, **Cloud**, and **Water Droplet**.

The 56 Tiles are composed of 4 x 14 **Biome** Tiles.

The 4 different Biomes are **Water**, **Sky**, **Swamp**, and **City**.

2. Picking Your Character

Players must decide between themselves who plays which character **before** setting up the board.

The **Cat** is home to City Tiles, the **Frog** is home to Swamp Tiles, the **Swan** is home to Sky Tiles, and the **Fish** is home to Water Tiles.

The tiles a character synergizes with, are that character's "**Domestic Tiles**," and all other tiles are referred to as "**Foreign Tiles**."

More Details:
Mana Tokens (1): Mana tokens are character-specific. The Cat's mana token is the bell. The Frog's mana token is the lily pad. The Fish's mana token is the water droplet. The Swan's mana token is the cloud.

3. Setting up the Board

First: **shuffle** the Biome Tiles and place them face up on the board, so that there are no empty spaces.

Second: Place 1 Jewel per any **marked** Biome Tile. The marked tiles have a faded Jewel in their centers.

The golden jewel is not on the board at game start, but it appears at the start of round 6.

More Details:

Character Profile Cards: Keep your character's Profile Card in your possession for the entire duration of the game.

Mana Tokens (2): Keep your character's mana tokens nearby, so that you may place them on your character's profile card when you earn one.

4. How To Win

The game ends when each player has completed **10 turns** (End of round 10).

At the end of the 10th round, the player with the most jewels in the bank **wins**.

Red Jewels are worth **1** Jewel each.

The Golden Jewel is worth **7** Red Jewels.

More Details:

Tie Breaker: If two or more players tie for jewels stored in the bank, they will then compare how many extra Jewels they have in their Inventory (not stored in the bank). The Player with the most inventory Jewels wins the tie. If Inventory Jewels are also tied, the players compete for the highest dice roll (1D6), best out of three.

5. Getting Started/Movement

The player who starts the game is determined by having every player compete for the **highest** dice roll (1 D6).

From there, the players rotate **clockwise**.

Each player can move **up to 3 times** in a turn. When a player's third movement lands them on a Domestic tile, they gain **3 extra movements** (Just once per turn).

At the start of every turn, gain a player-specific **mana token** guaranteed. In addition, roll a D6. Rolling a **1** or a **6** grants an additional mana token.

Collect Jewels from the board or by winning them in battles, or bank robberies.

More Details:
Movement: Players can move left, right, up, or down, but not diagonally. Players can choose to end their turn whenever they wish, they do not have to consume all three movements. However, when ending your turn on a Domestic Tile before using 3 movements, you do not gain 3 extra movements.
Collecting Jewels: Players collect jewels by passing or landing on the tiles they occupy. Abilities that involve teleportation/"jumping" to other tiles do not collect jewels on any tiles passed (Just collect the one you landed on with your ability).
Inventory: Your Inventory is your spawn tile, and it is an out-of-bounds space on the board. Players cannot pass over your inventory (or spawn tile) to steal your jewels. Additionally, you cannot pass over your spawn tile either once the game has begun.
Mana Tokens (3): Each player can only hold a maximum of three mana tokens at a time. The cost of using any ability is also three mana tokens.
**Round Counter**: Once the first player starts playing, round 1 begins, when everyone has played one turn, it starts the next round (Move the safe token on the time counter so you can keep track of the round you´re in). The game starts with the first player and ends with the last player on the rotation so that every player has played 10 turns.

6. Banking Your Jewels

Every player has their own section of the bank. This is determined by the number on your spawn tile.

To **deposit** your jewels in the bank, you must enter **your** section of the bank. After storing your jewels, your turn ends and you remain in the bank until your next turn starts.

You can store as many jewels as you wish, up to the number of jewels in your Inventory, but you do not have to store them all.
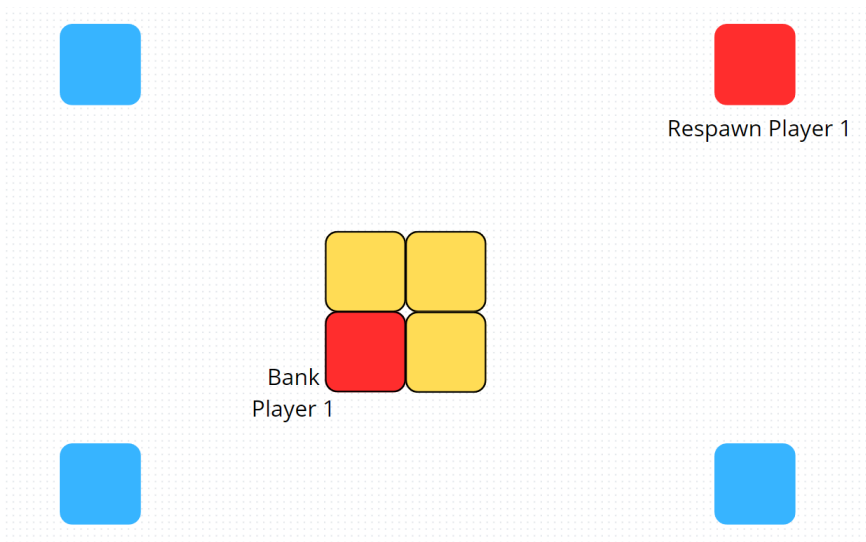
More Details:

Entering the Bank: Entering your bank consumes movement points. For example, if you are 3 adjacent to your bank, then you enter on the third movement. If you are 4 tiles away, your turn will likely end with you adjacent to your bank. Additionally, you CANNOT enter the bank with 0 Jewels in your Inventory.

Leaving the Bank: You MUST leave your bank at the start of your next turn. You are not allowed to remain in your bank for longer than 1 turn after depositing jewels.

Entering Opponent's Banks: Under no circumstance are you allowed to enter an opponent's bank, even from within your bank.

7. Battling Other Players

Any player can battle another player to **steal** their Inventory jewels.

You can only battle one player per turn and once per turn. During a battle, both players **roll 1 D6** and the player with the **highest roll** wins.

When a battle takes place on one player's Domestic Tile, that player **rolls with advantage**.

Upon winning a battle, steal the **lower half** of the jewels in your opponent's inventory.

You can only battle another player while you are on the same tile.

Battling is always your final action and ends your turn.

More Details:
Rolling with Advantage: When one player receives advantage from battling on their Domestic Tile, they roll 2 D6 and pick the highest roll out of the two dice.
Tie Battle: In the event of tied rolls, the defender wins the battle.
Defender Victory: When a defender wins the battle, nothing happens and the game goes on. The defender does not steal jewels from the attacker.
Multiple Players on Same Tile: Multiple players can occupy the same tile, but only two players can battle at a time. All battles are 1v1.
Battle Cooldown: If you battle any player, you must wait one full round before attacking the same player again. But you can battle a different player in your next turn.
Attacking back: A player that has been attacked by another player can attack that player back when their turn comes. **Ex:** Fish, Cat and Swan are on the same tile. Fish attacks Swan. Now it's Swan's turn, so Swan attacks fish back. Now it's Fish's turn again so Fish attacks Cat as it has a cooldown over Swan.
Limited Actions: You can not battle a player and attempt a bank robbery on the same turn and vice versa. (See bank robbery section)

8. The Golden Jewel

The golden jewel spawns at the start of round 6, before Player 1 moves.

The Golden Jewel spawns on the corner tile closest to the **losing player's** bank.

No player can move after collecting or stealing the golden jewel.

When a player has the Golden Jewel in their Inventory, they no longer gain any **extra movements** from landing on Domestic Tiles.

More Details:

The Losing Player: The losing player is the player with the least total amount of Jewels (combined bank and Inventory Jewels). When two or more players are tied for the least amount of jewels, they roll 1 D6 and the player with the highest roll wins the Golden Jewel spawn.

Spawn Pattern: The losing player chooses which (of the two) border corner tiles to place the golden jewel on.

Occupied Tiles: The Golden Jewel cannot spawn on a tile occupied by a player. If a corner tile is occupied, it must spawn on the next corner tile closest to the losing player's bank. If both are occupied, it spawns by the next losing player's bank instead (The player with the 2nd least total amount of jewels).

Using Abilities with the Golden Jewel: Players CANNOT use movement-based or movement-buffing abilities while carrying the Golden Jewel. All other abilities are usable. In addition, the Cat's *Stealth* ability makes it so that when active, the cat can only move 2 spaces while holding the Golden Jewel.

9. Robbing Players' Banks:

To rob another player's bank, occupy one of the two bordering tiles of their bank section and **roll doubles** (2 D6).

You have two free attempts to roll doubles, and if you wish to continue rolling, you must **gamble** your jewels.

Gambled jewels are redistributed throughout the board by rolling 1 D4.

If you rob successfully, you gain the **lower half** of the jewels in the opponent's bank.

You cannot move after robbing.

More Details:

Player Occupied Banks: You cannot rob a bank that has a player inside. If you wish to rob it, you must wait for that player to leave at the start of their next turn.

Gambling (Cont'd): You can only gamble to continue rolling with the jewels in your Inventory, and 1 Jewel = 1 roll attempt. If you win your gamble, you keep the jewel(s) you gambled. If you lose, you must roll the 4-sided dice.

Redistributing Gambled Jewels: Based on the roll you get with the D4 (1 = City Tiles; 2= Swamp Tiles; 3 = Water Tiles; 4 = Air Tiles) pick any tile on the board that previously held a jewel and place the gambled jewel on it.

10. Special Abilities

Most pertinent information on character-specific abilities can be found on the character profile cards.

As a general rule:

1) **Does** or **Does Not Consume** movement points determines whether you can move before **or** after using an ability. If an ability **Does Consume** movement points, you cannot move before nor after using it.

2) Movement-based abilities **cannot** be used while holding the Golden Jewel.

3) Abilities that have a **round-based** duration last until it is the ability user's next turn. For example, if Mud Trap is activated during the Frog Player's turn on round 4, it ends at the start of the Frog player's turn on round 6.

AI Art Disclosure: The following assets were created through the use of Generative AI. We do not in any way claim credit for their creation and we understand that the use of Generative AI to make art is disparaging to the hard work of real artists. However, to fit the time and budget constraints of this project, we chose to leverage AI for many of our assets. (Any Assets not listed were created by our team or found as free images on the internet).

Below are the assets we created through AI and the prompts we used to create them.

The following were created through Microsoft Co-Pilot.

1. **Air Tile**: Create a Dark Fantasy style sky
2. **Swamp Tile**: Create a Dark Fantasy style swamp

The following were created Through Midjourney AI.

3. **Water Tile**: an underwater jet stream flowing between kelp beds, blue, bubbles floating nearby, dark fantasy style
4. **City Tile**: a cobblestone road going between two buildings in a dark fantasy style city
5. **Red Jewel**: small red cartoon gem token with a white background
6. **Bank Tile (Quazo)**: a hybrid creature with the slim body of a goose and the large head of an owl, and a top hat, sits at the counter of a bank looking down at the camera, it extends its bird wings menacingly over the counter like a nightmarish version of the monopoly man, behind the hybrid bird is a large bank vault door, all in the style of dark fantasy, low, warm lightin
7. **Golden Jewel**: a gold/amber gemstone with a white background, cartoonish style
8. **Water Droplet Mana Token**: a simple cartoon token of a water droplet with a wave inside on a white background
9. **Cloud Mana Token**: a cartoon style cloud token, white background, simple, gusts of wind under it

10. **Bell Mana Token**: a cartoon bell token, with a string through its loop
11. **Lilypad Mana Token**: a cartoon lilypad token, white background
12. **Cat Character Profile**: headshot of a dark grey cat mage with big yellow eyes and a wizard hat, wearing a robe around his shoulders, hyper realistic, white background, dark fantasy
13. **Frog Character Profile**: headshot of a toad assasin, wearing a long cape around his shoulders and a hood over his head, his eyes glow dark red, hyper realistic, dark fantasy, on a white background
14. **Swan Character Profile**: headshot of a medieval swan warrior wearing aviator's goggles and a tall hood, hyper realistic, dark fantasy genre, white background
15. **Fish Character Profile**: headshot of a muscular blue royal fish warrior with a gold headpiece, two long whiskers, and a leather shoulderstrap, hyper realistic, dark fantasy, white background