



THE
QUEST KIDS

REALMS OF THE KINGDOM



RULES



COMPONENTS

~ Mason Standee ~



~ 6 Cardboard Portals ~



2 ~ 6 Mason Cardboard Treasure Tokens ~



~ 1 Stonedale Game Board ~



~ Mason Player Board ~



~ 4 Dwarven Weapon Tokens ~



~ 4 Realm Treasure Tokens ~



~ 1 Mason Miniature ~



~ 4 Plastic Tolk Gems ~



~ 6 Kind Kid Cards ~



~ 54 Realm Tile Cards ~



~ 6 Quest Cards ~



~ 4 Health Cards ~



THE DWARVEN CITY OF STONEDALE HAS BEEN CAPTURED BY THE ORCS RUTNIK AND THOG AND THEIR MINIONS!

The wise and young dwarven warrior Mason has escaped and needs The Quest Kids help to save his homeland and scare away the pesky orcs.

To free Stonedale, The Quest Kids must find four magical Tolk Gems that have been stolen and locked up throughout the different realms of Treasure Falls. Using powerful portals, The Quest Kids will search the lands of dragons, pirates and magical creatures for the ancient Dwarven weapons that are needed to free the Tolk Gems.

Once the gems are found the massive Orc Portal will come down and the **HEROES WILL EMBARK ON A FINAL BATTLE AGAINST THE ORCS IN STONEDALE!**



MEET MASON



Mason is the newest member of The Quest Kids! He is a wise Dwarf Prince of Stonedale. Stonedale is the great Dwarven City beneath the mountains of Treasure Falls and Mason is the son of the King of the Dwarves. Mason is wise beyond his years and he often helps the team find solutions to their problems that are not obvious at first glance. He wields a Dwarven Hammer with the Red Tolk Gem of Wisdom.

MASON BEGINS THE GAME WITH ONE WISDOM ABILITY CARD.

- Players should add the **MASON TREASURE TOKENS** to the treasure bag even if they are not using Mason in the game.

GAME SETUP

You will need all of the components from The Quest Kids base game to play The Realms of the Kingdom expansion except for the **TOLK GEMS** and **DUNGEON TILES** from the base game.

1. Randomly place the 4 green dungeon tiles in the large cave room of the board.

2. Shuffle the four different types of **REALM TILES** and place them in face down decks near the board.
3. Shuffle the new **KIND KID**, **QUEST** and **HEALTH** cards into the correct decks.
4. Place any of the four Quest Kid **PORTALS** in the four doorways shown here (place the unused portal back in the box).



Portal location:

1. **DOOR** from the **CAVE ROOM** to **TOLK'S LAB**
2. **DOOR** from **TOLK'S LAB** to **TOLK'S STUDY**
3. **DOOR** from the **CAVE ROOM** to the **CRYSTAL HALL**
4. **DOOR** from the **CRYSTAL HALL** to the **GOLDEN POOLS**



5. Place the **STONEDALE** game board on the board here and then randomly place the 10 **STONEDALE** tiles on the board.

6. Place the large **ORC PORTAL** on the board here, which locks The Quest Kids and Mason out of Stonedale!



7. Place the 4 **NEW** Tolk Gems and the 4 Dwarven Weapon Tokens near the board.

8. Place the 10 new Treasure Tokens in the treasure bag.



9. Everyone selects a hero, takes the corresponding player board and takes 1 ability card based on their character:

• Mason: **1 WISDOM**

• Ivy: **1 WISDOM**

• Skylar: **1 POWER**

• Noah: **1 POWER**

• Crash: **1 MAGIC**



10. Place your figure in the large cave room and you are ready to play.

11. The player who most recently visited a far away realm goes first.



PORTALS

You will immediately notice that there are very few dungeon tiles on the board! That's because on a player's turn in Realms of the Kingdom they can go through any accessible portal and **CHOOSE** one of the **FOUR REALMS** to explore.

THE REALMS

Each Realm has unique bad guys and bosses, as well as one of the Trapped Tolk Gems and one of the Dwarven Weapons that are required to unlock the Orc Gate and free Stonedale.

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In addition, each Realm is rich in a specific type of ability:



PORT SWINDLER is the realm of **PIRATES** and is rich in



SPIRIT VALLEY is the realm of **MAGICAL CREATURES** and is rich in



MOUNT DRAKE is the home of **DRAGONS** and is rich in



THE QUEST KIDS TREE HOUSE is a great place to rest and gain all types of abilities, but there are still a few dangers and treasures hiding in the limbs.

TIP: Your choice on what realm to visit could be driven by needing to find a missing Tolk Gem, missing Weapon, or you may need a specific type of ability to deal with a baddie you have found in another realm.

EXPLORING A NEW REALM

The first player through a portal gets to decide which realm to explore. They will announce their chosen realm, fill the **ROOM** beyond the portal with Realm Tiles from that realm by drawing them off of the top of the realm decks and then explore a Realm Tile.

There are 4 portals and, therefore, four different rooms that can hold realm tiles.

- Once the realm tiles are on the board you explore them like regular dungeon tiles. The next player can choose to visit the same realm or go to another portal and choose a new realm to explore.
- While exploring a realm, once you make a clear path to another portal players can choose to use that portal to explore a new realm.



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- Once a room is clear of realm tiles on a player's turn they can use a portal to explore a new realm in that same room.
- Just like in The Quest Kids, if there is a bad guy who cannot be scared away or an item that can not be collected it remains face up on the board.

IMPORTANT: If this is the last realm tile remaining in a room, players can still use a portal to fill in the spaces around the remaining tile with new realm tiles from any realm.

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DUNGEON TILES

While exploring the realms players will encounter four different types of tiles:

- The **ABILITY TILES** and **BAD GUY TILES** function in the same way as these tile types in the base game.



The Realms of the Kingdom introduces two new types of tiles: **DWARVEN TREASURE TILES** and **LOCKED TOLK GEM TILES**.

DWARVEN TREASURE TILES



When a player discovers a **DWARVEN TREASURE TILE** they can discard the required ability to gain a **DWARVEN WEAPON TOKEN**.

To gain a Weapon Token simply draw a token from the pile next to the board.



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If a player gains a Weapon Token they should discard the Dwarven Treasure Tile from the board. However, if a player **CANNOT** obtain a Weapon Token then they **SHOULD LEAVE THE TILE ON THE BOARD** for a player to explore on a future turn.

PLEASE NOTE: a player **CANNOT** help another player obtain a Dwarven Weapon Token from a Dwarven Treasure Tile.

IMPORTANT: if a player discovers a Dwarven Treasure Tile and already has a Weapon Token on their player board they **CANNOT GAIN ANOTHER TOKEN** until all players have a Dwarven Weapon. However, if all players already have a Weapon Token then a player is free to gain a second or third token by discarding the required abilities.

LOCKED TOLK GEM TILES

The Quest Kids must find the four Tolk Gems scattered around the realms and unlock them from their pesky prisons. A player must have the required **DWARVEN WEAPON TOKEN** in order to gain a locked Tolk Gem.



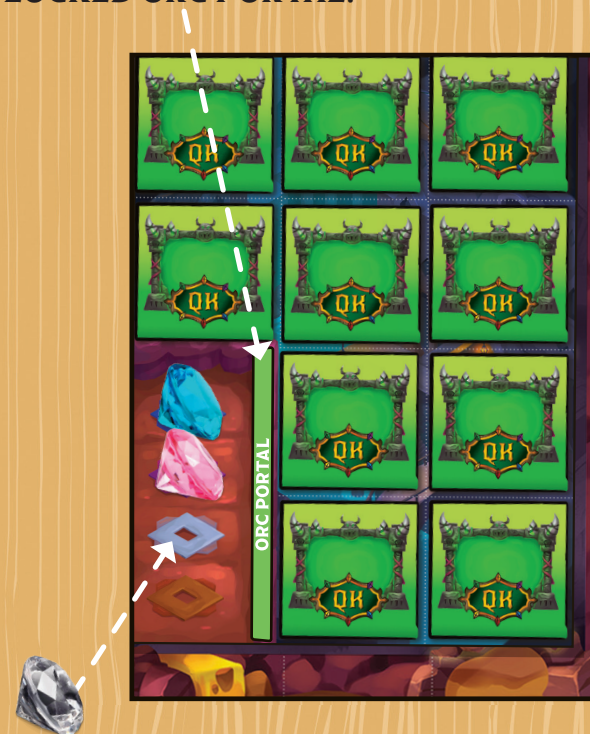
- There are a total of four Locked Tolk Gems with one gem in each of the four realms.

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- If a player discovers a Locked Tolk Gem Tile and **THEY HAVE** the needed weapon token they should add the tile to their player board and take the matching gem.
- If a player discovers a Locked Tolk Gem Tile and they **DO NOT** have the needed weapon token they leave the tile face up on the board and their turn ends.
- A player **CANNOT** receive help to unlock a Locked Tolk Gem on their turn.
- On a future turn a player can visit an already explored Locked Tolk Gem Tile once they have the needed weapon token.

UNLOCKING THE PORTAL

Each time a player unlocks a Tolk Gem they will place the Dungeon Tile on their player board, however they should place the **GEM COMPONENT** on the matching slot next to the **LOCKED ORC PORTAL**.



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Once all four Tolk Gems are found, freed and placed in the portal the Orc Portal is unlocked and The Quest Kids can save Stonedale!!

IMPORTANT: If a Locked Tolk Gem Tile is the last realm tile remaining in a room, players can still use a portal to fill in the spaces around it with new realm tiles from any realm.

TREASURE TOKENS

In addition to the Mason Treasure Tokens there are new **REALM TREASURE TOKENS**.



- These special Treasure Tokens are worth **THREE STARS** if you are in the matching Realm when you pull the token from the Treasure Bag.
- They are worth **ONE STAR** if your current realm does not match the realm on the token.

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NEW KIND KID CARDS

In addition to the Kind Kid Cards from the base game there are two new Kind Kid Cards in Realms of the Kingdom.



This Kind Kid card allows you to explore the top Realm Tile card from any of the Realm Tile Decks on your turn. The Realm Tile card does not need to match the realm you currently occupy. Place the tile on the closest empty space to your location on the board.



This Kind Kid card allows you to pick any of the three abilities **AND** gain one treasure token.

NEW QUEST CARDS

In addition to the Quest Cards from the base game there are six new Quest Cards in Realms of the Kingdom.



To complete this quest a player must scare away a bad guy while in the matching realm.

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To complete this quest a player must explore a tile in the matching realm.

ENTERING STONEDALE

Once all four of the Tolk Gems are placed on the Orc Portal, it is **UNLOCKED** and The Quest Kids can free Stonedale from the pesky orcs!

- Once the final Tolk Gem is placed on the Orc Portal you should remove the Orc Portal Standee from the board.
- There are two types of tiles in Stonedale:

- **PESKY ORCS** should be scared out of Stonedale by the Quest Kids! — →
- **DWARVEN ALLIES** will give players needed — → abilities during their final quest in Stonedale.



- There are no walls or doors in Stonedale, however players may still only explore an unexplored tile adjacent to an already explored space.



IMPORTANT: Once the Orc Portal is removed players can still explore any unexplored Realm Tiles that remain on the board or in the Realm Tile Decks (they can move freely between Stonedale and Tolk's Cave).

END OF GAME

THE GAME IS OVER once all of the **REALM TILES** and **STONEDALE TILES** have been **EXPLORED**. All players can then take two additional turns to deal with any remaining **BAD GUYS**. The game **CAN** end with bad guys still on the board.

STAR SOURCES

The Quest Kid with the **MOST STARS AT THE END OF THE ADVENTURE IS THE WINNER.**

Possible star sources include:

- **SCARED AWAY BAD GUY TILES** — →



- **TOLK GEM TILES** — →



- **HEALTH CARDS** — →



- **QUEST CARDS** — →



- **KIND KID CARDS** — →



- **TREASURE TOKENS** — →



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HOW-TO-PLAY VIDEOS

Scan the following codes with your smart phone camera to access How-To-Play Videos.



The Quest Kids



Realms of the Kingdom

KICKSTARTER MONSTER MAKERS:

David, Alishea, and Abigail Hixson (ORchestra)

Daniel Germain and his Quest Kid Adara (Porky Orcky)

Jack and Will Leich (Cannoneer)



Game Designer: Dustin McMillian

Artist: Apolline Etienne

Visual Design & Strategy: Culture Pilot

3D Sculptor: Nick Natsios