

OrcQuest TCG – EXPANSIONS v1.0

INTEGRATING EXPANSIONS AND KICKSTARTER CONTENTS

With the Kickstarter campaign new components have been unlocked and offered or proposed as an add-on to our backers. Among these components there are expansions and bonus cards.

If you had to place everything on a single draw pile you would end up with almost 300 extra cards, in comparison to the 83 present in the base game!

The base game deck is customizable and evolving. Each expansion or bonus content components can be added as you prefer. Which enemies should you face? Which kind of gameplay (everyone for themselves or teamplay with PorkQuest)? Which aid or traps should be added?

For starters, all the Hero cards can be regrouped. Do not forget that heroes are always distributed at random at the beginning of the game.

We have come up with 3 important elements to determine the impact of certain types of content in the game: Duration, Interaction and Difficulty.

Duration: each increase or decrease of duration indicated, corresponds to a scale of 10 minutes. Each expansion has different challenges. A challenge represents an extra player turn in terms of game.

Interaction: it corresponds mostly to the interaction between players. The more interaction there is, the more there will be opportunity for low blows and on the most critical cases, help amongst the players.

Difficulty: some of the new cards, or set of cards, present tougher challenges than those on the base game. For each difficulty index, you can also try to find the game balance by adding contents that will make the game easier in order to hope to live until the end of the final phase.

As a comparison, here are the indexes of the core box “OrcQuest – The Card Game”:

- Duration: Around 20min*

* This corresponds to a game between experienced players.

- Interaction: Medium

The number of cards that can interact with other cards in the base game was balanced half/half with cards that include an interaction with another player and both challenges and treasures. Even if certain Magic Stuff Cards don't have a direct interaction with other players, the fact that they can be played during the turn of another player, to stop someone from using their own Magic Stuff cards, constitutes an interaction, as well as offering a Magic Stuff to another player to solve a complicated situation (to help solve a Trap card that affects everyone in case of Failure, for example).

- Difficulty: Medium.

Challenge cards in the base game have been balanced to ensure steady fights with a nice progression in terms of gains, so that there is not a lot of difference in terms of points between all players, and so that everyone can have a chance to win. No special rule imposes special conditions.

⊞ : The index does not change and is the same as the base game.

↑ : The index goes up one level in comparison to the base game.

↓ : The index goes down one level in comparison to the base game.

KS BONUS CARDS

Cheapshot cards:

Including 25 cards with 6 new ones: 3x “*You owe me!*”, 2x “*No way!*” et 1x “*King of the castle*”.

<ul style="list-style-type: none"> • Duration: = • Interaction: ↑↑ • Difficulty: ↓ 	<ul style="list-style-type: none"> - If you are 4 or less players, just add the 6 new cards. It's free! - If you are 4 or less players, and you want to add more enemies from the expansions, you can balance the difficulty by adding all the Cheapshot cards to the draw pile. - If you are 5 or more players, you can add all the Cheapshot cards.
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Adding a lot of Cheapshot cards to the draw pile will not add time to the game as it is only the challenges that affect the duration of a game. The size of the draw pile might seem impressive, but as long as a Permanent Challenge is played, finding another challenge will quickly reduce the size of the draw pile.

Magic Stuff cards:

Including 14 new Magic Stuff cards (in 1 or 2 copies).

<ul style="list-style-type: none"> • Duration: = • Interaction: ↑ • Difficulty: ↓ 	<ul style="list-style-type: none"> - If you are 4 or less players, add one Magic Stuff card of each. - If you are 5 or more players, add all the Magic Stuff cards.
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Adding a lot of Magic Stuff cards to the draw pile will not add time to the game as it is only the challenges that affect the duration of a game. The size of the draw pile might seem impressive, but as long as a Permanent Challenge is played, finding another challenge will quickly reduce the size of the draw pile.

Capture Cards:

Capture cards from KS Bonus contain 2 times “*Catch the Chick!*”, “*Catch the Goat!*” & “*Catch the Cow!*”, as well as 3 new cards:

2x “*Battle Rooster*” & 1x “*Catch the Tramp!*”.

<ul style="list-style-type: none"> • Duration: ↑ • Interaction: = • Difficulty: ↓↓ 	<ul style="list-style-type: none"> - If you are 4 or less players, add one Capture card of each. - If you are 5 or more players, add all the Capture cards.
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Brawl Hero cards (including those of KS Bonus and PorkQuest):

<ul style="list-style-type: none"> • Duration: ↑ • Interaction: ↑ • Difficulty: ↑↑↑ 	<p>Use sparingly. We suggest you to add as many of these, as there are players on the table, maximum. If a hero is played, his Brawl card version cannot be included, for obvious reasons.</p>
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Special cards:

Including 3 cards: “Mimic”, “Ambush!” & “Runic Chest”.

<ul style="list-style-type: none"> • Duration: = • Interaction: ↑↑ • Difficulty: ↑ 	<p>This 3 cards can be added permanently to the draw pile. Enjoy, it's going to be the big thrill.</p>
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Swamps Expansion:

Including cards with the rule: “Entangled!”.

<ul style="list-style-type: none"> • Duration: ↑ • Interaction: ↑ • Difficulty: ↑↑ 	<p>To balance this expansion out, think of the Cheapshot and Magic Stuff cards that are linked with Trap challenges.</p>
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Rats Expansion:

Including cards with rules: “Pestilent luck!” & “Careful with your fingers!”

<ul style="list-style-type: none"> • Duration: ↑ • Interaction: ↑↑↑ • Difficulty: ↑ 	<p>This expansion has a hybrid way of working with Challenge and Cheapshot cards, as the rules that come with the Rats allow to directly impose to other players, both Brawl and Trap challenges without having to go through any Cheapshot card</p>
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EXPANSION PACKS

Mighty Barbarians Expansion:

<ul style="list-style-type: none"> • Duration: ↑ • Interaction: ↑ • Difficulty: ↑↑ 	<p>Cheapshot cards included in this pack can be added to other Cheapshot cards.</p>
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Greedy Dwarves Expansion:

<ul style="list-style-type: none"> • Duration: ↑ • Interaction: = • Difficulty: ↑↑ 	<p>Magic Stuff cards included in this pack can be added to other Magic Stuff cards.</p>
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Haughty Elves Expansion:

<ul style="list-style-type: none"> • Duration: ↑ • Interaction: = • Difficulty: ↑↑ 	<p>Magic Stuff cards included in this pack can be added to other Magic Stuff cards.</p>
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Unfair Undead Expansion:

<ul style="list-style-type: none"> • Duration: ↑↑ • Interaction: ↑ • Difficulty: ↑ 	<p>The interaction on this expansion is possible thanks to the famous rule <i>Return of the Living Dead</i>.</p>
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Monster Slayers Expansion:

<ul style="list-style-type: none"> • Duration: ↑ • Interaction: ↑↑ • Difficulty: ↑ 	<p>The indexes of this expansion are taken into account for a single Monster brawl card added to the draw pile. The more monsters you add in an OrcQuest game, the more the game will be difficult and long.</p>
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PorkQuest Expansion (team play version):

<ul style="list-style-type: none"> • Duration: ↑↑ • Interaction: ↑↑↑ • Difficulty: = 	<p>Cheapshot cards included in this pack can be added to other Cheapshot cards.</p>
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Have a good game and do not forget!

Be bad, be tough, be real orcs!