Call to Adventure

Game Rules

1-4 Players

Ages 13+

30-60 Minutes

Designed By Chris & Johnny O'Neal

The lowly squire becomes a knight of legend. An orphan girl claims her birthright as queen of the realm. A noble turns vigilante when his parents are tragically killed. The stories change, but the themes are timeless... and every hero's journey begins with a Call to Adventure!

In Call to Adventure, players compete to create fantasy heroes. On the journey from your humble Origin to your epic Destiny, you will gain Traits, face Challenges, and grow in your Abilities. Every player will build a character and tell a story, but only one will become the greatest hero!

Call to Adventure - 1st Edition; 1st Printing
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Published in 2018 by Brotherwise Games, LLC; Torrance, CA.
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Call to Adventure

Contents

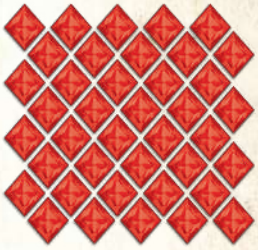
45 Character Cards
15 Origin • 15 Motivation • 15 Destiny

91 Story Cards
29 Act I • 32 Act II • 30 Act III

44 Hero & Antihero Cards
22 Hero • 22 Antihero
12 Solo/Co-Op Cards

4 Player Boards
with 4 Hero Markers

24 Runes
3 Strength • 3 Dexterity • 3 Constitution
3 Intelligence • 3 Wisdom • 3 Charisma
3 Core Runes • 3 Dark Runes



40 Experience Tokens

Overview

In Call to Adventure, players face challenges and acquire traits over the course of three Acts. Along the way, each player's hero will gain Triumph points for victories, Tragedy points for following a darker path, and Experience tokens when they fail.

At the end of the third Act, **the player with the highest Destiny score is the winner!**

Triumph ( ) + Tragedy ( ) + Experience ( ) = Destiny

For more details on calculating your Destiny score, see Ending the Game (pg. 8).

Setting Up the Game

Before the game begins, sort through all game components, shuffle the decks, and prepare the play space. During setup, each player begins creating a Character.

1. Deal the Cards

Deal each player six Character cards:

- **2 Origins** (brown with bronze)
- **2 Motivations** (blue with silver)
- **2 Destinies** (red with gold)

Each player chooses one of each to keep, then removes the rest from the game.

> If this is your first time playing, just deal each player one Character card of each type.

Deal every player one Hero card to form their starting hand. These should remain hidden. Finally, give each player three Experience tokens.

2. Reveal Your Character

Your three character cards form your hero's **Story**. Place your chosen Origin to the left (face-up), your Motivation in the middle (face-up), and your Destiny on the right (face-down, but you may look at your own at any time). Your Story will grow over the course of the game, and includes:

- How many Ability runes you have
- Triumph and Tragedy points you gain over the course of the game
- Any icons or special powers granted by your Character cards

Take a player board and place your character cards on it. On the left side of the player board is the **Corruption tracker**. This represents your character's morality and innocence. During game setup, place your Hero marker on the third level of the tracker, indicating your Hero is neutral. Every time you gain a (Corruption icon), move the tracker down one level. Every time you gain a (Virtue icon), move it up one level. Your position on the Corruption tracker dictates whether you can play or cards, cast Dark runes, and affects your final score.

Play Example: Story Tableau

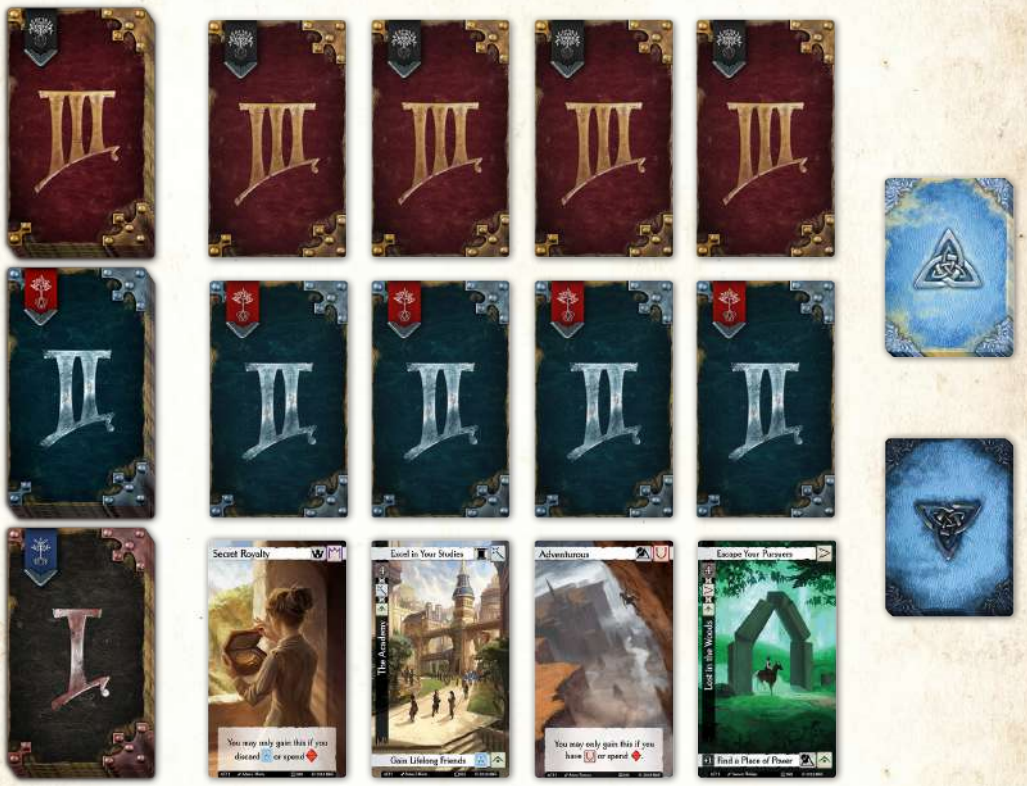
When Suzanne is dealt her six Character cards, she chooses to keep *Hunter* as her Origin, *Bound by Honor* as her Motivation, and *One With Nature* as her hidden Destiny. She places them on her playmat, sets her Corruption tracker to the starting level, and gets ready to play!

3. Prepare the Story Decks

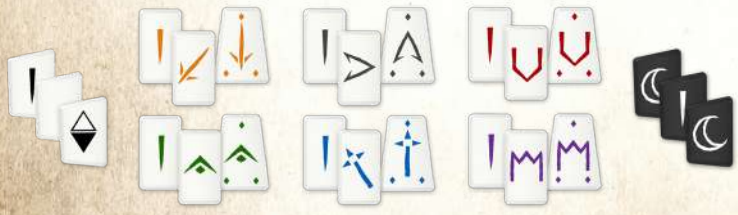
In the center of the table, set up the three Story decks, the Hero Deck, and the Antihero Deck. If this is your first time playing, we recommend removing the Allies and Adversaries from the story decks (as well as their related cards: *Noble*, *Sole Survivor, Vow of Vengeance, Heir to the Throne*, *Master of Whispers*, and *Cruel Betrayal*) until you get the hang of the game. Beside each deck, lay out a row of face-down cards.

- For a 2-3 player game, lay out four cards per Act (as shown below).
- For a 4-player game, lay out five cards per Act.

Once play is ready to begin, turn the Act I cards face-up.



Within easy reach of all the players, place the rune tray with the Core Runes, the Ability Runes, and the Dark Runes. The rune stones are shared by all players during the game. (For more on runes, see page 5.)



Now you are ready and the first turn begins! The player who most recently finished reading a novel goes first.

Traits and Challenges

As you reveal Act I cards, you'll see two card types. Traits, like *Secret Royalty* and *Adventurous*, have just one "path" to follow. A trait can be gained if you meet its prerequisites (see page 4).

Challenges, like *The Academy* and *Lost in the Woods*, have two paths. A challenge must be attempted by casting the runes and is gained if overcome (see page 4).

Each Turn

On your turn, you may gain a Trait or face a Challenge. You may also take other actions (see page 6), such as spending experience tokens and playing Hero or Antihero cards.

Gain a Trait

Traits define your character's personality, profession, and life experiences. A trait has only one "path."

To gain a trait card, you must simply meet any prerequisite listed on the card. When you gain a trait, place it under your current Storyline card. In general:

- Act I cards go under your Origin.
- Act II cards go under your Motivation.
- Act III cards go under your Destiny.

Leave the top of the trait card visible. Any Ability runes, Story Icons, or other rewards become a part of your Story.

Play Example: Gaining a Trait

On her first turn, Suzanne spends ◆ to gain *Adventurous*. Tucking it under her Origin card, she gains a Story Icon and a ⋃ (Constitution) icon!

Attempt a Challenge

Challenges are the daring deeds your hero undertakes on the path to notoriety. When you attempt a challenge, you cast runes and hope for a good result. To face a challenge:

1. Assess the **difficulty**, indicated by the number on the left-hand side of the card.
2. Declare which **path** you're taking, indicated by the top or bottom of the card. If a path has a +1 icon, the difficulty is increased by 1.
3. Gather your **runes**.
   - You can always cast the three **core runes**.
   - Add one matching **Ability rune** for each relevant Ability icon you have in your story. Ability runes are relevant to a challenge if they are listed on the card under its difficulty on the left-hand side of the challenge card (see example on top of page 6).
   - If you spend Experience tokens (◆), you may add **Dark runes** (see page 5).
4. Apply any **card effects**, such as Hero or Antihero cards (see page 6).
5. Once you're ready, **cast the runes**!
6. If the result **equals or exceeds** the difficulty, you overcome the challenge. Gain the card, placing it under your current Character card with the top or bottom of the new card showing (depending on which path you took).
7. If you **fail** a challenge, **discard it from the table** and gain an Experience token (◆).

Whenever you gain or discard a card from the table, replace it with another card from that Act deck. In the rare event that you have no valid options (e.g., four traits with prerequisites you do not meet), you may discard and replace one visible card without paying its Journey cost.

Reading the Runes

The runes give Call to Adventure the element of chance, but you can improve the odds by building your hero's Abilities. When you "cast the runes" you throw them on the table to see which sides land face-up.

Core Runes

You cast these three runes during every challenge.

- Add 1 to any challenge
- Add 0
- Add 0 and draw a Hero or Antihero card.

Dark Runes

Up to three times per turn (before you attempt a challenge), you may spend ◆ to add a Dark rune to your casting.

- Add 2 to any challenge and move your Corruption track down by one
- Add 1 to any challenge

Beware! As you gain Corruption, you lose the ability to play Hero cards. At ☾☾☾☾, you lose 4 Triumph points and may no longer spend ◆ to cast Dark runes.

Ability Runes

Whenever you attempt a challenge, check your Character to see if you have any Rune icons relevant to that challenge. For each icon you have, you may cast one rune of that type (up to a maximum of three). **When you gain your third icon in an Ability, then and only then do you gain use of the Special rune marked with three dots** (shown in the right-hand column below).

Add 2 (sword) or 1 (slash) to a **Strength** challenge	Add 2 to a **Strength** challenge or add 0 and gain an Experience token
Add 2 or 1 to a **Dexterity** challenge	Add 2 to a **Dexterity** challenge or add 0 and draw an Antihero card
Add 2 or 1 to a **Constitution** challenge	Add 2 to a **Constitution** challenge or add 0 and gain an Experience token
Add 2 or 1 to an **Intelligence** challenge	Add 2 to an **Intelligence** challenge or add 0 and draw a Hero card
Add 2 or 1 to a **Wisdom** challenge	Add 2 to a **Wisdom** challenge or add 0 and draw a Hero card
Add 2 or 1 to a **Charisma** challenge	Add 2 to a **Charisma** challenge or add 0 and draw an Antihero card

Play Example: Facing a Challenge

1

This challenge has a difficulty of 4. It allows you to cast any Dexterity and Wisdom runes you have.

Before casting runes, you must declare which path you're taking. In this case, let's say you go for "Find a Place of Power." This adds +1 to the difficulty.

2

Looking at your character, you see you have three relevant ability icons showing. You may cast one Dexterity rune and two Wisdom runes!

3

You always add your relevant ability runes to the core runes. Not taking any chances, you pay to cast a Dark rune as well. And the results are...

Your total result is 7... 2 more than required to overcome the challenge!

Tuck *Lost in the Woods* under your Origin card with "Find a Place of Power" showing. You've gained a story icon and an extra Wisdom icon!

Other Actions

In addition to gaining a trait or facing a challenge, you may also take the following actions:

- **Journey**: Once per turn, you may spend to discard one card on the table and replace it with another card from the same deck. If a challenge with an Ally under it is discarded, the Ally is discarded as well.
- Use another card effect (see below).
- Play a **Hero** or **Antihero** card (see page 7).

You may take as many of these actions as you have available.

Other Card Effects

In addition to Hero and Antihero cards, other cards have effects that you may activate during your turn. The effects and their costs are outlined in the card ability text.

- Many **Origins** provide a way to gain Experience Tokens.
- Many **Motivations** provide a way to spend Experience to gain an advantage.

Hero and Antihero Cards

Whenever you gain a △ icon, or acquire a Path with ◬, draw a **Hero** card. When you gain a ▼ icon, or acquire a Path with ▼ draw an Antihero card. When you get a result of ◆, you may choose which type to draw.

Your position on the Corruption track indicates whether you can play Hero cards, Antihero cards, or both. For example, if your position on the track has the ◬ icon, you may play Hero cards, but not Antihero cards. You begin the game able to play both.

Most Hero and Antihero cards specify when they can be played. Otherwise, they can be played at any time. Their effects can even interrupt other players' actions, taking effect in the reverse of the order in which they're played.

After a Hero or Antihero card takes effect, place it face-up beside your character tableau. At end of game, add the Triumph or Tragedy value of any played cards to your score.

Ending Your Turn

Once you are out of actions to take, play passes to the next player. During the "End of Turn," end any effects from Hero cards, Antihero cards, and other cards and draw a new card to replace any you claimed from the board that turn.

Ending An Act

- When you have placed at least three trait or challenge cards under your current Act, you must end that Act. You may no longer gain traits or face challenges from that Act.
- At the start of your turn, if you are the first player to have three cards from one Act, reveal the next row of cards.
- All players may gain or face Story cards from any revealed Act, but you must still place three cards under your current Character card before proceeding to fill the next Character card.

Play Example: Ending Act I

During Act I, Suzanne acquired a trait and overcame two challenges. She is ready to move on! In Act II, cards she gains will be placed under her Motivation card, *Bound by Honor*.

If Suzanne is the first player to complete Act I, she reveals four cards from Act II. Now any player may gain those cards.

Ending the Game

When one player has gained three cards under their Destiny card, their final Act is closed. **Each other player may take one final turn**. Then, it's time for the "End of Game."

- To determine the winner, each player must reveal their Destiny card, then:
- Add up all Destiny points visible under your Character cards, adding Triumph ( ) and Tragedy ( ) points together.
- Add any points you have gained from Story icons (see page 9).
- Add one point for every unspent Experience token ( ) you have.
- Every Hero card you played is worth 1, regardless of your current Corruption position.
- Every Antihero card you played is worth 1, regardless of your current Corruption position.
- Then, add any Triumph or Tragedy points gained from your position on the Corruption track. (Corruption track points are not cumulative.)
- Finally, gain any points from your Destiny card, based on the requirements you've met.

After applying all modifiers, the player with the highest Destiny score is the winner.

To conclude the game, each player tells their story! Describe how your hero's Character and Story cards fit together… how they emerged from humble Origins, followed their Motivation, and achieved their Destiny. Whether or not you won the game, you've hopefully created a memorable character!

Play Example: End of Game

At the end of the game, Suzanne sees she has 17 Triumph and 2 Tragedy printed on her Story and Character cards. Her five matching Nature Story icons add another 8 Destiny (see page 9). Her Experience tokens add another 2 Destiny and her played Hero and Antihero cards are worth 2 Triumph and 1 Tragedy point respectively.

Without a Strength icon, she doesn't gain the 5 triumph from her Destiny, but she picks up an additional 5 Triumph for each of the Nature story icons. Lastly, she gets 4 Tragedy for her final position on the Corruption track. Suzanne's final Destiny score is 41 …a strong result! Time to tell the story of her hero!

Story Icons

As you build your hero's story, choosing certain paths can give you bonus points at the end of the game. The six Story Icons are Divinity, Justice, Nature, Arcana, Royalty, and Villainy:

Gaining more than one copy of a Story Icon will give you extra Destiny points at end of game. For each set you collect, add a bonus depending on the number of matching icons. All sets of Story Icons are scored in the same way, adding directly to your Destiny score at end of game:

Expanding the Game

Once you've gotten the hang of traits and challenges, add Allies and Adversaries to your game!

Future expansions will introduce new worlds and genres, but this core set also includes two new card types to enhance gameplay and storytelling:

Allies

Ally cards are shuffled into the Act I and Act II Story decks. When an Ally is revealed, the active player must choose a Challenge from that Act and tuck the Ally underneath it. That challenge now has +1. Allies can't be assigned to traits. A challenge may hold only one Ally. If there is no valid challenge when an Ally is revealed, discard the Ally.

When you overcome a challenge that holds an Ally, place the Ally face-up beside your Character tableau. Most Ally cards have powers that allow you to spend or sacrifice the Ally (move it to the discard pile) to trigger beneficial effects.

Adversaries

Adversary cards are shuffled into the Act II and Act III decks. An Adversary is a special type of challenge with only one path: defeating that Adversary. Unlike ordinary challenges, Adversary cards have powers that affect the game. These effects should be noted when the Adversary is revealed.

Otherwise, all rules for challenges apply to Adversaries. To face an Adversary on your turn, cast the relevant runes. If you succeed, tuck it under your Story card, keeping its rewards visible.

Variant Rules: Solo and Co-Op Play

While the core rules of Call to Adventure focus on competitive multiplayer, it is also designed for solo and cooperative play!

Set Up

Preparing a Solo or Co-Op game follows typical game rules (see pages 2-3), with the following exceptions:

- **Choose One Adversary**: Set aside all Adversary cards, then randomly select one as your Adversary.
- **Begin the Adversary Quest**: Choose the Adversary Quest card that matches your selected Adversary, as well as the Rise of the Adversary card.
- **Equip the Adversary**: Set aside all Antihero cards marked with a icon. These form the Adversary's special deck.
- **Victory Conditions**: Tuck the double-sided Victory card under the Adversary, revealing the portion of the card appropriate for 1, 2, 3, or 4 players.

The Adversary's Deck

The Adversary's special deck of Antihero cards includes:

- Cruel Betrayal
- Dark Lord's Champion
- Harsh Lesson
- Instill Fear
- Tap into Darkness
- Sabotage

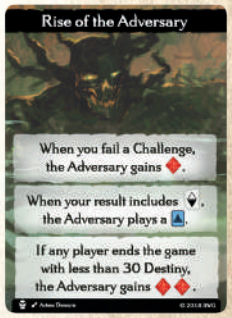
At the end of each turn, discard the revealed Antihero card. When the special deck runs out of cards, shuffle the discarded cards and start a new deck.

Place the Adversary, Adversary Quests, and special decks across the table from you, face-up. The cards' ongoing abilities apply until the end of the game.

Playing The Adversary's Cards

Whenever you cast the core runes and get a result of :

1. Draw a Hero or Antihero card for yourself, as usual.
2. Reveal the top card of the Adversary's special deck.
3. Apply the card's effects immediately (or, if the card is meant to be played after a Challenge, apply it at that time). If the card requires a choice, the active player chooses.
4. If the card is not relevant (such as a Cruel Betrayal when no Allies are in play), ignore and discard it.



Defeating the Adversary

The Adversary wins when they reach their Experience goal, indicated on the Victory Conditions card: for a Solo game, + for each additional player.

In a Co-Op game, whenever you play a Hero or Antihero card with "you" as the target, you may choose "any player" as the target.

Continued on the next page.

You may not attempt the Adversary challenge until your last turn. Once any player has gained eight Story cards, their last turn must be spent facing the Adversary. Once defeated, tuck the Adversary under your Destiny card.

In a Co-Op game, when one player defeats the Adversary, each player may take one final turn. All players win if the Adversary is defeated, but the player with the highest Destiny is the ultimate winner!

Rune Probability

Because Call to Adventure's rune system is so unique, it can be helpful to understand the probabilities involved. Here's a look at the minimum, average, and maximum values for common combinations of core runes plus Ability/Dark runes:

Runes Cast	Example	Minimum	Average	Maximum
Core Runes (CR) Only		0	1.5	3
CR + One Dark or Ability Rune		1	3	5
CR + Two Dark or Ability Runes		2	4.5	7
CR + Three Dark or Ability Runes		3	6	9
CR + Four Dark or Ability Runes		4	7.5	11
CR + Five Dark or Ability Runes		5	9	13

Every additional **Ability rune or Dark rune** adds an average of **+1.5** to your attempt.

Every **Special rune** (the third Rune in each Ability set) adds an average of **+1** to your attempt.

FAQs

If I gain an Ability rune, do I keep another player from gaining it?

No. Your character's available Ability runes are defined by the visible icons in your character tableau. On your turn, when facing a challenge, you have access to any of the rune stones that correspond to your Ability icons, and are relevant to the challenge. Players share the rune stones, taking turns using them.

Am I allowed to have more than three rune icons in one Ability?

Yes. While you may only cast a maximum of three runes per Ability, you are allowed to keep gaining rune icons as part of your Character tableau. For example, if your Destiny is *Wise Master*, gaining a fourth Wisdom rune would help you earn an additional Triumph at end of game.

If I'm playing a Hero or Antihero card to help with a challenge, can I play it after the runes have been cast?

If a Hero or Antihero card has timing restrictions, they are specified on the card. When a card specifies its timing, here's what it means:

- "Before you attempt a challenge" means you must play the card before you cast any runes.
- "As you are facing a challenge" (or "as an opponent is facing a challenge") means you can play the card after casting runes, before the attempt is resolved.

Some cards specifically reference an attempted or completed challenge, and must be played after the challenge is resolved.

When attempting a challenge, do I only get to add in the Ability runes of the path I'm choosing?

No, you may add in all the Ability runes listed on the left side of the challenge (usually two abilities, sometimes one).

During a challenge, if I get a result of ⬙, when do I draw the Hero or Antihero card?

You may draw it immediately. If it is a card that can be played "as you are facing challenge," you may play it before the challenge is resolved.

How does the Corruption track affect my Destiny score?

At the beginning of the game, your hero is neutral. If you gain ☼, you move one level up the track. If you gain ☾, you move down the track. Becoming a "tragic hero" and embracing your dark side can make your character interesting… you gain 4 Tragedy points at ☾☾. But beware… If you gain ☾☾☾, you have crossed the line into villainy, and your final score modifier is 0. Go all the way, and you'll get a penalty! These values are not cumulative; you only count your final position on the Corruption track.

What happens if I gain more than three Corruption?

If you gain four Corruption (☾☾☾☾), you cannot gain any more, nor may you cast Dark runes (unless an Antihero card specifically allows you to do so). If you are able to remove Corruption (by gaining ☼), you move back to ☾☾☾.

How are new Story cards revealed during the game?

On your turn, when you gain a trait or overcome challenge, you add it to your Story tableau (or put the challenge in the discard pile, if you failed). Before taking any other actions, you then reveal the next card from the deck and place it face up beside that Story deck.

What happens if one of the decks runs out of cards?

If one of the decks runs out of cards, take all discarded cards and shuffle them back into their respective decks. If all Hero or Antihero cards are played or in players' hands, no more cards of that type may be drawn.

If another player has revealed Act II cards but I have less than three cards under my Origin, can I try to gain Act II cards?

Yes. As soon as any cards are revealed, all players have access to them. For example, if you manage to overcome an Act II challenge when you have two cards under your Origin, you would tuck that Act II challenge under your Origin, NOT under your Motivation. This can help players catch up in terms of points, but comes with a risk: challenges from a higher Act tend to be more difficult.

Are played Hero and Antihero cards part of my "Story?"

Hero and Antihero cards are not part of your "Story." Destiny cards that count Triumph or Tragedy icons in your "Story" will not count those from your Hero or Antihero cards.

When a Hero or Antihero card (or other game effect) makes me re-attempt a challenge I have just attempted, do I have to repurchase the Dark runes I have just thrown?

No, you do not; any Dark runes previously purchased via Experience, or extra runes or advantaged earned through previously played Hero or Antihero cards may be used in the second attempt.

Can I add extra runes to that second attempt?

Yes! If you have Hero cards that will help you, or Experience to spend on Dark runes, you may add them to a second attempt.

Where can I go for more answers and information?

Visit www.BrotherwiseGames.com for gameplay videos and expanded FAQs. Or contact us directly via the Brotherwise Games Facebook page!

Acknowledgements

Graphic Designers: Matt Paquette (Lead), David Pietrandrea, Ryan Printz • **Artists**: Adam J. Marin, Paul Scott Canavan, Krystian Biskup, Artem Demura, Max Bedulenko, Sean Robinson, Jordan Jardine, Spencer Hidalgo, Chris Cold, Sean Thurlow; Fantasy coin imagery courtesy of CampaignCoins.com • **Development Team**: Matt Gonzalez, Leslie Greitl, Mario Suhardi, Kyle Montpas, Chaz Welker • **Core Playtesters**: David Baker, David Chang, Bruce Godfrey, Jason Harner, Rob Kalajian, Andy Kaufmann, Joe LeFavi, Jack O'Neal, Matthew Ransom, William Sobel, Patrick Rothfuss, Isaac Stewart, and Susan Velazquez. Thanks also to the many, many public playtesters who gave us their feedback over the development of the game.

We owe everything to our parents, John and Sandra O'Neal, and our spouses, Victoria and Beverly. Finally, thank you to all of our Kickstarter backers for helping this dream come true!

Call to Adventure

Quick Start Guide

Object of the Game

Acquire Traits and overcome Challenges to build the hero with the highest Destiny score!

Set Up

Shuffle all decks, then:

1. **Deal** each player 2 Origin, 2 Motivation, and 2 Destiny cards, plus 1 Hero card and ◆◆◆ (see page 2).
2. **Reveal** each hero's chosen Origin and Motivation, leaving their Destiny hidden (see page 2).
3. **Prepare** the Story decks (see page 3).

The player who most recently finished reading a novel goes first. Play proceeds with each player taking a turn.

On Your Turn

Every turn, you may gain a Trait OR attempt a Challenge.

1. **Gain a Trait** if you meet the requirement (see page 4).
2. **Attempt a Challenge** by casting the runes. Always use the core runes, then add any ability runes you have (see pages 4-6). You may add a Dark rune for each ◆ you pay.

During your turn, you may also:

- **Journey**: Pay ◆ to discard one card on the table and replace it with another card from the same deck.
- Play **Hero** or **Antihero** cards (see page 7).
- Activate any abilities available to you from Character cards or Allies.

Casting the Runes

When you have a rune icon in your Story, you can cast that kind of rune when attempting challenges of that type (see page 5).

Ending An Act

When any player has three Story cards under their current Story card, reveal the next Act. You may acquire a maximum of three Story cards per Character card (see page 7).

Ending The Game

When any player has three cards under their Destiny card, each other takes one final turn. Then reveal Destinies and add up each player's score to determine a winner (see page 8)!