

QUBQST

Welcome to QUBQST! QUBQST has a lot of dice to set up! See the **Sticker Guide (PDF)** on the QUBQST page on the **Game Crafter** for info on what stickers to put on which dice

GAME COMPONENTS

Bag

- The **black Bag** is used to allow things to be selected at random

Gold Pieces and Gems

- The **yellow poker chips** are used to represent **Gold Pieces**, and the **multi-coloured gems** represent **Gems** - these are the **treasures** to collect in the **catacombs**
- There are **4 Gold Pieces**. **1 Gem** is equal to **5 Gold Pieces**, so if the party needs a fifth **Gold Piece**, they can exchange them for **1 Gem**

Catacomb Cubes

- There are **10 Catacomb Cubes** in total:
 - **9 black Catacomb Cubes** showing the **caverns, corridors and chambers** to explore
 - **Paths** lead off in up to 4 directions from the **Catacomb Cubes**, joining them together
 - In the **middle** of most **Catacomb Cubes** are **coloured squares**, representing **creatures**; each colour represents a different **Creature Cube**, described below
 - **1 yellow Catacomb Cube** - the **Golden Cube**
 - The **ultimate destination** in the **catacombs**, with multiple **creatures**, and 1 way in

Creature Cubes

- There are **8** different coloured **Creature Cubes**, representing the different **creatures** that dwell in the **catacombs**:
 - **Yellow** **Kobolds** (KOB), **Goblins** (GOB) and **Hobgoblins** (HOB)
The most common creatures, but also the weakest creatures
 - **Orange** **Orcs** (AWK), **Trolls** (TRL) and **Ogres** (OGR)
Common creatures, that can be quite strong in combat
 - **Green** **Skeletons** (SKL), **Zombies** (ZOM) and **Ghouls** (GUL)
Undead creatures that mainly dwell in caverns, immune to normal attack
 - **Blue** **Oozes** (OOZ), **Puddings** (PUD) and **Gelatinous Cubes** (KUB)
Mindless wandering creatures mainly found in corridors, immune to normal attack
 - **White** **Ghosts** (GST), **Banshees** (BAN) and **Liches** (LCH)
Malevolent spirit creatures from the other side, immune to normal attack
 - **Red** **Devils** (DEV), **Demons** (DEM) and **Balrogs** (BAL)
Uncommon, powerful creatures from the fiery depths
 - **Black** **Minotaurs** (MIN), **Medusas** (MED) and **Hydras** (HYD)
Classic, uncommon and powerful creatures
 - **Purple** **Cockatrices** (COK), **Wyverns** (WYV) and **Dragons** (DRG)
Rare and powerful serpentine creatures, loaded with treasure
- At the **top right** of the **Creature Cubes** are numbers indicating how powerful a creature is:
 - This is the creature's **Hit Power** and shows how many **Combat Cubes** they roll when they are **fighting**
 - The **larger** the number the more **powerful** the creature
 - If there is a **+** underneath the number, this creature can **absorb Hit Power** during combat
 - If there is a **P** underneath the number, this creature has a **poison attack**
 - If there is a **T** underneath the number, this creature has a **petrification attack**
 - If there is a **M** underneath the number, this creature can only be harmed by **magic**

- At the **top left** of most **Creature Cubes** are coloured squares representing the **treasure** that creature has in its **cache**
- And almost all **Creature Cubes** have a side with just a **bag / box of treasure**, no creature
 - Each colour (**yellow, orange, green and white**) represents a different **Cache Cube**

Cache Cubes - see the *Normal / Magic Items Quick Cards* for full details of all items

- There are **4** different coloured **Cache Cubes**, representing the different **caches of treasure** that **creatures** possess:
 - **Yellow** **Gold Pieces** (GPS) - the most basic treasure
 - **Orange** **Gems** (GEM) - each is worth 5 Gold Pieces
 - **Green** **Normal Items** - everyday items that weaker creatures carry around
 - **White** **Magic Items** - rare and powerful items, guarded by powerful creatures
- Some **Cache Cubes** have **traps** (TRP) on them; there is a chance the **creature** may have set a **trap** to guard their treasure!

Contraption Cube - see the *Contraptions Quick Card* for full details of all traps

- If a **trap** (TRP) is **triggered**, the **red Contraption Cube** is rolled to determine what type it is

Combat Cubes

- There are **9 white Combat Cubes**, used to determine the outcome of any **fighths**
- These are **all the same**, and have **3 blank sides** (misses), **2 hit sides**, and **1 critical hit side** (worth 2 hits)

Character Cubes - see the *Character Quick Cards* for full details of all characters

- There are **3** different coloured **Character Cubes**, representing the **characters** that explore the catacombs:
 - **Red** **Warrior** (WAR) - strong and good in combat, but with few skills
 - **Purple** **Wizard** (WIZ) - weak in combat, but can cast spells
 - **Orange** **Thief** (THF) - ok in combat, can sneak, steal, disarm traps, detect secret rooms
- The sides of the **Character Cubes** show:
 - The character's **Hit Power**, shown as a number at the **top right**, with the character image
 - If they are **weak** (WEK) from poisoning / paralysis
 - Some characters also have extra sides **specific to their character**

Casting Cube - see the *Wizard's Spells Quick Card* for full details of all spells

- The **purple Casting Cube** is used by the **Wizard** to track how many **Casting Points** they have for casting **spells**

Quick Cards

- The **Quick Cards** are used so that players don't need to keep referring to these **Instructions**
- Each of the **3 characters** has a **Quick Card** summarising their **statistics** and **abilities**
- **Quick Cards** explain in more detail the **Normal Items** and **Magic Items Cache Cubes**, and **Contraption Cube**
- There are also **Quick Cards** with details of the **Wizard's Spells**, **Creasures**, and **Scoring**

OBJECTIVE

- The objective of **QUBQST** is to fight, sneak, and spell cast through the twisting **catacombs**, collecting as much **treasure** as possible, before facing the creatures on the final **Golden Cube**. Only by **defeating** these creatures can the party **complete the catacombs**, and **calculate their score!**

GAME MODES

Single player

- **1 player** can take a party of **1, 2** or all **3 characters** through the **catacombs**
- Best played with **all 3 characters**, but try with **2** or just **1** for a **challenge!**
- Attempt to **complete the catacombs** and beat your **high score!**

Multi player - Co-operative

- **2 or more players** can take a party of **1, 2** or all **3 characters** through the **catacombs**
- Best played with **3 players**, with each player controlling **1 character each**
- **Work together to complete the catacombs** and beat your **high score!**

Multi player - Versus

- Play as in **single player mode**, with each player having a party of **1, 2** or **3 characters**
- Each player **plays a full game** to try to get their party through their **catacombs**
- The player who **completes their catacombs** and gets the **highest score wins!**

SET UP

Preparing the party

- For **each character** in the party, put their **Character Cube** down on the play area with the **maximum Hit Power** side uppermost
- Hand out the **Character Quick Cards** for those characters in the party - read these to learn about the character's **skills**
- If the **Wizard** is in the party, put the **Casting Cube** with **5 Casting Points** side uppermost, and hand out the **Wizard's Spells Quick Card**
- Roll the **green Normal Item Cache Cube** and the party starts with this item

Creating the catacombs

- Take the **yellow Catacomb Cube** (the **Golden Cube**) and roll it in on the play area
- This is where the party is trying to get to, the **ultimate destination** in the catacombs!
- Put the **9 black Catacomb Cubes** in the **Bag**
- For **each character** in the party, **3 Catacomb Cubes** will be drawn out
- For 1 character, draw **3 Catacomb Cubes**, **6** for 2 characters, and **all 9** for 3 characters
- Take out and roll **1** at a time, and join it by a path to another **Catacomb Cube** (join the first 1 drawn out to the **Golden Cube**)
- When **placing Catacomb Cubes** down:
 - There has to be a **clear path** through the **catacombs**, to get to the **Golden Cube**
 - The **more Catacomb Cubes** that the party can go through the better
 - However, if a potentially **tricky Catacomb Cube** is placed down, a path can be made that gives an option of **avoiding it**
 - Paths that **don't join to other Catacomb Cubes** (**unjoined paths**) could lead to **secret rooms**, so the more of these that can be left unjoined the better
 - There are more than **60 million** ways the 10 **Catacomb Cubes** can be arranged!!!

Other Cubes

- Group the **Creature Cubes, Combat Cubes, GPS / Gems / Magic Items Cache + Contraption Cubes** together into **3 separate areas**

MOVING THROUGH THE CATACOMBS

- The party **enters the catacombs** through an **unjoined path**, normally (but not necessarily) on the **last Catacomb Cube** laid down
- Once the party have dealt with what they **encounter** on the **Catacomb Cube**, they can **move on** through a **joined path** to the next **Catacomb Cube**
- Each time the party moves from a **Catacomb Cube**, **discard** the completed cube

WHAT THE PARTY CAN ENCOUNTER...

- Look at the **Catacomb Cube** the party has entered:
 - If there is a **coloured square(s)** in the middle, the party may face a **creature!**
 - Or they may find the creature has moved on and left a **bag / box of treasure!**
 - If there is a **trap icon** in the middle then the party has triggered a **trap!**
 - If there are **unjoined paths** leading from it, these could lead to **secret rooms!**
 - If it is **empty** (nothing in the middle of it), characters can **rest** there!

CREATURES!

- If the party have encountered a **creature** (coloured square in the middle of catacomb cube):
 - Roll the appropriately coloured **Creature Cube** to determine which one it is
 - Place the **Creature Cube** on top of the current **Catacomb Cube**
 - Then decide which **character** is going to face the creature (only **1** can do this at a time)
 - Will the **Warrior** fight it?
 - Will the **Wizard** cast a spell against it?
 - Will the **Thief** try to sneak the party past?
 - If there is **more than 1 creature** (as on the **Golden Cube**), resolve **1 at a time**, and **all** will need to be dealt with before moving on
 - The creature may have already moved on and left a **bag / box of treasure** behind - if so nominate a character to open it

TREASURE!

- The party can search for **treasure** if they...
 - ... defeat a **creature** with treasure (coloured square **top left** of **Creature Cube**)
 - ... find a **bag / box** with a treasure in it
 - ... find a treasure **Cache Cube** in a **secret room**
- The party **does not have to search** if they don't choose to, for instance if they are **low on Hit Power** and fear triggering a **trap**, but if they **do choose to search for treasure**:
 - **Nominate a character** to search for the treasure
 - **This character** rolls the appropriately coloured **Cache Cube(s)** (**Gold Pieces, Gems, Magic Items, Normal Items**) to see what treasure is found!
 - If a **trap** (TRP) is triggered, the trap will affect the **nominated character**
 - If the party tries to **disarm** the trap, but sets it off, it still affects the **nominated character**

Gold Pieces Cache Cube (yellow)

- The party can get up to **3 gold pieces** (GPS) from this **Cache Cube**, or may **trigger a trap!**
- Take **yellow poker chips** to represent **Gold Pieces** found
- Remember, **1 Gem** is equal to **5 Gold Pieces**, so if the party needs a fifth **Gold Piece**, they can exchange them for **1 Gem**

Gems Cache Cube (orange)

- The party can gain **1** or **2 gems** (GEM) from this **Cache Cube**, or might **trigger a trap!**
- Any colour **Gems** can be taken, regardless of the colour of the **Gems** on the **Cache Cube**
- If you run out of **Gems** to take you are doing really well! But you will have to write your **Gem** total on a piece of paper

Normal Items Cache Cube (green) - see the Normal Items Quick Card for uses

- If the party **already has** an item that they **haven't used yet** or they want to **keep**:
 - They **do not** have to **reroll** the **Normal Items Cache Cube**, they can stick with the item they already have
 - Or they can **use it now** and then re-roll the **Normal Items Cache Cube** to get another item
- If the party choose to **reroll** the **Normal Items Cache Cube**, they cannot choose to go back to the item they had **before**

Magic Items Cache Cube (white) - see the Magic Items Quick Card for powers

- If the party **already has** a magic item that they like:
 - They **do not** have to **reroll** the **Magic Item Cache Cube**; they can stick with the magic item they already have
- If the party choose to **reroll** the **Magic Item Cache Cube**, they cannot choose to go back to the magic item they had **before**

TRAPS - see the Contraptions Quick Card for full details of all traps

- Roll the **red Contraption Cube** to see what **trap** the party has triggered if they ...
 - ... roll the **trap** (TRP) side of the **Magic Items, Gold Pieces, or Gems Cache Cubes**
 - ... enter a **Catacomb Cube** with a **trap icon** on it (nominate a character to have triggered it)
 - ... discover a **secret room** with a **trap** in it (the character finding the room triggers it)
- The **Thief** can **disarm** traps that have been triggered, and **disarm** (DSM) **spell** can do this
- Each **trap** has its own **Trap Power** (the number at the **top right**), which determines how **difficult** it is to **disarm**
- See the **Thief, Wizard's Spells** and **Contraptions Quick Cards** for more details
- If a **trap** is rolled on a **Cache Cube (Gold Pieces, Gems or Magic Items)**:
 - If the party tries to **disarm** the trap but **fails**, or if they can't disarm it anyway, then the treasure is **destroyed** when the trap is **set off**, and it **cannot be taken**
 - If the party **successfully disarms** the trap, the party can attempt to get the treasure if they choose to
 - Re-roll the **Cache Cube**
 - If a **treasure** is rolled the party can take it
 - If a **trap** (TRP) is rolled the trap is **automatically set off** and affects the nominated character who rolled the **Cache Cube** (or the whole party depending on the type of trap)
 - The party do not have to re-roll the **Cache Cube** if they don't wish to risk this

SECRET ROOMS

- **Secret rooms** can be looked for after the current **Catacomb Cube** is **resolved** (creature defeated, **treasure** rolled, **traps** dealt with etc)
- This can be done **once** for each **unjoined path** on the current **Catacomb Cube** (not including the path the party entered from)
- The **Thief** can **detect** secret rooms, and the **open spell** (OPN), or the **map item** (MAP) can also **automatically** detect secret rooms
- See the **Wizard's Spells, Normal Items** and **Thief Quick Cards** for more details
- If a **secret room** is found:
 - Put all the **Creature Cubes**, the **Contraption Cube**, the **Gold Pieces** and **Gems Cache Cubes** into the **Bag**
 - The **Magic Items** and **Normal Items Cache Cubes** can also be put in if the party wishes (however the party may already have items they wish to **keep**)
 - Draw **1** out, **roll it**, and place it next to the **path** where the **secret room** was detected
 - If the **secret room** contains...
 - ... a **treasure** then it can be taken and the party can move on
 - ... a **trap**, it has been **triggered** by the **character** detecting the secret room, so has to be dealt with before moving on
 - ... a **creature** or **box / bag** then the party has a choice of whether to enter the secret room and deal with what is in there, or simply move on
 - Take all of the cubes out of the **Bag** once the **secret room** is resolved

RESTING

- **Individual characters** can **rest** if the **Catacomb Cube** they are on is **empty**, with no **creature** or **trap** shown on it
 - Only **1 character** can rest per **Catacomb Cube**, whilst the other characters stand guard
 - That character can do **one** of these things ...
 - ... **gain 1 Hit Power** by resting
 - ... **recover from being weak** (WEK) – they recover to **1 Hit Power**
 - ... **restore 1 Casting Point** by resting (if they are a spell casting character)
 - Resting happens **before** any **spells** are cast or **secret rooms** are searched for

DEALING WITH WHAT THE PARTY ENCOUNTERS...

COMBAT!

- If a **creature** is encountered and the party decides to **fight** it:
 - Only **1 character** can fight a creature at a time; other characters have to keep back
 - The party can **no longer sneak past** once the creature has been engaged in combat
 - Remember some characters have **special combat skills** detailed on their **Quick Cards**
- One **fight** consists of several **combat rounds**; during each **combat round**:
 - Roll **Combat Cubes** equal to the current **Hit Power** of the **character fighting**
 - Roll **Combat Cubes** equal to the **creature's Hit Power**
 - **Total up** the number of **hits** the **fighting character** and the **creature** have scored
 - Remember that **critical hits** are equal to **2 hits**
 - Whoever has **scored the most hits** wins the **combat round!**
 - The **loser** has to **discard Combat Cubes** equal to the **difference** in the number of **hits**
 - So if the **winner** scored **4 hits** and the **loser** scored **1 hit**, then the **loser discards 3 Combat Cubes** (4-1=3)

- Carry on like this until the **fight** is over, when the **creature** or the **character** loses **all their Combat Cubes**, and is **defeated!**
 - If the **creature is defeated**, it is **killed** and any **treasure cache** it has can be taken – remove the **Creature Cube** from the **Catacomb Cube**, and the party can **continue on**
 - If the **character is defeated**
 - They **lose 1 Hit Power** (put their **Character Cube** with the correct side uppermost)
 - The party must then decide which **character** will now **face the creature**

Absorb Attack

- If there is a **+** symbol underneath the **creature's Hit Power**, it can **absorb Hit Power** from the **character fighting** it during combat
- Each time the **character** has to **discard a Combat Cube**, add it to the **creature's Combat Cubes** instead, making the creature **even more powerful!**

Poison Attack

- If there is a **H** symbol underneath the **creature's Hit Power**, it has a **poison attack** it can use in combat
- If the **creature wins** the fight, the **character fighting** is **poisoned**, and must turn the **weak** (WEK) side of their **Character Cube** uppermost - follow rules for being **weak** below

Petrification Attack

- If there is a **P** symbol underneath the **creature's Hit Power**, it has a **petrification attack** it can use in combat, to turn a character **rock solid!**
- If the **creature wins** the fight, the **character fighting** is **petrified**, and must turn the **weak** (WEK) side of their **Character Cube** uppermost - follow the rules for being **weak** below
- In addition, any **Normal Items** or **Magic Items** that the party have are also turned to stone, and must be **discarded**

Attack Resistance

- If there is a **R** symbol underneath the **creature's Hit Power**, it is **resistant to normal attacks**, and can only be attacked with **magic**
- Only **spells, magic items, or characters** whose **normal attack is magical** (such as the **Wizard**) can harm these creatures

SNEAKING PAST / STEALING FROM CREATURES

- Instead of getting into a **fight**, the party can **sneak past creatures**
- This cannot be done on **Catacomb Cubes** with **more than 1** creature (eg the **Golden Cube**)
- Done on **1st entering** the cube, not if the creature has **already been engaged** in some way
 - The **invisibility spell** (INV), and the **cloak of invisibility** (CLK) allow the party to do this
 - The **Thief** also has the skills to **sneak** the party past creatures, and **steal** their treasure
 - If the party sneaks successfully, they cannot look for **secret rooms** on this **Catacomb Cube**
 - See the **Wizard's Spells, Magic Items, and Thief Quick Cards** for more details

EVADING COMBAT

- The party can **evade a creature** to get past **without** defeating it
- This cannot be done on **Catacomb Cubes** with **more than 1** creature (eg the **Golden Cube**)
 - To evade, the party must have **already engaged the creature** in some way, either by **fighting** it but **losing**, or trying **unsuccessfully to sneak past**
 - To evade, **1 character** has to **lose 1 Hit Power** holding off the **creature** as the party escapes
 - This character is **not affected** by any **post combat attacks** the **creature** has such as **poison** or **petrification**
 - The party must move **straight** to the next **Catacomb Cube**, without searching for **treasure** or **secret rooms**

SPELLS

- The **Wizard** can cast **spells** to deal with **most situations** in the **catacombs**
- Only **1 spell** can be cast at a time, but as long as the **Wizard** has **Casting Points** they can carry on casting spells
- Spells **don't always work**, and sometimes work **without costing Casting Points!** See the **Wizard Quick Card** for details on how to cast spells
- Spells are cast at **different times**, as indicated on the **Wizard's Spells Quick Card**
- See the **Wizard Quick Card** and **Wizard's Spells Quick Card** for more details

LOSING AND WINNING...

LOSING HIT POWER

- If a **character** loses their **last Hit Power point**:
 - They can be **resurrected** if the **heal** (HEL) **spell** is cast on them **before** the party moves to the next **Catacomb Cube** – they are then **weak** (WEK), see the rules for being **weak** below
 - Otherwise they are **dead**, and it is **game over** for them!
- The **rest of the party** can continue on with the **quest**

WEAK!

- If a **character** becomes **weak** from being **poisoned, petrified** or **resurrected**:
 - They place their **Character Cube** with the **weak** (WEK) side uppermost, and are on just **1 Hit Power**
 - They are **carried along** by the party, and can take **no part** in the game until **recovered**
 - If they are the **only character left** then they are **dead**, and it is **game over** for them!
- Characters can **recover** from being **weak** by:
 - Having the **heal** (HEL) **spell** cast on them
 - Using the **antidote** (ANT) normal item before discarding it
 - **Resting** on an empty **Catacomb Cube** (see rules for **resting**)

- When **recovered** from being **weak**, a **character** is left on **1 Hit Power**, turn this side of their **Character Cube** uppermost

COMPLETING THE CATACOMBS

- If the party manage to get to the **Golden Cube**, they must **defeat (not sneak past) all** of the **creatures** there in order to **conquer the catacombs!**
- Even if only **1 character survives** to the end, the party has still **completed the catacombs**
- Once completed, the party can work out their **score** – see the **Scoring Quick Card** for details
- Don't worry, the party won't survive to get to the **Golden Cube** every time, it's not easy!