



IDUO
QUEST

Instruction Booklet

Welcome to Duo Quest!

The objective of this game is to defeat monsters by answering questions about each other and matching your answers. Seek out monsters to defeat where your bond is your strongest weapon!

In this box you will find:



1x Playmat



1x Instruction Booklet



1x Player Character Card



10x Player Skill Cards



1x Git Gud Dummy Monster Set



1x General Bodger Monster Set



1x Hydra-Social Monster Set



1x Ratpocalypse Monster Set



1x Noit Celfer Monster Set



3x Health Tracking Tokens



2 x Blank Whiteboard Cards

Monster Sets

To start playing, choose a **Monster Set!**



Git Gud Dummy

Theme:

"Get to know you" Questions



Ratpocalypse

Themes:

Pets, Household, Childhood, Family



General Bodger

Themes:

Hobbies, Food, Fashion, Music



Noit Celfer

Themes:

Relationships, Values & Beliefs, Life & Death, Fears



Hydra-Social

Themes:

Sports, Travel, School, Friends

Each deck has different question themes which will test your bonds!

In each Monster Set you will find:



1x Monster Character Card



Player Deck (35 x Player Cards)



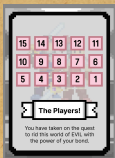
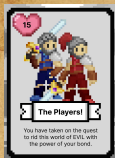
Monster Deck (10x Monster Cards & 5x Monster Wild Cards)

Note: If you mix up the Player Cards, you can always use the Themes on each card to know which Monster Set it belongs to!

Types of Cards

Character Cards

Monsters and Players have Character Cards, where Monsters' Unique Skills last the entire game.



Monster Name
Unique Skill

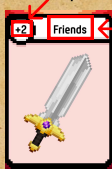


Player and Monster Health are shown in the heart!

Player Cards and Monster Cards

There are **4 different kinds of question cards** shown by their respective symbols as seen below:

Power Up Value



Attack
Damages HP



Defence
Reduces Attack



Heal
Replenish Health

Monster Power Up



Monster Power Up Value

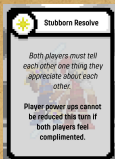
Monster

Answer Cards

These are blank cards that you can use a whiteboard marker to write your answers on.

Feel free to use your own piece of paper, your phone, or just answer each other verbally! Play it however you want!

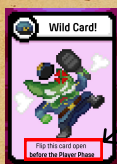
Special Cards #1: Player Skill Cards



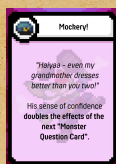
You will also be given **10 Player Skill Cards** that you will need to shuffle into the Player Deck!

“Player Skill Cards” are special cards that will give you a leg up against Monsters if you fulfill the conditions! **These cards cannot be taken by the monster even if you fail the condition!**

Special Cards #2: Monster Wild Cards



Play Instructions



“Monster Wild Cards” are special cards that are unique to each Monster.

Take note of the card **play instruction!** Some cards require you to flip them at the start of each round, while others require you to flip them only after the Player Phase (after Players have answered questions).

Special Cards #3: Bonus Cards (in Player Decks)

Bonus Question Value



Bonus cards have two questions and are identified by two value bubbles. Answer correctly for full value; one correct earns only the bigger bubble's value.

Note: If both are wrong, the Monster steals the full power-up value.

Setup

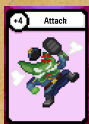
1 Place the Monster Character Card with the health showing



3 Place the top card of the Monster Cards here



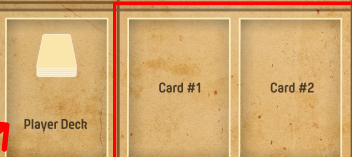
2 Place all Monster Cards question side down!



4 Put the Player Character Card here with health showing



5 Shuffle in the Player Skill Cards with the Player Cards and place them here



1+1 STUDIOS



6 Place 6 Player Cards question Side down

Note: After step 6, you can proceed to "Gameplay!"

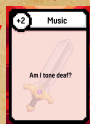


If players answers **do not match** place the Player Card in the “Monster Power Up”.

If players answers **match** place the player card in the “Player Power Up”



Monster cards “answered” will be moved to the *Monster Discard Pile*.



Player cards “answered” will be moved to the *Player Cards Played*.



Player cards “not asked” will be moved to the *Player Cards Discarded*

Refill Card #1 - #6 with the top cards of the Player Deck at the start of each Round

Gameplay

Player Phase

1. Choose who will be **Player 1** and **Player 2**.
2. Player 1, pick out **two from the six cards** in the Questions Zone (Cards #1 -#6) and read them to yourself silently. Don't let Player 2 see the two cards!
3. **Select ONE out of the two**, place it question side up in "Selected Card" and read it aloud to Player 2. The other card you didn't select goes to the Discard Pile.
4. Both players must write your answers, then show it to each other once you're both ready.
5. If your answers match, you get a Power-Up! (Move selected card to **Player Power-Up**)
6. If your answers don't match, the monster **steals your Power-Up instead!**
(Move selected card to **Monster Power-Up**)
7. Now do it again, but it's Player 2's turn!
8. After Player 2, it's the Monster Phase!

Monster Phase

1. Flip the Monster Card to see the question (this could also be a Monster Wild Card).
2. Players write their answers and show it to each other once ready.
3. If your answers match, then the Monster's total Power (i.e. from the Monster Question Card + Monster Power-Up) is halved .
4. If the Players answers do not match, then the monster will retain all Power Ups.

Battle Phase

After the player and monster phase is done, it's time to calculate the effects of the power ups!

1. Heals happen first!



Apply all heal cards first!

Note:

You cannot heal over the max health!

2. Damage Calculation

Monster Damage



Monster
Attack +4



Player
Defence +2

— **2 Damage to
Players!**

Player Damage



Player
Attack +6



Monster
Defence +4

— **2 Damage to
Monsters!**

Note: These attacks happen simultaneously! If both Players and Monsters attack, both attacks will still happen. So, just because you kill the monster, doesn't mean that it can't kill you!

Post - Battle Phase

1. Once this is all done, clear the area! In the Player Zone, move the cards from “Player Power Ups” to “Cards Played”. In the Monster Zone, move the Monster Card and Monster Power Up Cards to “Monster Discard Pile”.
2. Refill the cards as per Setup Phase until there are 6 cards face down in the Question Zone and 1 Monster Card face down.
3. Move on to the next Player Phase and repeat until Players or Monster’s health reaches 0.

Keeping Track of Health!

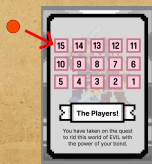
At the back of the Monster and Player Character Cards, there is a visual representation of your health!

Use the Health Tokens provided to track how much health the Monsters/Players have.

Place Health Tokens at 20 for Monsters (15 for GitGud Dummy) and 15 for Players the start of the game. Move it to the corresponding Health number as you play the game.



Monster
Character Card



Player
Character Card

Answering Questions

As the game is centered around matching your answers, you may be tempted to give hints to your partner or even act/voice out your answer. To this, we'd like to say: ***Play Duo Quest however you want!***

We want our players to play at their own pace and to have fun, but to also play with integrity and not cheat. Here's some examples of making the game more fun while answering questions:

- Play without discussing or talking about your answers. **Leave the talking for AFTER you reveal your answers.**
- Use a timer while answering questions!

Tips

Remember to think one step ahead! The type of Monster Card is shown for the next turn, so remember to leave the right cards in the Question Zone for the next turn!

Balance the use of your Power Ups! You might be tempted to always choose Attack cards, but be warned - different Monsters have different skills. So switch it up and play strategically!

Each Monster is different! Each monster has its own unique skill - remember to factor this in when planning your strategy.

Winning or Losing

The Players win when the Monster's health reaches 0.
You lose if The Players health reaches 0.


Look out for the Monster Deck! If the Monster Deck finishes, reinforcements will come to aid the Monsters and the Players will lose the game.


If both the Monsters and Player Health reach 0 in the same turn, this is considered a draw.


Thank You!


We at 1+1 Studios would like to say thank you for helping make our dream a reality. Without our early playtesters (which include you) making our game would only be a pipe dream.

Do follow us on all our socials for any updates on the board game and the video game we're developing!

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