



THE GAME

Instruction Pages

INTRODUCTION

Fart Quest, The Game is an interactive supplement to the Fart Quest book series by Aaron Reynolds. A combination of a board game and a role-playing game, it is for two to six kid players, plus an adult Dungeon Master. Designed to be a fun and accessible way to introduce kids to fantasy role-playing games like *Dungeons & Dragons*, it allows players to brave an exciting adventure as characters from the Fart Quest series in a simple, fun, and easy-to-understand way! If you've read the book before playing the game you will have several great advantages. You'll know the characters, understand the adventure more clearly, and have way more fun! But you can still enjoy playing even if you haven't read the book yet.

NEEDED

- Two to six players (ages seven to fourteen)
- One adult Dungeon Master
- Supplies
 - The **Fart Quest Character Cards**
 - The **Fart Quest Map Gameboard**
 - The **Dungeon Master Adventure Pages** (for the Dungeon Master's eyes only!)
 - One game token per player. These can be small pieces from other games, coins, beads, dried beans, or any small object. It's helpful to make each one different, so players can recognize their piece on the board. Tokens should be small so that all players can fit in one square on the board.
 - One standard six-sided die
 - Pencils

NOTES FOR THE DUNGEON MASTER

Your job is to lead your players through the adventure by describing what they see, refereeing their actions and battles, and telling them the results of their actions. Some helpful tips for you:

- If possible, read the entire Dungeon Master Adventure Pages completely before game play. This will help you understand what's coming and be prepared for your players.
- **THE TEXT IN THE BOXES** is designed for the Dungeon Master to read aloud to the players when they reach that spot on the board. The rest is for the Dungeon Master only. You can reveal other information as players discover it by taking various actions.
- Only describe what is found at each numbered encounter square once all players have reached an adjacent square to the number. In case of room encounters, you may read the contents of the room once all players have entered the room or the door has been opened.
- As the Dungeon Master, you will act as both the narrator and as monsters. When monsters enter into play, you will take their turns and choose their actions as described in the Adventure Pages.
- Encourage players to think like their characters and role-play the actions they think their characters would take. Voices, props, hats, sound effects, all are welcome! Encourage role-playing, but don't push. Let each player embrace the game at their own comfort level.
- Have fun bringing the world to life. Set the tone with your own role-playing. Describe the battle for the players. Enjoy becoming each monster! Feel free to use voices or play adventurous music in the background. Immerse players in the experience. That's what role-playing is all about and what makes it so different from typical video-game or board-game experiences.

INSTRUCTIONS

DUNGEON MASTER: READ THESE ALOUD TO THE PLAYERS BEFORE THE FIRST TIME YOU PLAY

GAME PLAY

Fart Quest, the Game is a cooperative strategy game. That means that working together is key. You will win or lose as a group, even if some players perish along the way. That means sometimes you will need to use your specialty abilities in order to help others progress forward. Can you work as a team? Can you sacrifice for your friends? Can you defeat the minotaur and claim the treasure at the end of the dungeon? Time will tell.

THE QUEST

The Great and Powerful Kevin needs another weird ingredient for his mysterious magic-making, so he sends you on a perilous quest. You must venture deep into the Maze of Mysteries and retrieve a horrifying artifact: the Minotaur's Potty Paper!

MINOTAUR (from Buzzlock's Big Book of Beasts):

- Lives in a maze.
- Super-sharp horns.
- Poops a lot. Like, a lot.
- Treasures his potty paper above all else.

Welcome to the Quest for the Minotaur's Potty Paper! Enter the minotaur's lair. Fight and puzzle your way to the end. Defeat the cow-faced guardian of the potty paper. And claim your soft, squeezable, and superabsorbent prize. If you dare!



BEFORE PLAY

Each player should choose a character and take possession of that Character Card. Choose well! Each character has unique strengths and weaknesses that can be used in different ways. Pick the character that excites you the most.

Once characters have been chosen, each player should select a game token place it on the START square of the board, and each player should roll the dice to determine the order of their turn in each round of play. The highest number goes first, second highest goes second, and so on. Reroll any ties.

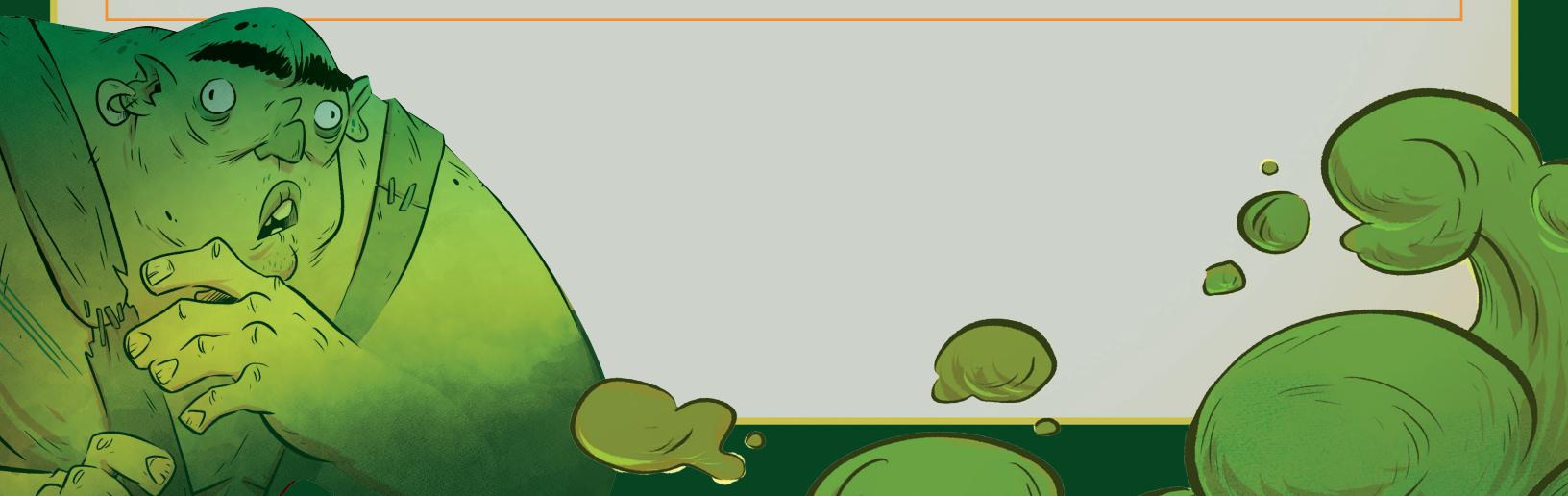
MOVEMENT

When moving through the Maze of Mysteries, players may occupy the same square as other players. Players may also move through squares that contain monsters to get to a new location. Players may not pass through walls or any solid lines on the board.

ROUNDS

A round consists of each player (and sometimes a monster) taking their turn by completing one of the actions on their character card. When every player (and monster, when applicable) has taken a turn, that round is over and a new round starts.

When a monster is encountered, a new round begins and THE MONSTER ALWAYS GOES FIRST, followed by character turns. Once a monster is overcome, turn order returns to normal.



ACTIONS

During their turn, a player may select ONE ACTION to take from the available actions listed on their Character Card. When taking an action, players should read the action aloud so others know the results of the action and take the appropriate steps (roll the dice, move the token, roll for damage, etc.). Some actions have consequences for other players or monsters, so be aware!

BATTLE

When encountering monsters, you can select an action on your turn that allows you to battle them. You must be standing in a square directly next to the monster in order to battle them, UNLESS you are using an attack that doesn't require being close to them (like **TickTock's Web Shooters**, or Chico's **Big Brag**, or Kevin's **Insulting Scorn**). When in doubt whether you can use an attack from your location, the Dungeon Master will make the decision.

Remember, once you encounter a monster, THE MONSTER ALWAYS TAKES THE FIRST TURN until it is defeated or some action you have used prevents it from taking a turn.

HEALTH POINTS

Whenever an action or a monster causes a player damage, their total health points are reduced by that number. When a character or monster's health points reach 0, they have been vanquished and are out of the game. Only when all characters are vanquished has the game been lost. If you sacrifice yourself for the good of the group, watch closely. See if your actions lead to success for the group!

WINNING

If even ONE player survives and claims the mysterious treasure at the end, everyone is victorious, even if all other players are vanquished along the way. If everyone is defeated along the way, the game is lost. Choose new characters and play again. Teamwork is key to victory!

GOOD LUCK!
AND LET THE FART QUEST BEGIN!

