

PLAYING THE GAME

In Questlandia, you'll begin by collaboratively building a unique kingdom on the brink of ruin. Then, each player will take on the role of one character working to achieve a personal goal amidst the chaos.

Questlandia is a cooperative game. There is no GM and no winner. The goal is to tell a memorable story about your kingdom, its culture, and its people.

- **At All Times**
 - Cooperate with other players in creating an exciting story.
 - Use **ownership** to fairly divide world-building.
 - You may veto suggestions that feel uncomfortable.
 - You have agency over your character's thoughts, feelings, and decisions.
 - Be polite. Don't interrupt. Give everyone the chance to speak.
- **During Kingdom Setup**
 - Create your kingdom's features and norms through consensus.
- **When You're the Protagonist**
 - Move towards your goal in a freeform roleplay.
 - Ask other players for help when you're not sure what to do.
 - Call for **resolution** at any time to learn outcomes of the scene.
- **When You're the Opposition**
 - Maintain the spotlight on the protagonist.
 - Roleplay the world and characters around the protagonist.
 - Incorporate the protagonist's obstacles into the scene.

OWNERSHIP: Ownership gives individual players control over certain aspects of the story. It's meant to give everyone a fair share in worldbuilding. You can own nearly anything: a location, artifact, kingdom trouble, cultural norm, neighboring kingdom, NPC, etc.

- **After Establishing Features and Norms**
 - Assign each player ownership over one of the elements you've discussed.
- **When a Question is Asked About a Story Element**
 - If nobody owns the element, assign an owner to answer the question.
 - If it's already owned, give the owner first and final say in any discussion.
 - If the question relates to multiple owners, they answer collaboratively.
- **How to Assign a New Owner**
 - Choose someone with the fewest ownership cards, if possible.
 - Avoid owning elements directly related to your character.
 - Have the owner write the element and their name on an index card.
 - Each player may ask a question about the element.
 - Keep notes on the index card, and keep it visible to all players.

RESOLUTION AND OUTCOMES

The resolution describes the various outcomes of a scene. At the start of the resolution, both the protagonist and opposition will receive dice.

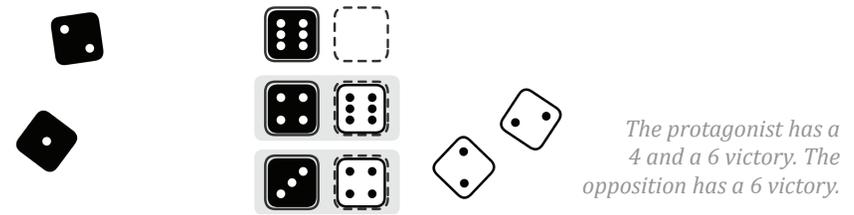
PROTAGONIST (2 white dice, +1 for...)

- Each relevant **mastered obstacle**
- Each relevant **relationship**
- Each relevant **trait**
- Each relevant **boost**

OPPOSITION (3 red dice, +1 for...)

- Each relevant **obstacle**
- Each **kingdom trouble** at level 3+
- Each relevant **hindrance**
- Protagonist's **weakness level**

After both players roll their dice, the opposition puts forward their **three** highest dice. The protagonist then matches any **two** of these with dice of their own. Any tied dice (like a 4 matched with a 4) are cleared away.



PROTAGONIST VICTORIES

- Not possible
- Reversal of fortune (positive)*
- Heal a relationship
- Master an obstacle
- Gain a boost
- Resounding success (fortune token)

OPPOSITION VICTORIES

- All players take misfortune token
- Reversal of fortune (negative)*
- Exhaust a relationship
- Receive an obstacle
- Receive a hindrance
- Doom (kingdom trouble)*

REVERSAL OF FORTUNE—Positive: swap any player's misfortune token for a fortune. Negative: swap one of your fortunes for a misfortune.

DOOM—Take a misfortune. Draw a new kingdom trouble. Impact the map.

ENGAGING IN WEAKNESS: After the initial dice roll, the protagonist may optionally engage in weakness to:

- Reroll any number of the protagonist's dice, or
- Reroll any number of the opposition's dice

Mark a level of weakness on your character sheet and take a misfortune token.

QUICK REFERENCE RULES

❖ SETUP

- Create the **KINGDOM**
 - ... Kingdom ambition and troubles
 - ... Features and norms
 - ... Language and name
 - ... Initial ownership
- Develop **CHARACTERS**
 - ... Draw cards (# of players +1)
 - ... Identity, starting luck, drive
 - ... Choose a character
 - ... Name, appearance, 2 traits, weakness
 - ... Establish **RELATIONSHIPS** with players to left and right
 - ... Declare **GOAL** and receive 2 **OBSTACLES**
- Make the **MAP**

❖ SCENES

- Set the scene: **WHERE? WHAT? WHO?**
- Declare your **SCENE GOAL**
- Roleplay until there is a call for **RESOLUTION**

❖ RESOLUTION

- Roll protagonist dice
 - ... Start with 2 dice, add 1 die for each relevant **TRAIT**, **BOOST**, **RELATIONSHIP** and **MASTERED OBSTACLE**
- Roll opposition dice
 - ... Start with 3 dice, add 1 die for each **WEAKNESS LEVEL**, **KINGDOM TROUBLE** at 3+, relevant **OBSTACLE**, and relevant **HINDRANCE**
- The protagonist may engage in **WEAKNESS** to:
 - ... Reroll any number of protagonist's dice, OR
 - ... Reroll any number of opposition's dice
- Match any 2 protagonist dice to the highest 3 opposition dice
 - ... Protagonist narrates victories
 - ... Opposition narrates losses

❖ EPILOGUE

- Arrange each player's tokens, starting with a **FORTUNE**
 - ... Tokens should alternate between fortune and misfortune
- Tell a fortunately/unfortunately story token by token
 - ... Each player's final token tells a **KINGDOM EPILOGUE**

COMPANION GUIDE QUESTLANDIA



A roleplaying game

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