



# PAPER TALES

A game by **Masato Uesugi** - illustrated by **Christine Alcouffe**

*There once was a time full of relentless heroic wars and fantastic creatures. A book is the last remaining relic of those forgotten centuries. Time has come to open this book once again and to relive those legendary ages!*

## OVERVIEW

**Paper Tales is a strategic card game, for 1 to 7 players referred to as Monarchs in these rules.**

As the Monarch of a Kingdom, earn the most points to write your Legend.

On each turn, select the best combination of Units: they symbolize your Kingdom's glory, through its wars and achievements. Quickly, however, you will lack space on your land, and your Units will inexorably be swept away by the passing of time.

## COMPONENTS

### CONTENT FOR THE BASE GAME

1 scoretrack



81 Unit cards



35 Building cards  
(5 for each Monarch)



7 Player's Aid cards



1 Time pawn



60 Age tokens



59 Gold tokens  
(50 with value 1, 9 with value 5)




7 score pawns



### CONTENT FOR THE SOLO MODE

(see CORRESPONDING SEPARATE BOOKLET)


20 Necropolis cards, 4 Lich King cards and 1 Solo Mode's Aid card. This content can be identified by a  icon.

## ADDITIONAL CONTENT

### Expansion additional content: *Beyond the gates* (p.9)

62 Unit and Building cards,  
identified by a 

### Expansion additional content: *What forges legends* (p.10)

65 Unit, Building and Artifact cards,  
identified by a 

### 10 Building tiles

used for randomly setting up variable  
Buildings as introduced by the *Beyond  
the gates* expansion

## ABOUT THIS EDITION

This Edition gathers in a single box all the content published for Paper Tales:

➔ The base game

➔ Its first expansion: *Beyond the gates*

➔ Its second expansion: *What forges legends*

For practical reasons, This edition proposes a slightly revised repartition of content, notably for treating the solo mode separately, as it can be played with or without the extra Units, Buildings and Artifacts brought by the two expansions.

## BASE GAME SETUP

Place the **scoretrack** at the center of the table **a**.

Setup the **Time pawn** on the first spot of the **turn track** **b**.

Form **2 pools** with the **Gold** and **Age** tokens **c**.

Each **Monarch** takes **3 Gold** **d** from the Gold pool. The Gold that Monarchs possess is never hidden.

Each **Monarch** selects a **color** and takes corresponding **Player's Aid** **e** and **score pawn**. Score pawns are placed on the scoretrack, on the starting spot **f**.

Each **Monarch** takes a set of the **5 Building cards from the base game** **g** (Town, Tavern, Mine, Temple and Barracks). These are the Buildings that will be available for construction throughout the game.

**Shuffle the Unit cards** from the base game into one facedown draw pile **h**.

**Keep enough space aside to leave room for a discard pile.** All cards discarded during the game will be placed here, facedown.



# CARDS AND FUNDAMENTAL CONCEPTS

## ANATOMY OF A UNIT CARD

- 1 Unit's name
- 2 Amount of copies of the card in the game
- 3 Deployment cost
- 4 Unit's strength
- 5 Card's ability
- 6 Ability's activation phase
- 7 Resources produced



## YOUR KINGDOM

Your Kingdom is composed with the Units and Buildings that you have in play in front of you.



You have **4 virtual spots** available for putting your Units into play: **2 in the Front 1** and **2 in the Back 2**.

Buildings that you construct during the game **3** are placed close to the Units. Keep your other remaining Buildings aside. You are free to consult them at any time.

## ANATOMY OF A BUILDING CARD

Buildings have two levels: level **1** (front side) and level **2** (back side). Level **2** Buildings earn more Legend points and provide an additional ability.

- 1 Building's name
- 2 Building's level: **1** or **2**
- 3 Legend points earned at the end of the game
- 4 Level **1** Construction cost
- 5 Level **2** Construction cost
- 6 Building's abilities



A level **1** Building provides **1 ability**, shown inside the brown area.

A level **2** Building provides **2 abilities**, shown inside the 2 gray areas.

## RESOURCES

Some Buildings and Units produce resources, indicated by the , and icons inside a scroll. Those resources are not tracked by any physical game component: they are taken into account for as long as the cards producing them are in play. Resources are needed for constructing Buildings and are counted for the resolution of some cards' abilities.

## GOAL OF THE GAME

Each Monarch develops their Kingdom by deploying Units and constructing Buildings. You earn Legend points through wars, constructions and the abilities of your cards. The Monarch with the most Legend points at the end of the 4<sup>th</sup> game turn is the winner.

## GAME FLOW

A game is played in 4 turns, each made of 6 successive phases. During each of these phases, all Monarchs play **simultaneously**, before proceeding all together to the next phase. **The 6 phases of a turn are as follows:**

- |                |                 |
|----------------|-----------------|
| 1. RECRUITMENT | 4. INCOME       |
| 2. DEPLOYMENT  | 5. CONSTRUCTION |
| 3. WARS        | 6. AGING        |

The game turn ends after the Aging phase.



## 1. RECRUITMENT

MONARCHS SELECT THEIR UNITS.

Each Monarch is dealt **5 Unit cards** from the draw pile. They **keep one of their choice for themselves**, then **pass the 4 remaining cards to their left neighbour**. Out of these 4 new cards, **each Monarch keeps one card again** and passes the remaining ones to their left neighbour. Go on this way **until each Monarch has selected a new hand of 5 cards**.



Marie gets 5 cards at the beginning of the phase. She decides to keep Relic of Wisdom, then passes the 4 remaining cards to her left neighbour.



At the same time, she receives 4 cards from her right neighbour. She selects one that she adds to her hand, before passing the 3 remaining cards to her left neighbour. And so on.

### Card kept during the previous turn

Except on turn 1, at the end of each Recruitment phase you also add to your new hand the card that you were allowed to keep after deploying Units during the previous turn.

### Empty draw pile

At any time during the initial distribution of cards, if the draw pile is empty, immediately shuffle all the cards from the discard pile into a new draw pile, then proceed with the distribution until each Monarch has received 5 cards.

## DIRECTION IN WHICH CARDS CIRCULATE

The direction in which cards circulate between players during recruitment phase changes on each of the 4 game turns, as shown on the turn track area, on the scoretrack: to the left on turns 1 and 3; to the right on turns 2 and 4.



## 2. DEPLOYMENT

MONARCHS PUT UNITS FROM THEIR HAND INTO PLAY IN THEIR KINGDOM.

### AMOUNT OF AVAILABLE SPOTS

You have a total of **4 available spots** in your Kingdom to put Units into play: **2 in the Front** and **2 in the Back**. This is the maximum amount of Units you can have in your Kingdom early in the game. Later on, you may unlock a 5<sup>th</sup> spot, in the Front (see Construction).

Select which cards from your hand you want to put into play in your Kingdom.

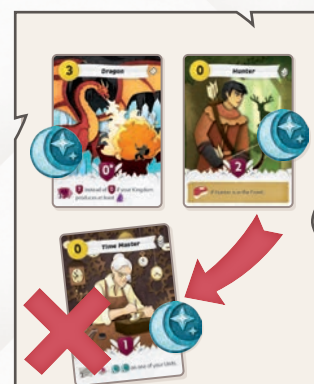
Place these Units **face down** on available spots in your Kingdom. If you lack available space, **You can freely discard Units you already have in play and/or rearrange the position of others between Front and Back**.

Once all Monarchs are done preparing their deployment face down that way, they **simultaneously** reveal the Units that they just played and **pay their cost in Gold**.

Any new Unit that you put into play without being able to pay for the cost in Gold must be immediately discarded. **You never repay** for your Units that were already in play at the start of the phase.

### Keeping one card

Among the cards that you have in hand but do not want to deploy this turn, you are allowed to **keep a single one** and must **discard all others**. Place the kept card on your Player's Aid, for getting it back for the next Deployment phase.



Fred wants to deploy 2 new Units while he already has 3 in play. He decides to reorganize his Kingdom by discarding Time Merchant and moving Hunter from Front to Back.



He then lays facedown the 2 Units he has planned to play, using the 2 spots that are now available in his Kingdom.



When all Monarchs reveal their cards, Fred pays 3 Gold: 2 for Demon and 1 for Miner.

During that phase, Monarchs apply all abilities indicated by a icon on the Units and Buildings in their Kingdom.

A icon (found along most of those abilities) indicates an ability that triggers only once, when the card is being revealed.



### 3. WARS

KINGDOMS CONFRONT TO EARN LEGEND POINTS.

Calculate the strength of your Kingdom, by summing up the strengths of the **Units that you have in the Front**. A value featuring a \* symbol next to it indicates that this card has an ability that may modify its strength.

With Demon and Woodcutter in the Front of her Kingdom, Marie has a strength of 9. The strengths of the Units she has in the Back are not taken into account.

Each Monarch then compares their Kingdom's strength with each of their two neighbours', to the left and to the right. If your strength is **higher or equal to** your neighbour's, you win your War against them. So, **you wage two Wars during that phase** (one against each direct neighbour) and **each War you win earns you 3 Legend points (LP)**. In case of a tie, both Monarchs win that War and earn 3 Legend points.

Sebastien Denis

Marie Fred

Marie wins 2 Wars, against Sebastien and Fred. Denis also wins 2 Wars, against Sebastien et Fred. Sebastien only wins one War, against Denis, and Fred wins none. Marie and Denis both score 6 LP, Sebastien 3 LP and Fred earns no Legend point during that Wars phase.



### 4. INCOME

KINGDOMS PRODUCE THEIR INCOME IN GOLD.

You earn a **basis of 2 Gold** from the pool, **plus any Gold brought by your Income abilities**, indicated by a icon on the Units and Buildings in your Kingdom.

With his Kingdom, Julien earns 5 Gold:

- 2 as a basis
- 1 from Blacksmith
- 2 from Temple

During that phase, Monarchs apply all abilities indicated by a icon on the Units and Buildings in their Kingdom.





## 5. CONSTRUCTION

MONARCHS CAN USE THEIR RESOURCES TO PUT BUILDINGS INTO PLAY IN THEIR KINGDOM.

During that phase, you can perform one single Construction action, out of the two following options:

### A CONSTRUCT A NEW BUILDING

OR

### B UPGRADE A BUILDING

You can put into play **1 Building** of your choice **among the 5 that you received at the start of the game** and that you have not constructed yet. You can either construct it **on its level 1 side, or directly on level 2.**

in both cases, you have to pay for both the **Landcost** AND the **Resources cost** of that Building.

**Landcost:** For being allowed to construct a new Building, you must pay **2 Gold** for each Building you already have in your Kingdom.

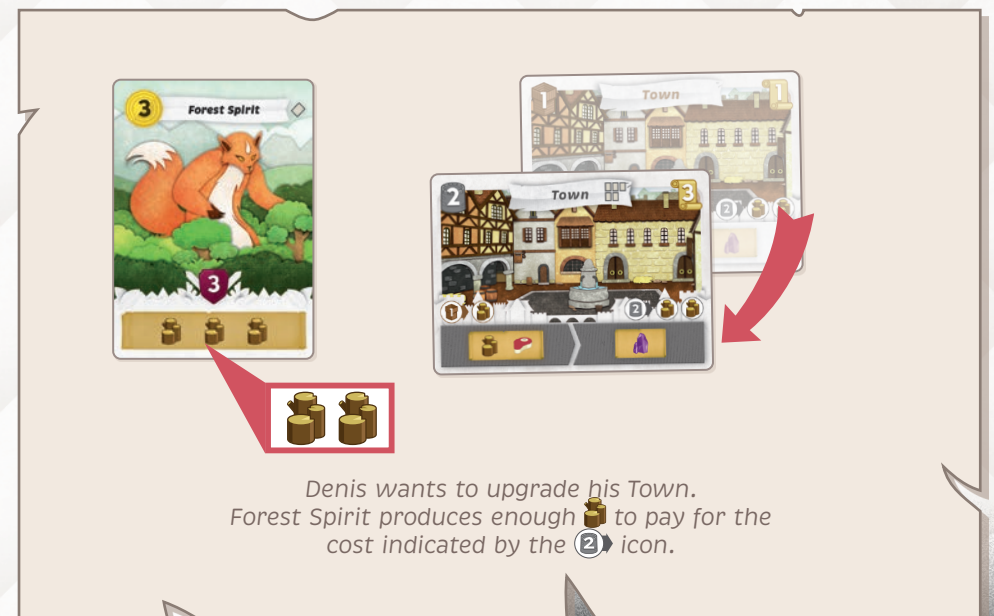
**Resources cost:** your Kingdom must produce all the resources requested by the Building's Construction cost, through the cards (Units and Buildings) that you already have in play.

For constructing the Building **on its level 1**, you must be producing the resources indicated by the **1** icon.

For constructing the Building **directly on its level 2**, you must be producing the resources indicated by the **1** icon, **PLUS** the ones indicated by **2**.

If you already have **one or more level 1 Buildings** in your Kingdom, you can use your Construction action to **turn one of them into 2.** You then **only have to pay for the level 2 Resources cost**, indicated by the **2** icon, because you already paid for both Landcost and level 1 Resources cost when you initially constructed it.

Simply **flip that Building to its level 2 side.**



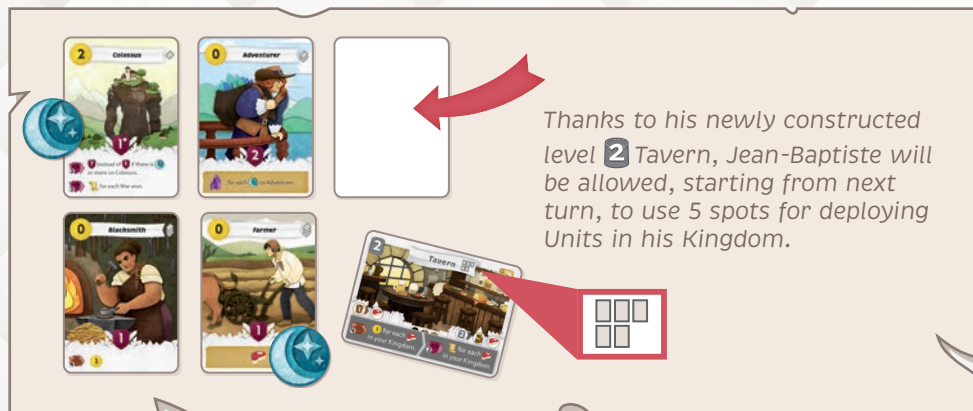
During that phase, Monarchs apply all abilities indicated by a icon on the Units and Buildings in their Kingdom.

### ABOUT RESSOURCES - IMPORTANT REMINDER

The , and resources required for constructing or upgrading a Building are never physically spent. For you to be able to use them, you just have to check that the Unit and Building cards in your Kingdom produce them.

## ADDITIONAL UNIT SPOT

Any Monarch with at least one level 2 Building in play benefits during deployment phases from a 5<sup>th</sup> Unit spot, in the Front, for putting Units into play. This is the maximum amount of available spots you can reach. A small icon reminds it, next to each Level 2 Building's name.

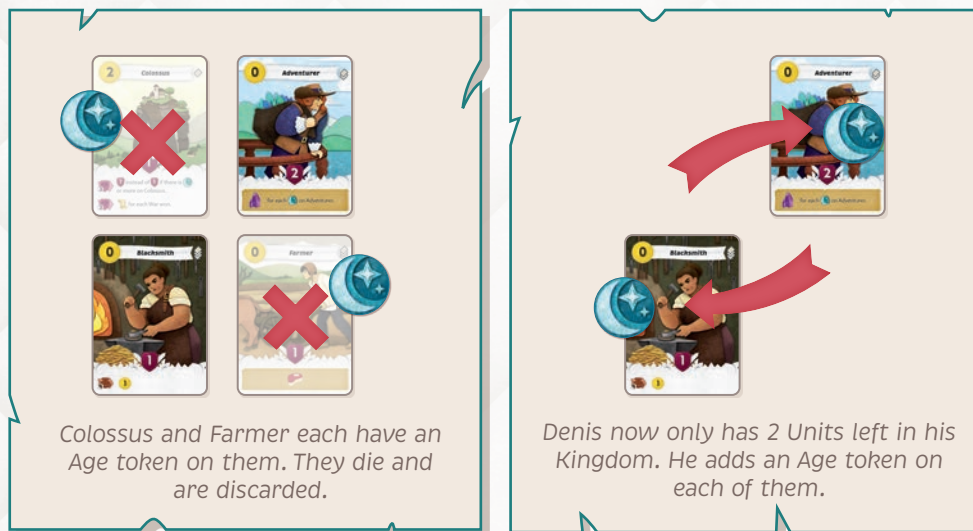



## 6. AGING

AGED UNITS DIE, AND ALL OTHERS GROW OLDER.

All Units that already have one or more Age tokens on them die: they are discarded with all the Age tokens placed on them.

Then add one Age token on each Unit that is still in play.



During that phase, Monarchs apply all abilities indicated by a  icon on the Units and Buildings in their Kingdom.

## END OF TURN

Once the Aging phase is over, move the Time pawn one spot forward to the right. A new turn begins, starting with a Recruitment phase.

## END OF GAME

The game ends at the end of turn 4. Monarchs add to their score the Legend points granted by the Buildings that they constructed. Whoever has the highest total amount of Legend points is the winner. In case of a tie between several Monarchs, victory goes to the one with the most remaining Gold. If there is still a tie, victory is shared.

## ADVANCED RULES FOR 2 PLAYERS

Unless you discover the game or introduce it to new players, we recommend that you use the following modifications for your games with 2 players:

### RECRUITMENT

Both Monarchs receive 9 Unit cards from the draw pile, instead of 5. Each time you select a card to keep, you must then choose and discard another one from your hand, before passing the remaining cards to your opponent.

### WARS

If your strength is equal or greater to your opponent's, you win one War, as in the normal rules. However, if your strength is equal or greater to twice your opponent's strength, you then win 2 Wars!

## STRATEGIC TIPS

Paper Tales is a technical game, with a rather high learning curve. Here are a few tips to guide you through your very first plays:

- 1 on 1st turn, either aim at performing on Wars, or at constructing a Level 2 Building. You should anyway (almost) always construct a Building, if you can.
- 2 That being said, constructing many Buildings should not necessarily be your focus. Beyond the need for you to have a level 2 Building at some point, you will find winning strategies relying on from 1 to 4 Buildings, depending on the strategy.
- 3 Wars are the most obvious source of points, but some Units and Buildings combinations can help you build even more juicy sources of Legend points.

## TIPS FOR ADDING THE EXTRA CONTENT FROM THE EXPANSIONS TO YOUR GAMES

- 1 After a few plays with the base game alone, start with adding the Unit cards from *Beyond the gates*.
- 2 Wait for players to have the 5 base game Buildings well in mind before adding in the Buildings from *Beyond the gates*. That addition is an important step up in strategic complexity and depth.
- 3 End with adding all the content from *What forges legends*.



# EXPANSION #1

## BEYOND THE GATES

Cards from this expansion feature a  icon.

*Blinded by their quest for power, Kingdoms progressively break the barriers of forbidden knowledge. In occult and illicit places, necromancers and alchemists dig deeper each day towards the doors of the Underworld. At the risk of awakening something that goes far beyond their imagination...*

### OVERVIEW

This expansion contains a set of new Unit cards and 6 new Buildings. you can include one and/or the other of these two elements, according to your personal preference.

### COMPONENTS



20 Unit cards



42 Building cards

### ADDING THE UNITS

Simply add these 20 new Unit cards to the draw pile during game setup.

### RANDOMLY ADDING THE BUILDINGS

During setup, each Monarch begins with taking 4 Building cards: one Mine, one Tavern, one Temple and one Town.



Then shuffle the 7 tiles corresponding to the remaining Buildings (Barracks + the 6 Buildings from this expansion).

If you play with the *What forges legends* expansion, also add to the pile the 3 tiles corresponding to the Buildings from that expansion, for a total of 10 tiles instead of 7.

Randomly reveal 3 of all the tiles that you placed face down that way: each Monarch takes one copy of each of the corresponding variable Building cards, in addition to their 4 permanent Buildings.



So, each Monarch starts with the 7 same available Buildings as their opponents, for Construction phases.

# EXPANSION #2

## WHAT FORGES LEGENDS

Cards from this expansion feature a  icon.

*Centuries pass by, inexorably. When a new Monarch arises to write the next chapter of the Saga... Symbols of power from a glorious past are what remains, inherited through generations and loaded with the Kingdom's heroic history... Those immensely powerful Artifacts that forged and will keep on forging their Legend.*

### OVERVIEW

This expansion brings in **new Units**, **new Buildings**, and a brand new type of cards: **Legendary Artifacts**. These cards are shuffled with the Unit cards in the draw pile. Unlike Units though, Artifacts are not impacted by the wear of time.

**Important note:** This expansion works as an **indivisible whole**. You must add **all its cards**, whether it is for using with the base game only, or in addition to the *Beyond the gates* expansion.

### COMPONENTS

26 Unit cards



18 Legendary Artifact cards



21 Building cards



### ADDING THE UNITS AND ARTIFACTS

Add **the 26 new Unit cards AND the 18 Legendary Artifact cards** from this expansion to the draw pile during setup.

### ADDING THE BUILDINGS

◆ **Without the *Beyond the gates* expansion**, randomly select 2 Buildings among the 3 new ones (Inn, Sawmill and Royal Palace). Each Monarch adds one copy of these two to their 5 Buildings from the base game.



◆ **With the *Beyond the gates* expansion**, follow *Beyond the gates* rules for how to randomly add Buildings, adding the 3 tiles linked to *What forges legends* Buildings, so that you can draw 3 tiles among 10.

In both cases, **each Monarch starts the game with the 7 same available Buildings** as their opponents, for Construction phases.

### LEGENDARY ARTIFACTS

#### ANATOMY OF A LEGENDARY ARTIFACT

- 1 Legendary Artifact icon
- 2 Name of the Artifact
- 3 Artifact's ability (either phase, or resource production ability)
- 4 Legend Points earned at the end of the game
- 5 Number of copies of the card



## RECRUITING ARTIFACTS

Legendary Artifact cards are found **among the main draw pile** and can be **selected exactly as Unit cards** are, during **Recruitment phase**.

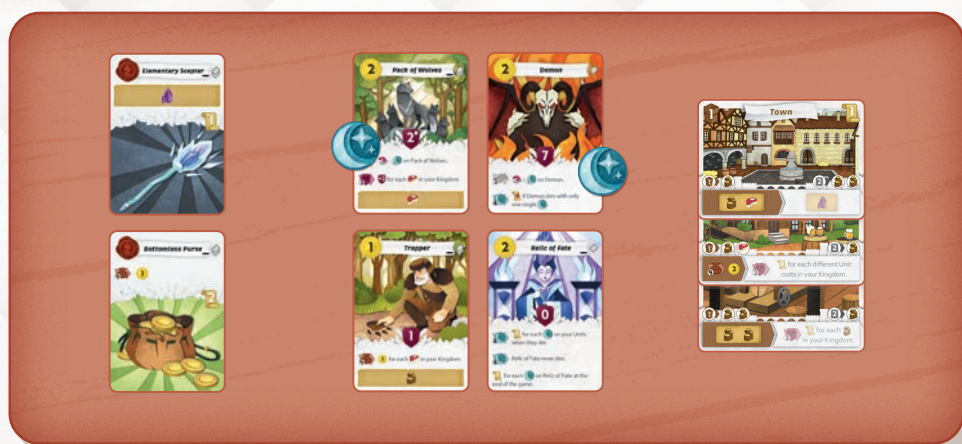
## DEPLOYING ARTIFACTS

Legendary Artifacts are not Units, but they are **put into play the same way and at the same time as Units**, during **Deployment phase**.

## PLACING ARTIFACTS

Place your Legendary Artifacts **apart from your Units** in your Kingdom, first facedown, then face up once revealed.

There is no limit to the amount of Legendary Artifacts that you can have in play in your Kingdom, and they **do not count towards the limit** of 4 (then 5) Unit cards that you are authorized to have in play.



## DEPLOYMENT COST

Each Legendary Artifact that you deploy costs you **1 Gold, plus 1 additional Gold for each Artifact** that you already deployed earlier in your Kingdom. In other words, the 1<sup>st</sup> Artifact that you deploy during the game costs you 1 Gold, the 2<sup>nd</sup> costs you 2 Gold, the 3<sup>rd</sup> costs you 3 Gold, and so on.



*Christine wants to deploy Bottomless Purse. As it is her 1<sup>st</sup> Artifact in the game, it only costs her 1 Gold (1 for this card + 0 for her previous Artifacts).*

**You are not allowed to discard an Artifact** that you have in play in order to reduce the cost of a new Artifact.

As for Units, if you are unable to pay for the cost of an Artifact that you placed this turn for deployment, you must then immediately discard it. If you lack Gold this way, you can freely choose overall which new cards to pay for, for actually putting them into play.

## DEPLOYING MORE THAN ONE ARTIFACT IN A TURN

Even during a same turn, you must consider that **you deploy one Artifact of your choice before the other**, for calculating your total deployment cost.



*Christine already has Bottomless Purse in play in her Kingdom. She now wants to deploy both Luxuriant Grove and Cursed Crown from her hand. Those two new Artifacts cost her a total of 5 Gold, by being her 2<sup>nd</sup> (=2 Gold) and 3<sup>rd</sup> (=3 Gold) Artifacts.*

## KEEPING A LEGENDARY ARTIFACT FOR LATER

The card that you choose to keep at the end of Deployment phase **can be a Legendary Artifact card**. You are still only allowed to keep one single card for the turn to come, whether it is a Unit or an Artifact.

## ARTIFACT ABILITIES

Once deployed in your Kingdom, each Legendary Artifact card provides you with its ability, whether it is a phase or resource production ability, **exactly as Unit and Building cards do**.



*During Wars phase, Shield of Power provides this Kingdom with +2 strength, in addition to the bonuses that in this example Commander and Barracks also provide.*

## ARTIFACTS AND AGING

Legendary Artifact cards do not age. **Never add any Age token on them**. Once deployed, they remain in play and provide their abilities until the end of the game.

## ARTIFACTS END GAME SCORING

At the end of the game, **add to your score the Legend points indicated on each of the Legendary Artifacts** that you have in your Kingdom.



*At the end of the game, these two Artifacts in Christine's Kingdom earn her a total of 3 (1 + 2), that she adds to her score.*

# GENERAL CLARIFICATIONS & REMINDERS

## Dying Units

A Unit is considered to die only when it is being discarded due to Age tokens on ☁️ phase.

## Targets of Deployment abilities

A 🏠 ability can also target cards that you just deployed that turn.

## Deployment abilities resolution timing

on 🏠 phase, each of your abilities has to take into consideration as many as possible of the game elements that you have at the end of the phase. For instance, if an ability adds Age tokens on all of your other Units, it also affects the cards that you just deployed that same turn.

## Simultaneous deployment

There is little interest in peeking at opponents deployment. In case of any unsurmountable disagreement, whoever has the highest score must play first. If there is a tie, the Monarch with the most Gold places their cards first. If there is still a tie, randomly determine a priority order.

# CARD CLARIFICATIONS

## SHAPESHIFTER

As soon as it has been replaced by a valid Unit, discard Shapeshifter and all revealed cards that did not match Shapeshifter's criterias. Do not forget to both add 1 🌊 on this new Unit and apply its 🏠 phase abilities, if any.



## PALM READER / KRAKEN

Apply its 🌊 phase ability to each dying Unit card in your Kingdom, including this card itself, if it dies that turn.



## SHADOW

You can choose to re-trigger the 🏠 abilities of a Unit that you just deployed during that phase.



## BANNER BEARER

Check for each ability if the condition is met. So, if you have at least one Unit with cost 3 or more in your Kingdom, you earn both 2 and 2 when deploying Banner Bearer.



## TEMPLE

You can pay for each level of Temple either by producing the requested 🏠, or by spending the indicated Gold.



## GRAND ARCHITECT / DRYAD

You can provide any combination of resources that way, at the cost of 1 for 1.



## MYSTICAL HEALER

Add a 🌊 token on the Unit saved by Mystical Healer on that turn, as on all other surviving Units. Mystical Healer can save himself that way.



## GOLEM

If you have no level 2 Building when you deploy Golem, you still only have 4 spots available for deploying your Units, at that time.

## RELIC OF HARVEST

**Example:** during Wars phase, if Relic of Harvest is in the Front and your Kingdom produces 3 🏠 and 2 🍷, it earns you 2. If Relic of Harvest is in the Back, it earns you 1.



## PORT

**Example:** producing some 🏠 earns you 2, whatever the amount you produce.



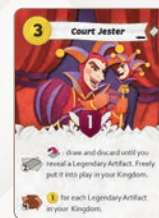
## OGRE

Your total income value (including your basis of 2 Gold) of the next 🏠 phase is added that way to Ogre's base strength. So, its minimal strength is 4.



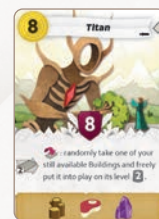
## MONKEY / IMP / SERVILE MINION

You actually earn the Gold indicated as a negative cost for this Unit. That Gold can be used right away for paying other Units Deployment cost.



## COURT JESTER

Discard all revealed cards that did not match Court Jester's criterias. The Legendary Artifact put into play by Court Jester costs you 0, whatever the amount of Artifacts you already have.



## TITAN

You neither pay Landcost, nor the Resources cost for the level 2 Building that you put into play that way.



## ABBEY

**Example :** if your Kingdom produces 2 🏠, 1 🍷 and 1 🏠, Abbey earns you 2.