



An Adventure Across the
4 KINGDOMS

The Quest for Colors

GAME RULES :
TURN YOUR BOOK INTO AN INFINITELY REPLAYABLE CARD GAME ADVENTURE.
1 - 2 Players | Time: 40 min | Age: 12+

OBJECTIVE

Play as Alec or Mia and journey through the 4 Kingdoms. Your goal is to survive the dangers and recover the 4 Fragments (the 4 Aces) without letting your Health Points (Hearts) drop to zero.

COMPONENTS (74 CARDS)

1 Double-sided Character Card: Alec / Mia (Sheet to cut and fold).
1 «Inventory & Health» Card (To photocopy or cut out).
72 Game Cards divided into 4 Kingdoms: Hearts, Clovers, Diamonds, Spades.
18 cards per Kingdom, ranging from 0 to 12, Ace, Jack, Queen, King, and Joker.

SETUP

Choose your Hero:

Place the Character sheet in front of you (Alec or Mia side). You begin the adventure with the Royal Message in your inventory and a character-specific Bonus. Use a token or the character card to track your position.

Prepare the Kingdoms:

Separate the cards by suit (Hearts, Clovers, Diamonds, Spades) and follow these steps for each one:

- Set aside the 0 card (Start) and the Ace (Final Objective).
- Shuffle all other cards (1 to 12 + Jack, Queen, King, Joker) and form a face-down deck. Place the 0 card on top and the Ace at the bottom of the deck. Set the 4 decks aside.

The Adventure Order:

You only play with one deck at a time. Start with the **Hearts deck**, then proceed in the following order: **Clovers, then Diamonds, and finally Spades.**

- Place the 0 card of Hearts face up in the center of the table.

Starting the Game: Place your character on the **0 card of the Kingdom of Hearts.**

HOW TO PLAY

The game is played in turns. Each turn consists of **3 SUCCESSIVE ACTIONS:**

1. EXPLORATION (Optional Action)

Draw and reveal the top 2 cards of the current deck.

- Place one to the **RIGHT** of your position and the other at the **BOTTOM** of your position.
- You may also choose not to draw and skip directly to actions 2 and 3 (Movement and Resolution).
- If you can only place one of the two cards, place the other face up on the draw pile: you will draw it again on the next turn.

2. MOVEMENT (Mandatory Action)

You must move your character once to an adjacent card. You have two choices:

- **To a card in play (right or bottom):** other cards remain in place and can be explored later.
- **Voluntarily out of play:** Place your character back on the 0 or 1 (start) card of your choice and lose 1 Heart.

3. RESOLUTION (Mandatory Action)

Upon arriving on a card, immediately apply its effects (see the book):

• **CLEARANCE CONDITION?**

Some cards require specific conditions, for example: «Do you have the Key?» If yes, you can unlock the objective and continue the adventure.

If you do not have it, apply the indicated consequence, for example: Loss of life or Backtrack.



- **MANDATORY EFFECT (box at the bottom of the card) :**
Combat or Healing: If you lose or gain hearts, adjust your Hearts on your character sheet.
Item: Note it in your inventory. Items are kept from one Kingdom to another.
XP: If you gain experience points, check a box on your character sheet to earn a bonus.
Fragment: If you obtain a fragment, check the corresponding box on your character sheet to gain 1 XP.

CONSTRAINT: The same card cannot grant Hearts, Items, or XP more than once.

4. END OF TURN

If you are still alive, begin a new turn at step 1: Exploration

BASIC RULES:

- Each turn, move your character once, only to the RIGHT or DOWN, then apply the action of the new card.
- You cannot collect rewards from the same card more than once (Hearts, Items, or Experience).



CLIMBING:

Special movement UPWARDS, only if the card has the LADDER icon.



DEADLY COLD:

If the card has the SNOWFLAKE icon, lose 1 heart.



TUNNEL: Special Movement.

The TUNNEL icon allows you to move to any card of your choice, but you lose 1 Heart.

END OF ROUND AND VICTORY

CHANGING CHAPTERS:

As soon as you reach (and resolve) the Ace Card, the chapter is over.

- Keep your items and your hearts.
- Remove all cards currently in play.
- Prepare the next chapter.

FINAL VICTORY: Collect all 4 fragments and reach the Ace of Spades to win the game.

DEFEAT: If your hearts fall to zero, the adventure ends.

DIFFICULTY OPTIONS:

In case of defeat, you may restart the chapter while keeping your inventory and your starting Hearts.

Easy Mode : 2 retries; Medium Mode : 1 retry or Expert Mode : No retries.

2-PLAYER GAME VARIANT

The 2-player cooperative variant allows you to experience the adventure with both characters, Alec and Mia, at the same time.

The basic rules remain the same but include specific additional rules. The goal of the game, setup, and turn structure are identical to the 1-player mode.

SPECIAL RULES:

DEFEAT occurs if both characters run out of Hearts. If one character has no Hearts left, their ally can transfer their own Hearts to them (free action), provided they are on the same card.

1. EXPLORATION (Optional Action)

If the two characters are on different cards, the first player may draw and place 2 cards. Once their action is complete, the second player may choose to do the same and place 2 additional cards on their turn (if space is available).

2. MOVEMENT is no longer a mandatory action only when your character is on a starting point (0 and 1) or an objective card (9 and Ace).

Both characters can take different paths and reunite later on the same card.

There are 2 reasons to wait for the other player:

- 1 - To validate the Ace card together (mandatory), which is the end-of-chapter objective.
- 2 - To give or exchange items. This is a free action that can be performed as soon as both characters are on the same card.

3. RESOLUTION (Mandatory Action)

If both characters are on the same card, the card's effects are applied only once. Additionally, during combat or a physical challenge, damage is distributed freely between the two characters. Apply card effects every time you land on a card. However, as a reminder, the same card cannot grant Hearts, Items, or XP more than once.

