



SQUIRE for HIRE

Squire for Hire is a tile-based inventory management game for 1-2 players. Each Squire takes turns completing quests and adding loot to their bag. Keep vital items in your bag for when you need them, pack efficiently, and try to eliminate junk to be the **Squire with the highest scoring bag!**

GETTING STARTED

Deal 1 random **Squire** card to each player and remove the rest from the game. Note the bonus Item Value  on the top right of your card, and the item combos at the bottom.

Shuffle the deck and deal two **Loot** cards (*Item-side up*) to each player. Each player chooses **one** card to start their "**Bag**", and reshuffles the others back into the deck. Place the deck in the middle of the playing area, with the **Story** side face-up.

Flip the top two cards to either side of the deck so that they are item-side up.

The player who last packed a bag goes first by reading the first **Story** card out loud.



PLAYING the GAME

Complete **Story Cards** one of two ways:

- 1) Have the required **ITEM VALUE**  (shown by the item type on the left of the Story card). **Item Value** equals the combined number of spaces the item **type** takes up in your bag.
- 2) **USE an ITEM** (the item type on the right). First, pick up a **Loot** card. This counts as your reward. Then, try to fully cover the item being used in your bag by placing one full item from the **Loot** card on top.

Item Value required
ie. **Weapons**
(Bows, Daggers or Swords totalling 2 spaces).



Item Use required
ie. Use any **1 Valuable item**.
(Coins, Chests, or Rings).

You may also choose *not* to complete a **Story** card and pass your turn. Flip the **Story** card to the side of the deck, unless it is a **Dungeon**.

COLLECTING the LOOT

When you complete a **Story**, pick a **Loot** card. Add it to your bag by fitting at least one complete item onto the same number of empty spaces in your bag. **Junk** items also count as empty spaces, however they deduct 1 point if left uncovered! You may also fully cover any other items in your bag if needed.

If your bag does not have enough spaces to fit at least one complete item from the **Loot** card (*Junk items don't count*), put the **Loot** card back and end your turn.

End your turn by flipping the **Story** card item-side up next to an empty spot beside the deck. If both sides already have **loot** cards, choose one to cover with the new card.

Quests and **Encounters** are flipped at the end of your turn. **Dungeons** are only flipped if neither player can complete it.

If you run out of **Story** cards, reshuffle the **loot** piles to continue. If there is only one card left, the next player receives it free.

In **Solo** play, play through only one round of **Story** cards. Do not reshuffle to continue.

HOW to WIN

Once all possible **Loot** cards are placed, tally up your points to determine a winner. In **Solo**, a score of 35 or more gets you hired!

- + 1 pt for each **Weapon**, **Armour**, **Magic**, **Valuable** or **Potion**.
- + 1 pt for **identical** items that touch (corner-to-corner doesn't count).
- + **Bonus** pts for combos and bonuses on your **Squire** card.
- 1 pt for every visible **Junk** item.

Adding Loot to your Bag

Place identical items together to score bonus points.

New cards are always placed on top of your existing "**Bag**".

Your **Item Value**  equals the combined spaces that item type takes up in your bag. (ie. the chest and coins total 5 ). However, each item is only worth 1 Point at the end of game regardless of the number of spaces used.



Junk items deduct 1 point if uncovered.

You can place a **loot** card as long as you can fit one full item in your bag.

ITEM TYPE Reference

- Weapons:** Sword, Dagger, Bow
- Armour:** Helmet, Armour, Shield
- Magic:** Spellbook, Scroll, Crystal Ball
- Valuables:** Coins, Chest, Ring
- Junk:** Glasses, Lantern, Broken Sword, Feather, Skull, Apple Core
- Other:** Potions