

● QUEST >>> PROGRESS TRACKING SHEET

Name:

Period:

Level:

Abilities:

Multiplier:

Level 1 – 25 EXP	<input type="checkbox"/>					1X
Level 2 – 100 EXP	<input type="checkbox"/>	Gold Enhance		EXP Enhance		
Level 3 – 350 EXP	<input type="checkbox"/>	Conditioning I	Party Boost I	Skill Boost I		2X
Level 4 – 600 EXP	<input type="checkbox"/>	Conditioning I	Party Boost I	Skill Boost I		
Level 5 – 850 EXP	<input type="checkbox"/>	Gold Generate		EXP Generate		
Level 6 – 1100 EXP	<input type="checkbox"/>	Conditioning I	Party Boost I	Skill Boost I		3X
Level 7 – 1500 EXP	<input type="checkbox"/>	Conditioning II	Party Boost II	Skill Boost II		
Level 8 – 2000 EXP	<input type="checkbox"/>	Conditioning II	Party Boost II	Skill Boost II		
Level 9 – 2600 EXP	<input type="checkbox"/>	Reincarnation	Extra Specialness	Quick Draw		
Level 10 – 3250 EXP	<input type="checkbox"/>	Conditioning II	Party Boost II	Haggling Skills		4X
Level 11 – 4500 EXP	<input type="checkbox"/>	Negotiator	Party Boost III	Skill Boost III		
Level 12 – 6500 EXP	<input type="checkbox"/>	Conditioning III	Party Boost III	Skill Boost III		
Level 13 – 9000 EXP	<input type="checkbox"/>	Conditioning III	Party Boost III	Skill Boost III		

Achievements:

Lay of the Land	<input type="checkbox"/>
Party Time	<input type="checkbox"/>
Crowdsource	<input type="checkbox"/>
Buddy System	<input type="checkbox"/>
Fair and Equal	<input type="checkbox"/>
Mad Skills	<input type="checkbox"/>
Aren't You Special	<input type="checkbox"/>
Explorer	<input type="checkbox"/>
No Stone Unturned	<input type="checkbox"/>
No Child Left Behind	<input type="checkbox"/>

Trifecta	<input type="checkbox"/>
Common Cause	<input type="checkbox"/>
Whole 4 Yards	<input type="checkbox"/>
Bird's Eye View	<input type="checkbox"/>
Decked Out	<input type="checkbox"/>
Festive Mood	<input type="checkbox"/>
Festive Occasion	<input type="checkbox"/>
Sincere Flattery	<input type="checkbox"/>
Class Party	<input type="checkbox"/>
All or Nothing	<input type="checkbox"/>

Project Log

	Type	EXP	Gold	Date	Initial
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					

● QUEST >>> PROGRESS TRACKING SHEET

Achievements:

Use this section to track how many times you've worked with each classmate.

Name	Times worked with	Notes

Calculating Rewards:

Use this section to remind yourself how to calculate EXP and gold rewards for your completed quests.

$$\begin{array}{ccccccccc}
 \boxed{\begin{array}{c} \text{Total of} \\ \text{highest EXP} \\ \text{values from} \\ \text{cards} \end{array}} & + & \boxed{\begin{array}{c} \text{Extra EXP} \\ \text{from special} \\ \text{bonuses on} \\ \text{cards} \end{array}} & \times & \boxed{\begin{array}{c} \text{EXP multi-} \\ \text{plier} \end{array}} & + & \boxed{\begin{array}{c} \text{EXP from} \\ \text{abilities} \end{array}} & + & \boxed{\begin{array}{c} \text{EXP from} \\ \text{achievements} \end{array}} & = & \boxed{\begin{array}{c} \text{Total EXP} \\ \text{from this} \\ \text{project} \end{array}}
 \end{array}$$

$$\begin{array}{ccccccc}
 \boxed{\begin{array}{c} \text{Total gold} \\ \text{value of cards} \end{array}} & + & \boxed{\begin{array}{c} \text{Extra gold} \\ \text{from bonuses} \\ \text{on cards} \end{array}} & + & \boxed{\begin{array}{c} \text{Gold from} \\ \text{abilities} \end{array}} & + & \boxed{\begin{array}{c} \text{Gold from} \\ \text{achievements} \end{array}} & = & \boxed{\begin{array}{c} \text{Total gold} \\ \text{from this} \\ \text{project} \end{array}}
 \end{array}$$

Note that EXP from achievements and abilities are added AFTER the EXP multiplier is applied. The multiplier is applied only to EXP, not to gold. Also note that in the case of both EXP and gold, abilities take effect before any bonuses from achievements are applied.

● QUEST >>> HOW TO PLAY

Game Pieces

Inside your packet you will find this guide, a progress card, a gold pouch, and a collection of 35 playing cards: 10 Party cards, 8 Quest cards, 10 Skill cards, and 7 Condition cards. To play the game you will form combos by placing two or more cards together. The more cards in your combo, the more points it will be worth.



Getting Started

Start by choosing a blue Quest card. Notice the orange and blue tabs with arrows leading between them. Now choose a green Condition card. Notice that it has a blue and green tab on top with arrows leading to the center. Form a combo by lining up the matching colors and arrow directions on the two cards. The arrows should now lead continuously from the left side of the blue card to the center of the green card, and from there to each of the green card's other edges. This is the most basic kind of combo. Every combo must have exactly one Quest and at least one Condition in order to be valid. You can continue to add cards to your combo as long as the tab colors and arrow directions match. There is no limit to the number of cards that can be in a combo. The task described by the cards that make up your combo can be referred to as your Quest.

Let's say that your first combo includes a blue Quest card that says "create NEWS BROADCAST" and a condition card that says "about HUMAN NATURE." You would complete this Quest by creating a simulated news broadcast about any part of human nature. It's up to you to research how to make a news broadcast and choose what aspect of human nature to focus on. Your game runner will help you if you get stuck. When your quest is complete, turn in your finished project, Quest Journal and the cards that made up your Quest to your game runner to receive your rewards. The more complex your combos, the more rewarding the quests will be and the more quickly you will advance in the game.

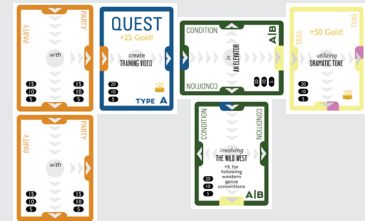
40 EXP, 25 Gold



80 EXP, 75 Gold



110 EXP, 75 Gold



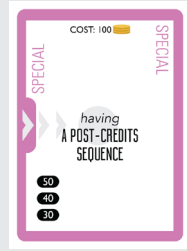
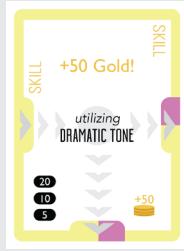
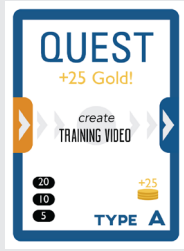
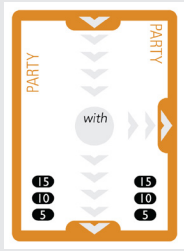
Rewards

Each combo will earn you two types of rewards: Experience Points (EXP) and gold. Numbers in the black pill-shaped areas on each card indicate EXP. When you successfully complete a combo using a card of any type, you receive EXP equal to the highest number listed on the card. Your total points for the Quest will be equal to the sum of the highest numbers from every card used. So the bigger your combo, the more points you receive. Your game runner will punch out or cross off the highest available number when you turn in the Quest. The next time you use a punched card it will be worth fewer points. When no point values remain on a card, that card is out of play and cannot be used to form combos. Experience Points are how you advance to the next level in the game.

Any gold value a card has will be indicated on the card. When you turn in your quest you can redeem any relevant cards for their gold value. You get gold for a card every time you use it, as long as the use is valid. You can use gold to purchase additional cards from your game runner.

Types of Cards

There are five main kinds of game cards: blue Quest cards, green Condition cards, yellow Skill cards, orange Party cards, and pink Special cards.



Quest cards are used to define the key task at the root of a Quest, and are one of the ways you can earn gold in the game. You can only have one Quest card per Quest. They are divided into four types: A, B, C, and D.

- **Type A** tasks involve producing a film project such as a short film or documentary.
- **Type B** tasks focus on a specific part of the filmmaking process like storyboarding or screenwriting.
- **Type C** tasks emphasize skill development (camera handling or editing skills, for example).
- **Type D** tasks ask you to analyze or research different aspects of film, as in writing a review or giving an oral presentation.

The game rewards you for trying multiple Quest types, so to get the most out of it you should complete Quests of all four types.

Condition cards set requirements that modify each Quest to make it challenging and unique. They might stipulate that a one-minute short film be about the meaning of life, or that you write a 5-page screenplay involving a spaceship. They are designed to help give you ideas and get you started in the right direction while requiring you to do some creative problem solving. You can have an unlimited number of Condition cards in your combo. They will earn you EXP, but not gold. Each Condition card can be attached to a Quest card, other Condition cards, and/or a Skill card.

Some Condition cards also have types, indicated by the letters A, B, C, or D in the lower right corner of the card. A Condition card with a type can only be attached to a Quest card of a matching type. Condition cards without types can be attached to any type of Quest.

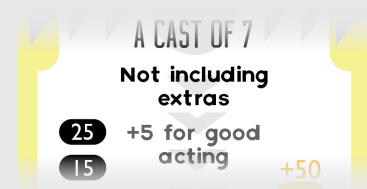
Skill cards will ask you to develop specific filmmaking skills in order to complete a quest. Skill cards earn you EXP and gold, and are the only type of card that can attach to a Special card.

Special cards provide an unusual challenge and are worth large amounts of EXP, but they also cost gold. Once you have earned some gold by completing Quests, you can spend it on Special cards. The challenges on these cards add a lot of fun to the game and help you level up much more quickly.

Party cards help you get credit for completing quests with other players. When you want to work with someone else on a Quest, write his or her name on a Party card and attach it to your combo at the orange tab on the left side of the Quest card. You can attach additional party members using the tabs at the top and bottom of each Party card. Attaching party members adds value to your Quest. When a Quest is completed, all members of the questing party receive the total value of the Quest in both Experience and gold.

Extra Points

Many cards have gray text under their names that explain extra requirements. You do not have to follow this text to get credit for the card, but if you do you will receive extra EXP as explained on the card. Some cards have black text under the card name that further explains the requirements. You do have to follow this text to get credit for it. Extra point text counts only for EXP, not for gold.



Bonus Cards

When the game runner feels you deserve it, you may be awarded a bonus card. How and when these cards are given is entirely up to the game runner.



Bonus cards can be used only once, but you can choose which Quest to apply them to. Bonus cards are calculated at the end of your normal Quest value calculation, so they apply to abilities, achievements, and everything. This means they can have massively powerful effects, so use them wisely!

Journaling

Included with your packet is a Quest Journal. This is where you document your Quest to make sure you get the right rewards. When you start a new Quest, write down the cards you are using in the provided area of your Quest Journal. Write down the amount of EXP and gold you expect to receive from each card, then total it up. Next, write down any achievements you expect to get from this Quest. That way, you know exactly what your Quest will be worth.

While working on your Quest, record any special insights you have, challenges you overcome, or things you learn about the craft of filmmaking. This is your place to keep track of how you're growing personally, so use it to reflect on your experience and to help yourself with future Quests. You can also use it to explain how you met any card requirements that might not be easy to tell from looking at your finished Quest. Add additional pages as necessary.

Getting Credit for Your Quests

Once you've completed your Quest, use a paper clip or rubber band to attach the cards you used to your Quest Journal and give them to your game runner along with the finished product you just created. Your game runner will review your Quest, punch your cards, give you your gold, and record your EXP on your tracking sheet. If you've gotten any achievements, the game runner will record these as well. If you've leveled up, this is when you get to choose a new ability.

Levels

You begin the game at level 0. Your level in the game determines your grade in the class, although in the first half of the class it is calculated differently than in the last half. See Appendix A for more information about how the class is graded. If you're using this game for a homeschool curriculum, don't worry about the grading. Just stick to the levels. As you turn in more and more quests, gain abilities, and earn achievements you will gain EXP and other rewards, which will help you advance to new levels. See Appendix B for an explanation of abilities and Appendix C for details about achievements. Levels are broken down as follows:

Level 0 – 0 EXP
Level 1 – 25 EXP
Level 2 – 100 EXP
Level 3 – 350 EXP
Level 4 – 600 EXP
Level 5 – 850 EXP
Level 6 – 1100 EXP
Level 7 – 1500 EXP
Level 8 – 2000 EXP
Level 9 – 2600 EXP
Level 10 – 3250 EXP
Level 11 – 4500 EXP
Level 12 – 6500 EXP
Level 13 – 9000 EXP

For every few levels you gain you also get an EXP multiplier. Here is how they are distributed:

Level 3 – x2 EXP
Level 6 – x3 EXP
Level 10 – x4 EXP

Level 13 is the equivalent of an A+. You can progress beyond this level for 5000 EXP per level. Levels above Level 13 have no grade, ability, or multiplier advantages, but will bring special recognition. You can track your level, abilities, achievements, and multipliers on your tracking sheet.

Side Quests and NPCs

Side Quests are additional, optional tasks that become available for limited periods of time as determined by your game runner. They are offered by NPCs (non-player characters) who appear from time to time, and vary wildly in their requirements. Some will be available only to players of a certain level, or only to parties of a certain size. Each will be specific to the NPC who issues it, and each must be completed before the NPC leaves the class: a time period that will vary. Rewards for completing side quests can consist of EXP, gold, special abilities or achievements, or just about anything else.

Appendix A - Grading

The game is designed so that a player putting forth an outstanding effort will reach level 13 by the end of a semester. A player's letter grade is equivalent to his or her level: Level 0 is the same as an F, and Level 13 is an A+. However, according to this system a player giving an A+ effort might only reach level 6 or 7 by the end of the class's first term, resulting in a much lower grade than would be deserved. In order to counter this problem, first term grades will be calculated as follows:

$0.75 \times [\text{player's current level}] \times [\text{student's current EXP}]$

The grade will then be issued as though the result of the equation was the player's actual EXP. For example, the first term grade for a Level 5 player with 920 EXP would be calculated: $0.75 \times 5 \times 920 = 3450$. This places the player in the Level 10 bracket, so the player's first term grade would be a B+. The player would not receive any Level 10 benefits, but the grade would reflect the player's true effort in the class. By contrast, a Level 2 player with 125 points would remain at Level 2, coming out with an adjusted score of 187.5, and would receive a D- for the term.

A Level 1 player would actually lose points under this system, so Level 1 will be calculated normally. Any player who remains at Level 0 will receive a grade of Incomplete or NG, depending on individual circumstances.

Appendix B - Abilities

As you level up, you'll also be given the chance to choose abilities that will help you through the game. Abilities can be selected on your progress card. You can find a description of each ability below.

Gold Enhance: Each card in a combo that awards you gold now gives you +5 extra gold. Requires player Level 2.

EXP Enhance: For every two cards in a combo that award you EXP, you now receive +5 EXP. Requires player Level 2.

Conditioning I: Condition cards in your combo are worth an extra 5 EXP. Requires player Level 3

Skill Boost I: Skill cards in your combo are worth an extra 5 EXP. Requires player Level 3.

Party Boost I: Party cards in your combo are worth an extra 5 EXP. Requires player Level 3.

Gold Generate: All cards in your combo earn you an extra +5 gold. Requires player Level 5

EXP Generate: All cards in your combo earn you an extra +5 EXP. Requires player Level 5.

Conditioning II: Condition cards in your combo are worth an extra 10 EXP. Requires player Level 7.

Skill Boost II: Skill cards in your combo are worth an extra 10 EXP. Requires player Level 7.

Party Boost II: Party cards in your combo are worth an extra 10 EXP. Requires player Level 7.

Quick Draw: When beginning each new project you may draw two regular cards for free. Requires player Level 9

Reincarnation: In each combo you can revive one fully-used card for its highest point and gold value. This can only be done once for each card. Requires player Level 9.

Extra Specialness: Special cards are worth an extra 50% of their EXP value. Requires player Level 9.

Haggling Skills: Special cards cost 25% less gold. Requires player Level 10.

Skill Boost III: Skill cards in your combo are worth an extra 15 EXP. Requires player Level 11.

Party Boost III: Party cards in your combo are worth an extra 15 EXP. Requires player Level 11.

Conditioning III: Condition cards in your combo are worth an extra 15 EXP. Requires player Level 12.

Appendix C - Achievements

Achievements are given for going out of your way to play the game well.. You can earn achievements individually, as a group, or as a class. Your game runner can announce new achievements at any time, but here are some of the standard ones:

Lay of the Land: complete one quest of each type. +100 gold, + 50 EXP

Party Time: complete a quest with at least one other party member. +25 gold

Crowdsource: trade cards with another player to complete a quest. +50 gold

Buddy System: complete three quests with the same party. +50 gold, +25 EXP

Fair and Equal: Use one of every type of card in a combo. +30 EXP

Mad Skills: gain all available points from three different Skill cards. +50 gold, +100 EXP

Aren't You Special: Use your first Special card. +25 EXP

Explorer: complete two of each type of quest. +200 gold, +100 EXP

No Stone Unturned: Use every card in your deck at least once. +100 gold, +100 EXP, random draw five cards for free.

No Child Left Behind: Everyone in the class reaches Level 6. Class chooses reward.

Trifecta: Use three skill cards in the same project. x2 EXP and gold from skill cards used.

Common Cause: Create a project that is directly related to the project of another player or group (as in a sequel, prequel, spoof, analysis, etc.). Both projects are worth an additional 50% of their EXP and gold values. Projects must be completed at the same time.

Whole 4 Yards: Complete four projects – one of each type – utilizing the same four skill cards. For the fourth project: revive the skill cards for 3x the max EXP and gold value of each.

Bird's Eye View: Complete one project focused on pre-production, one on production, and one on post-production. +75 gold, +100 EXP

Decked Out: Completely exhaust every card in your deck. +500 gold, +1000 EXP, random draw 10 regular and 4 special cards for free, nominated for Hall of Fame.

Festive Mood: Enter one of your projects in a film festival. +50 gold, +100 EXP

Festive Occasion: Have one of your projects selected for screening at a film festival. +100 gold, +200 EXP

Sincere Flattery: Imitate the visual style of a famous director or film movement. Justification required. +50 gold, +100 EXP, choose an ability for free.

Class Party: Work with each player in the class at least once. 3 free Special cards, +150 gold, +500 EXP. Everyone else in the class gets +50 EXP.

All or Nothing: Everyone in the class achieves Level 10 or above. Each student receives +150 gold, +1000 EXP. Class party.

Its Own Reward: Achieve at least 14000 EXP. Level 14, automatic Hall of Fame.

Don't forget to see what achievements you've gained when you turn in your quests. Track achievements on your progress card.

● QUEST >>> QUEST JOURNAL

Quest #	Starting Level	Ending Level
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Cards Used:

Quest Card: _____	EXP: _____	Gold: _____
Condition Card: _____	EXP: _____	Bonus EXP: _____
Condition Card: _____	EXP: _____	Bonus EXP: _____
Condition Card: _____	EXP: _____	Bonus EXP: _____
Condition Card: _____	EXP: _____	Bonus EXP: _____
Condition Card: _____	EXP: _____	Bonus EXP: _____
Condition Card: _____	EXP: _____	Bonus EXP: _____
Condition Card: _____	EXP: _____	Bonus EXP: _____
Condition Card: _____	EXP: _____	Bonus EXP: _____
Condition Card: _____	EXP: _____	Bonus EXP: _____
Condition Card: _____	EXP: _____	Bonus EXP: _____
Condition Card: _____	EXP: _____	Bonus EXP: _____
Skill Card: _____	EXP: _____	Gold: _____
Skill Card: _____	EXP: _____	Gold: _____
Skill Card: _____	EXP: _____	Gold: _____
Skill Card: _____	EXP: _____	Gold: _____
Skill Card: _____	EXP: _____	Gold: _____
Skill Card: _____	EXP: _____	Gold: _____
Special Card: _____	EXP: _____	Gold: _____
Special Card: _____	EXP: _____	Gold: _____
Special Card: _____	EXP: _____	Gold: _____
Special Card: _____	EXP: _____	Gold: _____
Party Card: _____	EXP: _____	
Party Card: _____	EXP: _____	
Party Card: _____	EXP: _____	
Party Card: _____	EXP: _____	
Party Card: _____	EXP: _____	
Bonus Card: _____	EXP: _____	Gold: _____

Total EXP: _____ **Total Gold:** _____ **Date Started:** _____

Journal Entry:

Date Completed: _____ **Game Runner Initials** _____