Heroes and Rogues, Out for Gold:

In the realm of Clannoxia there are stories of treasures beyond your wildest dreams off in the wilds beyond the civilized lands. But these areas are treacherous and filled with monsters, barbarians, and natural obstacles. You are determined to discover these treasures, but you can't acquire them yourself. You must put together a team of skilled adventurers to accompany you on your journey and share in the spoils.

So you head off to the local inn to see who you can recruit. But it seems you aren't the only one there with the same idea. You must work to assemble the best possible team for the job.

Amidst the crowd at the inn you see a rowdy variety of Dwarves, Elves, Gnomes, Halflings, Humans, and Orcs. You think you can find a team of adventurers amongst them, but the various races that inhabit Clannoxia are a bit finicky. In order to create the strongest, most reliable team possible you know that the members will need to be either the same race or have the same elemental affinity.

But be aware; there are others at the inn tonight with the same goals in mind. So, do you take the time to build the strongest team possible? Or do you quickly assemble a team that will still be able to recover treasure, just maybe not as much, but get there before anyone else. Each character has a set amount of treasure he or she will be able to bring back from your adventure and your job is to build the team that will bring back the most. But if someone else builds a team before you they may get the treasure first, so maybe a weaker team that you can assemble quicker is the way to go. Will you have a team of Heroes or Rogues?

Heroes and Rogues, Out for Gold is a micro action-selection and set-collection game with a bit of deduction thrown in for good measure. It's for 2-4 players and one round takes 10-15 minutes. It can be played for one round or several and scores tallied.

In this game 2-4 players compete to create a team of adventurers by choosing actions from character cards that are available on the table. Selecting a character from the face-up choices in the center of a table is done by exchanging one card from your hand with one on the table. Then the action of the character that was selected is taken and the character removed from the player's hand is placed face-down on the table. The object is to build a team of character cards with the same Elemental Affinity (color) and/or Race (symbol or suit) in your hand.

Components:
18 Cards:

- Elements: Red Fire, Blue Water, Yellow Air, Green Earth, White Light, Black Dark
- Races: Dwarves, Elves, Gnomes, Halflings, Humans, Orcs

Setup:
Shuffle all 18 character cards. Deal 6 character cards in the center of the playing area (three face up and three face down) and the remaining character cards equally amongst the players.

Randomly determine a starting player.

Object:
The object of the game is to complete a team (hand of cards) of the same Elemental Affinity (color) and/or Race (symbol or suit). The first person to complete a full team of characters that match the requirements for that number of players wins.

In a 4 player game the player must complete a team of three characters of matching Race or three matching Elemental Affinities.

In a 3 player game the player must complete a team of three characters of matching Race of Elemental Affinity, plus a fourth character that matches the Race or Elemental Affinity of one of the other character in his hand.

In a 2 player game the player must complete two teams of three characters of matching Race or Elemental Affinity. These teams may overlap (i.e. five characters may be used to make the two teams, not necessarily all six characters).

Each character is able to retrieve a certain amount of gold based on its Race (suit/symbol), Elemental Affinity (color), and Character Class (action).   Teams are worth anywhere from 14-21 points.

Gameplay:

Beginning with the starting player and proceeding clockwise players take turns recruiting a character from the available character cards in the center of the playing area. Only face-up characters are available to recruit. To recruit a character a player must take the character card into their hand and replace it with a different character card from their hand, face-down. They may then take the action on the character card they picked up.

If at any time there are one or zero face-up character cards, the current player *may* turn all of the character cards face-up before recruiting a character and taking an action.

If a player's characters meet the end-game team requirements at the *end* of their turn they **must** announce that they are "Ready To Quest". They must keep that team complete until the beginning of their next turn.

Each character card has a back that can give players a clue as to what kind of character it is. There will be two sets of information on the card backs; colored petals that will show the elemental group (Fire/Water/Air or Earth/Dark/Light) and symbols that show the Race (black Halflings/Gnomes/Humans or white Dwarves/Orcs/Elves).

End Game:

The game ends when one player has team of characters that meets the winning requirements for the number of players at the BEGINNING of their turn. At this point a player may choose to take another turn (potentially increasing their score, or extending the game). If they take another turn the game continues. If a player received a scoring hand as the result of another player's Action they do not have to announce "Ready to Quest" and may still score at the beginning of their next turn if they are able.

- In a 4 player game the player must complete a team of three characters of matching Race or three matching Elemental Affinities.
- In a 3 player game the player must complete a team of three characters of matching Race or Elemental Affinity, plus a fourth character that matches the Race or Elemental Affinity of one of the other characters in his team.
- In a 2 player game the player must complete two teams of three characters of matching Race or Elemental Affinity. These teams may overlap (i.e. five characters may be used to make the two teams, not necessarily all six characters).

Scoring:

Each character is worth a number of points based on the Element, Race, and Character Class. Only characters used in completed teams are scored, characters used in two teams are only scored once. The winner is the player with the team able to collect the most gold. Players can play multiple rounds and sum the scores of each round.

Notes:

In the rare event that a player is dealt (or receives from other players) a complete set at the start of the game they must take at least one turn. I.e. a player cannot win at the beginning of their very first turn.

Three alternate Thief and Mage cards may be swapped with the standard Thief and/or Mage cards for testing.

Races

- Dwarves –
- Gnomes –
- Humans –
- Elves –
- Halflings –
- Orcs –

Elemental Affinities

- **Blue – Water**
- **Red – Fire**
- White – Light
- **Yellow – Air**
- **Green – Earth**
- **Black – Dark**

Character Classes (Actions):

- Thief - Swap 1 character from your hand with 1 character from an opponent's hand.
  (Alternate: Swap 1 character from an opponent's hand with 1 character from the face-down characters.)
- Merchant - Swap 1 character from your hand with 1 character from the face-down characters.
- Mage - One opponent must exchange one character from their hand with one face-up character – opponent's choice. The exchanged character remains face-up.
  (Alternate: Reveal to all, 1 character from an opponent's hand.)
- Healer - Turn all face-down characters face-up.
- Warrior - Flip all character cards to their opposite sides.
- Scout – Recruit again - take another action.

Race Symbol – The symbol indicates the Race that the character belongs to.

Race & Class – This indicates both the Race and Class of this character.

Action Icons – This is a graphical representation of the action this character takes.

Water - Human

Human Merchant
Swap 1 character from **your hand** with 1 **face-down** character.

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Elemental Affinity & Race – This indicates the Elemental Affinity and Race for this character.

Action – This describes the action this character takes.

Gold Points – This indicates the amount of gold this character will collect on the quest. These are points when scoring.

Card & Point Distribution:

Elemental Affinity

Race

Elemental Affinity	Race
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Credits:

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George J Jaros Games