

Adventures
in
INVENTORY
Management

RULE BOOK

Introduction	1
Game components	1
Overview	2
Setup	4
Player turns	6
1. Market phase	6
2. Equip phase	8
3. Attack phase	11
4. Cleanup phase	12
Ending the game	14
Appendix	15



2 Players
60-90 min
Ages 12+

Introduction

Adventures in Inventory Management is all about that loot! Players take turns equipping weapons and armor to help them in battle and carrying goods to help them buy more loot. The player with the most Loot Points at the end wins!

For 2 players.

Game components

- ♦ 126 cards
 - ♦ 24 Common Market cards
 - ♦ 42 Premium Market cards
 - ♦ 20 Starter cards
 - ♦ 28 Loot Point cards (12 Uncommon, 8 Rare, 8 Epic)
 - ♦ 12 Pesky Quest Item cards
- ♦ 10 gold dice
- ♦ 2 red battle dice
- ♦ 2 folding player mats
- ♦ 1 rule book



Card symbols



- A** Deck Sort Symbol (See "Setup")
- B** Name
- C** Card type and subtype
- D** Purchase Price
- E** Additional effects
- F** Flavor
- G** Equip Slot(s)
- H** Equip stat bonuses
 - Attack Power
 - Defense
 - Gold
 - Carry
- I** Additional effect indicator, see **E** above
- J** Storage Weight.
- K** Storage stat bonuses. See **H** for symbols.
- L** Loot Points

Gold dice

The yellow dice are used to keep track of Gold. The side facing up represents from 1 to 6 Gold. Values larger than 6 can be represented with additional dice. Smaller values may be consolidated onto a single die and larger values may be split onto two dice to "make change."

Overview

Adventures in Inventory Management is a deckbuilding game where players take turns equipping the best gear and carrying the most valuable goods they can to help them collect (and defend) the most loot.



“I’ll put a Sack on my back and put Beer in my sack. That lets me draw another card, and ooh, it’s a Fanny Pack, so I’ll put that on, and pair that with some Chain Mail, then store a Potato in my pouch, and then I’m gonna attack you with my Pointy Stick.”

Each player’s turn has four phases, which are explained in more detail later.

- **Market phase:** Players add up all the gold they’re carrying and use it to buy cards from the market to add to their deck. These include weapons, armor, storage, goods, companions, or Loot Points.
- **Equip phase:** After clearing their equipped items, the player equips for their next journey from their hand of 5 cards.
- **Attack phase:** If you have a weapon equipped, you can try your luck at attacking another player and taking some of their gold.
- **Cleanup phase:** At the end of the turn, older items in the market are discarded and the shelves restocked.

Play continues until either of the market decks are depleted or all the Epic Loot cards are purchased. The player who ends with the most Loot Points in their deck wins!

Setup

1. Separate cards by type

Separate the cards into decks using the deck sorting symbols.

-  Starter cards
-  Common Market cards
-  Premium Market cards
-  Loot Point cards



Deck sorting symbols appear in the upper left corner of every card

Shuffle the Common Market deck and the Premium Market decks separately.

2. Make player starting decks

Each player receives 10 Starter cards to form their initial deck.

- 5× Potato
- 2× Sack
- 1× Pointy Stick
- 1× Plain Clothes
- 1× Wooden Shield

3. Lay out markets and loot

Premium Market: place the Premium Market deck face down in the middle of the table. Draw four cards and lay them face up to the right of the draw deck.

Common Market: place the Common Market deck face down below the Premium Market deck. Draw one card and lay it face up to the right of the draw deck.

The Uncommon, Rare, and Epic Loot cards, and the Pesky Quest Item cards should be separated and placed in four piles near the markets.

Designate an area near the markets for a Trash pile.



Sample layout: Loot Point cards (top row), Premium Market (middle row), Common Market (bottom row), and trash pile.

4. Other setup

Red and gold dice should be placed within reach of all players. Players should shuffle their starting decks and place the decks face down near their play area.



Sample table layout

5. Initial equipping

Both players do this simultaneously. Each player draws five cards from their decks and places them on their mat according to “Equip phase” rules below. Any unused cards are discarded and the players should draw a new hand of five cards.

Roll dice to decide turn order with highest going first.

Player turns

Each player goes through all four phases before the next player begins their turn.

1. Market phase

Trash

The player may trash up to one equipped or stored card per turn. The card is permanently removed from the game, and the player receives half its Purchase Price in Gold. If the result is a fraction, round down, but not lower than 1  Gold. Use a yellow die to track money received. Place the trashed card in the trash pile in the center of the table. If a card is trashed, the card does not grant any stats or effects.

Tip: Trashing cards can help to get that little extra gold for a big purchase or to rid a deck of low-value cards. Trashing is the only way to get rid of Pesky Quest Items (see “Attack phase”).

Sell

Add up all the  Gold value you are carrying or earning and use yellow dice to keep track, turning the face to the number of  Gold you have. If you have more than 6  Gold, use additional dice. Your total gold value includes:

- The value of any yellow dice carried.
- The  Gold value on any items carried or on companions.
- Any  Gold bonuses on cards you meet the qualifications for.
- Subtract any fees companions require for their services.

If a companion has a fee for their services, it is deducted now. If the player doesn't have enough  Gold to pay, there is no penalty other than bad karma for stiffing a service worker. Don't be that person.



Adding up the total  Gold value a player is carrying. The Potato and Bread give 3  Gold, the Fedora of Leadership gives +1  Gold bonus per companion (and we have one), and the Traveling Minstrel gives a +1  Gold bonus when following. This totals 5  Gold.

Clear

After totaling gold, discard all cards in your play area and any companion cards, but keep gold dice. Discarded cards should be placed face up next to your draw deck.

Buy

 Gold (if any) can now be used to purchase one or more items from the markets (the Common Market, Premium Market, or Loot Point card piles). Players can purchase any number of items, as long as they have enough  Gold to pay the Purchase Price. Decrement the value on the player's yellow dice to keep track of remaining  Gold.



The purchase price on a sample card

Unsold items in the Common Market will gain a rebate over time, represented with

a gold die (see “Cycling Common Market”). If a card with a rebate die is purchased, the purchasing player gets both the card and the rebate  Gold. Note: this is a rebate, not a discount. The player must have enough  Gold to pay the full price of the card first, then they receive both the card and rebate. The rebate  Gold can be used immediately to purchase cards during the same turn.

Purchased cards go face up onto the player’s discard pile, not into their hand.

If a player doesn’t have enough  Gold to buy a card or prefers not to buy anything, they can keep their gold dice and take them to the next phase.

2. Equip phase

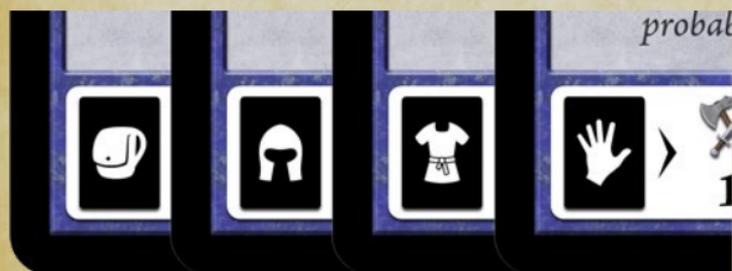
After the market phase, the player may equip or store cards from their hand by laying them out on the table in front of them.



Equipping

Equipment is any useable item like armor, clothing, weapons, shields, and storage. Equipment Slot symbols show where it may be equipped. Unless stated otherwise on the card, only one equipment card can be placed in a given slot at a time. Your character has 1 head slot, 1 back slot, 1 body slot, and 2 hand slots.

Sacks are special equipment. They can go in any slot that has at least 1  Carry. By default, that includes the back and either hand. However, if you equip an item on the head or body that has some  Carry, a sack can go inside of it to add even more. Sacks can even go inside other sacks and add more storage. ...Don’t think about the physics of that too much.



Symbols in the lower left corner of equipment cards show what slots they can be equipped in. From left to right: back, head, body, and hand.



Some special slot requirements. The Claymore (left) requires both hand slots to equip it. The Crossbow (right) can be equipped in either the back or a hand slot.

Storing

Items that are not equipped can be stored. This includes goods, Loot Point cards, gold dice, and any equipment you want to carry to Market.

Every item you store has weight, and you must have enough available Carry in order to store them. By default, each hand slot and the back slot provide 1 Carry each. Carry can be increased by equipping sacks, backpacks, and other storage equipment. Each card has a weight symbol in the lower right corner. Gold dice are 1 weight per die regardless of the value on their face.

Tip: Don't forget to store your dice! They must be carried if you want to keep them and their weight requirement must be met, just like any card (1 weight per die). If you don't have space for them, they can be discarded, but you lose the gold value.



Silver Jewelry has a weight of 3. A Sack adds 1 Carry.

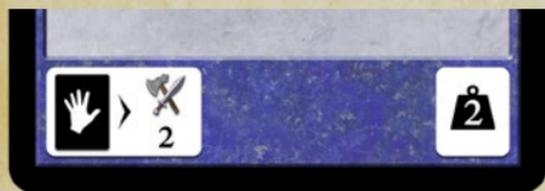
The total  Carry is pooled for all equipment slots and eligible companions. A single stored item does not have to fit in one physical slot. For example, if a player has an item with weight 2 and only the back and one hand are free, that adds up to 2  Carry and meets the requirement.

Equipment that is placed in the proper slots does not add to the weight requirement. However, if an item cannot be equipped but the player still wants to bring it, it must be stored. Stored equipment does not provide any benefits, like  Attack Power or  Defense, and its storage weight must be accounted for. For example, a sword equipped in a hand slot weighs nothing and provides some attack power, but if the sword is placed in a backpack its weight must be satisfied, and it offers no attack power or other bonuses. Storing equipment is an option for bringing an excess card to market to trash.

Tip: If you're storing equipment instead of equipping it, it's helpful to turn it 90 degrees to remind yourself and other players not to count its equip effects.

If a hand or back slot is occupied with an equipped item, the  Carry stat printed on the mat is unavailable for that slot. For example, if you hold a crossbow in your right hand, your right hand no longer adds 1  Carry to your total. Sacks are the only exception to this rule, denoted with the "Can be used inside other storage" text on the card and the "+" in front of its carry stat. A sack equipped on the back or in a hand occupies the slot, but it allows the use of the 1  Carry printed on the mat in addition to the +1  Carry bonus on the Sack card.

After placing a card with the "Draw a Card" effect, you can draw another card from your draw deck and put it in your hand for immediate use this turn. Equipment with this effect must be equipped to qualify, not stored.



The bottom of this equipment card shows the effects of equipping or storing the card.

- On the left are equip stats. If it's equipped in a hand slot, it adds 2  Attack Power.
- On the right are storage stats. If it's stored, it requires 2  Carry and doesn't contribute any  Attack Power.



The bottom of this Goods card shows the effects when stored. If its requirement of 4 Carry is met then it adds 5 Gold. Goods cards can only be stored, not equipped.

Companions

Companion cards represent additional party members who help out for a turn, sometimes for a fee. They are not placed on the mat but are placed next to it. There is no limit to the number of companions you can have with you. Some of them can equip armor and weapons or carry additional items. If giving a companion equipment, treat them as if they had the same equipment slots that a player has: 1 head slot, 1 back slot, 1 body slot, and 2 hand slots. All of your stats and your companions' stats are pooled together.

Some companions have fees for their services. You can place the card even if you don't have enough gold right now. It will be deducted during the next market phase.

3. Attack phase

Once you are equipped, you can optionally attack the other player to take some of their gold. Your equipped cards must have at least 1 Attack Power to initiate an attack.



During an attack, the attacker and defender each roll one red battle die. The outcome of the attack is determined as follows:

The attacker's total points are equal to the Attack Power on their equipped cards plus the rolled value on their battle die.

The defender's total points are equal to the Attack Power and Defense on their equipped cards plus the rolled value on their battle die.

If the attacker's points are greater or equal to the defender's points, they win. Otherwise the defender wins.

Fill in gaps on the left by drawing one card at a time and placing it face up until there are four cards again.

After cycling, there should be four face up cards available for sale.



Example of cycling the Premium Market after two cards were purchased that turn. The remaining cards are shifted to the rightmost spaces, and the two gaps on the left are filled by drawing cards from the Premium Market deck.



Example of cycling the Premium Market if nothing was purchased. 1. The Claymore is discarded, 2. the remaining three cards are shifted to the right by one space, and 3. a new card is drawn from the deck to fill the gap on the left.

Cycling Common Market

If the Common Market item was purchased, simply replace it by drawing the next card and placing it face up.

If the Common Market item was not purchased, the shopkeeper offers an instant rebate to make it more enticing. Place a gold die on top of the card, or turn it to the next highest value instead. Once the die hits 6 the rebate does not go any higher.



Card purchased this turn. Draw another card from the Common Market deck to replace it.

No card purchased this turn. Place a gold die with 1 facing up, or increment the existing die (up to a max of 6).



Ending the game

The game ends when any of the following events occur:

- When you need to draw a card from the Common Market but the deck is empty.
- When you need to draw a card from the Premium Market but the deck is empty.
- When the last Epic Loot card is purchased.

Once any of these events occurs, players finish up their turns in the current round.



Loot Point symbol

When the round is complete, the game is over.

Each player gathers all their cards from their decks, discard piles, hands, and player mats and adds up their Loot Points, subtracting any Pesky Quest Items. The player with the most Loot Points wins! A tie is won by the player with the fewest Pesky Quest Items. If it's still tied, the player with the most Potatoes wins. If it's still tied, the player who had the worst day wins, because come on, they need this.



Appendix

Card details

Clarification on how certain cards work.

- **Attack Dog:** The player must be carrying Food during the Attack Phase to gain the +1  **Attack Power** bonus. “Food” refers to any card with a type of “Goods – Food.” The Attack Dog does not consume the Food card.
- **Beer Helmet:** “Alcohol” refers to any card with a type of “Goods – Alcohol.”
- **Bow and Arrow:** Yes, you use it by equipping it on your back.
- **Cape:** The Cape multiplies the  **Attack Power**,  **Defense**, and  **Gold** stats of everything else you have equipped. Do the multiplication last when tallying up your stats.
- **Claymore:** Due to its size, the Claymore must be held in both hands. If you equip a Claymore in either hand, both the left and right hands are considered occupied.
- **Crossbow:** The Crossbow can be equipped in either the back slot or a hand slot and contributes the same stat bonuses in either place.
- **Dog:** The player must have Food at the time of an attack to gain the +1  **Defense** bonus. “Food” refers to any card with a type of “Goods – Food.” The Dog does not consume the Food card.
- **Fancy Glove:** “Clothing” refers to any card with a type of “Equipment – Clothing.” The Fancy Glove itself counts as clothing, thus always granting a minimum of a 1  **Gold** bonus. You can still carry another hand item with the Fancy Glove equipped.
- **Fanny Pack:** Worn in the body slot, but does not occupy it. Another body slot item can still be worn, such as armor or pants.
- **Gauntlet:** You can equip the Gauntlet in a hand and still carry another item in that hand, too.
- **Guard:** If the player has at least 1 card of type “Goods – Alcohol” stored during the market phase, the Guard does not charge a fee. If the player had Alcohol earlier in their turn and lost it in an attack it does not count, and the Guard must be paid 1  **Gold** instead. The Guard does not consume the Alcohol card.
- **Junk:** The player must have at least 1  **Gold** to trash the Junk card and deduct it during the sell phase that immediately follows.

- ♦ **Leather Pants:** Butt charisma and butt shininess are not actual combat stats. Maybe in a future expansion.
- ♦ **Mercenary:** If the player attacked another player during their last turn, the Mercenary only needs to be paid 1  Gold instead of 2 during the market phase. She enjoys battle so much she'll give a discount for getting to beat someone up.
- ♦ **Pesky Quest Item:** The player must have at least 2  Gold to trash the Pesky Quest Item card and deduct it during the sell phase that immediately follows.
- ♦ **Porter:** The  Gold owed to the Porter is only based on how much he is carrying during the market phase when he is paid. It doesn't matter if he was carrying more during your last equip phase. If none of the Porter's  Carry is needed he is still owed at least 1  Gold for his time.
- ♦ **Wallet Chain:** The Wallet Chain adds 1  Carry that can only be used to hold a single gold die. If you fail to defend against an attack from another player, they will be unable to take one of your gold dice. You still lose any other gold dice you were carrying and still must discard a good. It's the defender's choice which die is protected by the Wallet Chain (i.e. the most valuable one).

Three and four player variant

You can play with 3 or 4 players by using two copies of the game.

For 3 players, you'll add half of the cards from the second game to the first. Give a set of 10 starter cards to the third player. Shuffle the second copy's Common Market and Premium Market decks separately, then split them approximately in half and add them to the game (no need to count them exactly). Add 6 Uncommon, 4 Rare, and 4 Epic Loot Point cards and 6 Pesky Quest Items to their respective piles.

For 4 players, add all the cards from the second game.

A 3 or 4 player game proceeds just like a 2 player game, each player taking turns around the table. During the attack phase, you can choose any other player to attack. You can only attack once per turn.

Hall of Fame

Date	Winner	Score	Winner's Quote
/ /			
/ /			
/ /			
/ /			
/ /			
/ /			
/ /			
/ /			
/ /			
/ /			
/ /			
/ /			
/ /			
/ /			
/ /			

Adventures in Inventory Management

Rules version 1.1.1, 2021.10.17

Copyright 2021, Ian Albert and Dan Sapienza.

All rights reserved.

Please don't steal our stuff. ♥



Concept and rules: Dan Sapienza

Design: Ian Albert

Illustration: Dosie

Web: <https://inventorygame.com/>

Twitter: @GameOfInventory

Email: info@inventorygame.com

