



QUICK START RULES COMPETITIVE GAME FOR 2-8 PLAYERS

Fortune and Glory®, *The Cliffhanger Game* is a fast-paced game of high adventure, vile Villains, edge-of-your-seat danger, and Cliffhanger pulp Movie Action. Players take on the role of a treasure hunter, traveling the globe in search of ancient artifacts and fending off danger and Villains at every turn in a quest for the ultimate reward of Fortune and Glory!

Note that this quick start guide is just to get you going and if questions arise (and they surely will), you will need to look in the Rulebook for specific answers. Also note that this is the Basic Game, and thus leaves out a lot of the cool elements that require a bit more detail.

There are two resources in the game, **Fortune** (Gold coin tokens) and **Glory** (Blue coin tokens). Fortune is gained by recovering and selling Artifacts and is used to win the game. Glory is gained by defeating Enemies and overcoming Dangers and is used as influence to acquire Gear and Allies, and to heal.

Objective: Be the first Hero to collect at least 15 Fortune and be in your Starting City at the end of a Game Round.

HERO MINIATURES VISUAL REFERENCE



Duke Dudley



Jacques Moreau



Jake Zane



Li Mei Chen



Dr. Zhukov



Sharon Hunter



Alexander Cartwright



Shelly Hargrove

SET UP



1) Remove the following cards from the decks and set them aside (they will not be used for now):

Artifacts - *The Mine, The City, The Valley, The Temple, The Caverns, The Tomb*

Events - *Lost Temple*

City - *Trouble in Town*

Dangers - *Agents of Evil*

Enemies - *Mob Leader*

Nazi Enemies - *Nazi Commander*

Villains & Villain Events - **All**

2) Shuffle all card decks thoroughly.

3) Lay out Game Board and Card Decks as shown above.

4) Each player draws a random Hero and places their figure on the board in their listed *Start City*.

5) Set out remaining counters, figures and dice.

6) Draw 1 **Artifact** and 1 **Adventure** card and place them face up together (nested) at the top of the board. Then draw a **Location** card to see where the Artifact is located. Place one of the colored skull markers on the Artifact card and the other on the board in the space listed on the Location card drawn.

7) Repeat step 6 above so that there are 4 total Artifacts out on the board.

8) You are now ready to begin!

THE GAME ROUND

Each Game Round has 4 Phases.

- 1) Initiative Phase
- 2) Move Phase
- 3) Adventure Phase
- 4) End Phase

INITIATIVE PHASE

Each player rolls a die. The highest roller (roll off if tied) takes the **First Player** frog token. Any player that rolls a 1 draws a free Event card.

Any cards that have an 'Activate:' ability (ie. – one use per turn) become ready again.

MOVE PHASE

Starting with the **First Player**, each player rolls a die and may move up to that many spaces on the board. There are 3 types of space – **Land**, **City**, and **Sea**. Land and City spaces cost 1 movement to enter, while Sea spaces have a movement cost printed in the space. Heroes may move through and occupy the same space as one another. During your move it is a good idea to try and get into the same space as one of the Artifacts around the board.

Any player that rolls a 1 for Move also gets a free Event card. Note that all Heroes Move in the Move Phase before gameplay proceeds to the Adventure Phase.

ADVENTURE PHASE

During the Adventure Phase, starting with the **First Player**, every Hero gets to interact with the space they are in as follows:

City Space – Draw a City Card.

If it has a 'Secret' icon (as shown in the example to the right) do not read it aloud. Otherwise, read the card and do what it says.



Secret Icon



Land or Sea Space – If there is no Artifact in your space, roll a die. On the roll of 4, 5, or 6 draw an Event card. On the roll of 2 or 3 it is uneventful travel, nothing happens. On the roll of 1, draw an Enemies card that attacks you.

Space with an Artifact – If there is an Artifact in your space, you may now go on the adventure to try and recover it.

END PHASE

During the End Phase, draw and place new Artifacts (an Artifact/Adventure combo with a Random Location) to replace any that have been recovered. There should always be 4 Artifacts out on the board at the end of a Game Round.

Also, any Heroes that were KO'd now recover, removing all Wound markers they had.

ARTIFACT ADVENTURES



Fortune Value

Ignore this text for the Quick Start game

Dangers Value

Each Artifact has a Fortune Value (in the gold coin icon) and a Dangers Value (in the red tribal shield icon). A Hero must complete a number of Dangers equal to the Dangers Value to recover the Artifact (this can be done over multiple turns). For now ignore any other icons or text on the Artifact/Adventure cards.

Each Danger must be overcome one at a time. Draw a Danger from the bottom of the Dangers deck (make sure that it says **Danger** in the Keywords bar below the card image, and **not Cliffhanger**). Dangers are always discarded to the top of the deck. Each Danger has a Glory Value and one or more Tests. If there is an 'or' between Tests, you may choose which to try; if it says 'and', both Tests must be taken. If you choose a 'Fight' option, go directly to combat.

TESTS AND CLIFFHANGERS

To make a Test, roll a number of dice equal to your Hero's Skill associated with that Test (Agility, Lore, etc). These are called Adventure Dice. The number listed in the Test is what you need on any of the dice to be a success (4+ = 4, 5, or 6, 5+ = 5 or 6, etc).

For each die that rolls a success, place a success marker on the Danger. You must get successes equal to the number of ✖ shown to pass the Test. Each time you roll, as long as you roll at least one success, you may roll all of the dice again.

If the Tests are passed, the Danger has been overcome and you may choose to either **Camp Down** (end your turn, collect the Glory from the Dangers overcome so far, and fully Heal) or **Press On** (continue directly on to the next Danger, risking the Glory potentially earned so far).

If you do not roll enough successes, the Test is failed. Your turn immediately ends and you must flip the Danger over to its **Cliffhanger** side. Next turn, you may not move away and must try to overcome the Cliffhanger during your Adventure Phase.

If a Cliffhanger Test is failed, your Hero is KO'd and sent back to your Starting City (and you must lose a dice worth of any mix of Gear, Allies, Glory, Fortune). During a **Cliffhanger** Test (and only on *Cliffhanger* Tests), you may 'Exert' by taking Wounds on your Hero to roll extra Adventure Dice on a 1-for-1 basis. If the Cliffhanger Tests are passed, you may **Camp Down** or **Press On** as normal.

SELLING ARTIFACTS AND BUYING ITEMS

While in a City during your Adventure Phase (after drawing the City card), you may sell any Artifacts you have. Discard the Artifact and gain the Fortune value listed. You can also buy Gear and/or Allies for 5 Glory each. These are placed face up next to your character sheet. There is also a stack of **Common Items** that can be purchased for the Glory cost listed in the upper corner. Note that there is no discard pile for the Common Items stack and if discarded, these cards are simply returned to the stack.

While in a City you may Heal wounds for 1 Glory each.

FIGHTING ENEMIES

To Fight an Enemy, you must go through a number of Fight Rounds. Each Round you roll **Fight Dice** equal to your Combat Skill. The Enemy also rolls their **Fight Dice** against you at the same time. Every roll of 4, 5, or 6 is a Hit. Heroes have a **Defense** listed next to their Health box. Every time you are attacked, you may ignore a number of Hits equal to your Defense (usually this is Defense 1 for Heroes and none for Enemies). For each Hit that goes beyond the Defense, place a Wound marker on the character. If a Hero has Wound markers equal to or more than their listed Health, they are KO'd and sent back to their Starting City (and you must lose a dice worth of any mix of Gear, Allies, Glory, Fortune).

When an Enemy has Wound markers equal to or more than their Health stat, they are defeated. Immediately gain the Glory value listed on the Enemy.

Note that during a Danger if you go directly to a Fight, you will collect the Glory listed on the Enemy instead of the Glory listed on the Danger card.

EVENT CARDS

Event cards can be played as noted on the card itself. Events listed as *Play Immediately* must be played as soon as they are drawn.

IMPORTANT NOTES

- A Hero may not carry more than **3 Gear** and **3 Allies** at a time (*Common Items* are all Gear in the main game).
- Heroes may not directly attack one another.
- **Random Cities** are listed at the bottom of each Location card.
- An **Enemy Figure** in a space (Nazi Soldier or Mobster Thug) stops a Hero's movement and must be fought immediately. Nazi Figures represent *Nazi Soldiers* and Mobster figures represent *Mobsters*.