

2-5 Players, Age 8+, 5-10min [[SPREADSHEET](#)]

PREMISE: You're apprentices to great adventurers. This is your final test to join their heroic ranks. You and your fellow classmates must race through quests and win gold stars!

SETUP: Shuffle the quest cards into a single **quest deck** and place it in the center of the play space, face-down. Set aside space in the middle of the play area for a **discard deck**. Each player should have space for her **run** and a separate space for her **collection**. Deal one **mentor card** to each player at random and keep them visible to everyone.

PLAY: On your turn, **draw** a card and keep it visible to everyone. This card begins your current **run**. You may draw again or **pass**.

- If you draw again and the next card has an equal or higher number, add that card to your set. Your turn continues. You may draw again or pass.
- If you draw again and the next card has lower number, you **bust**.
- After passing, add the cards from your run to your **collection**. Your turn is over.
- After busting, discard the cards from your set. Place discarded cards face down in a separate deck. Your turn is over.

Players each take turns, continuing clockwise until the round ends. The round ends when the quest deck has no more cards.

SCORING: At the end of the round, earn a gold star for each gold star icon on the quest cards in your collection. Your mentor also awards extra one, two, or three gold stars for each collected quest card of a particular type.

BETWEEN ROUNDS: Shuffle all the cards into a new quest deck.

OPTION: SPECIAL EFFECTS: With very young players, you may wish to ignore special effects and introduce them after the basic game is understood.

- **IMMEDIATE** effects occur as soon as the card is drawn. You have the option of following the instructions on the card or ignoring them and continuing your turn.
- **END-OF-DECK** effects occur as soon as the quest deck runs out. You must follow those instructions.

END OF GAME: The game continues until each player has had the first turn of a new round.

VICTORY: The player at the end of the game with the most gold stars wins. Some quest cards also offer gold stars by themselves, so count those too!