LEARN TO PLAY

"Triss must have sensed it, too," Geralt thought to himself. His witcher medallion twitched on his chest. Some kind of magic nearby, or some creature from another sphere. Either one spells trouble. So why hasn't she said anything?

"We're here! And not a moment too soon—my saddle sores were about to incite an uprising." Dandelion always complained in his performing voice.

This time his whining seemed especially loud, as though he were shouting to something in the darkness of the cave. A profitable gold mine at one point, the cave had been a gloomy, monster-infested place for decades. Villagers who wandered too close would vanish without a trace.

Lately, though, the gloom had receded, and no one had disappeared for months. The village elders had offered Geralt a fat purse if he'd gather a party to look into it. The elders claimed that the calm had disrupted the village's status quo.

Yarpen stroked his beard and muttered something under his breath. He had suspected from the start the elders weren't telling them something. But he had agreed to come anyway. Why? And Triss—why was a court sorceress willing to abandon her post for a romp in an old mine? What was so special about this cave?

As soon as they plunged into the darkness, Geralt knew he would have to wait for an answer; the hungry look of the nekkers crawling out of the void promised to keep him busy for a while.

USING THIS BOOKLET

The purpose of this learn to play booklet is to teach new players how to play *The Witcher Adventure Game*. This booklet includes all the rules you will need to begin playing, but omits many rules exceptions and specific card interactions. New players should read this booklet in its entirety before playing their first game.

This game also includes a rules reference guide, which addresses rules exceptions and card interactions that are omitted from this booklet. See page 1 of the rules reference guide for more details.

◈ GAME OVERVIEW ◈

In *The Witcher Adventure Game*, each player assumes the role of a hero, and each hero has his or her own distinct traits, abilities, and powers. Over the course of the game, the heroes journey around the world of *The Witcher*, fighting enemies and investigating leads in an effort to complete quests and earn victory points. The player with the most victory points at the end of the game wins.
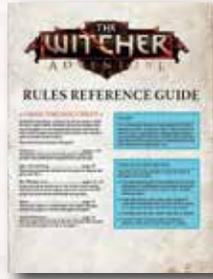
PLAYERS AND HEROES

When playing *The Witcher Adventure Game*, each player controls a hero. In game terms, the word "hero" refers to both the player controlling the hero as well as the in-game hero. As such, "hero" and "player" are used interchangeably.

◈ COMPONENTS ◈

1 Game Board

1 Rules Reference Guide

4 Hero Sheets

1 FOR EACH HERO

4 Hero Figures

8 Action Tokens

2 FOR EACH HERO

48 Quest Cards

16 DIPLOMACY

16 MAGIC

16 COMBAT

9 Custom Dice

1 PURPLE HERO DIE (DANDELION)

1 BLUE HERO DIE (TRISS)

1 YELLOW HERO DIE (YARPEN)

3 RED HERO DICE (GERALT)

3 BATTLE DICE

120 Investigation Cards

40 DIPLOMACY

40 MAGIC

40 COMBAT

30 Monster Tokens

8 GOLD

11 SILVER

11 BRONZE

24 Proof Tokens

8 DIPLOMACY

8 MAGIC

8 COMBAT

40 Foul Fate Cards

20 Good Fortune Cards

4 Companion Cards

(YARPEN)

27 Gold Tokens

21 Foul Fate Tokens

36 Common Markers

60 Development Cards

15 GERALT

15 TRISS

15 DANDELION

15 YARPEN

48 Lead Tokens
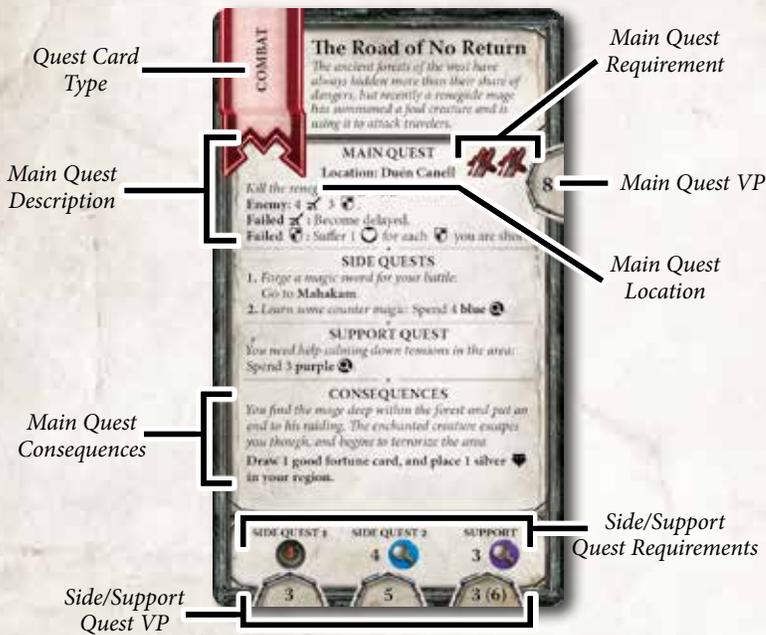
16 FOR EACH COLOR

8 Hero Tokens

2 FOR EACH HERO

16 Wound Tokens (double-sided)

◈ SETUP ◈

Before playing *The Witcher Adventure Game*, perform the following steps in order:

1. **Place Game Board:** Unfold the game board and place it in the center of the play area within easy reach of all players.

2. **Gather Battle Dice:** Take the three battle dice and place them near the game board.

3. **Prepare Decks:** Sort all cards by type and individually shuffle each deck. Set aside the development decks. Place the foul fate deck and good fortune deck facedown in their designated spaces on the game board. Place the three quest decks and three investigation decks facedown near the game board.

4. **Prepare Monster Stacks:** Sort the monster tokens by color into stacks, individually shuffle each stack, and place them facedown near the game board.

5. **Prepare Token Supplies:** Sort the remaining tokens into piles by type and place them near the game board.

6. **Prepare War Track:** Place one common marker on the top space of the war track.

7. **Place Starting Obstacles:** Place one bronze monster token facedown in each of the top three obstacle zones (gray, purple, and red). Then, place one foul fate token in each of the bottom three obstacle zones (blue, yellow, and green).

8. **Determine First Player:** Randomly determine the first player.

9. **Choose Hero:** Starting with the first player and proceeding clockwise, each player chooses one hero sheet and places it in front of him.

10. **Prepare Hero Materials:** Each player gathers his hero dice, hero tokens, action tokens, development cards, hero figure, and the number of gold tokens indicated on his hero sheet. Return the materials of all unchosen heroes to the game box.

11. **Place VP Markers:** Each player places one of his hero tokens on the "0" space of the victory point track.

12. **Place Hero Figure:** Each player places his hero figure on the board in one of the round spaces at the location specified in the lower-left corner of his hero sheet.

13. **Draw Starting Quest:** Each player draws two cards from the quest deck indicated in the lower-right corner of his hero sheet. He chooses one to keep, placing it faceup near his hero sheet, and discards the other.

14. **Indicate Support Quest:** Each player places his other hero token in the banner of the support chart that matches his current type of support quest (see "Support Chart" on page 8).

HOW DO I PLAY WITH YARPEN?

If a player chooses the dwarf Yarpen as his hero, during Step 10 of setup he takes the four companion cards and places them faceup near his hero sheet.

Yarpen's hero sheet shows two quest decks that he can draw from. When Yarpen draws quest cards, he chooses either the combat (red) deck or the diplomacy (purple) deck and draws cards from that deck.

Yarpen differs from the other three heroes in various ways. The player who chooses Yarpen as his hero should read the entire "Yarpen" entry on page 10 of the rules reference.

◆ QUESTS ◆

Quests are the central focus of the game, and they represent a hero's main objective. Each player has one faceup quest card in his play area at all times; his quest card shows several quests that he can complete, which yield victory points (VP) and other consequences, both good and bad. Each hero can only draw from the decks shown on his hero sheet.

Quests require a player to do various things, such as spend resources, fight a battle, or be at a specific location. The requirements and VP rewards for completing each quest and the consequences for completing the main quest are described on the quest card.

- Quest Card Type
- Main Quest Requirement
- Main Quest Description
- Main Quest VP
- Main Quest Location
- Main Quest Consequences
- Side/Support Quest Requirements
- Side/Support Quest VP

◆ PLAYING THE GAME ◆

In *The Witcher Adventure Game*, players travel around the game board completing quests and earning VP. The game is played over a series of turns beginning with the first player and proceeding clockwise. The active player performs two actions and encounters one obstacle in his region. Then, his turn ends and the next player's turn begins.

ACTIONS

Performing actions is the primary way that heroes travel around the world, investigate possible leads, and complete quests.

To perform an action, a hero places one action token in any open action space on his hero sheet. Then, he resolves the action as described on his hero sheet. A hero cannot perform the same action twice during the same turn.

- Occupied Action Space
- Open Action Spaces

The player removes his action tokens from his hero sheet at the end of his turn.

The sections below explain briefly what each action does.

Travel
Traveling allows heroes to move around the world, and it is one way to gain leads. To **TRAVEL**, the player **either** moves his hero along one route **or** he moves his hero along two consecutive routes. Then, he receives lead tokens matching the number and color shown at his destination (see "What Are Leads & Proof" on page 5). Finally, if he moved along two routes, he draws one foul fate card and resolves it.

Investigate
Investigating yields various types of encounters, including battles and gaining leads. To **INVESTIGATE**, the player draws one card from any one investigation deck and resolves it. Unless the player is instructed to keep the card, he places it faceup in its discard pile.

Develop
Developing improves a hero's equipment and skills. To **DEVELOP**, the player draws two cards from his development deck, chooses one to keep, and discards the other.

Rest
Resting offers the hero some reprieve, allowing him to treat his wounds. To **REST**, the player removes either **two** minor wound tokens or **one** severe wound token from his hero sheet.

Brew (Geralt Only)
Geralt is an expert at brewing powerful potions. To **BREW**, he places one common marker on **each** of his faceup **POTION** development cards.

Prepare (Triss Only)
Triss requires time to prepare her spells. To **PREPARE**, she places one common marker on **one** of her faceup **SPELL** development cards.

Sing (Dandelion Only)
Dandelion can sing an elaborate tale of his travels to earn a few coins. To **SING**, he takes two gold from the supply.

Command (Yarpen Only)
Yarpen has four of his most loyal companions at his command. To **COMMAND**, he chooses two of his companion cards to use and resolves their effects.

OPERATIONS

Operations are things that a player can do on his turn that do not require an action. A player may perform operations before or after each of his actions. The sections below explain briefly what each operation does.

Exchange Leads for Proof

The player exchanges a number of his lead tokens for one proof token from the supply according to the exchange rate shown on his hero sheet.

Geralt's exchange rate

Complete a Side Quest

The player fulfills the requirement for a side quest shown on his quest card, which might require spending resources or visiting a specific location. He immediately earns VP equal to the number shown in that quest space and places one common marker in that space to mark that quest as completed.

A side quest marked as complete

Complete a Support Quest

A player can perform this operation only if he is in the same location as an opponent. The player spends the required resources shown for **that opponent's** support quest. The supporting player immediately earns 6 VP and the owner of the quest card immediately earns 3 VP. The owner also places one common marker in his support quest space to mark it as completed.

Complete a Main Quest

A player can perform this operation only if he is in the location of his main quest. The player spends the required resources shown for his main quest requirement. If the main quest has an enemy encounter, he also fights a battle against that enemy. Regardless of the battle's outcome, he completes the quest. He immediately earns VP equal to the number shown to the right of the quest requirement. Then, he resolves the consequences stated on the card and flips the quest card facedown. Finally, he draws two cards from his hero's quest deck, chooses one to keep, and discards the other.

WHAT ARE LEADS & PROOF?

In order to complete quests, heroes must acquire **PROOF**. To acquire proof, the heroes must first collect **LEADS** and exchange those leads for proof.

A red lead   *A red proof*

There are several ways that heroes collect leads, such as arriving at a location or resolving an investigation card.

The icons below show the number and type of leads that a hero receives when he arrives at a location.

Receive 1 lead of the color shown.	Receive 1 lead of *either* color shown.	Receive 1 lead of *any* color shown.	Receive 1 lead of *each* color shown.

Trade Resources

The player can trade leads or gold with any hero in his current location. Players can negotiate the terms of the trade, but they must both agree to those terms before trading.

Bribe a Friend (Dandelion Only)

Dandelion spends one gold to place one common marker on one of his faceup **FRIEND** development cards.
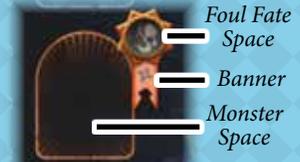
WHAT ARE OBSTACLES?

There are two types of **OBSTACLES** that heroes can encounter: monster tokens and foul fate tokens.

Monster token backs (bronze, silver, and gold)   *A foul fate token*

Obstacles occupy their respective spaces in **OBSTACLE ZONES**. Any number of monster tokens can occupy a monster space, but only one foul fate token can occupy a foul fate space. An obstacle zone can have both types of obstacles in it at the same time.

Each obstacle zone corresponds to one region, as identified by the color and symbol displayed on its banner.

Foul Fate Space
Banner
Monster Space

The red region's obstacle zone

ENCOUNTERING OBSTACLES

After the player performs his two actions, he encounters **one** obstacle in his region. To encounter an obstacle, he checks the **OBSTACLE ZONE** that corresponds to his region and chooses one obstacle to encounter. If there are no obstacles in his region, he advances the war track instead (see "The War Track" on page 8).

To encounter a foul fate token, the hero discards the token, draws one foul fate card, and resolves it.

To encounter a monster token, the hero flips it faceup if it is facedown and fights a battle against it (see "Battles" on page 6). If there are multiple monsters in the region, the hero chooses one to encounter.

Geralt has the "Road of No Return" quest card. He already has two red proof tokens, so to complete his main quest he needs to be in Duén Canell. He plans ahead and takes his turn.

1. Geralt must fight a battle in order to complete his main quest, so he wants to get ready for that. For his first action, he performs a brew action and places one common marker on each of his two potion cards, which will be useful during battle.

2. For his second action, he performs a travel action to move along two routes: from Wyzima to Brokilon, and then on to Duén Canell. He receives one blue lead in Duén Canell, adding it to the other two blue leads he already has. The heart icon at this location allows him to heal, so he removes one minor wound from his hero sheet. Then, because he moved along two routes, he draws one foul fate card and resolves it.

3. Next, he performs an operation to complete one of his side quests; he spends three blue lead tokens, earns 4 VP, and marks that quest as complete with a common marker.

4. Then, he performs an operation to complete his main quest, spending his two red proof tokens and fighting a battle against the enemy shown in the main quest description. After the battle, he earns 8 VP for his completed quest and resolves the consequences listed on the quest card. Then, he flips the quest card facedown and draws new quest cards to choose his next quest.

5. He has performed two actions and does not want to perform any more operations, so now he encounters an obstacle. Although there are two obstacles in the blue region, he only resolves one. He chooses to fight the facedown silver monster, flips the monster faceup, and fights a battle against it.

After the battle, his turn ends. He removes his action tokens from his hero sheet, and the player to his left begins his turn.

◈ BATTLES ◈

When a hero encounters an enemy, he fights a battle against it. Enemies appear on investigation or foul fate cards, in the main quest description on a quest card, or as a monster obstacle.

To fight a battle, the hero first resolves any "before rolling" effects. Then, he rolls the battle dice along with his hero dice and totals the results.

Next, he **may** modify the results in the following ways:

❊ Spend 1 🛡 and 1 ⚔ to produce 1 🛡.

❊ Use a development card that can be used during battle.

❊ Use a good fortune card that can be used during battle.

Now he compares his total ⚔ against the enemy's sword stat (the number next to the ⚔). If the number of ⚔ is equal to or greater than the enemy's sword stat, the hero's attack is successful and he resolves the "successful ⚔" effect (e.g., "**Successful ⚔:** Suffer 1 ♡"); conversely, if the number of ⚔ is less than the enemy's sword stat, the hero's attack fails and he resolves the "failed ⚔" effect.

Then, he compares his total 🛡 against the enemy's shield stat (the number next to the 🛡). If the number of 🛡 is equal to or greater than the enemy's shield stat, the hero's defense is successful and he resolves the "successful 🛡" effect; conversely, if the number of 🛡 is less than the enemy's shield stat, the hero's defense failed and he resolves the "failed 🛡" effect.

Then, if the enemy is a monster and the hero's attack is successful, the monster is defeated and its token is discarded. If the hero did not defeat the monster, it remains faceup in its current obstacle zone.

An enemy encounter in a main quest   *A silver monster token*
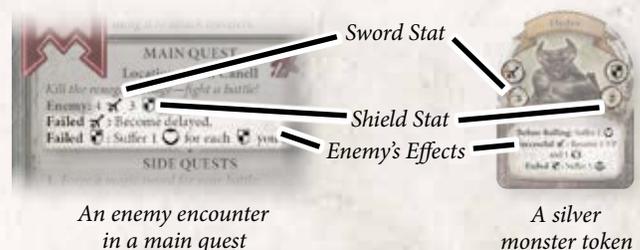
WHAT ARE DICE RESULTS?

Each die face produces one or more **DICE RESULTS**.

Various game effects, including battles and some investigation card effects, require heroes to roll dice. During battle, heroes add up their dice results to determine success or failure. Heroes can also spend dice results to trigger development card effects.

Some investigation cards instruct a hero to roll his hero dice and describe an effect that occurs if the hero obtains a success or not. To obtain a success, the hero must roll the die face labeled as a "success" on his hero sheet. Each hero has a different die face that counts as a success.

Geralt obtains a success by rolling a witcher sign

For a list of all possible die faces and the results they produce, see the "Quick Reference" section on page 16 of the rules reference guide.

This die face produces 1 ⬡

This die face produces 1 ⬡

This die face produces 1 ⚔ *and 2* ⬡

WHAT IS A WOUND?

Heroes can suffer two different types of **WOUNDS**: minor wounds (♡) and severe wounds (☠). Wound tokens are double-sided, with each type of wound shown on one side.

Heroes cannot die, but they can sustain a limited number of wounds, which is represented by the **WOUNDABLE ACTION SPACES** on the hero sheet.

Some effects cause the hero to suffer wounds. To suffer a wound, he takes the number of wound tokens indicated by the effect. He places a wound with the indicated side (minor or severe) faceup in any woundable action space on his hero sheet that does not already have a wound token.

While a wound token occupies an action space, the hero cannot place his action token in that action space, so he cannot perform that action.

A hero can remove wounds from his hero sheet in several ways, including performing the rest action, entering a location with a heart icon, and some card effects.

Woundable Action Space

Minor Wound

Severe Wound

EXAMPLE OF A BATTLE

Geralt encounters a facedown silver monster. He flips it faceup to reveal a Fleder. He resolves the "before battle" effect by suffering a minor wound, placing one minor wound token on his hero sheet. Then, he rolls the battle dice and his red hero dice, obtaining the following:

These dice produce the following results: 3 ⚔ , 1 ⬡ , 1 ⚜ , 1 ⬡

Geralt spends 1 ⚜ to trigger the effect on his "Igni" witcher sign development card, which produces 2 ⚔ . He also spends 1 ⬡ and 1 ⚔ to produce 1 ⬡ .

After modifying his results, he has the following final results: 4 ⚔ and 2 ⬡ , enough for a successful attack and a successful defense against the Fleder.

Geralt's successful attack earns him one gold and 1 VP. He did not have a failed defense, so he ignores that effect. Then, because his attack was successful, he has defeated the Fleder and discards it.

◈ WINNING THE GAME ◈

When a player completes his third quest card, each other player takes one more turn, after which the game ends. The player with the most VP at the end of the game wins.

◈ ADDITIONAL RULES ◈

This section explains other rules necessary to play the game.

VICTORY POINTS

Players use the VP track along the edge of the board to track VP. When a player earns VP, he moves his VP marker forward on the track a number of spaces equal to the VP he earned. When a player loses VP, he moves his VP marker backward on the track a number of spaces equal to the VP he lost.

DEVELOPMENT CARDS

Development cards provide the heroes with powerful game effects. These effects can only be used when specified on the individual card (e.g., "Once per battle…").

Some development cards state "spend 1 ⚙ from this card" to trigger the card's effect. Each hero has a unique way of placing markers on his development cards; for example, Geralt's brew action places common markers on his potion development cards.

Each development card can have a maximum of three common markers on it at a time.

SUPPORT CHART

Players use the support chart to display each character's current support quest. This way, players can see at a glance how they can complete support quests for their opponents.

When a player keeps a new quest, he moves his hero token to the banner that corresponds to his new support quest's type.

The Support Chart

THE WAR TRACK

The **WAR TRACK** gauges the turmoil caused by the Nilfgaardians, and it populates the board with various obstacles.

Some effects "advance the war track." To advance the war track, the hero moves the common marker clockwise one space. Then, he takes the obstacle shown in that space of the war track and places it in the obstacle zone of his current region.

The War Track

TRAITS

Development cards and several investigation cards have **TRAITS**, which are formatted in bold and small caps (e.g., **MAGIC**). Traits do not have effects on their own, but other card effects often reference traits.

TASKS

Some investigation cards have **TASKS**, which are optional assignments the hero can undertake that yield a small reward. The hero keeps these cards until the task is completed as a reminder of what the task's requirements and rewards are.

Some investigation cards have both a task and a trait. Players must keep their completed tasks separate from their uncompleted tasks to track which tasks they have already completed.

GOOD FORTUNE CARDS

Some effects have players draw good fortune cards. When a player draws a good fortune card, he looks at it and keeps it facedown in his play area. Each good fortune card states when it can be played, and the player decides when it is most beneficial to play the card.

DELAYED HEROES

Some effects cause heroes to become **DELAYED**. When a hero becomes delayed, he forfeits his next action. To represent this, lay the hero figure on its side. The next time he would perform an action, he stands the figure instead of performing an action.

MONSTER PLACEMENT

Some effects place monsters (✹) in a region. To place a monster, the hero draws the top monster from the indicated monster stack (bronze, silver, or gold) and places it **facedown** in the monster space of the specified region's obstacle zone. If there are any monsters already in that monster space, he places the incoming monster on top.

FOUL FATE

Some effects place foul fate (☻) in a region. To place a foul fate, the hero places one foul fate token in the foul fate space of that region's obstacle zone.

On hero sheets, there is one foul fate space next to each action space. Some effects cause the hero to "suffer 1 ☻." To suffer a foul fate, the hero places one foul fate token in any open foul fate space on his hero sheet.

If a hero performs an action with a foul fate token next to it, he discards that foul fate token, draws one foul fate card, and resolves it immediately. After resolving the foul fate card, he discards it and finishes resolving the chosen action.

Occupied Foul Fate Space