

ANYSPEC QUEST

Vault Guardian

GUARDIAN • GUIDE



Life N+1
Armor N+1
Dodge N+1
Wild N+1

ANYSPACE QUEST

Slip Away

SKILL • PIPPA



**RESPONSE • 0 PWR
USED • ONCE PER ROUND**

When an enemy finishes moving within 1 Step of you, move yourself 1 Step away to a legal position.
This grants no attack.

Details on back

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ANYSPEC QUEST
Vault Guardian
GUARDIAN • GUIDE

Start PWR 0 and Advance READY. Normal Move is up to 1 Step; after the Vault opens, up to 3 Steps. One normal Action: basic melee or ranged HARM 1 attack (0 PWR), Advance, or a legal relic retrieval.

Rally: gain 1 PWR OR ready Advance. No Defense recovery. No READY ordinary Life means defeated. See Advance, Patrol, Recovery and Finale. Reforming grants no extra turn or attack.

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ANYSPACE QUEST
Mara Brightshield
HERO • HUMAN PALADIN

Your 3 Wild already include your Human bonus. Shield: at each new fight, gain 1 TEMP Armor. This reminder adds no second copy. Skills: Interpose: Lay on Hands.

Basic attack: 1 Action, 0 PWR,
HARM 1. Declare melee or ranged;
use the Attack card.

Rally: gain 1 PWR OR ready one eligible USED reusable Skill. Keep READY and USED Defense separate. See Round and Recovery cards.

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ANYSPACE QUEST
Pippa Quickstep
HERO • HALFLING ROGUE

Halving ancestry: Once per Full Rest, repeat one failed check. The second result stands. Not a missed attack toss. Rally and defeating the Guardian do not restore this use.

No TEMP at a new fight. Skills: Slip Away; Stack the Odds. Before a new fight, use the one-second hiding chance on Patrol.

Basic attack: 1 Action, 0 PWR, HARM
1. Declare melee or ranged; see Attack.

Rally: gain 1 PWR OR ready an eligible USED reusable Skill. Keep READY/USED Defense separate. See Round and Recovery.

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ANYSACE QUEST

Slip Away

SKILL • PIPPA

Mark this Skill USED and record its once-per-round use. Rally can ready it instead of gaining PWR. READY does not erase the once-per-round limit.

Measure support and trigger distances from your target center to the other target's nearest edge. A Guardian Advance finishes before movement-completion Skills resolve; held Actions still use their declared triggers.

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ANYSPACE QUEST
Virnoc
Flintmorrow
HERO • HALF-ORC BARBARIAN

Half-Orc: at each new fight, gain 1 TEMP Life. TEMP is not ordinary Life.
Skills: Rage and Pain Feeds Fury;
Smash Through.

Basic attack: 1 Action, 0 PWR,
HARM 1. Declare melee or ranged;
use the Attack card.

Rally: gain 1 PWR OR ready one eligible USED reusable Skill. Keep READY and USED Defense separate. See Round and Recovery cards.

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ANYSPACE QUEST
Orin Sunforge
HERO • DWARF CLERIC

Dwarf ancestry: Cannot be physically pushed, pulled, knocked down or otherwise force-moved. No RESIST draw. HARM resolves normally; voluntary movement is allowed.

No TEMP at a new fight. Keep Orin-grant TEMP Armor aside until Blessing of Protection grants it. Skills: Healing Light; Blessing of Protection. Basic attack: 1 Action, 0 PWR, HARM 1. Declare melee or ranged; see Attack.

Rally: gain 1 PWR OR ready an eligible USED reusable Skill. Keep READY/USED Defense separate. See Round and Recovery.

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ANYSPACE QUEST

Stack the Odds

SKILL • PIPPA



**FOLLOW-UP • 1 PWR
STAYS READY • ONCE PER
ATTACK**

After an enemy draws a Defense piece against your successful attack, put that piece back and draw one replacement. The replacement stands and cannot be replaced again by this use.

Details on back

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[illegible]

ANYSPACE QUEST

Blessing of Protection

SKILL • ORIN

ANYSPACE QUEST

Interpose

SKILL • MARA



**RESPONSE • 0 PWR
USED • ONCE PER ROUND**

When an ally within 1 Step is targeted by a single-target attack, move up to 1 Step into a valid interposing position and become the target. The attack resolves normally against you.

Details on back

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ANYSOURCE QUEST

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Lay on Hands

SKILL • MARCH



ACTION • 1 PWR • STAYS READY

Choose yourself or one willing ally within 1 Step.
Return one USED ordinary Life to READY.

Details on back

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ANYSPEACE QUEST

Rage + Pain Feeds Fury

SKILL • VIRNOC



BEFORE ACTION • 0 PWR
RAGE: ONCE PER COMBAT

Use Rage before your Action to become RAGING until this combat ends. While RAGING, once each round after you suffer HARM, gain 1 PWR.

Details on back

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ANYSPACE QUEST

Stack the Odds

SKILL • PIPPA

Pay 1 PWR for each legal use. This Skill stays READY. Return the first piece to the same READY supply before the replacement draw.

Remix it so every eligible piece, including the returned piece, can be drawn fairly.

Do not resolve the first piece and then also resolve the replacement.

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ANYSOURCE QUEST

Healing Light

SKILL • ORIN

Uses your normal Action. Mark Healing Light USED; Rally can ready it instead of gaining PWR. Never heal above starting ordinary Life. Remix a returned card into a face-down READY deck.

You may heal a Knocked Out ally. They resume only opportunities still available this round, with no extra Action or turn. You cannot self-heal while Knocked Out.

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ANYSPACE QUEST

Smash Through

Skill • VIRNOC



FOLLOW-UP • 1 PWR • USED
REQUIRES RAGING

After your melee attack HITS, push the enemy 1 Step, stopping at a solid obstacle or another creature. Never physically push a person.

Details on **back**

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ANYSPACE QUEST

Half-Orc

ANCESTRY • VIRNOC

NEW FIGHT • 0 PWR

At each new fight, gain 1
TEMP Life. Add it to your
READY Defense supply. No
Action is used.

Details on back

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Borrowed Footfall

ANYSPEC QUEST

Anklet

MAGIC ITEM • PIPHA



**ONCE PER ADVENTURE
FLIP AFTER USE • NO REFRESH**

When you use Slip Away, keep that Skill READY instead of marking it USED. Its normal trigger, movement and once-per-round limit still apply. You must already have Slip Away. No refresh during this adventure.

Details on bank

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ANYSPACE QUEST

Twin-Dawn

Pendant

MAGIC ITEM • ORIN



ONCE PER ADVENTURE

FLIP AFTER USE • NO REFRESH

When you use Healing Light, choose two different eligible heroes within 2 Steps. Each returns one USED ordinary Life to READY. Apply normal Action and Skill-use rules. You must already have Healing Light. No refresh during this adventure.

Details on back

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An illustration of the Far-Reach Clasp, a decorative metal clasp with a leather strap, set against a background of a stone archway.

ANYSOURCE QUEST

Twin-Dawn Pendant

MAGIC ITEM • ORIN

Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.

Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.

ANYSOURCE QUEST

Far-Reach Clasp

MAGIC ITEM • MARA



Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.

Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.

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ANYSPACE QUEST

Second-Swing Knot

MAGIC ITEM • VIRNOC

Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.

Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.

ANYS-SPACE QUEST

Borrowed Footfall Anklet

MAGIC ITEM • PIPPA

Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.

Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.

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ANYS
SPACE QUEST



Smash Through

SKILL • VIRNOC

A protected HIT may still push. This follows a melee HIT, not ranged. Pay 1 PWR and mark USED; Rally can ready it.

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ANYSPACE QUEST

Half-Orc

ANCESTRY • VIRNOC



This is Virnoc's one TEMP Life grant, not an additional grant on top of his identity card. Remove it when used. It is not ordinary Life and cannot keep you active with no READY ordinary Life.

A paused fight, hiding or the Vault opening does not renew it. Clear leftover TEMP before adding it once when a new fight begins.

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ANYSPACE QUEST

Mara's Shield

EQUIPMENT • MARA



EQUIPPED • NEW FIGHT

Each new fight, Mara gains 1 TEMP Armor if this shield is equipped. It costs 0 PWR and uses no Action. Remove the TEMP Armor when used. No in-combat refresh. Ordinary Armor stays 5.

Details on back

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ANYSPACE QUEST

Advance

GUARDIAN SKILL • GUIDE

ACTION • 1 PWR • USED

Choose an unbroken legal path exactly 1 Step long ending where a legal melee attack is possible. Commit one normal Action and 1 PWR; mark Advance USED. Move exactly 1 Step, separately from normal Move.

If still able to act and the target remains alive and legal, make one basic melee HARM 1 attack. Mara may interpose. See Advance Details for push and interruptions.

Details on back

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ANYSPACE QUEST



Advance Details

GUARDIAN SKILL • GUIDE

CONTINUED • SAME SKILL / ACTION

On HIT, Orin is not pushed; otherwise push the actual defender 1 Step directly away, respecting obstacles. Never physically push a person or automatically move a newly Knocked Out defender. A MISS does not push. Wild/TEMP still allows the push; it adds no HARM.

Details on back

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ANYSPACE QUEST

Round order

SHARED REFERENCE • ALL CREATURES

ANYSPACE QUEST



Make an attack

SHARED REFERENCE • ALL CREATURES

BASIC ATTACK • ACTION • 0 PWR

Declare melee or ranged against a visible enemy. No attack distance is listed. Never attack through cover or target a hidden creature. Allow a legal Interpose before tossing. Then toss underhand at the actual defender from the safe place beside your target.

HIT: rest in or touch the marked target. MISS: outside. A MISS still spends the Action and committed costs.

Details on back

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ANYSPACE QUEST

Defense and TEMP

SHARED REFERENCE • ALL CREATURES

ONE FAIR READY DRAW PER HIT

Life, Armor or Dodge: move the drawn ordinary card to USED; it takes HARM 1.

Wild: move to USED for this fight; it prevents ordinary HARM.

Granted TEMP: prevents ordinary HARM, then is removed instead of going to USED.

No READY ordinary Life: Guardian defeated; Hero Knocked Out even if TEMP remains.

Details on back

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ANYSPACE QUEST

Mara's Shield

EQUIPMENT • MARA



This is the same shield grant shown on Mara's identity card, not a second TEMP Armor. Start with this equipment; it is not one of the four Vault rewards. Keep the card as a reference. Mark its grant spent when the TEMP is used. A paused fight or Vault opening does not renew it. After a fight ends, add it once when the next fight begins.

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ANYSPACE QUEST

Advance Details

GUARDIAN SKILL • GUIDE



A movement stop or defeat cancels unfinished Advance without refund. Reform gives no extra turn. Finish Advance before movement-completion Skills; a held Action still uses its declared trigger. Rally can ready Advance. Its extra Move stays exactly 1 Step even after normal Move becomes 3. Mara can still be pushed when she Interposes.

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ANYSPACE QUEST

Advance

GUARDIAN SKILL • GUIDE



After the separate 1-Step move, check again: the Guardian must still be able to act and the target must be alive and legal. Make one basic melee attack for HARM 1. Mara may Interpose; resolve against the actual defender.

Continue with Advance Details for the push and interruptions. This is still one Skill and one Action; the second card grants no extra use.

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ANYSPACE QUEST

Make an attack

SHARED REFERENCE • ALL CREATURES



On HIT, draw one eligible READY Defense card fairly. Allow legal Stack the Odds before resolving that draw for HARM 1. For illustrated targets, use the marked silhouette/regions, not blank paper or the trim box. All marked regions are ordinary HIT.

Clear people from the target and throw path. Never throw at people, animals or fragile objects. Pause before retrieval; retrieving does not move your Hero in the game. All targets remain flat, stable and move with their creature.

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ANYSPACE QUEST

Defense and TEMP

SHARED REFERENCE • ALL CREATURES



Keep READY and USED separate. Use identical opaque backs, size, thickness and feel for all Defense cards. Bags are optional: any fair unseen draw works. If using a shuffled READY stack, remix whenever a piece returns or is added. Do not choose a known next draw.

A Knocked Out Hero has no Actions, Move, Responses or self-healing. An ally may legally heal ordinary Life. Resume only remaining opportunities, with no extra turn. Never heal above starting ordinary Life.

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ANYSPACE QUEST

Round order

SHARED REFERENCE • ALL CREATURES



4 GUARDIAN: normal Move up to 1 Step, then one normal Action. After Vault opening, normal Move up to 3 Steps. Advance is separate.
 5 AFTER MOVE: Heroes who saved their Action for this phase may use it now.
 6 END: finish end effects; unused holds expire. No extra Action or reset.

A RESPONSE or FOLLOW-UP uses only its printed trigger, cost and limit. Picking up or placing a relic costs no Action. READY still needs a legal trigger, target, available use and enough PWR.

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ANYSPACE QUEST



End a fight

SHARED REFERENCE • GUIDE + HEROES

DEFEAT IS THE RESET TRIGGER

When a Guardian is defeated, that fight ends. Restore Heroes' ordinary Defense to starting totals, ready reusable Skills and renew once-per-combat uses. Set PWR to 0 and remove leftover TEMP.

At the next fight, add only the TEMP you receive then. Once-per-adventure rewards and Pippa's Full Rest retry DO NOT refresh.

Details on back

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ANYSPACE QUEST

HOLD UNTIL

SHARED REFERENCE • HEROES ONLY



DECLARE BEFORE MOVE • STAY

Name a specific observable trigger, your Action and its target or target-selection condition. Commit your normal Action and do not take normal Move this round.

When the trigger happens, pause and check all requirements. If legal, execute immediately, then continue the interrupted activity if possible.

Details on back

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ANYSOURCE QUEST

Careful Carry

GUIDE REFERENCE • ALL HEROES

FLIMSY RELIC • PLASTIC CUPS

Put two plastic cups bottom-to-bottom: lower upside down, upper upright. Put one flimsy relic in the upper cup. Balance the lower cup on your palm, or hold only it for an easier test. Touch neither upper cup nor relic while carrying. Set down safely to load/unload; pickup/placement costs no Action.

Details on back

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ANYSPACE QUEST



Return a relic

GUIDE REFERENCE • GUARDIAN

BEFORE THE VAULT OPENS

Retrieve a visible moved relic only when no Hero is visible. Leave correct matches alone. First reach the relic. Retrieval uses the Guardian's normal Action during rounds, or resolves during free patrol.

Details on back

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ANYSPACE QUEST



Vault finale

GUIDE REFERENCE • KEEP PRIVATE

ONE FINAL GUARDIAN • MOVE 3

All six match: once the Vault opens. Reveal one matching reward per participating Hero and let them equip/read it. Continue only when everyone understands their item and is ready. This pause grants no Action, movement, healing, Rally, recovery or item activation.

Reform one fresh Guardian at the fictional exit: N+1 of each ordinary Defense, PWR 0, Advance READY, normal Move 3. Never block a real exit.

Details on back

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ANYSPACE QUEST

End a fight

SHARED REFERENCE • GUIDE + HEROES

Hiding, search, patrol and opening the Vault do not earn this reset. During the same unfinished fight, keep current Defense, TEMP, Skill uses and PWR. No extra Rally income while rounds are paused.

Early Guardian reform: original start, N+1 of each ordinary Defense, PWR 0, Advance READY, normal Move 1 Step. Final reform uses Move 3; see Finale. Reform grants no extra turn or attack.

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ANYSPACE QUEST

Spot, search, patrol

GUIDE REFERENCE • KEEP PRIVATE



Use actual view, not private knowledge. Pursue/attack only on legal turns; spotting gives no extra attack and hiding no extra Move. Lose everyone: check last-seen place, then scan fully. Spot someone: pursue. Nobody: return to patrol and pause rounds.

Resume free movement and exploration. The fight has not reset. Next spotting resumes at the next round's normal Rally. No extra Rally income or recovery; pausing never adds TEMP.

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ANYSOURCE QUEST

HOLD UNTIL

SHARED REFERENCE • HEROES ONLY



Pay normal costs and apply the actual READY/USED rule only on execution. No execution means no cost or state change. Lose an unused hold at End unless an explicit rule says otherwise.

Holding grants no extra Action, is not automatically a Response, and cannot be repurposed into an AFTER MOVE Action or normal Move. The Guardian has no held Action.

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ANYSOURCE QUEST

Careful Carry

GUIDE REFERENCE • ALL HEROES



Touch upper cup/relic, drop relic or upper cup falls; pause and reload safely, without recovery. Guardian investigates that place; alert alone does not reveal hidden Heroes, start or reset combat. Use normal spotting.

No cups: agree and demonstrate a tested household balance test, e.g. loose paper on an unbreakable plate. Define touch/drop first; same test for all. Never use stiff-backed, laminated or poker-stock relics for the cup test.

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ANYSACE QUEST

Return a relic

GUIDE REFERENCE • GUARDIAN



Pause while the player sets down equipment safely; then return the relic to its recorded start. Never grab from a player.

Correct placement: the Guide says the relic locks into place. Leave it there. Incorrect: the Guide may return it to its recorded start or let the Heroes carry it to another pedestal using the agreed carry test.

A relic or carry mistake does not reveal hidden Heroes. When all six match, the Vault stays open. Use Finale, not another early-reform reset.

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ANYSPACE QUEST

Vault finale

GUIDE REFERENCE • KEEP PRIVATE



Old fight underway: Heroes keep Defense, TEMP, Skill uses and PWR; no reset; do not add their starting TEMP again. Last fight ended and no new fight began: Heroes already reset; add only the TEMP they receive at a new fight. No fight began yet: add only the TEMP they receive then.

There is only one Guardian; reform gives no extra turn. Final defeat ends reforms: take treasure and escape. All Heroes Knocked Out: pause, record result and agree any retry. No automatic free reset. Items stay once/adventure.

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A dark grey rectangular card with rounded corners. At the top left, there is a small white icon of a person with a speech bubble. Below it, the text 'ANYSPACE QUEST' is written in a small, white, sans-serif font. In the center, the word 'Life' is written in a large, white, serif font. Below 'Life', the text 'DEFENSE • DRAW CARD' is written in a small, white, sans-serif font. In the middle of the card, there is a large, white, stylized letter 'L'. At the bottom, the text 'On a draw: takes HARM 1. Move this ordinary Defense card to USED.' is written in a white, sans-serif font, arranged in three lines.

**GUIDE REFERENCE • GUIDE**

Targets flat and stable; agree one shared Step (about 3 feet is optional). Support/trigger distances: your target center to the other's nearest edge. Rehearse one safe soft toss and carry: anyone may call Pause. Never run, climb or push a person.

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GUIDE REFERENCE • KEEP PRIVATE

Never label pedestals with answers. Give an area hint, then a detail, before revealing an answer. Keep all six complete paintings visible. Record original relic starts before play; these are where misplaced relics return.

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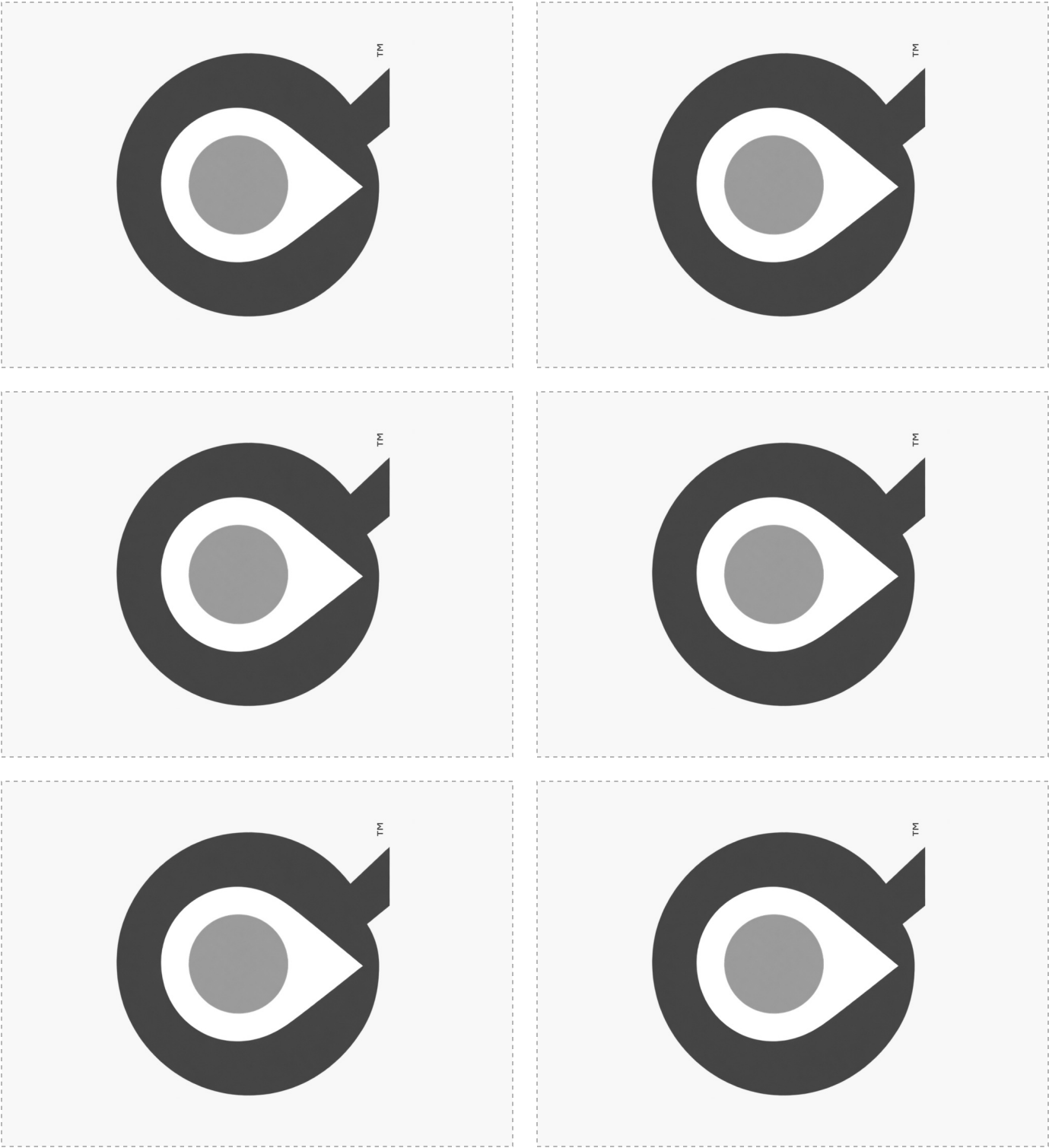


GUIDE REFERENCE • KEEP PRIVATE

Start:

The Guardian leaves correctly matched relics alone. Six matches open the Vault permanently.

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ANYSOURCE QUEST

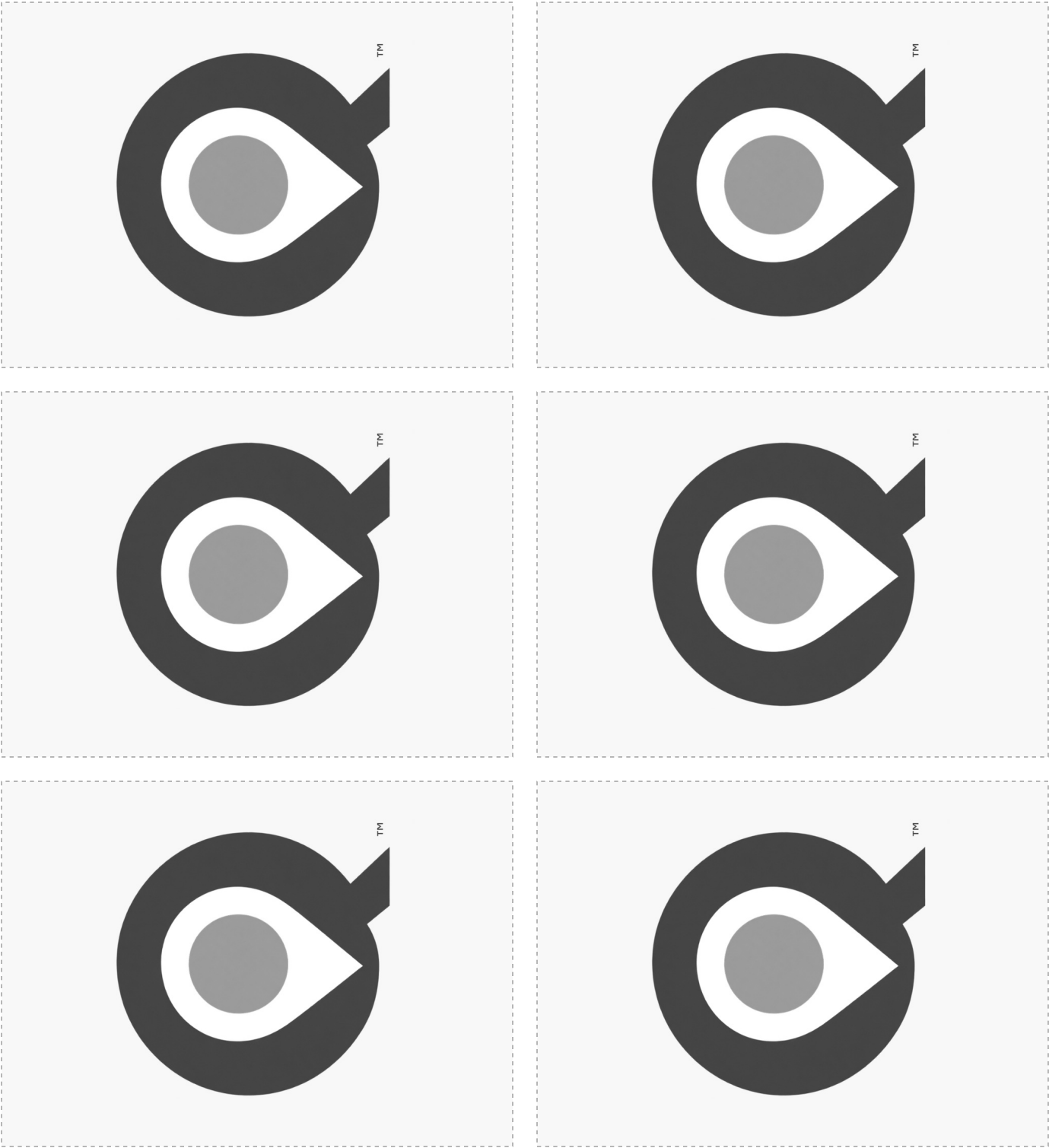
Life

DEFENSE • DRAW CARD

L

On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSPACE QUEST

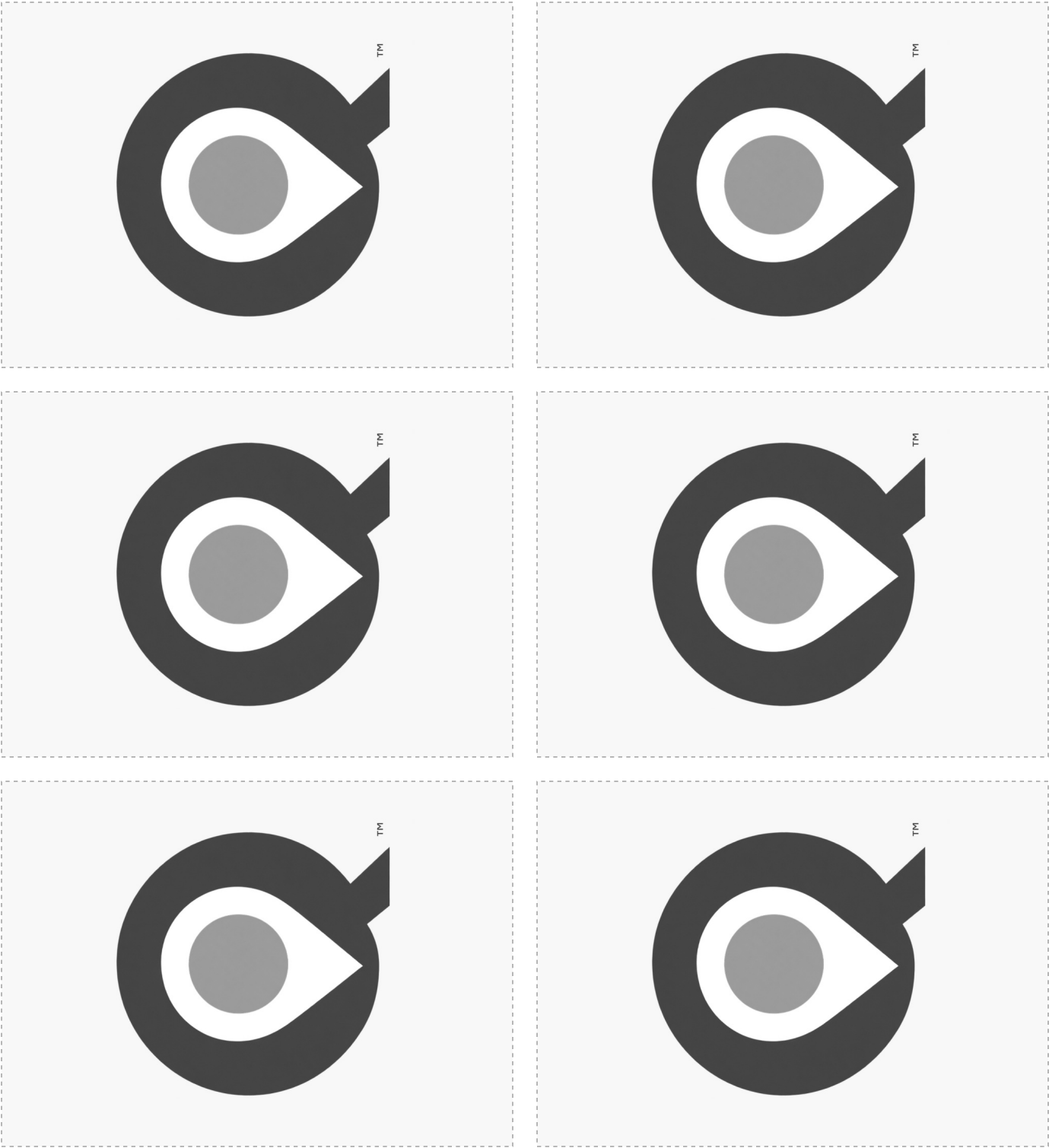
LIFE

DEFENSE • DRAW CARD

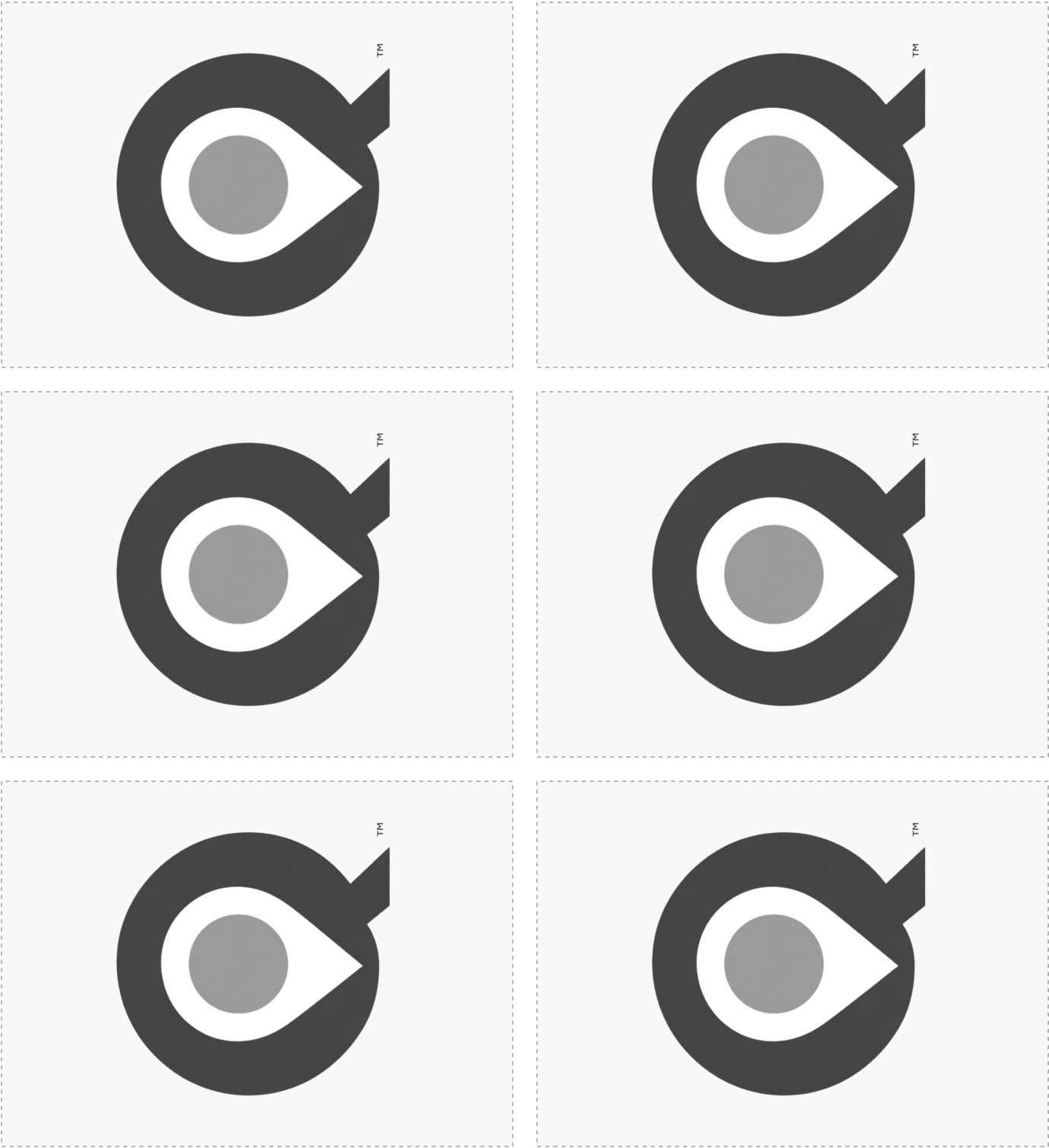
L

On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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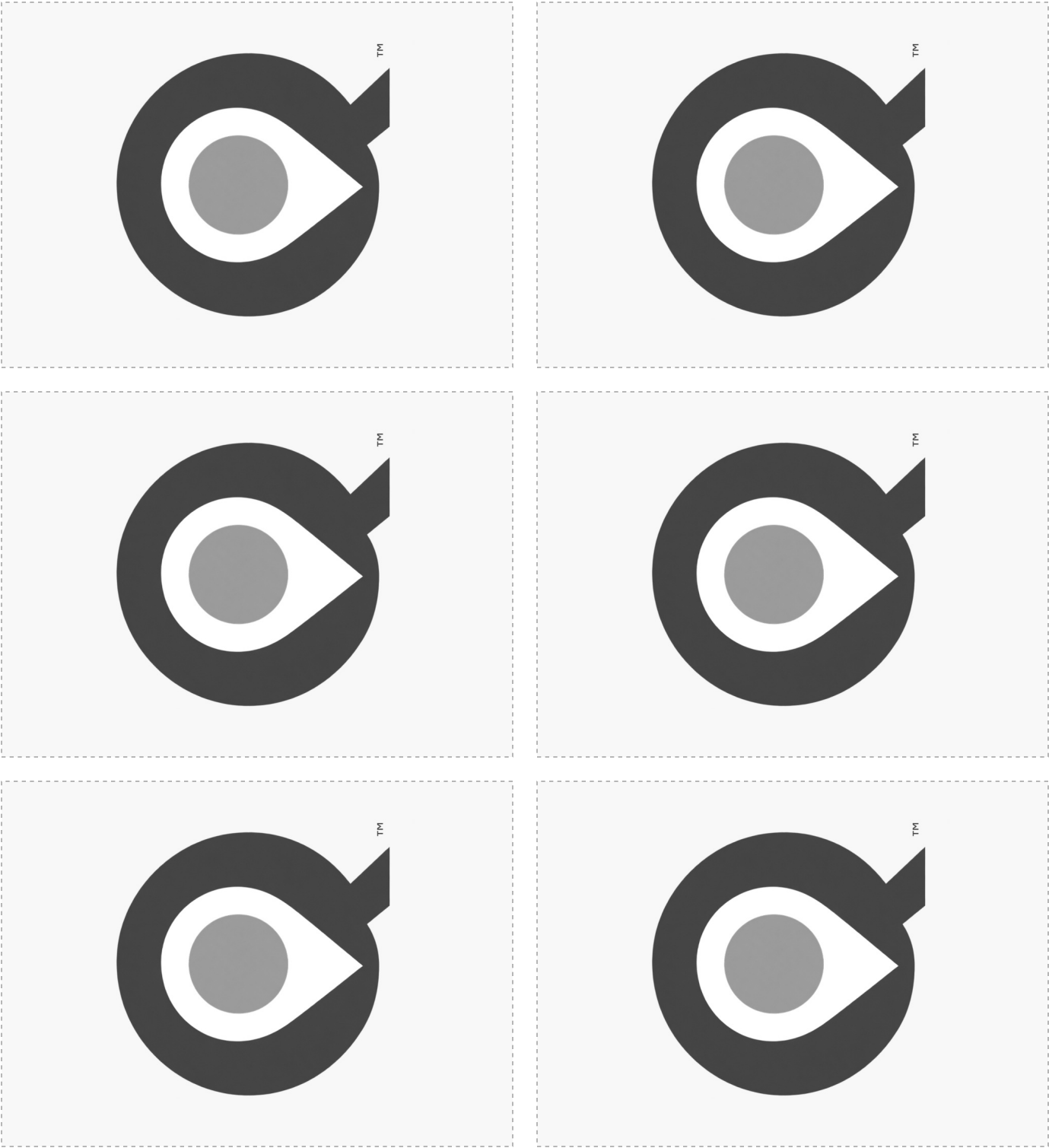


The image shows a single card from the 'ANYSPACE QUEST' game. The card is dark gray with a white border. At the top left, there is a logo consisting of a stylized 'Q' with a circle inside. Below the logo, the text 'ANYSPACE QUEST' is written in a small, white, sans-serif font. The word 'Armor' is written in a large, bold, white, sans-serif font. Below 'Armor', the text 'DEFENSE • DRAW CARD' is written in a smaller, white, sans-serif font. In the center of the card, there is a large, white, sans-serif letter 'A'. At the bottom of the card, there is a block of text in a white, sans-serif font that reads: 'On a draw: takes HARM 1. Move this ordinary Defense card to USED.' The card is set against a background of a dashed white line on a dark gray surface.

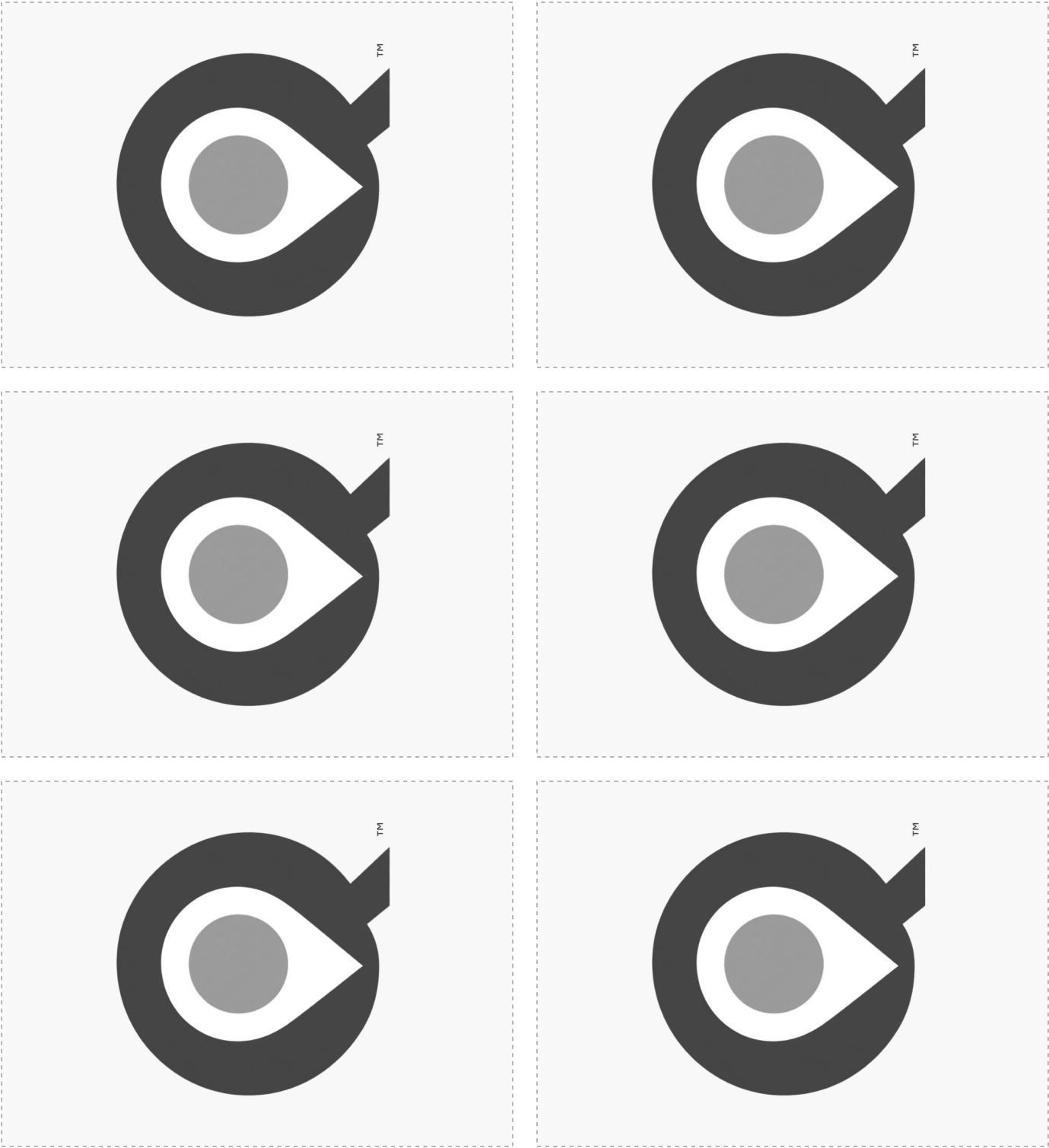


A graphic of a card titled 'Armor' in a large, bold, black font. Above the title, in a smaller black font, is 'ANYSOURCE QUEST'. Below the title, in a smaller black font, is 'DEFENSE • DRAW CARD'. To the right of the text is a large, dark gray rounded rectangle containing a large, white, bold letter 'A'. Below the card, there is a block of text: 'On a draw: takes HARM 1. Move this ordinary Defense card to USED.' The entire graphic is set against a background of a dashed line forming a rectangular border.

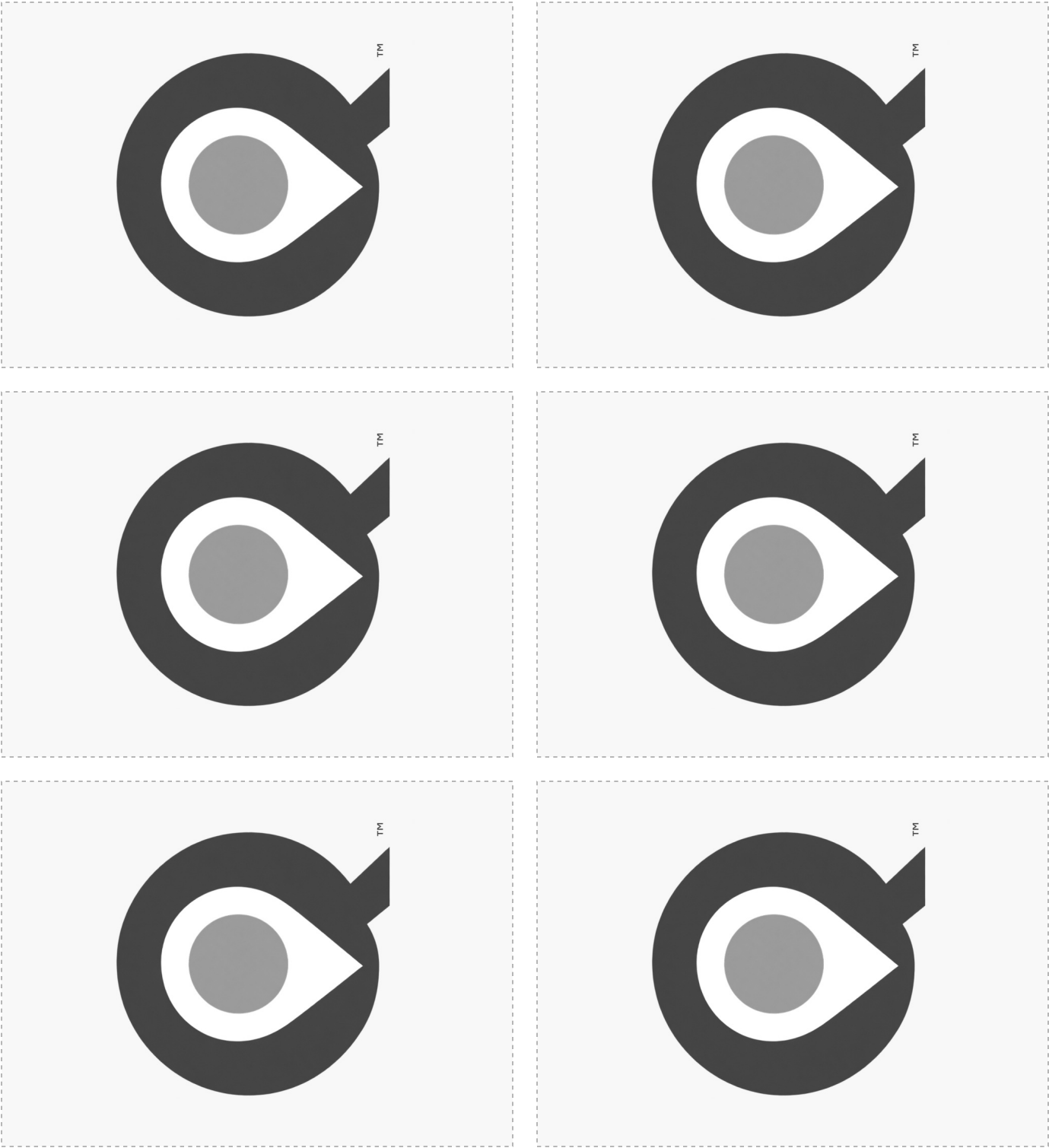
A card from the ANYSPACE QUEST game. The card is dark blue with a large white letter 'A' in the center. The text on the card reads: 'ANYSPACE QUEST', 'Armor', 'DEFENSE • DRAW CARD', and 'On a draw: takes HARM 1. Move this ordinary Defense card to USED.'



A card from the ANYSPACE QUEST game. The card has a white background with a dashed border. At the top left is the ANYSPACE QUEST logo, which consists of a stylized 'Q' inside a circle. Below the logo, the text 'ANYSPACE QUEST' is written in a small, sans-serif font. The card's title, 'Dodge', is written in a large, bold, sans-serif font. Below the title, the text 'DEFENSE • DRAW CARD' is written in a smaller, bold, sans-serif font. In the center of the card is a large, dark gray rounded square containing a white capital letter 'D'. To the right of the square, the text 'On a draw: takes HARM 1. Move this ordinary Defense card to USED.' is written in a sans-serif font. At the bottom right of the card, the copyright notice '© 2026 Spare-A-Game LLC' is written in a small, sans-serif font.



A card from the game 'AnySpace Quest'. The card has a white background with a dashed border. At the top left is a logo consisting of a stylized 'Q' with a dot. Below the logo, the text 'ANYSACE QUEST' is written in a small, sans-serif font. The word 'Dodge' is written in a large, bold, sans-serif font. Below 'Dodge', the text 'DEFENSE • DRAW CARD' is written in a medium-sized, sans-serif font. In the center of the card is a large, dark gray rounded rectangle containing a white capital letter 'D'. At the bottom of the card, the text 'On a draw: takes HARM 1. Move this ordinary Defense card to USED.' is written in a medium-sized, sans-serif font. At the very bottom of the card, the text '© 2026 Spare-A-Game LLC' is written in a small, sans-serif font.



ANYSPACE QUEST

Wild

DEFENSE • DRAW CARD

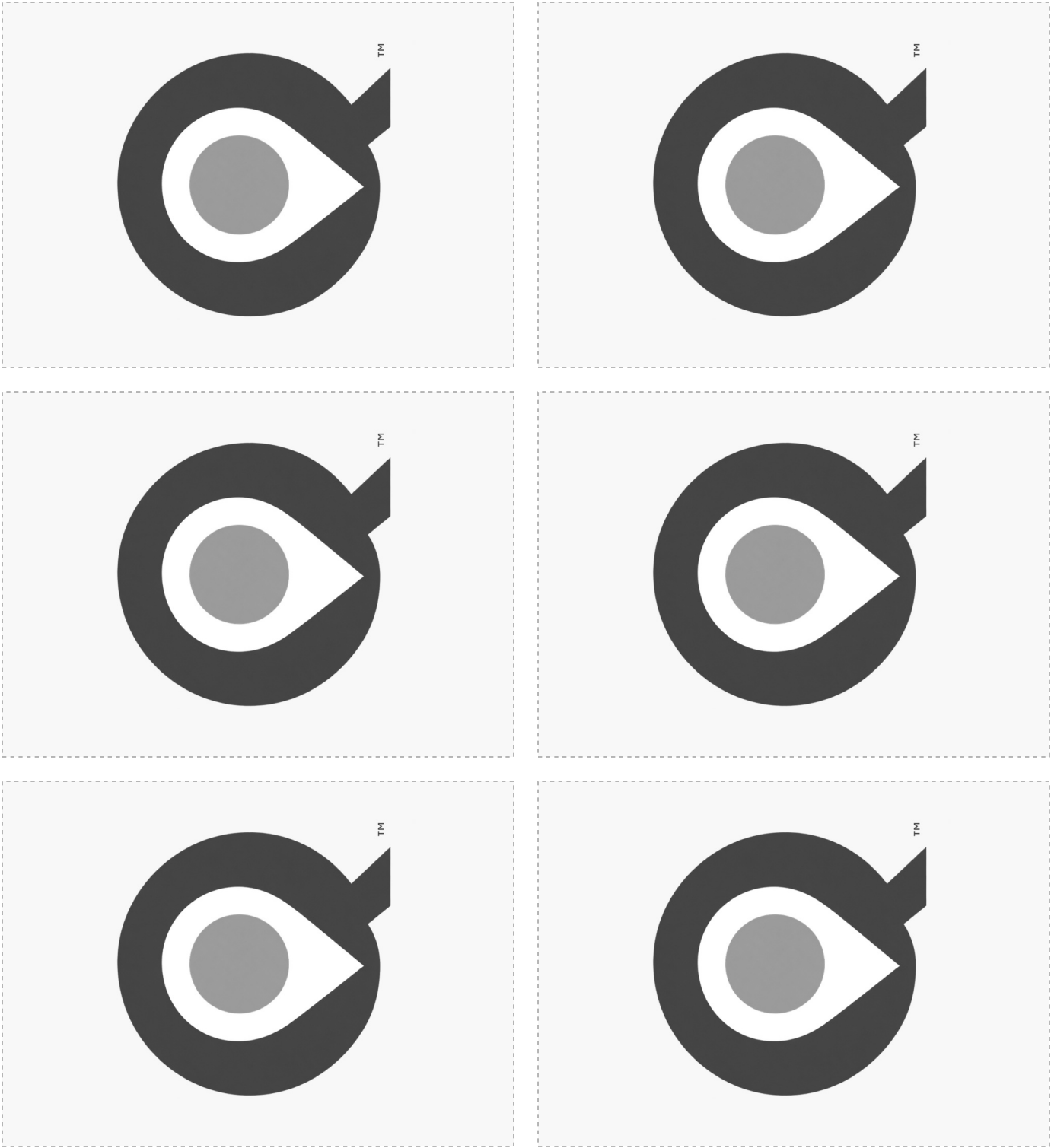
W

On a draw: prevents ordinary HARM. Move to USED for this fight.

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This image shows a game card for 'Wild' from the 'AnySpace Quest' series. The card is dark blue with a lighter blue border. At the top left is a circular logo with a stylized 'Q'. Below the logo, the text 'ANYSPACE QUEST' is written in a small, white, sans-serif font. The word 'Wild' is prominently displayed in a large, bold, white, sans-serif font. Below 'Wild', the text 'DEFENSE • DRAW CARD' is written in a medium-sized, white, sans-serif font. In the center of the card is a large, white, stylized letter 'W' on a dark blue rectangular background. At the bottom of the card, the text 'On a draw: prevents ordinary HARM. Move to USED for this fight.' is written in a white, sans-serif font. In the bottom right corner, the copyright notice '© 2026 Spare-A-Game LLC' is written in a small, white, sans-serif font.

A dark blue rectangular card with rounded corners. At the top left is a small white icon of a magnifying glass over a question mark. Below the icon, the text "ANYSOURCE QUEST" is written in a small, white, sans-serif font. Below that, the word "Wild" is written in a large, bold, white, sans-serif font. To the right of "Wild", the text "DEFENSE • DRAW CARD" is written in a medium-sized, white, sans-serif font. In the center of the card is a large, white, stylized letter "W". At the bottom of the card, the text "On a draw: prevents ordinary HARM. Move to USED for this fight." is written in a white, sans-serif font. The card is set against a background of a light blue dashed border.



ANYSPACE QUEST



Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

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ANYSPACE QUEST



Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

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ANYSPACE QUEST



Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

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ANYSPACE QUEST



Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

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ANYSPACE QUEST



Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

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ANYSPACE QUEST



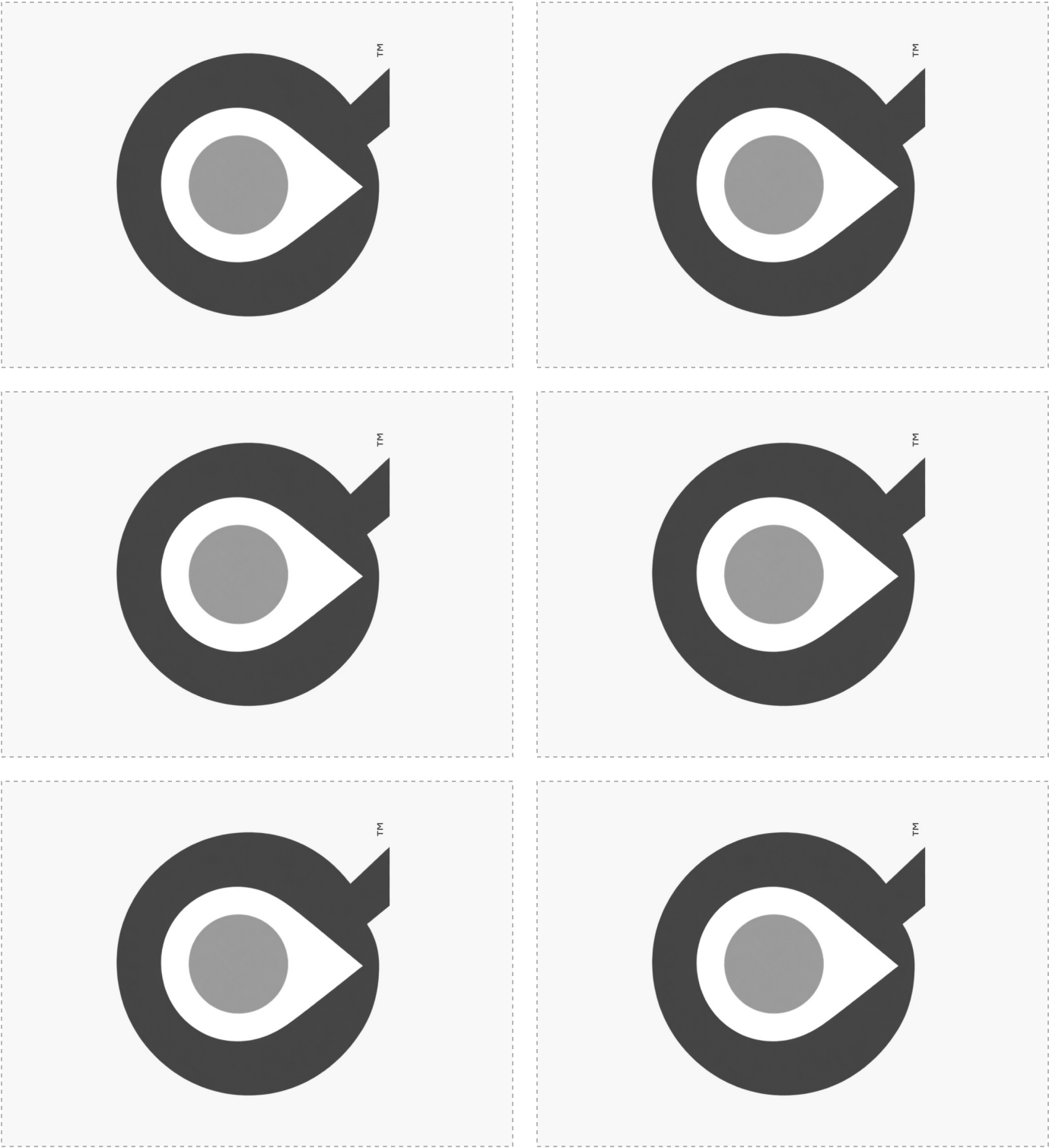
Wild

DEFENSE • DRAW CARD



On a draw: prevents ordinary HARM. Move to USED for this fight.

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A card titled "TEMP Life" with a dashed circle containing the letter "L". The card includes the text "ANYSOURCE QUEST", "DEFENSE • DRAW CARD", "TEMP • ADD ONLY WHEN GRANTED", and "Prevents ordinary HARM, then remove. Not ordinary Life or Armor." The card is white with a dashed border and a small circular icon in the top right corner.

ANYSPACE QUEST

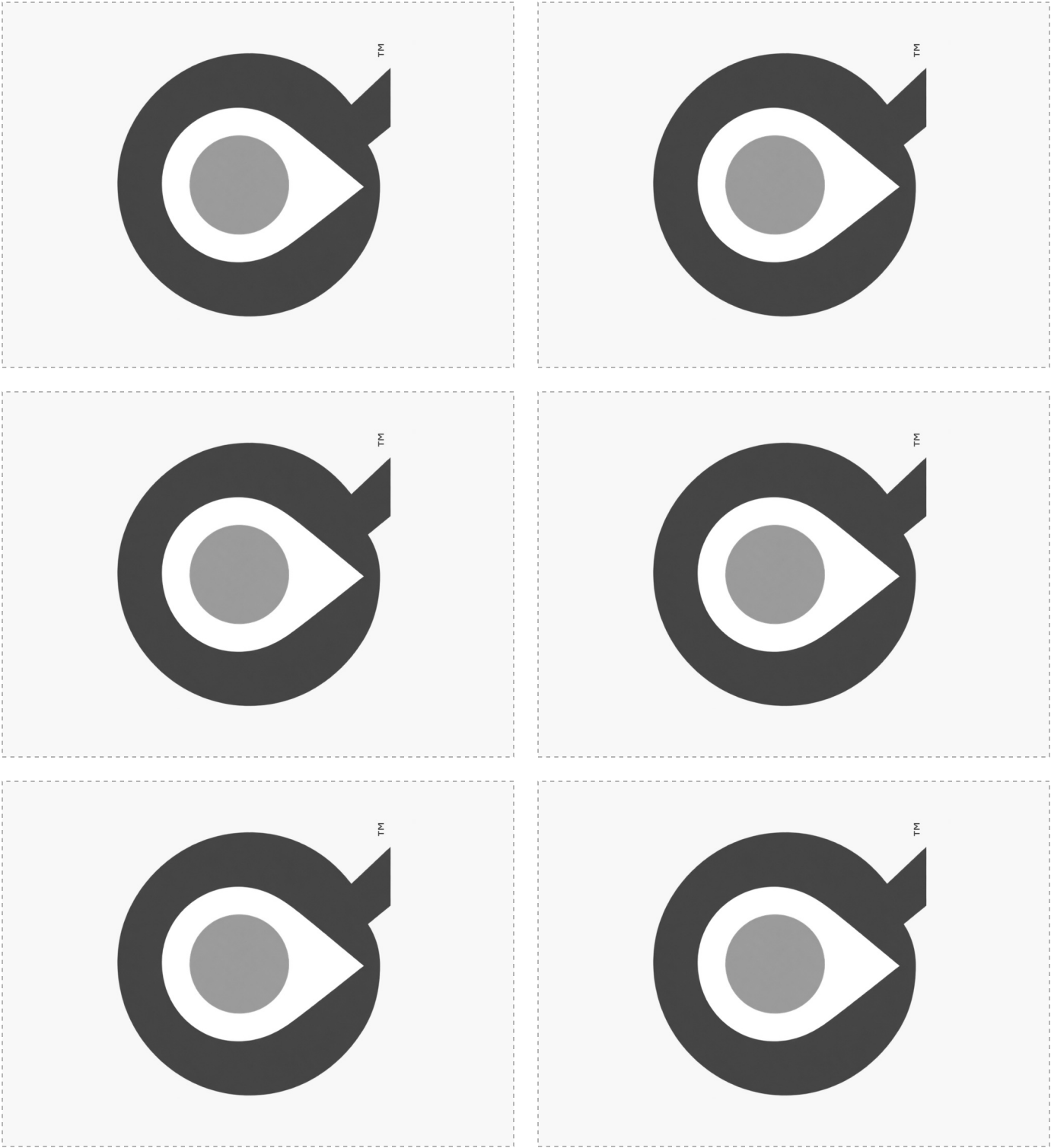
TEMP Armor

DEFENSE • DRAW CARD

A

TEMP • ADD ONLY WHEN GRANTED
Prevents ordinary HARM, then remove. Not ordinary Life or Armor.

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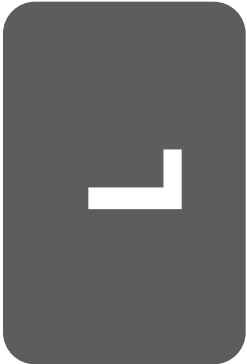


A large, stylized letter 'A' is centered within a dashed circle. The 'A' is bold and black. The circle is composed of short, thick black dashes.

ANYSPACE QUEST

LIFE

DEFENSE • DRAW CARD



On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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ANYSPACE QUEST

Armor

DEFENSE • DRAW CARD

A

On a draw: takes HARM 1.
Move this ordinary
Defense card to USED.

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A card from the ANYSPACE QUEST game. The card is white with a dashed border. At the top left is the ANYSPACE QUEST logo, which consists of a stylized 'Q' inside a circle. Below the logo, the text 'ANYSPACE QUEST' is written in a small, sans-serif font. The card's title, 'Dodge', is written in a large, bold, sans-serif font. Below the title, the text 'DEFENSE • DRAW CARD' is written in a smaller, bold, sans-serif font. In the center of the card is a large, dark gray rounded rectangle containing a white capital letter 'D'. At the bottom of the card, the text 'On a draw: takes HARM 1. Move this ordinary Defense card to USED.' is written in a sans-serif font. At the very bottom of the card, the copyright notice '© 2025 Spare-A-Game LLC' is written in a small, sans-serif font.

A dark grey rectangular card with rounded corners. In the center is a large, white, stylized letter 'W'. Above the card, the text 'ANYSPACE QUEST' is written in a small, sans-serif font. Below it, the word 'Wild' is written in a large, bold, serif font. To the right of 'Wild', the text 'DEFENSE • DRAW CARD' is written in a smaller, bold, sans-serif font. At the bottom of the card, the text 'On a draw: prevents ordinary HARM. Move to USED for this fight.' is written in a sans-serif font, with 'HARM' and 'USED' in all caps.

