

# HACK & SLASH™

## SOLITAIRE RULES

Chase a high score as you race to complete quests before they're gone!

Set up the game normally. Leave space to the right of the face-up Quest cards for a discard pile. Take your eight adventurer meeple.

The game plays according to the normal rules, EXCEPT that the quest cards move toward the discard pile as the game progresses. The quest card closest to the draw pile is in space 1, the middle card is in space 2, and the card closest to the discard pile is in space 3.

- Each time you SUCCEED and take a Quest card, the remaining Quest cards shift to the right to fill the gap, and a new quest is turned over and placed in space 1. If you take the card from space 2, for example, the card in space 1 moves into space 2, and a new card is placed in space 1. If you take the card in space 1, the other cards do not shift.

- Each time you FAIL to meet the goal on your chosen quest card, the card in space 3 is placed in the discard pile. The cards in spaces 1 and 2 shift to the right, and a new quest is placed in space 1.

The **Brag at the Tavern** card does not move toward the discard pile with the other Quest cards. It remains available for the duration of the game.

If the draw pile is empty, no new Quests appear, but the game is not over! The existing quest cards continue shifting to the right as described above.

The game ends when (a) you have no adventurer meeple at the start of your turn, or (b) when all Quest cards (other than **Brag at the Tavern**) have been either claimed or discarded.

Add up the rewards in your score pile to find your score. Try to beat your previous best!



DRAW

1



2



3

DISCARD

