



THREETALE

— RULEBOOK —

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GAME COMPONENTS

5 HERO DASHBOARDS



30 MAP TILES



5 HERO MINIATURES



The Silver Deer



The Queen of Living Water



The Youngest Son



The Unborn Maiden



Sun and Moon

70 TOKENS



15 CUSTOM DICE



110 WOODEN CUBES



36 ARTIFACT CARDS



12x Level 1 Cards

12x Level 2 Cards

12x Level 3 Cards

20 BONUS CARDS



Hero Cards

Enemy Cards

30 BATTLE CARDS



10x Level 1 Cards

10x Level 2 Cards

10x Level 3 Cards

10 QUEST CARDS



3 GUIDE CARDS



30 TREASURE CARDS



10x Level 1 Cards

10x Level 2 Cards

10x Level 3 Cards

5 PROPHECY CARDS



RULEBOOK



FUTURE BOOK



1 FUTURE MINIATURE



29 TOKENS



20 CARDS



5x Cards



5x Cards



10x Cards

1 FUTURE MINIATURE



30 TOKENS



16 CARDS



5x Cards



5x Cards



5x Cards



1x Card

1 FUTURE MINIATURE



35 TOKENS



15 CARDS



5x Cards



5x Cards



5x Cards

1 FUTURE MINIATURE



28 TOKENS



19 CARDS



4x Cards



5x Cards



5x Cards



5x Cards

1 FUTURE MINIATURE



15 TOKENS



24 CARDS



5x Cards



5x Cards



5x Cards



7x Card



1x Card



1x Card

More will be revealed during the **Kickstarter** campaign

STORY

One night, I dreamt a dream
of possible futures so bleak and reality – so torn at the seam.

I awoke drenched in a cold sweat
in fear that this might be what we shall bequeath.
Every alternative hereafter has been harsher than the last,
and I had but one thought – this monstrosity must be stopped!

Vicious tendrils entwine the whole world in their grasp,
hypnotists fight to entrap your mind in an iron clasp,
while reflectors of darkness and heartless rulers
strive to steal the life out of you and the last of your breaths.

What could I do,
as fewer and fewer shall dare to fight?
In this day and age, no true heroes are left,
so what could possibly bring back the spark of their spirit?
After 40 days of fasting and prayer, one thing has become clear –
unless you assume the mantle of a hero and travel back to the past
to develop your virtues and revive the spirit of nobility,

there would be no one left to help the future
and the whole world alongside you will be long, long lost.

To the land of ancient Thrace you must travel
and have the terrifying mystery unravel –
which Prophecy shall be ultimately fulfilled,
and more importantly, how can the world be rebuilt?

The key to your power is in your talents –
you must strive to develop them and play to your strength
in order to truly step in the shoes of a victor.

Remember, the past is your friend and a valuable teacher,
but your destiny lies in the future!

You must apply all newfound wisdom
if you wish to succeed in your quest
and pave the path to a new kingdom!

OVERVIEW

ThreeTale is a cooperative adventure game for 3 players. You take the role of fairytale Heroes, each with their unique, asymmetric talents. As a team, you go through three phases – the **Past**, **Present**, and **Future** – in order to complete the final **Quest**.

In the **Past Phase**, you build the map of the land. No two maps will be the same because you'll be drawing tiles at random to build a different world every time you play. Seven unique **Quests** hold the possible **Future scenarios** the **Heroes** will face. The players draw **3 Prophecies** at the beginning of the game that warn them about what tribulations are about to come. To be able to achieve their future goal, the Heroes will have to return to the past to build up their strength. When the **Past Phase** is over, your **Quest** is revealed in the **Present**, showing which **Prophecy** has been fulfilled. Then, the **Future** comes, knocking on the door...

1. PROPHECY PHASE

Draw three **Prophecy Cards** and pick a **Hero** to play with. *The Prophecy Phase is explained on page 11.*

2. PAST PHASE

This is the time when you develop your character and help others develop theirs – this should be a team effort. This is also the time when you create the **Map** that will be used later during your **Future quest**. *The Past Phase is explained on page 11.*



3. PRESENT PHASE

You learn which one of the three **Prophecies** has been fulfilled. *The Present Phase is explained on page 12.*

4. FUTURE PHASE

The **Future Phase** has a unique goal you need to achieve in order to win the game. Every **Hero** is essential in those difficult times. *The Future Phase is explained on page 12.*

WINNING AND LOSING

You win the game when you achieve the objective described in the **Future Phase**. When the winning condition is met, the game ends and all players share the victory.

You lose the game when one of the **Heroes** dies or you don't meet the specific conditions to fulfill the **Quest** in time. All players share the defeat.

DUO AND SOLO PLAY

You can play the game solo by taking control of three **Heroes**, or duo by one of you controlling two **Heroes**. Part of the game's experience comes from collaboration with other players and demonstrating the **Virtues** that are not only part of the game's mechanics, but also inherent to the actual activities happening around the table. We recommend playing with three players, but since the game doesn't involve hiding information from others, it can easily be played solo or with two players as long as three **Heroes** are used. One player can control multiple **Heroes**, or two players can take turns controlling the extra **Hero** - your choice!



SETUP

Before starting the game, make sure you have these components on the table:

- All **Hero Boards** and **miniatures**;
- All **Map tiles**;
- All **Quest, Treasure** and **Battle Cards** arranged in decks according to their level;
- All **Artifact cards** arranged in decks according to their level;
- All **Bonus Cards** (Hero and Enemy) arranged in two decks;
- All **tokens** (Quest, Treasure, Battle, damage and Sacred Stone);
- All **cubes** (white, black, red and blue);
- All **dice**;
- All **Prophecy Cards** (if it's not your first time use all 7 cards (without the **Tutorial card**). If it is your first time use only the **Tutorial Prophecy**);
- The **Future Book**;
- The **Rule Book**.

Things you will need later:

- One of the **Future Boxes** and its **miniature** (we recommend leaving the box closed until the conclusion of the **Past Phase**).



GAMEPLAY

PROPHECY

To start the game, draw three **Prophecy Cards**. They give you information about what the **Future Phase** holds. Examine them carefully - one of them will be fulfilled later in the game. Depending on the **Prophecies**, choose the three **Heroes** you'll use in this game. You are now ready to start the **Past Phase**.



PAST PHASE

The group agrees on what order the **Heroes** should be activated in. Then, starting with the first player, complete this cycle:

1. Draw 1 tile and place it on the table, rotating it as you choose. If there are other tiles on the **Map** already, snap the new tile to one of them (see *Map, Tiles and Tokens, pg. 20*);
2. Place your Hero in an empty space of the tile you just placed. You'll start your movement from there.
3. Place all corresponding components (tokens and cubes) on the tile to indicate they are ready to be claimed;
4. Minding your **Speed**, start moving on the **Map**;
5. Perform 1 **Action**. An **Action** is any interaction with an item on the **Map**, such as claiming a token or using an **Altar**. Using the **Portal** is not considered an **Action**. For more information, see *Map, Tiles and Tokens, pg. 20*.

Note: You can get additional **Actions** by increasing your **Endeavor**. For more information, see *Virtues, pg. 15*.

Fig.1

On this tile the player has to place **Battle 1** and **Trasure 3** tokens, and a **white cube** on their places.



Fig. 2

The **Yongest son** starts with **2 Speed** and **1 Action**.



They can choose to move 1 or 2 spaces and perform 1 action along the way.



The second player repeats these same steps in the same order, then the third. Then, start with the first player again, and keep placing a new tile at the beginning of your **Hero's** activation. However, **Heroes** begin their movement from the space where they ended the last turn (skipping Step 2). When there are no more tiles to be placed, the **Map** is completed and the **Past Phase** is over. Proceed to the **Present Phase**.

PRESENT PHASE

This is the time after our characters have grown in power, but before the **Future** unfolds before their eyes. Shuffle and draw at random one of the three **Prophecy Cards** you have read out loud earlier. The drawn card is the upcoming **Future Phase**.

***Note!** The players can change the order of their turns at this point if they wish.*

FUTURE PHASE

Once the **Prophecy Card** is drawn, the **Future Phase** begins. Open the **Future Book** and read the short introduction, followed by the appropriate chapter dedicated to the **Quest** you've drawn. They will teach you about the necessary changes to the **Map** you need to do, the special rules and objectives you'll follow on your **Quest**, and most importantly - what you need to do in order to win the game!








BASIC CONCEPTS

This section details the various components, symbols and **Actions** in the game. Consult it every time you're not certain how to proceed or what a certain keyword or symbol means.







BASE SYMBOLS AND ICONS

This game uses **Icons** and **Symbols** to shorten the terminology used to indicate in-game components:

Virtues

Love	Hope	Faith	Endeavor	Endurance	Mercy
					

Virtuous Effect

Dice in Battle	Dice Flipping	Bonus Cards	Action	Adding Virtue	Giving Virtue
					







Stones and Creature Stats

Virtues (all)	Shevitsa	Speed	Defense	Strenght
				

Artifact Icons

Artifact	Head Artifact	Hands Artifact	Feet Artifact	Damage	One Time Use	Activation Needed	Permanent
							

Other Icons

Dice	Bonus Cards	Nothing	Positive Dice	Spirit	Sacred Stone
					

DICE

This game uses custom dice featuring three symbol (positive) sides and three blank (negative) sides. Whenever you're asked to use the dice (mainly during **Battles** and while using **Treasures** and **Artifacts**), roll the appropriate number of dice and count the positive sides – this is your result.

HERO BOARDS

Each player has their own **Hero board** that keeps track of their Hero's **Virtues**, **Speed**, **Shevitsa**, **Spirit**, **Quests** and all used **Bonus Cards** and **Artifacts**.

Every **Hero** has their own starting **Virtues** that are highlighted. They also have asymmetric talents, shown in the middle of the **Hero board**. Every **Hero** starts with full **Spirit** - 3 points.

Name
The name of your mighty hero

Spirit
Can be used during battles

Effect of Virtues
Icon showing what is the effect of every virtue

Bonus Cards
A slot to put your bonus cards for your current turn

The Youngest Son

- Always attack first and use +3 during Battle.
- At the beginning of all other players' Battles, roll 3 and inflict to their enemies
- After every Battle won, use +1 additional during the current turn (valid during all Phases)
- After every Battle won, take 1 (valid during all Phases)
- Add 2 and take 1
- During Battle, draw 3 cards, choose which one to activate and return the remaining 2 to the deck (valid during all Phases)

Head Artifact
A slot to put your Head Artifacts

Hand Artifact
A slot to put your Hand Artifacts

Leg Artifact
A slot to put your Feet Artifacts

Virtue Icons
Icons showing what is every Virtue (Love, Hope, Faith, Endeavor, Endurance, Mercy)

Speed
Used to move on the Map


Shevitsa
Used to show the experience of the Hero and their activated talents (one for every level)

What is Shevitsa?

Shevitsa is a specific type of embroidery, a core element to traditional Bulgarian clothing. Every shevitsa requires countless hours of labor to craft and years of practice to master. The intricate patterns bear hidden meaning, making the garment a cryptic form of writing, not unlike runes or hieroglyphs. Different shevitsa symbols signify wishes for fertility, health and prosperity, offering protection to the one wearing them and their household.

VIRTUES

Virtues are statistics on the Hero board. When a Hero collects **White Stone** or suffers damage, choose which **Virtue** to be increased or decreased, respectively (*for more details on taking damage, see the Battle section*).


Icon	Name	Effect
	Love	This is the Virtue you use during Battle : roll a number of dice equal to your Love . Depending on your Love's value (0-13), roll that many dice during one round of attack.

 If your **Love's value** is 4, you roll 4 dice during one round of attack.





 +  **Bonus Cards** can add more **Love** to your attack during your turn.






	Hope	This Virtue lets you change the value of the dice from negative to positive or vice versa. This effect can be used to benefit you or weaken your enemy. The number of dice you can change is based on how much Hope you have: 0-2 = 0 dice; 3-6 = 1 dice; 7-10 = 2 dice; 11-13 = 3 dice.
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It turns negative dice to positive to benefit you.

It turns positive dice to negative to weaken your enemy.

	Faith	This Virtue lets you draw and use Bonus Cards (from the Player's deck) during your turn. The Bonus Cards can grant you additional Speed, Love, Actions , dice turning, or nothing. A Bonus Card can only be used on the turn it was drawn and has to be returned to the deck at the end of your turn. The deck is then shuffled. Depending on how much Faith you have, you can draw: 0-2 = 0 cards; 3-6 = 1 card; 7-10 = 2 cards; 11-13 = 3 cards.
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3-6 = 1 card



7-10 = 2 cards



11-13 = 3 cards








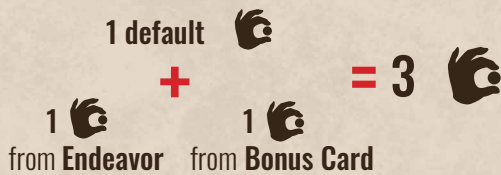
Endeavor

This **Virtue** lets you perform additional **Action(s)** during your turn. An **Action** is considered any interaction with any item on the **Map** or using an **Altar**. Using a **Portal** does not require an **Action**. Based on how much **Endeavor** you have, you get:

0-2 = 0 Actions; 3-6 = 1 Action; 7-10 = 2 Actions; 11-13 = 3 Actions.

It allows you to perform **1 more action**  during your turn, additional to the **1 action**  you have by default.



Bonus Cards can add more  during your turn.



Endurance

This **Virtue** lets you increase another **Virtue** of your choice by 1 at the end of your turn. This ability is used simultaneously with **Mercy** (see below). You cannot increase your **Mercy** and then use the augmented **Mercy** in the same turn. Depending on how much **Endurance** you have, you can increase:

0-2 = 0 Virtues; 3-6 = 1 Virtue; 7-10 = 2 Virtues; 11-13 = 3 Virtues.

e.g. You have **3 Endurance**  (3-6 = 1 virtue). It allows you to add **1 more Love**  (or any other virtue).



Mercy

This **Virtue** lets you increase a chosen **Virtue** of another player by 1 at the end of your turn. Depending on how much **Mercy** you have, you can increase:

0-2 = 0 Virtues; 3-6 = 1 Virtue; 7-10 = 2 Virtues; 11-13 = 3 Virtues.

OTHER STATS



Speed allows you to move through the **Map**. The value of your **Speed** indicates how many **Steps** you can go up, down, left, and right from your current location (Fig.1). You cannot move diagonally or pass through **Trees** (Fig.2). Using a **Portal** is considered one **Step**. You can continue moving until you exhaust all your **Steps** even if you have performed all allowed **Actions** for your turn.

You cannot end your turn on a space occupied by another player or perform any **Actions** while you're on an already occupied space (Fig.3), but you can pass through the player to reach your destination (Fig.4). You don't have to interact with the object located on the space you find yourself at the end of your turn (e.g. if there is a **Battle** token on the same space, you don't have to engage in a **Battle**).

Fig.1



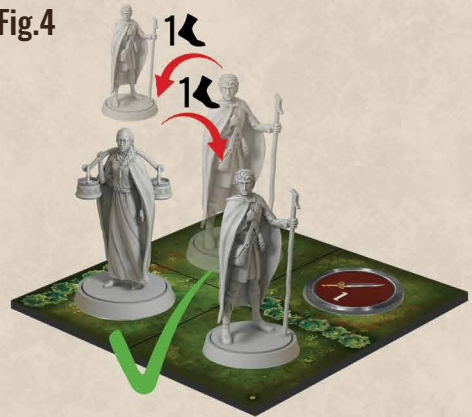
Fig.2



Fig.3



Fig.4



Spirit represents your health. Every player has 3 **Spirit**. You can use it to negate an enemy attack, blocking the damage you would suffer from one round of attack. You can escape the **Battle** at any time by spending 1 **Spirit**. If your **Hero's Spirit** reaches 0, the **Hero** dies and the game is over for everyone.





Shevitsa helps you develop your **Talents** as you gain experience. The **Shevitsa Talents** are unique for every **Hero**. There are **6 Talents** in total, but you can only develop 3 at a time. Each **Talent** requires a different amount of experience (**Red Stone on the Map**).

The first **Talent** you can activate requires **2 Shevitsa**. Mark your chosen **Talent** (Fig.1). To unlock the second one, you need **4 additional Shevitsa**. Mark your chosen **Talent** again (Fig.2). The last one requires **6 more Shevitsa**. Mark it as your final **Talent** (Fig.3). You can mix and match your **Talents** as you wish but you cannot unlock two **Talents** from the same level.

Fig.1

The Youngest Son

Always attack first and use +3 ♣ during Battle.

At the beginning of all other players' Battles, roll 3 ♣ and inflict // to their enemies

After every Battle won, use +1 additional ♣ during the current turn (valid during all Phases)

After every Battle won, take 1 ♣ (valid during all Phases)

Add 2 ♣ and take 1 ♣

During Battle, draw 3 cards, choose which one to activate and return the remaining 2 to the deck (valid during all Phases)

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Fig.2

The Youngest Son

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After every Battle won, take 1 ♣ (valid during all Phases)

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After every Battle won, take 1 ♣ (valid during all Phases)

Add 2 ♣ and take 1 ♣

During Battle, draw 3 cards, choose which one to activate and return the remaining 2 to the deck (valid during all Phases)

Fig.3

The Youngest Son

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At the beginning of all other players' Battles, roll 3 ♣ and inflict // to their enemies

After every Battle won, use +1 additional ♣ during the current turn (valid during all Phases)

After every Battle won, take 1 ♣ (valid during all Phases)

Add 2 ♣ and take 1 ♣

During Battle, draw 3 cards, choose which one to activate and return the remaining 2 to the deck (valid during all Phases)

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Add 2 ♣ and take 1 ♣




During Battle, draw 3 cards, choose which one to activate and return the remaining 2 to the deck (valid during all Phases)



The Sacred Stone is the most valuable asset in the game. It helps you in a unique way in every **Future Phase** scenario.

ARTIFACT CARDS

Artifacts are additional items you can place on your **Hero's head** , **hands** , or **feet** . You can have an unlimited number of **Artifacts** in your hand but you can only use one of each type (head, hands, and feet) during your turn.

Artifacts differ by strength and activation type. There are **3 Artifact strength levels** – a higher level indicates a more powerful **Artifact**. Activation types can be either **passive**  (can be used each turn), **active**  (you need to roll dice to find out if you can use them) or **one-timers**  (can be used only once, then return to the corresponding deck).

Set aside 3 decks, depending on the level of the **Artifacts**. Every time you win an **Artifact**, draw 3 cards at random from the respective deck and choose 1 **Artifact** to keep. Return the other 2 to the deck and then shuffle. Every used-up or transformed **Artifact** is returned to its corresponding deck.

During your turn, you can use an **Action** to give one of your **Artifacts** to another **Hero** standing on an adjacent space on the **Map**.

Note: In order to activate an **Artifact**, you need to use positive dice you roll during your round of attack. Using positive dice to activate an **Artifact** during a **Battle** means you cannot count those dice as damage. For more information on how to activate **Artifacts** during your round of attack, please check the **Battle** section on page 25.

Example: If you have rolled 5 positive dice during your attack, you can activate the Forest Axe by using 1 of these 5 dice. This means you do 2 damage (using the Forest Axe) + 4 damage (from your positive dice) = 6 damage in total.



SLOT
The place where the Artifact goes

NAME
The name of the Artifact

SYMBOL
Shows the level of the Artifact

EFFECT
The effect of the Artifact

USAGE
This shows if the Artifact is active, passive or it needs activation

STORY
A short text telling you more about the Artifact

A Signet Ring

When you win a **Battle**, you use +1  and +3  in the same turn (only for Battle level 1-3)

The signet spells your ancestor's covenant.

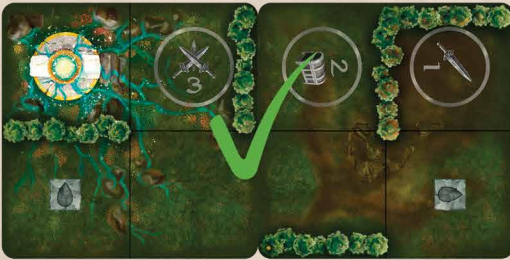


MAP, TILES AND TOKENS

Tiles are used to create the **Map** during the **Past Phase**. The tiles come in squares divided into 2x2 spaces. When you add another tile to the **Map**, snap the tile's edge to the already existing tiles (see the image below). You can choose how to rotate the tile when you're placing it but you can't change its orientation at a later time. When you place a tile on the **Map**, you also place all corresponding components – **Red, Black, and White Stone**, and the tokens for **Battles, Treasure, and Quests** on it. The **Trees** on the tiles represent impassable obstacles. **Altars** and **Portals** are permanent – they don't require tokens and can be used multiple times.

CORRECT PLACEMENT

Before you place the tile, you can choose how to rotate it



INCORRECT PLACEMENT

Always snap the new tile's entire edge to the already generated tiles

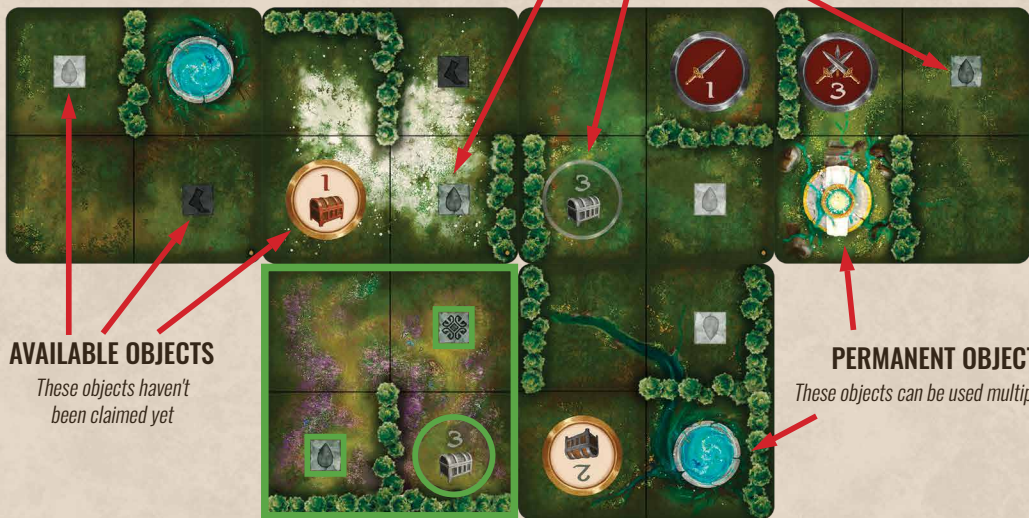


MAP TILE PLACEMENT

An example of tile placement on the 6th turn

TAKEN OBJECTS

These objects have been claimed in a previous turn



AVAILABLE OBJECTS

These objects haven't been claimed yet

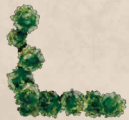
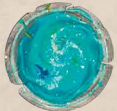
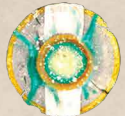
PERMANENT OBJECTS

These objects can be used multiple times




NEW TILE

This is the next tile you need to place. Choose how to rotate it and place all illustrated tokens on their slots. In this case, you need to place a White Stone (Virtue), a Red Stone (Shevitsa), and a Level 2 Artifact

The only permanent objects on the **Map** are the **Altar**, the **Portal**, and the **Trees**.

Token	Name	Effect
	Trees	You can't pass through the tree-covered area.
	Portal	When a Hero enters a Portal , immediately move the Hero to any other Portal on the Map .
	Altar	A place where you can Sacrifice objects to receive something more valuable.

All other objects are temporary, represented by tokens. Whenever you reach a token on the **Map**, you can use an **Action** to claim it – take the token from the tile and do the corresponding action. The object is then depleted.

	Virtue	Take it from the Map and increase a chosen Virtue by 1.
	Shevitsa	Take it from the Map and gain 1 Shevitsa .
	Speed	Take it from the Map and increase your Speed by 1.
	Treasure	Taking this token allows you to draw a Treasure Card from the deck of the corresponding level.
	Battle	Taking this token allows you to draw a Battle Card from the deck of the corresponding level.
	Quest	Taking this token allows you to draw a Quest Card from the deck of Quests .
	Offering	Taking this token and giving it to another player (on a space, adjacent to you) allows you to gain an Artifact of the corresponding level.

OFFERING

When a tile with an **Altar** is placed on the **Map**, place an **Offering** token on the **Altar**. Any **Hero** can claim it, using one **Action**. Giving the **Offering** to another **Hero** as an **Action** blesses it, turning it into an **Artifact**:

- The first **Offering** that is given turns into a **Level 1 Artifact**
- The second **Offering** that is given turns into a **Level 2 Artifact**
- The third **Offering** that is given turns into a **Level 3 Artifact**
- The players decide which **Hero** keeps the **Artifact**.

When the **Future Phase** begins, remove all **Offering** tokens from the **Map**. However, **Heroes** keep all **Offerings** they've already claimed and they may still bless them.

TREASURE CARDS

When you take a **Treasure token**, remove it from the **Map** and draw a **Treasure Card** from the deck of the corresponding level. Then, roll 3 dice to see what you discover.

Looting **Treasure** is not without risk! There are **three levels of Treasure** corresponding to the level of the **Artifact**. The higher the level, the bigger the potential reward, but also the bigger the chance for the **Hero** to get nothing, or even lose something. The potential outcomes are listed in the table below:

Positive dice \ Reward	Level 1	Level 2	Level 3
0	A meager reward	Nothing	You lose something
1-2	A small reward	A medium reward	Nothing
3	A medium reward	A substantial reward	A huge reward



The Treasure Cards are discarded after use.

SYMBOL

This symbol shows that this is a Treasure Card and its level

REQUIREMENT

What you have to achieve and what the reward is

NAME

This is the name of the Treasure Card

STORY

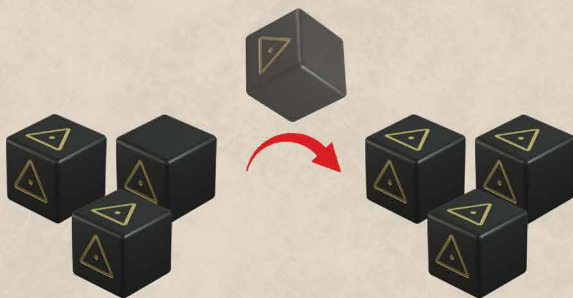
A short text telling you more about the card

TREASURE LEVEL 2

At level 2 if you roll 0 you get nothing

TREASURE LEVEL 3

At level 3 if you roll 0 you lose something (extra space)



QUEST CARDS

When you take a **Quest token**, it is removed from the **Map** and you draw a **Quest Card** from the deck. If you manage to fulfil the requirement(s), you immediately win the reward. For example, one of the **Quest cards** states that when you win five battles, you receive an **Artifact**.

Note: *Quests can only be completed during the Past Phase.*

The **Quest Cards** are discarded after use.

SYMBOL
This symbol shows this is a Quest Card

NAME
This is the name of the Quest Card

REQUIREMENT
What you have to achieve and what the reward is

STORY
A short text telling you more about the card



BONUS CARDS

When you draw a **Bonus Card**, you can use one of the effects shown on the card (if there is more than one). There are two types of cards – **Hero Bonus Cards** and **Enemy Bonus Cards**, kept in two separate decks.

When the turn is over, return all **Bonus Cards** to their corresponding decks. Shuffle the decks.

HERO BONUS CARDS

Bonus cards used by the heroes



ENEMY BONUS CARDS

Bonus cards used by the enemies



BATTLE CARDS

When you take a **Battle token**, remove it from the **Map** and draw a **Battle Card** of the corresponding level. You now have an enemy you need to fight to gain a prize.

Battles are divided into **3 levels**, ascending in difficulty. Each enemy uses the same three stats – **Speed** 🏃, **Defense** 🛡️, and **Strength** 🦊. However, **Level 2 Battles** feature enemies who draw **Bonus Cards** beforehand (see below), and **Level 3 Battles** feature enemies with unique **Talents**.

Whoever has the greater **Speed** gets to attack first. If you have the same **Speed** as the enemy, the enemy attacks first. Attacking is done by rolling the dice. Attack by rolling a number of dice equal to your **Love**. The enemy attacks by rolling a number of dice equal to their **Strength**. You inflict damage equal to your positive dice. You may also use **Artifacts** and **Talents** to inflict additional damage. When you inflict damage, reduce the enemy's **Defense**. When the **Defense** is completely exhausted, you have successfully defeated the enemy. Claim the prize detailed on its card.

The enemy also inflicts damage equal to their positive dice. When they inflict damage, you have a choice – either spread the damage among your **Virtues**, diminishing them by the number of damage points (*e.g. 3 damage to you means you can choose to reduce your Endeavor by 2 and your Hope by 1*), or block all the damage by removing 1 of your **Spirit**. You can use the **Damage tokens** to track the inflicted damage.

You and the enemy keep taking turns until one side is defeated.

In the **Past Phase** you can escape the **Battle** at any time by sacrificing 1 **Spirit**. If you die, the game ends for everyone.

The **Battle Cards** are discarded after use.

STATS

The Speed, the Defence and the Strength of the enemy

REWARD

What the Hero wins after defeating the enemy

SYMBOL

This symbol shows that this is a Battle Card and its level

NAME

This is the name of the Battle Card



STORY

A short text telling you more about the card



BONUS CARDS

The amount of cards the enemy draws from their deck



TALENT

The asymmetric talent the enemy uses

Reminder: If you have already used the effect of a **Virtue** during your turn, you can still choose to diminish it when taking damage in battle (e.g. if you have 3 **Hope** and you have already changed the roll of a dice, you can still diminish your **Hope** without this affecting your previous actions).

Fig.1 Start of a Battle

Your **Strength** is 5, your enemy's **Strength** is 4, therefore you are the first to attack.



Fig.2 Hero's round of attack

You have 7 **Strength**, therefore you roll 7 dice when you attack your enemy. You manage to roll 5 positive dice and your enemy suffers 5 **Wounds**. However, you also possess an **Artifact**, which can help you in **Battle**.



Your **Artifact** requires 1 positive dice for activation and in order to use it, you sacrifice 1 of these 5 **Wounds** to your enemy. The **Artifact** allows you to cause 2 **Wounds**. You cause 6 **Wounds** in total to your enemy- 4 from dice roll and 2 from the **Artifact**. Your enemy's **Health** was 7 and now is 1. It's your enemy's turn to attack.

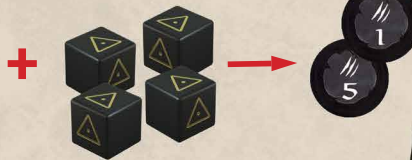






Fig.3 Enemy's round of attack

Your enemy has 3 , therefore they **roll 3 dice** when they attack you. They manage to roll **2 positive dice**. However, you have 3 , which allows you to **turn 1 of their positive dice into negative**. You suffer 1  and choose to decrease your  **from 4 to 3**. It's your turn to attack.

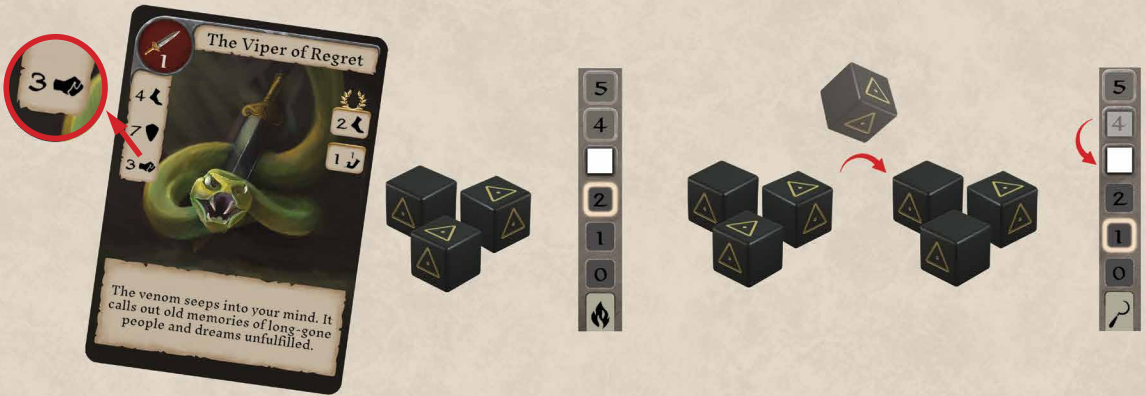







Fig.4 Hero's round of attack 2

You have 7 , therefore you **roll 7 dice**.



You manage to roll **3 positive dice** and your enemy suffers **3 **. You caused your enemy **9 ** in total during your two rounds and they are defeated. You can now collect your prize of **1 ** and **2 **.



For easier tracking of inflicted damage, you can use the damage tokens.

The Heart Wrecker

3

9

11

8

2

1

5

1

Rolls a  to see if it doubles the attack

"I shall crush your heart whenever you look back to that land of memories that are now sealed for good."



DAMAGE TOKENS

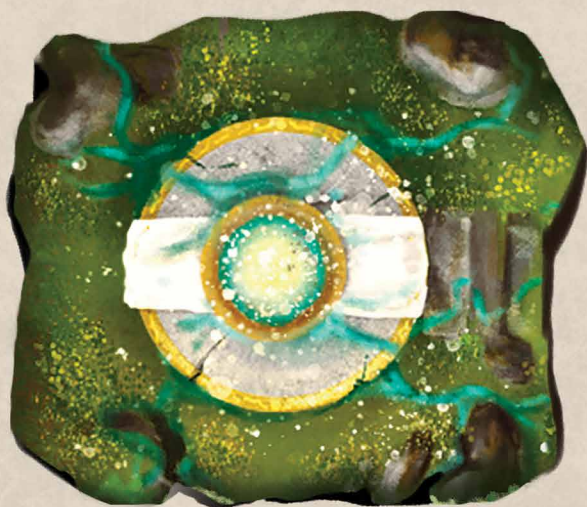
Tokens that can help you keep track of the enemy's defence



USING PORTALS AND ALTARS



Portal - An object found both in the **Past** and **Future Phases** that can be used more than once. When your **Hero** enters it, immediately place them on another **Portal** of your choice anywhere on the **Map**.



Altar - An object found both in the **Past** and **Future Phases** that can be used more than once. **Altars** allow you to spend an **Action** and perform a **Sacrifice** - discard **Artifacts** or **Shevitsa** to transform them into something more valuable to you at the moment.

You need to spend an **Action** to use the **Altar**. During that **Action**, you can **Sacrifice** as many objects as you wish.

You can Sacrifice the following on the Altar:

1x Shevitsa to increase a Virtue of your choice by 1



1x Level 1 Artifact to convert into 2x Shevitsa



2x Level 1 Artifacts to convert into 1x Level 2 Artifact



1x Level 2 Artifact to convert into 3x Shevitsa



2x Level 2 Artifacts to convert into 1x Level 3 Artifact



1x Level 3 Artifact to convert into 4x Shevitsa



2x Level 3 Artifacts to convert into 1x Sacred Stone



PROPHECY CARDS

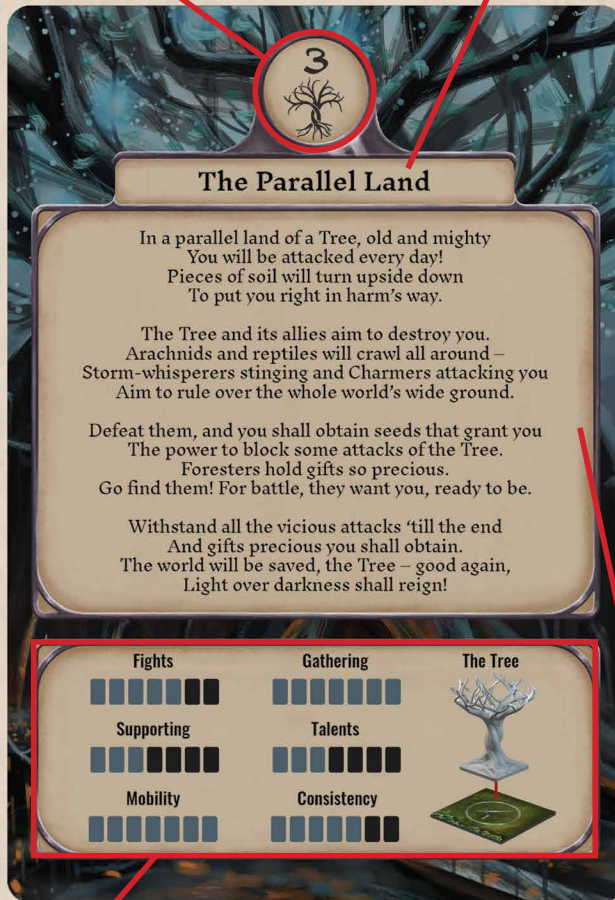
The Prophecy Cards are drawn at the beginning of the game. They give you information about the possible future scenarios that can play out and how the game objects are transformed in the possible future. Draw three **Prophecy Cards** and read them aloud. When the **Past Phase** is over, choose at random which **Prophecy** has been fulfilled (except for the Tutorial, when you know the **Future Phase** from the start of the game).

SIGN

*This is the sign of the future.
It has a number for easy tracking*

NAME

*This is the name of the
Prophecy Card*



STATISTICS

This shows which skills your team needs to develop in order to be victorious in this Final Quest

STORY

This is the story of the future that might become a reality. It allows you to take a glance of the possible future and provides subtle hints of what may come to pass


SCORING


At the end of the game, count your points to see how you fared. All points are counted together for all players.

Scoring rules:

For each remaining , score **1 point**.

For each remaining , score **2 points**.

For each remaining , score **2 points**.

For each remaining  of Level 1/2/3, score **3/6/12 points** respectively.

For each remaining , score **30 points**.

For each remaining , score **15 points**.

For each completed **Future Quest**, score the points specified for that quest.

For each remaining **turn from the Future Quest**, score **10 points**.

TUTORIAL

More will be revealed during
the **Kickstarter** campaign

CREDITS

This project is a result of the dedicated work of a small and close-knit team. We wanted to create a board game that brings people together, immerses them into heroic fairytale worlds and raises questions about what the future might hold.

We thank you for choosing to embark on an adventure with us. See you on the other side!

Game Designer: Hristo Yordanov

Art Director: Mihail Topalov

Lead Artist: Liliya Ivanova

Graphic Designer: Anna Stoyanova

Storytelling: Maria Maneva & Iliana Yotova

Communications: Aia Todorova

Digitalization: Iliya Ivanov

Other people helping us with so many things:

Darena Doneva, Victor Kunchev, Yulian Kunchev, Simeon Stoyanov, Georgi Hristov, Nikola Petrov, Gergana Stamenova, Emil Hristov, Oleg Topalov, Aliona Topalova, Timotei Topalov, Bozhidar Petrov, Iliyan Vladislavov, Keranka Bineva, Galin Stoyanov, Todor Yotov, Dimitrina Ivanova, Yordan Ivanov, Ventzislav Dochev.

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THREETALE

— RULEBOOK —