Preparation
Take the 2 Wizard cards (**Jokers**) and set them on the play area to the side. These represent your life-points. Next, take 4 Spell cards for each element (**suit**). They will be your starting hand.
Take all the Creatures (Barriers (**Jacks**), Beasts (**Queens**), and Demons (**Kings**)), shuffle them, and put 6 of them face down in a row on the table. These are the 6 elemental creatures you must defeat to win the game.

Eliminate all of the remaining Creatures from the game without looking at them.

Shuffle all other remaining cards (Minions (**9&10**) and Spells (**suits**)) and put 4 of them face down on top of each of the 6 Creatures. These cards represent the creature's spells. You have created 6 groups of 5 cards.

Goal
To win you have to eliminate all 6 Creatures within the 6 groups of cards.

Characteristics
All creatures in SoloQuest are defined by two characteristics: Life-Points and Damage.

Creature	Life-Points	Damage
Wizard (Player):	3	0
Minion (**9&10**):	1	0
Barrier (**Jack**):	3	0
Beast (**Queen**):	1	2
Demon (**King**):	2	1

Turn sequence
1. Choose one group of creatures to attack.

2. Play all the spell cards you wish from your hand to use against the targeted group of creatures. You can play no more cards than the number of cards in the attacked group plus one. You must play at least as many cards as the number of groups on the table minus one. If the "minimum" rule and the "maximum" rule are in conflict, the "minimum" rule prevails.

Example: on the first turn all groups are composed by 5 cards so you can play a maximum of 6 cards. There are 6 groups so you must play a minimum of 5 cards.

3. Reveal all the cards of the chosen group and play the combat. When you have played your cards and you have revealed the cards available to the Creature, the fight will be automatic.

If you **win**, eliminate the Creature and draw all his Spells. Lay down one Spell card you played, face down, on each of the remaining groups. Then you can draw up to 4 Spell cards you played, if any of them remained.

Example: you played 6 cards to attack a group of 5 cards on the first turn. In that group you found one Creature and 4 Spells. At the end of the combat you won. Eliminate the Creature from the game and draw all 4 of its Spells. Put one of the 6 Spell cards that you used, face down, on each of the 5 remaining groups and the sixth Spell card that remains back into your hand.

If you **lose** the battle and have no Life-Points remaining, then the game is over and the Creatures win.

Combat
When you have played your spell cards from your hand and you have revealed the cards of the group you have decided to attack, the combat follow an automatic process.

All Spell cards you have played, and the ones used by the Creature, have their use during the combat.

Spell Cards
- **Fire (♠SPADES)**: A Fire Spell causes one Damage. Each Damage eliminates one Life-Point.
- **Earth (♥HEARTS)**: An Earth Spell gives one additional Life-Point to the Wizard or to the Creature.
- **Air (♦DIAMONDS)**: An Air Spell gives one Speed point. The quickest between the Wizard and the Creature strike first.
- **Water (♣CLUBS)**: A Water Spell gives a Creature an additional Life-Point like an Earth spell. It gives the Wizard the chance to fight for another round.

Please note that the Water (♣CLUBS**) Spells have a different use if they are used by the Creature or by the Wizard. Only the first combat round is free, all others must be "payed" for by the Wizard using a Water (♣**CLUBS**) Spell.*

A combat is played in rounds. At the start of each round, you must determine who has the Initiative between the Wizard and the Creature to verify who strikes first. Whoever has the highest number of Air (♦**DIAMONDS**) Spells has the Initiative and strikes first. If Initiative is tied, both will strike at the same time.

Whoever has the Initiative, deals damage to the opponent by the amount of Fire (♠**SPADES**) Spells they have played. Some Creature have additional automatic base damages (they have claws, tails and teeth) to add at the damage of their Fire (♠**SPADES**) Spells. They are Demons (**Kings**) with +1 damage, and Beasts (**Queens**) with +2 damage.

When you damage the Creature, you have an exact order to follow:

1. First you assign damage to all Minions (**9&10**) Present in the group. Each Minion (**9&10**) has only one Life-Point, so the first damage point eliminates them directly. Remove killed Minions (**9&10**) from play immediately.
2. When there are no more Minions (**9&10**), the damage points are assigned to the Earth (♥**HEARTS**) and/or Water (♣**CLUBS**) Spells. Flip over these Spells face down to indicate that they have already done their function.
3. When all Earth (♥**HEARTS**) and Water (♣**CLUBS**) Spell are flipped over face down, the damage points are then assigned directly to the Creature.

When a Creature damages the Wizard, you must assign the damage points to the Earth (♥**HEARTS**) Spells that protect him first. Flip that Spell card over face down to indicate that they have already done their function and that they are not be used again in the following rounds.

The Wizard has no Minions (**9&10**) for his protection. When all Earth (♥**HEARTS**) Spell cards are flipped over, the damage points directly hit the Wizard. For each damage point that hits the Wizard you must remove one Wizard (**JOKER**) card that represent his Life-Points from the game. The Wizard (**JOKER**) cards are permanently out of play and you can't recover them later.

So you can take only 2 damage points in the game. At the third point of damage the wizard is dealt directly, you have no more Wizard (**JOKER** cards to discard, you are defeated and the game is over.

If the Wizard or Creature who lost the Initiative has survived the first strike, they now strike second.

When both the Wizard and the Creature have attacked at least once, and are both still alive, you may choose to fight another round or retire.

To fight another round, check your played Spells in the group if you have another Water (♣**CLUBS**) Spell at your disposal. If you have no more Water (♣**CLUBS**) Spells to play, the combat is over and you must retire. If you have one or more Water (♣**CLUBS**) Spells in the target group, you can decide to fight another round. Flip over one of the Water (♣**CLUBS**) Spells face down to show it has been used.

Play the following round exactly like the first. If the Wizard has another Water (♣**CLUBS**) Spell he can play a third round and so on.

If you **retire,** put one of the Spell cards you used on the targeted group and flip it over face down on the group.

If the game is not over, the player can now select another group to attack. The game continues until either the Wizard has been defeated or all 6 Creatures are eliminated.

Example: the player choose to play 2 Fire Spells, 2 Earth Spells, 1 Air spell and 1 Water spell. He reveals one group. The group is composed of: 1 Demon, 1 Minion, 2 Air Spells and 1 Earth Spell. The first round of combat begins. The Creature has the Initiative because he has 2 Air Spells. The Demon does one damage point and the Wizard must flip over one of his Earth Spells to show the damage taken. Now it's the Wizard's turn and he does 2 damage points for his 2 Fire Spells. The first damage point eliminates the Minion, that have to be immediately removed from the game. The second damage point will be absorbed by the Earth spell of the Creature. At the end the round the situation is: Wizard with 2 Fire, 1 Earth, 1 Air and 1 Water Spells remaining vs Demon with 2 Air Spells. The player has one Water Spell not already used and he can choose to retire or to continue for a second round. Obviously he is sure to win and he have to choose to remain in the fight.

At the start of the second round, the Demon wins the initiative and causes one damage point. The Wizard flips his last Earth Spell to show the damage taken. Now it's the Wizard's turn and he inflicts two damage points.
The Demon has no more Minions or Earth and Water Spells as protection and is eliminated.

The combat ends and the Wizard must draw all cards used by the Demon (except for the eliminated Minion). He must distribute 5 of the 6 Spell cards he played, putting one of them, flipped over face down, on each of the 5 remaining groups. To not remain without ammunitions, he has to distribute everything but one of the Fire Spells he used. He retakes this last remaining Fire Spell and puts it in his hand.

SoloQuest
A Solitaire card game

•Author: Piero Cioni
•Edits and Revisions: Julian "Legend" Jimenez

•Players: 1 •Age: 12+ •Time:30 minutes
•Luck: 1/5 •Memory: 5/5 •Strategy: 3/5

SOLOQUEST
A solitaire card game by Red Omega Studio.

Description
In SoloQuest, the player is a Wizard who uses his spells in battle against the creatures of the four Aristotelian elemental planes:

- **Fire (♠SPADES)**
- **Earth (♥HEARTS)**
- **Air (♦DIAMONDS)**
- **Water (♣CLUBS)**

The Wizard has been trying to evoke the magic powers that he needs for his experiments from these astral planes, but the creatures that live within these strange planes of existence do not like his meddling and try to oppose him.

Components
A SoloQuest deck is composed of:

- 2 Wizard cards (**JOKERS**)
- 8 Fire Spell cards (**♠SPADES**)
- 8 Earth Spell cards (**♥HEARTS**)
- 8 Air Spell cards (**♦DIAMONDS**)
- 8 Water Spell cards (**♣CLUBS**)
- 8 Minions cards (**9 &10**)

12 Creature cards:

- 4 Barriers (**JACK**)
- 4 Beasts (**QUEEN**)
- 4 Demons (**KING**)