SoloQuest

A solitaire card game by Red Omega Studio.

SoloQuest is a solitaire card game. The player hasn't got any opponent to beat. He has to complete the game playing with his intelligence and respecting the following rules.

Construction
SoloQuest uses 54 cards. You can create your playing deck modifying a standard poker deck or you can print the pdf files of the cards (using a color printer if possible), cut the cards and give them consistence glueing them on a piece of cardboard or using the plastic card sleeves on sell in the best game stores. Prefere using card sleeves, the cards will be protected and can be shuffled easily.
SoloQuest cards show on the corners the standard symbols of poker cards. You can also use it for traditional card games (like rummy, poker or bridge).

Description
In SoloQuest the player is a Wizard that fights with his spells the Monsters of the four aristotelian elements planes: Earth, Air, Water and Fire. The Wizard trys to evoke from this astral planes the magic power he needs for his experiments, but the creatures that live in this strange planes of exixtance try to oppose him.

Components
A SoloQuest deck is composed by:
2 Wizard cards
8 Earth Spell cards
8 Air Spell cards
8 Water Spell cards
8 Fire Spell cards
8 Minions cards
12 Monster cards: 4 Beasts, 4 Barriers and 4 Demons

Preparation
Take the 2 Wizard cards and 4 Spell cards for each element. They will be your starting hand.
Take all the Monsters (Demons, Barriers and Beasts), shuffle them and put 6 of them flipped over on the table. Eliminate from the game all remaining Monsters, without looking at them. Shuffle all other cards (Minions and Spells) and put 4 of them flipped over on top of each of the 6 Monsters. You have created 6 groups of 5 cards.

Target
To win you have to eliminate all 6 Monsters within the 6 card groups.

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

	Life-Points	Damage
Wizard:	3	0
Minion:	1	0
Barrier:	3	0
Beast:	1	2
Demon:	2	1

Turn sequence
Choose the group to attack. Play all the cards you want use against it. 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.

Reveale all the cards of the choosed group and play the combat. When you have played your cards and you have revealed the cards available to the Monster, the fight will be automatic.
If you **win**, eliminate the Moster and draw all his Spells. Lay down one Spell card you played, flipped over, on each 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 Monster and 4 Spells. At the end of the combat you won. Eliminate from the game the Monster and draw all 4 Spells used by him. Put one of the 6 Spell cards you used, flipped over, on each of the 5 remaining groups and retake on your hand the sixth Spell card. Choose well the cards to put down and the cards to retake. Also, try to remember which card you have put on each group.
If you **retire** put one of the Spell cards you used on the group and flip it over again.
If you **lose** the game is over and the Monsters win.
If the game is not over, the player can now select another group to attack. The game continue until the Wizard will be beaten or all 6 Monsters are eliminated. Don't worry if you have to attack the same group several times. After a first attack concluded by a retire, the player knows exactly the Monster's cards and can attack him with the correct cards mix again or later.
If you attack a lot of different groups, retiring everytime, you can forget the cards they have. Sometime it happens that you don't have the correct combination of cards you need to win a fight and that you have to attack another group to look for new cards.

Combat
When you have played your cards from 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 Monster, have their use during the combat.

Fire:

a Fire Spell causes one Damage. Each Damage eliminate one Life-Point.

Earth:

an Earth Spell gives one additional Life-Point to the Wizard or to the Monster.

Air:

an Air Spell gives one Speed point. The quickiest between you and the Monster strike first.

Water:

It gives a Monster an additional Life-Point like an Earth spell. It gives the Wizard the chance to fight for another round.

Please note that the Water Spells have a different use if they are used by the Monster or by the Wizard. Only the first combat round is free, all others must be "payed" by the Wizard using a Water Spell.
A combat is played in rounds. At the start of each round you must verify who strike first. It will fight first who, between the Wizard and the Monster, have the highest number of Air Spells. If Initiative is tied, both will strike at the same time.
Who has the Initiative damage the opponent by the amount of Fire Spells he played. Some Monster have additional automatic damages (they have claws, tails and teeth) to add at the damage of their Fire Spells. They are Demons, one additional damage, and Beasts, two additional damage.
When you damage the Monster, you have an exact order to follow. First you assign damage to the Minions eventually present. Each Minion has only one Life-Point, so the first damage point eliminate him directly. Remove killed Minions from play immediatly. When there are no more Minions the damage points are assigned to the Earth or Water Spells. Flip over this Spells to indicate that they have already done their function. When all Earth and Water Spell are flipped over, the damage points are assigned to the Monster.
When a Monster damages the Wizard, you must assign the damage points to the Earth Spells that protect him. Flip that Spell over to indicate that they have already done their function and that they are not be used again in the following rounds. The Wizard haven't got Minions for his protection. When all Earth Spell are flipped over, the damage points hit the Wizard. For each damage point that hit the Wizard you have to remove from the game one Wizard card that represent his Life-Points. The Wizard cards are permanently out of play and you can't recover them lately.

So you can take only 2 damage points in the game. At the third damage point you suffer, you doesn't have

a Wizard card to discard, you are defeated and the game is over.
Who lost the Initiative, if he has survived, strike second.
When both the Wizard and the Monster have striked you have to choose if going on with the fight another round or not. Check if you have another Water Spell at your disposal. If you have no more Water Spell the combat is over and you must retire. If you have Water Spells, you can decide to fight another round. Flip over one of the Water Spells to show it has been used.
Play the following round exactly like the first. If the Wizard have another Water Spell he can play a third round and so on.

Example: the player choose to play 2 Fire Spells, 2 Earth Spells, 1 Air Spell and 1 Water Spell. He reveale one group. The group is composed by: 1 Demon, 1 Minion, 2 Air Spells and 1 Earth Spell. The first round of combat begin. The Monster 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 is 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 immediatly removed from the game. The second damage point will be absorbed by the Earth Spell of the Monster. 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 win the Initiative and cause one damage point. The Wizard flip his last Earth Spell to show the damage taken. Now it's the Wizard's turn and he cause 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, on each of the 5 remaining groups. To not remain without ammunitions, he have to distribute everything but one of the Fire Spells. He retake in his hand this remaining Fire Spell.

Notes
1) Remember that, after distributing one card on each of the remaining groups, you can redraw on your hand up to 4 cards you have played and remained after the distribution. If more than 4 cards remain you must discard the cards in excess.
2) Try to remember the cards you distributed on each group and, if possible, try to give each group the same type of spell. You will have a little advantage in your following combats.
3) Don't worry if you lose your first game. As in all solitaire game, to win is not easy.
4) If you find the game to difficult you can change the Monster characteristics or enlarge the number of cards you caqn play against each group.

SoloQuest
Solitaire card game
Author: Piero Cioni
Players: 1
Age: 12+
Time: 30 minutes
Luck: 1 out of 5
Memory: 5 out of 5
Strategy: 3 out of 5

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