



THREETALE

— FUTURE BOOK —

∞III∞

CHAPTERS

THE FUTURE IS NOW	3
ADDITIONS IN THE FUTURE FASE	4
MAP, TILES AND TOKENS - FUTURE RULES	4
BATTLE - FUTURE RULES	6
1 THE NINE RING OF CREATION	11
STORY	11
RULES	11
VICTORY	12
2 THE INFORMATION FLOOD	11
STORY	11
RULES	11
VICTORY	12
3 THE PARALLEL LAND	11
STORY	11
RULES	11
VICTORY	12
4 THE PATH OF INITIATION	11
STORY	11
RULES	11
VICTORY	12
5 THE CROWN OF EVIL	11
STORY	11
RULES	11
VICTORY	12



THE FUTURE IS NOW

Here you stand. Three heroes, three paths, three destinies. Once you've roamed through the Past, demonstrating your Virtues, lifting each other up, and gathering strength in preparation for what lies ahead. Once again you've lived the Present and witnessed a miracle unfurl – the one true prophecy coming to fruition before your very eyes. Once more you shall embark on the grandest of quests and finish the deed once and for all. Three destinies will go one way and forever entwine into one ending. Will the three of you prevail... or shall you be forever lost? Only the Future knows the answer. And the Future is now.

You've played through the Past and Present Phases of the game and you've drawn one of the three Future cards. This Prophecy comes to fruition and marks your final objective. Read the corresponding chapter of this Future Book and follow the instructions. They will tell you how to set up the Map, what special conditions and objects will be introduced, and what you'll need to do in order to win. Remember that this is a cooperative experience – the three Heroes always win and lose together. Godspeed!

ADDITIONS IN THE FUTURE PHASE

The **Future Phase** is played using the same rules you've followed so far. However, some scenarios introduce intricate exceptions and special objectives and obstacles you need to take into account. Some **Quests** are a battle against time – take too long, and you lose. Read the special conditions carefully before proceeding.

MAP, TILES AND TOKENS - FUTURE RULES

During the **Future Phase**, you can interact with objects only once – if you claim a token or a **Stone** off the **Map**, or draw a card, discard it immediately after use. Cards and tokens are never returned back on the **Map** or in their deck.

This phase introduces three new types of components – **Aiding**, **Conditional**, **Hostile** and **Mixed**. Using this **Future Book**, place them on the **Map**, after you remove all currently existing tokens and cubes on the **Map**.



The Aiding objects are those with a white back and a golden border. They provide a boon to the **Heroes**.

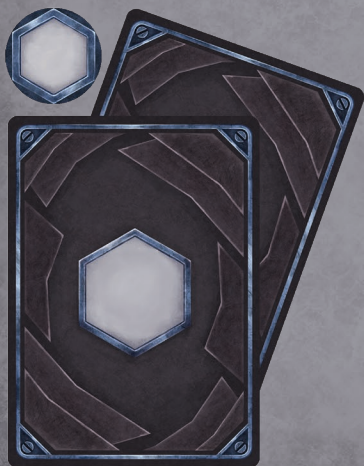
The Conditional objects are those with a black back and a bronze border. They might provide something to the **Heroes** but require a certain condition to be met first (*for example, you will receive their gift only if you have a Virtue at 13*).





The Hostile objects are those with a red back and a steel border. They hide your enemies. You cannot escape from them once you enter a **Battle**. If you die, the game ends for everyone.

The Mixed objects signify that you can come upon either **Conditional**, **Aiding** or **Hostile** object. In the shown example, when you draw a card from this deck, you will either have to face your enemy or receive a conditional gift.



The **Future** also holds **Special objects**. **The Special objects** are those with a grey back and a blue border. They are represented by tokens and cards and have an effect on the specific **Future** setting they are a part of. Sometimes, they have a blocking effect. Other times, your goal is to collect them.

In the **Future Phase**, you sometimes have to turn tiles upside down. Movement through flipped tiles is allowed but it counts as **2 Steps** (and therefore requires 2 Speed) instead of 1.



BATTLE - FUTURE RULES

Sometimes, the enemies from the Future can only be attacked in one round of **Battle**. In such cases, the **Battle** doesn't end with a defeat for either of you, as you can only inflict damage once.



1

The Nine Rings of Creation



1



THE NINE RINGS OF CREATION

Nine heartless rulers govern the future with the power of the Rings of Creation. They have sold their hearts to possess the rings and because of that, impenetrable darkness has fallen over the city. The Fountain of Living Water has dried up to the last drop. The city of the future has lost the virtues of the past and nothing grows under this cloak of eternal night. However, amidst darkness and ruins, the last ambassadors of light are hiding. They are waiting for you with trepidation, but hurry because their strength is wavering! Do not underestimate their help, as it will be indispensable. Your enemies keep the Rings in the empty place their hearts used to be and, consumed by greed, they lust for the riches you have amassed in the past. Be each other's anchors in this dreadful darkness, and the Sun will rise again!

GOAL

Every Hero needs to collect **3 Rings** and bring them to the **Fountain**.

SET UP

Setting up the map:

Place the **Fountain** on a chosen **Altar**.



Prepare three decks of cards: **Heartless Rulers**, **Beldames**, and **Nymphs**. Place the **Ring** tokens next to the cards:



NEW OBJECTS

The **Fountain** is the object where the players need to gather after they've collected **3 Rings** each in order to win. Each player should stand on one of the 8 adjacent spaces to The **Fountain**.

You can use an **Action** to interact with a **Heartless Ruler**, **Beldame**, or **Nymph**. If you do, draw a card from the corresponding deck.

The players cannot escape a **Battle** they have entered.
Each card can only be played once. After that, discard it.

TIME

After all three players finish their turns, choose one tile to be flipped upside down. The objects on it cannot be used once it's been flipped. Going through a flipped tile takes 2x **Speed** (instead of 1)

The game is over when the 7th tile has been flipped.



SACRED STONE

1 Sacred Stone inflicts **15 damage** to a **Heartless Ruler**. You can use a **Sacred Stone** to inflict damage at any point during the battle and it is not considered a part of your round.

REWARD

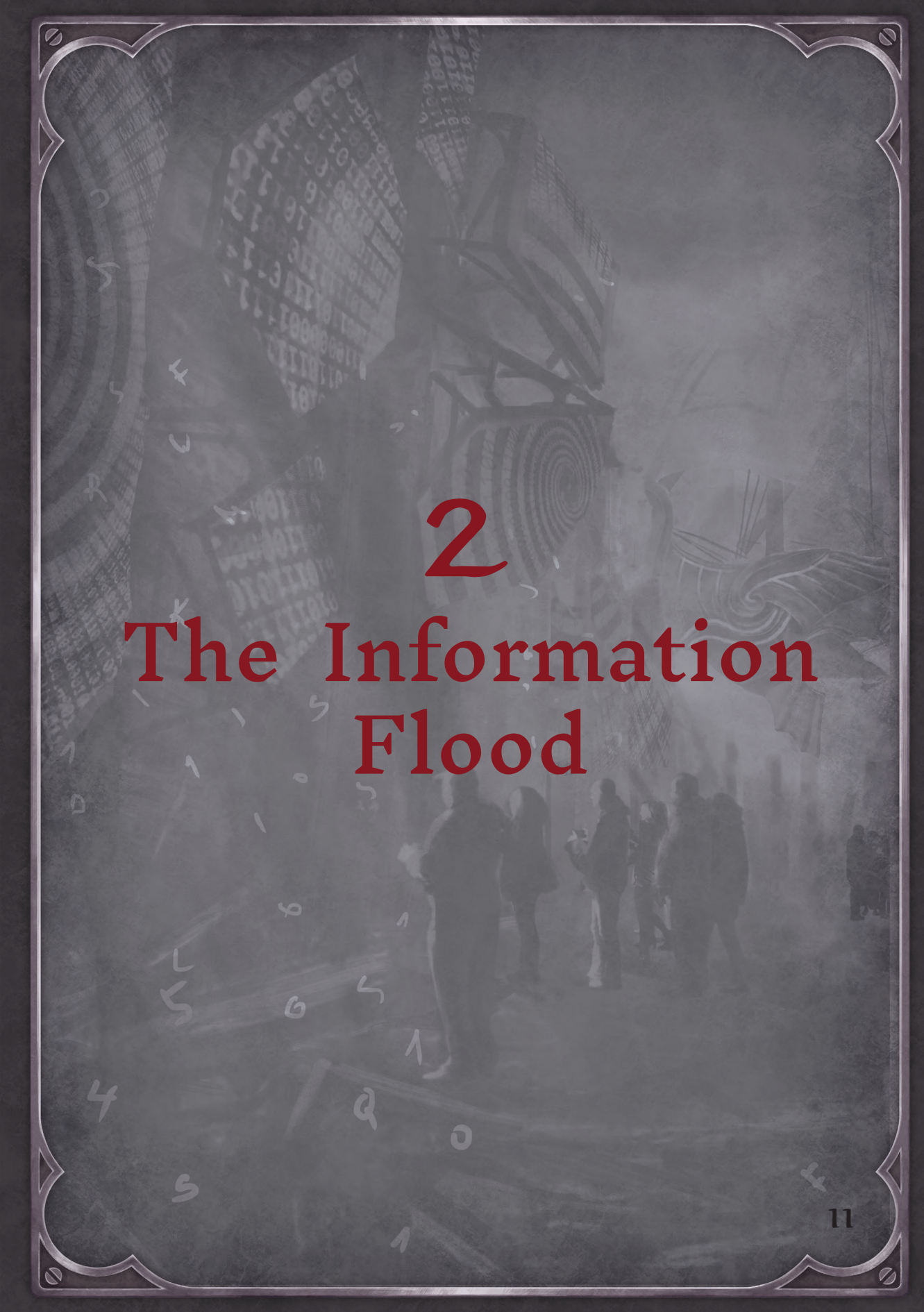
Add **150 points** to your final score.



Victory

Placing the Rings on The Fountain, the spring of Living Water gushes from the spout. The droplets flicker in the pitch-black night, and wherever they fall, the lifeless land awakens from its frigid sleep. The morning light creeps in from the east, and new dawn emerges. People and animals from near and far come to drink from the Fountain and leave with faces filled with new life.

Your retinue has reached the end of the road despite the difficulties. Remember, your combined forces will always be stronger than any enemy!



2 The Information Flood



2



THE INFORMATION FLOOD

Using the technology of the future, living creatures have adapted to live without water – an extinct substance only mentioned in children's books and legends. Instead of feeling thirst, everyone feels daily hunger for new information. This has led to increasing distortion and self-harm in an attempt to meet these needs. However, the uncontrolled creation of words without meaning has caused an ever-growing demand – and hunger is only exacerbated by further consumption.

The Information Flood threatens to drown everything and everyone, including you, the foreigners of the Past. Once triggered, this chain of events cannot be stopped. Random words pour over your heads and lies are flooding the earth. The end is near. But there is an ancient device that might just allow you to escape. The Words of Wisdom are the key to your salvation. Some of them are scattered among the incomprehensible speech and others are held captive by vile creatures called Hypnotists. To win the Words of Wisdom, you will have to weed out the truth from the lies. The advancing destruction is unpredictable but you will have help – Translators and Cartographers are the last guardians of true knowledge in this world of blurred languages. Your time is limited. The Ark of Truth is waiting for you to collect the Words of Wisdom so it can take you beyond.

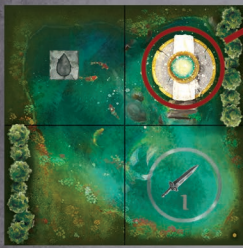
GOAL

Collect **42 Words of Wisdom** and gather at the **Ark of Truth**.

SET UP

Setting up the map:

Place the **Ark of Truth** on an **Altar** of your choice.



Altar



Cartographer

Translator

Hypnotist

New tokens:



Were they go:



Prepare three decks of cards:

Hypnotists, **Cartographers**, **Translators**, and one **Ark of Truth** card.

Place the **Words of Wisdom** tokens next to the decks:

Cartographer

Translator

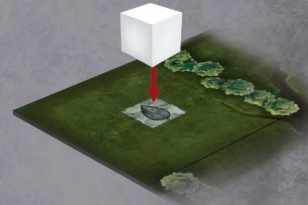
Hypnotist

The Ark of Truth

Words of Wisdom



Place all **White Stones** on the Virtues, as they would represent the **Words of Wisdom**.



NEW OBJECTS

To win, gather at the **Ark of Truth** after you've collected **42 Words of Wisdom**. Each player should stand on one of the 8 adjacent spaces to the **Ark of Truth**.

You can use an Action to interact with **Hypnotists**, **Cartographers**, or **Translators**. If you do, draw a card from the corresponding deck.

When you collect a **White Stone** from the Map, add **1 Word of Wisdom** to the Ark.

TIME

Before you start your turn, **remove a tile of your choice** from the Map. Then, roll 1 die to determine if you have to remove a second one (positive – no, negative – yes). You cannot manipulate the result of the dice in any way – Virtues and Artifacts cannot be used to alter that dice roll. Remove the tiles in the following order:

- First, remove the tiles that only have 1 border with another tile.
- Then remove the tiles that have 2 borders with other tiles.

If you remove a tile occupied by a Hero, you **lose the game**. You have to collect **42 Words of Wisdom** before there are only 4 tiles left of the Map. Mark the **Words of Wisdom** on the **Ark of Truth** card.



SACRED STONE

1 Sacred Stone inflicts **20 damage** to a **Hypnotist**. You can inflict damage with a **Sacred Stone** at any point during the battle and it is not considered a part of your round. You can sacrifice **1 Sacred Stone** to prevent the removal of **1 tile**.

REWARD

Add **100 points** to your final score.



Victory

The Ark narrowly escapes the destruction of this world. The land is now flooded, and you are the only ones who lived to tell the tale. After traveling for many days, weeks, or even years, your ship lands. When you open the door, you see a different world – it very much reminds you of the Past, but every object and animal bears a drawing, much like the one on the Words of Wisdom you collected so long ago. Your eyes have been opened to see true meaning. Be careful how you use this knowledge.

The background is a dark, atmospheric illustration of a forest. The trees are rendered with thick, expressive brushstrokes in shades of grey and brown. Numerous glowing blue particles of various sizes are scattered throughout the scene, creating a magical or ethereal atmosphere. In the lower portion of the image, a city or village is visible, with buildings and structures illuminated by a warm, golden light, possibly from a fire or a street lamp. The overall color palette is dominated by dark greys, browns, and blues, with the glowing particles providing a stark contrast.

3

The Parallel Land



3



THE PARALLEL LAND

All life has been born and will someday come to an end here, in the Tree of Eternity – the substance constructing each and every part of this world.

Agas ago, the local dwellers viewed the Tree as the sacred matter behind every fiber of the visible creation around them. They used to understand that they're all bound together by the substance of Life itself. But as years and decades passed, they started forgetting about this connection and became alienated, lost in everyday struggles and lifelong hardships. The people of old stopped working together and started living off thievery, feeding on each other's weaknesses.

The Tree was abandoned and began to die a slow death. In a desperate act of survival, it engulfed a small part of the world, consuming all that lied in it. The Tree became a twisted home of wretched creatures – snakes and scorpions. With time, these beasts turned into new species. The snakes became Charmers who can hypnotize the citizens into believing in unfair rules and a life devoid of love. Scorpions turned into Storm Whisperers – entities who can blend in with the surroundings and get under your skin, making you restless and unkind.

These evil beings will mercilessly drive you to feel the dark power of twisted reality, obey evil dogmas, and drain you of any Virtues you have left. Still, during your journey, you will encounter allies. The Foresters are dwellers who never stopped caring for the true nature of the Tree. They wish nothing more than to make it see the light once more and they will help you. Take heart! Endure the perils of this land long enough and you will save the Tree of Eternity!

GOAL

All Heroes must survive.

SET UP

Setting up the map:

Place the **Tree** on one of the 4 spaces of a tile that has **Battle 1** on it.
(Note: The **Tree** should be placed on a tile that has at least two adjacent tiles)



Prepare three decks of cards: **Storm Whisperers**, **Charmers**, and **Foresters**. Next to the cards, place the **Seed** tokens and **30 White Cubes** representing **Parallel Virtues**:



White Stones (*White Cubes*) which are **Parallel Virtues** in this world.



Seed Tokens



NEW OBJECTS

The flipping of tiles begins next to the **Tree**. The **Tree** cannot be attacked.

You use an Action to interact with **Charmers**, **Storm Whisperers**, or **Foresters**. When you do, draw a card from the corresponding deck.

You can use an Action to **Claim an Incubator** from the Map. If you do, roll three dice. If all three are positive, get a **Seed** – a special object that blocks the placement of a **Parallel Virtue** by occupying a tile.

ENEMY TURN

In this Future scenario, the **Tree** is a living thing that takes Actions to protect itself and stop you. The **Tree** takes the first turn. It flips 2 of the tiles that are adjacent to the tile it's occupying. Passing through a flipped tile requires x2 speed.

Place a **Parallel Virtue** on 1 of the four dark spaces on each of the flipped tiles. A **Parallel Virtue** is an object that, if left unclaimed, will damage every Hero. At the beginning of your turn, **flip 1 tile and place 1 Parallel Virtue on it**. You can spend an Action to **Claim Parallel Virtues** (Note: *Parallel Virtues don't boost your own Virtues*). If you have a **Seed** (see **NEW OBJECTS** below), you can place it on the space of the **Claimed Parallel Virtue**, preventing more **Parallel Virtues** from appearing on that tile.

When each of the three Heroes finishes a turn, the **Tree** inflicts **2 damage** for every **Parallel Virtue** currently on the Map. **You can block the Tree's attack by Sacrificing 1 Spirit**. Every tile that doesn't have a **Seed** or a **Parallel Virtue** on it is considered an empty tile. At the end of its turn, the **Tree** places **1 Parallel Virtue** on every empty tile. If you flip a tile occupied by a Hero, you lose the game.

TIME

You need to survive until there are only **3 tiles** left unturned on the Map.



SACRED STONE

1 Sacred Stone inflicts **10 damage** to a **Storm Whisperer** or a **Charmer**. You can use a **Sacred Stone** to inflict damage at any point during the Battle and this is not considered part of your round. You can **Sacrifice 1 Sacred Stone** to prevent the **Tree** from inflicting damage to one of the Heroes at the end of the round.

REWARD

Add **300 points** to your final score.



Victory

The sun glares above the horizon. The Tree blooms in an instant and the wind carries its sweet spring scent all around. A bird starts singing in the distance. Ripe fruit adorns the branches.

A Forester man comes to you. He says, “We thank you full-heartedly. The Oracle foretold of your glorious arrival many years ago. The wait has been lengthy and life has been austere, but we never gave up on our faith that one day saviors will come! We grant you the Magic Fruit of a thousand years’ time. You shall recognize its power at once. It holds three seeds. Sow them, nurture them, and you’ll bear wondrous fruit within your lives!”



4

The Path of Initiation



4



THE PATH OF INITIATION

You're in a world of ruins. The ruins of your own inner home. Strange creatures called Reflectors are roaming all around, distorted imitations of you. Some of them are made of Darkness, others – of Light. They are not equally powerful or fast. When you look at them, you see yourself reflected in them and your reflection speaks to you.

Each of you will face three Reflectors. Look closely and listen carefully to your inner voice. The Reflectors of Light will demand a sacrifice, promising a reward in return. The Reflectors of Darkness are your enemies – they will try to convince you that they hold the truth about who you really are. Do not heed their words! The demons of this world, deeply hidden in our hearts, find their way out. Your goal is to defeat them! Seek the Crystals. They will help you. After all, no one is ever left to rot in Darkness when they truly seek the Light!

GOAL

Each of you needs to **defeat your own reflection 3 times** and collect **3 Heads** - one of each level. You then need to gather on tiles adjacent to the **Throne**.

SET UP

Setting up the map:

Place the **Throne** on a **Treasure 3**.



Prepare four decks of cards: **Reflectors 1, 2, and 3**, and **Crystals**. Place the **Head** tokens for **Levels 1, 2, and 3** next to the cards:



NEW OBJECTS

After you have defeated **Reflectors of Darkness** of levels 1, 2, and 3, you need to gather on the tiles adjacent to the **Throne**. When you use an Action to interact with a **Reflector**, draw a card from the corresponding deck. You will either meet a **Reflector of Darkness** that you have to Battle or a **Reflector of Light** who holds a conditional gift. When you defeat a **Reflector of Darkness**, collect the **Head** token of the corresponding level.

TIME

When each Hero finishes a turn, flip 1 tile upside down. The objects on it cannot be used anymore.

As soon as the 7th tile is flipped this way, the game is over.



SACRED STONE

1 Sacred Stone can be used to inflict **10 damage** to a **Reflector of Darkness**. You can use a **Sacred Stone** to inflict damage at any point during the Battle and this is not considered part of your round.

REWARD

Add **250 points** to your final score.



Victory

Darkness. Lightning. Thunder. Torrential rain. A Storm has come. Suddenly – silence. The rain stops. The sun peaks from the clouds. The world around you is not made of ruins anymore... In front of you, a curious house has opened its magnificent gates into a throne room bathed in light. The world and this home belong to you now!

When you stick together, you have power over any event. You control the house to the tiniest detail and the Reflectors are your servants – they will obey your every order. Seated upon the Throne is the Lord of each and every world. He'll be a just leader, unraveling the long-forgotten secrets of this new world. You cannot see him but he will always guide you in your hearts. History will remember you as the heroes who brought new life back to the ruins!



5

The Crown
of Evil



5



THE CROWN OF EVIL

You're in a world at war. A world where you find your inner characteristics personified. Your Virtues are living creatures, but so are your Vices. Every choice you make either feeds your Virtues, or your Vices.

Way, way back in time, in distant 2020, all the Vices gathered around the round table of Doom. Each of them had collected huge amounts of vicious energy and felt the need to put it into practice. The Vices decided to pour it all into building a giant machine – the Vicinator. After 33 days of hard work, the machine whirred to life and spoke, “I am the Vicinator. I have come to wipe out your already sickened world. I will release eight viruses that will take over your Altars so you will be left with no way out!”

Your goal is to stop the Vicinator but time is of the essence... Every day, the Vice Leader activates a new setting – a Tendril that grants the Vicinator a new extraordinary ability. When the last Tendril is activated, your time is up. But do not be afraid! There is goodness out there for those who seek it with a pure heart! During your adventure, you will find Elixirs that will feed your Virtues, grant you speed and magical objects. Use them wisely. Defeat the Vicinator. Be the Heroes you set out to be!

GOAL

Defeat the Vicinator.

SET UP

Setting up the map:

Place the **Vicinator** on a tile that has either **Battle 2**, or **Battle 3** on it. The chosen tile must be surrounded by tiles on all sides, including diagonally. If there is no such tile, **Sacrifice 1 Spirit** to move **1 tile**.



Prepare four decks: **Elixirs 1, 2, 3**, and **Tentacles**:



NEW OBJECTS

The **Vicinator** and the **Viruses** are enemies you can attack if you are positioned on a space adjacent to the one occupied by the **Virus** or the **Vicinator**, diagonals included (*for more information read the ENEMY TURN section below*).

You can use an Action to **Claim an Elixir 1, 2, or 3**. If you do, draw a card from the corresponding deck.

ENEMY TURN

The **Vicinator** always goes first. It places the **8 Viruses** on its **8 adjacent tile spaces**. The **Vicinator** draws a **Tendrill** card and activates it.

The **Viruses** go next. Each of them starts moving towards the nearest **Altar**. The **Viruses** can pass through trees but cannot pass through **Portals**. When a **Virus** reaches an **Altar**, it inflicts **2 damage** to every Hero. You can block a Virus's attack for everyone by **Sacrificing 1 Spirit**. When a **Virus** reaches an **Altar**, it instantly goes back to one of the 8 spaces adjacent to the **Vicinator**, and the enemy's turn is over.

You can attack either the **Vicinator** or a **Virus** during your turn. If you fail to defeat a **Virus**, your **Spirit decreases by 1** and the **Virus** remains on the same spot. You cannot finish your turn standing on an **Altar**. When each Hero finishes 1 turn, it's the **Vicinator's** turn again. The **Vicinator** always activates a new **Tendrill** card during its turn.

TIME

Defeat the **Vicinator** before it activates its last **Tendrill** card
(before it finishes its **Tendrill** deck).



SACRED STONE

1 Sacred Stone can be used to inflict **10 damage** to the **Vicinator**. You can use a **Sacred Stone** to inflict damage at any point during the Battle and this is not considered part of your round.

REWARD

Add **250 points** to your final score.



Victory

The Vicinator explodes. The world is shaking, it's falling apart! The Viruses are trapped under the rubble. Suddenly – silence. The earthquake ended so fast... A beautiful, heartwarming song echoes through the rubble, awakening a long-forgotten hope for a new world, a new life. The Virtues walk all around, picking up the remains. They use them as material to build a new realm. It is now up to you to help them. Hopefully, you can build a brighter, wiser, better world!

TO BE CONTINUED...



THREETALE

— FUTURE BOOK —