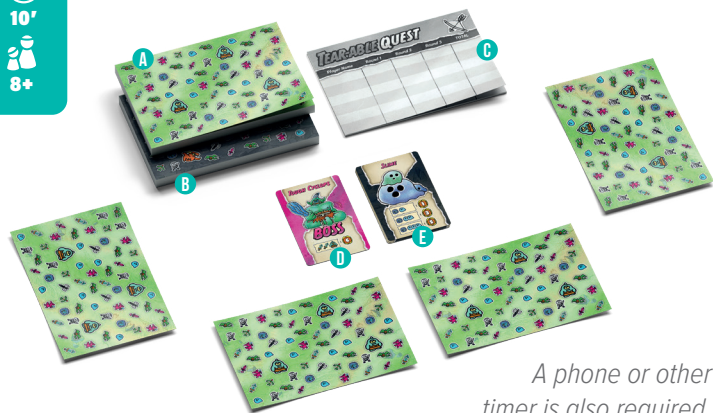


1-50  
10'  
8+

## TEAR-ABLE QUEST

Tear up your sheet to defeat monsters, collect treasure, and prove you're the best ripper!



A phone or other timer is also required.

## COMPONENTS

- A** 50 Manic Meadow Sheets
- B** 50 Dragon's Den Sheets
- C** 10 Score Sheets
- D** 3 Boss Monster Cards (double-sided)
- E** 4 Monster Cards
- F** 6 Bonus Cards (advanced play only)

	Manic Meadow	Dragon's Den
Cyclops	✓	✗
Dragon	✗	✓
Phantom	✓	✓

## SETUP

**First Game:** We recommend starting with Manic Meadow and the Tough Cyclops boss.

- Choose either **Manic Meadow** or **Dragon's Den** and give each player 1 sheet.
- Shuffle the **monsters** and deal a pile of **3** facedown in the middle. Flip the top monster faceup.
- Choose a **boss** from the list on the left and place it next to the monsters, with the side you want to use faceup.

## GAME ROUNDS

The game is played over **3 rounds**. Each round, you and your friends have **2 minutes** to tear pieces out of your sheets. When time's up, you score points for your pieces that complete **quests** on the cards in the middle.

At the end of the round, you **keep** what's left of your sheet to tear next round. You only get **1 sheet** for the whole game, so think ahead and tear wisely!

## QUESTS

The **boss** and **monster** cards show quests players can score this round. To complete a quest, you need to tear a piece off with the **exact icons** shown on the card (and no extras). You can complete each quest with multiple pieces each round. The **boss** card stays the same throughout the game, but the **monster** card changes each round.



Score 6 pts for each piece with 2 swords and 1 cyclops.



Score 3 pts for each piece with 1 tome and 2 slimes.

## START OF ROUND

Set a timer for **2 minutes**. When everyone is ready, start the timer and get tearing! You can tear as many pieces as you like, and you can tear pieces into smaller pieces (use this to get rid of pesky partial icons). You can also flip your sheet to see the icons on the back, or hold it up to the light to try and see front and back at the same time.

## TIME'S UP

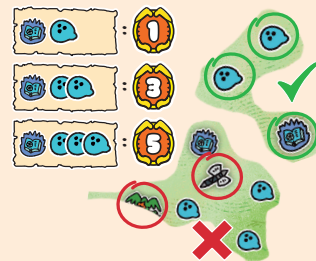
When the timer goes off, everyone must stop tearing and score their pieces. Write each player's score on the score sheet.



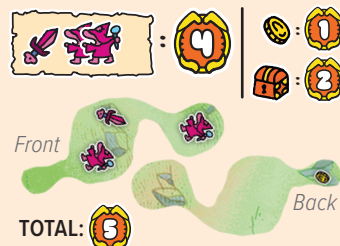
For a more relaxed game, you can increase the round timer to 3, 4, or 5 minutes.

## SCORING

Only pieces that complete **quests** score points. For a quest to be **complete**, all quest icons must be **full and whole**, without any tears into them, and there must be **no** extra full or partial icons on the front of the piece.



Each piece that completes a quest scores the quest's **point value** plus extra points for each full **treasure** icon on the back of the piece. Coins are worth **1** point each and chests are worth **2**. Partial treasures score 0.



Each piece that completes a quest **loses** 2 points for each **curse** icon on the back, **including partial ones**. If a piece's total value is 0 or less due to curses, treat it as incomplete and don't score it.



Pieces that **don't** complete quests score **no** points. Don't count treasures or curses on them.



## NEXT ROUND

After scoring, **throw away** all your pieces except for your **sheet**. If your sheet is in multiple pieces, choose **1** of them to keep and throw away the rest.

Remove the faceup **monster** from the game and flip over the next monster on the pile. When everyone is ready, start the next round!

## GAME END

After **3 rounds**, the game ends. Add up each player's final score to determine the winner. In a tie, the tied player who scored the most points in the **last round** wins. If still tied, the victory is shared.

*In the last round, you don't have to worry about "saving" your sheet. Go to town!*



### WILD ICONS

If a quest has wild icons, you can satisfy each of them with **any 1 icon** in the correct category (*weapon, monster, or boss*). The icons you use can be the same or different from each other, unless otherwise noted.

#### ANY WEAPON



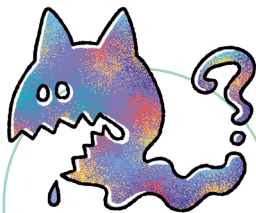
#### ANY MONSTER



#### ANY BOSS



## SPECIAL BOSS QUESTS



### PLAYFUL PHANTOM:

Requires 2 **matching** monsters of any type plus any 1 boss.



### LONELY PHANTOM:

Requires a piece that includes a **corner of your sheet**, with any 1 boss alone on the front and **no** partial or full icons on the back.

*Note: The Phantom can be used with either sheet, since it uses a wild boss icon.*



### CURSED DRAGON:

Requires 1 dragon on the front and at least 1 **full** curse on the back. Additional treasures and curses are allowed. Do **not** lose points from curses on pieces that complete this quest.



### GREEDY DRAGON:

Requires 1 dragon alone. Score **double** points from treasures on pieces that complete this quest.

## BONUS CARDS

Bonus cards make the game more challenging. Some of them add extra **quests**, while others add **competitive goals** players can try to win.

At setup, shuffle and deal 3 bonus cards facedown next to the monsters, then flip the top bonus card faceup. At the end of each round, discard the faceup bonus card and flip over the next one (*just like the monsters*).

Bonus quests are scored just like monster and boss quests. If players **tie** for a competitive goal, each of them scores full points.

## SOLO MODE

To play on your own, simply follow the normal setup and rules, and see how high you can score! If you use **bonus cards**, remove the 3 competitive goals.

## CREDITS

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