



THREETALE

— FUTURE BOOK —

XXIX



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 consider. Before proceeding to the Future Phase, carefully read the section of this book containing the information on the Final Quest that awaits you.

MAP, TILES AND TOKENS

- You can interact with objects only once - if you claim a token or a **Cube** off the **Map**, or draw a card, discard it immediately after use.
- Cards and tokens are never returned on the **Map** or in their deck.

NEW OBJECTS

This phase introduces **5** new types of components – **Aiding**, **Conditional**, **Hostile**, **Mixed** and **Special**. Remove all currently existing tokens from the **Map** and place the **Future Phase** ones according to the instructions in this book.

The **Aiding** objects are those with a white back and a golden border. They directly provide the **Heroes** with a reward. No condition has to be met in order to collect the prize.



The **Conditional** objects are those with a black back and a bronze border. They provide something to the **Heroes** if they meet a specific condition.



The **Battle** objects are those with a red back and a steel border. They are your enemies. You **cannot** escape once you enter a **Battle**.



The **Mixed** objects signify that you can come upon either **Conditional**, **Aiding** or **Battle** objects.

In the example below, you will either face an enemy or attempt to receive a conditional reward.



The **Special** objects are those with a grey back and a blue border. They 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.



BATTLE - FUTURE RULES

There are 2 types of Battles - one-round and multi-round Battles.

- **One-round Battles:** you only attack once per turn. The Battle doesn't end with a defeat for either of you, as you can only inflict damage once per turn.
- **Multi-round Battles:** you and the enemy take turns to attack until one of you is defeated. You cannot run from Battle by sacrificing 1 Spirit or any other way.

One-round Battles



Multi-round Battles



SCENARIO NUMBER
This number indicates which Future Scenario this card is from

STATS
The Speed, the Defence and the Strength of the enemy

TALENT
The asymmetric Talent the enemy uses

STORY
A short text telling you more about the card

NAME
This is the name of the Battle Card

REWARD
What the Hero wins after defeating the enemy

WEAKNESS
This card is affected by Sacred Stone usage (for more information, see the specific Scenario section)

MOVEMENT

In the **Future Phase**, you sometimes have to turn **Tiles** upside down, making all the turned **Tile** spaces black. Movement through turned **Tiles** is allowed.

You move through the **Map** by these rules:

- To step on a black space, you use 2 **Speed**;
- To step on a normal space, you use 1 **Speed**.



ADJACENT

A space is **adjacent** to an object when it is 1 of the 8 spaces surrounding the **object** regardless of the object's position.





O



THE BEGINNING

The Five-Headed Serpent has taken hold of the Altar in front of you, but it cannot last! To save the future from the usurper, you must defeat him here and now. The past has prepared you for the moment of truth.

Listen carefully. If the Serpent manages to show all of his Heads before you've had the chance to overpower him, you will instantly forget your goal and believe your enemy's foul lies!

To renew your strength along the path, follow in the footsteps of treasures from the past, and where battles have been fought, you will find the precious gifts of the Flagbearers. Do not give up! In your hands lies the fate of the world!

All living creatures will honour either what's truthful or what's fraudulent.

GOAL

The players must **defeat the Five-Headed Serpent**.

SET UP

Setting up the Map:

The **Five-Headed Serpent** is placed on an **Altar**.



Altar



Set up the **2** separate decks of cards and **The Five-Headed Serpent** card near you:



NEW OBJECTS

- The **Five-Headed Serpent** is an object you can attack if you are positioned on a space adjacent to it. The **Battles** between the **Five-Headed Serpent** and the player are **one-round Battles** (p.4).
- When you interact with a **Flagbearer**, draw a card from the corresponding deck.
- When you collect a **Marigold** from the **Map**, you roll **3 dice** to determine how much you can increase a chosen **Virtue** (you can distribute the points to **2** or **more** **Virtues**). Positive dice mark the **Virtues** that you have won.

ENEMY'S TURN

After all **3** players finish their turn, it's the **Five-Headed Serpent's** turn.

1. The **Serpent** draws and activates a **Serpent Head**.
2. The **Serpent** inflicts **2** damage on all **3** players.

TIME

The players have to **defeat The Five-Headed Serpent** before it activates its last **Serpent Head** (before there are no more cards left for it to draw).



SACRED STONE

- **1 Sacred Stone** inflicts **7** damage to **The Five-Headed Serpent**. A player can use a **Sacred Stone** at any point of **Battle**. This is not considered an attack. Each **Sacred Stone** can only be used once, after which it is discarded.

6

REWARD

Add **10** points to your final score.



VICTORY

The Altar is free from The Serpent's grasp! You can see something on the horizon... It's not very clear, but the light is creeping in between the shadows. You shade your eyes with your hand, you are unexpectedly blinded by the new presence. Who is coming to you? The Sun itself approaches your party, gives you a white stone each, and slowly climbs the stairs of the Altar. Only now do you notice that three flags behind him are swaying in the morning breeze.



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 their hearts' place. Consumed with greed, they lust for the riches you have amassed in the past. Be each other's anchor in this dreadful darkness, and the Sun will rise again!

8

GOAL

Every player has to collect **3 Rings** and bring them to **The Fountain**.

SET UP

Setting up the Map:

The Fountain is placed on a chosen **Altar**.



Set up the **3 separate decks of cards and Ring Tokens** near you:



NEW OBJECTS

- After every player has collected **3 Rings** they have to stand on **1** of the **8 adjacent** to the **Fountain** spaces (p.4).
- When you interact with a **Heartless Ruler**, **Beldame** or **Nymph**, you have to draw a card from the corresponding deck.

TIME

After all **3** players finish their turn, they choose **1 Tile** to be turned upside down. The objects on it cannot be used after that. Going through a turned **Tile** takes **2 Speed** (instead of 1) (p.4).

The game is over when the 7th Tile is turned. If the players haven't brought their **Rings** to the **Fountain** before that, they lose the game.



SACRED STONE

- **1 Sacred Stone** inflicts **15 damage** on a **Heartless Ruler**.

A player can use a **Sacred Stone** at any point of Battle. This is not considered an attack. Each **Sacred Stone** can only be used once, after which it is discarded.

REWARD

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



VICTORY

Placing the rings on The Fountain, the spring of Living Water gushes from the spout. In the pitch-black night, the droplets flicker and the lifeless land awakens from its fruitless sleep wherever they fall. The morning light creeps in from the east, the day is inevitable. People and animals from near and far come to drink from The Fountain and leave with enlightened faces. Your party has reached the end of the road despite the difficulties and has brought the spring with you. Remember, your combined forces will always be stronger than any enemy!



2



THE INFORMATION FLOOD

Using the technology of the future, living creatures are adapted to a life without water – an extinct substance only mentioned in children's books and legends. Instead of feeling thirst, everyone hungers for access to new information every day. This has led to its increasing distortion and mutilation in an attempt to meet the needs.

However, the uncontrolled creation of words, behind which there is no meaning, has caused an ever-growing demand – the hunger only grows greater with consumption. The informational flood threatens to drown everything and everyone, including you, the foreigners of the past. The chain of events that has been triggered cannot be stopped.

Random words pour over your heads, lies flood the earth. The end is near.

But there is an ancient device that will allow you to escape.

The Words of Wisdom are the key to your salvation. Some of them are scattered among the incomprehensible speech, others are held captive by Hypnotists - you will have to weed out the lie from the truth to win them.

The advancing destruction is unpredictable, but you will have help - Translators and Cartographers, who 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

The players have to collectively collect 42 Words of Wisdom and gather at the Ark of Truth.

SET UP

Setting up the Map:

The Ark of Truth is placed on a chosen Altar.



Set up the 3 separate decks of cards, The Ark of Truth card and Words of Wisdom tokens near you:



All white stones are placed on the Virtues. Each white stone represents 1 Word of Wisdom. When taking a white cube, you do not increase any Virtue.



NEW OBJECTS

- The Ark of Truth is the object where the players must gather after they've collected 42 Words of Wisdom in total in order to win. Each player should stand on 1 of the 8 adjacent spaces to The Ark of Truth (p.4).
- The Tile with The Ark of Truth cannot sink (cannot be removed).
- When you interact with Hypnotists, Cartographers or Translators, you have to draw a card from the corresponding deck.
- When you collect a white stone from the Map, add 1 Word of Wisdom to the Ark (Fig.1).

Fig 1.



TIME

1. At the beginning of their turn, each player removes a chosen **Tile** from the **Map**.
2. They **roll a dice** to determine if they have to remove a **second Tile** (*positive - no, negative - yes*) (Fig.2). The players cannot manipulate the result in any way, as **Virtues** and **Artifacts** cannot alter the dice roll.

Fig 2.



The **Tiles** are removed as follows:

1. **Tiles** that touch other **Tiles** with only **1 side** are removed first (*if there are such Tiles on the Map*) (Fig.3);
2. **Tiles** that touch other **Tiles** with **2 sides** are removed when there are no more **Tiles** that touch other **Tiles** with only **1 side** left (Fig.4);
3. **Tiles** that touch other **Tiles** with **3 sides** are removed when there are no more **Tiles** that touch other **Tiles** with **2 sides** left.

If you remove a **Tile** with a player still on it, you **lose the game**.

Fig 3.



Fig 4.



You have to collect **42 Words of Wisdom** before there are only **4 Tiles** left on the **Map**.

The **Words of Wisdom** are collected on the **Ark of Truth card** (Fig.1).



SACRED STONE

- 1 **Sacred Stone** inflicts **15 damage** on a **Hypnotist**.
*A player can use a **Sacred Stone** at any point of Battle. This is not considered an attack.*
- or**
- A player can give away **1 Sacred Stone** in order to not remove **1 Tile**.
*Each **Sacred Stone** can only be used once, after which it is discarded.*

REWARD

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



VICTORY

The Ark narrowly escapes the destruction of this world. It is now flooded – you are the only ones who lived to tell the tale. After travelling 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 on every object and animal, there is a drawing, much like the one on the Words of Wisdom you collected. Your eyes have been opened to see the true meaning. Be careful how you use it.



3



THE PARALLEL LAND

Life here has been born and will someday come to an end in the Tree of Eternity – the substance constructing each and every part of this world. Ages ago, the citizens viewed the Tree as the sacred matter behind every fibre of the visible being around them. They used to understand that all citizens were bound together by the substance of life itself.

As years passed, they started forgetting about their connection. Everyday struggles and lifelong hardships washed over the citizens, making them more and more alienated. They stopped working together and started living off a robbery and feeding on each other's weaknesses. The Tree was abandoned and started slowly dying. Each day, to survive, it engulfed a small part of the world, consuming all that was in it...

The Tree became the home of some nasty creatures – Serpents and Scorpions that crawl around to this day. The Serpents have the power to hypnotise you into believing in the power of unfair rules and loveless life, while the Scorpions can get under your skin, making you restless and unkind. They will mercilessly make you feel the darkened power of a twisted reality obedient to evil rules, draining you of any virtues you have left! During your journey, you will also encounter allies. The Foresters are citizens who never stopped caring about the true nature of the Tree and wish for nothing more than to see it in the light once more, so they will help you.

Withstand 'till the end, and you will save the Tree of Eternity!

15

GOAL

The players must survive.

SET UP

Setting up the Map:

The Tree can be placed on any of the 4 spaces on the back of a Tile with a Battle 1 on it.



Set up the 3 separate decks of cards, white stones and Seed tokens near you:



All white stones are placed on the Virtues. Each white stone represents 1 Parallel Virtue - a unique object for this Future Scenario. When taking a white cube, you do not increase any Virtue.



Seed Tokens



NEW OBJECTS

- The Tree cannot be attacked.
- When you interact with Serpents, Scorpions, or Foresters, you have to draw a card from the corresponding deck.
- When a player takes an Incubator from the field, they roll 3 dice. If all 3 of them are positive, the player gets a Seed (Fig.1). The Seed can block the placement of a Parallel Virtue by taking its place.
- A Parallel Virtue is an object which inflicts 2 damage to every player (for more information, go to ENEMY'S TURN).

Fig 1.



ENEMY'S TURN

1. **The Tree** starts first. **The Tree** turns **2 Tiles** - **1 Tile** touching it and another, touching any already turned **Tile** (Fig. 4).

NB! **The Tree** should be placed on a **Tile** with at least **2 Tiles** near it.

2. A **Parallel Virtue** is placed on **1** of the **4 spaces** on each of the turned **Tiles** (Fig. 2).

3. At the beginning of their turn, each player must turn **1 Tile** and place **1 Parallel Virtue** on it. The players can take **Parallel Virtues**.

NB! Taking a **Parallel Virtue** does not increase any of your **Virtues**.

4. If the player has a **Seed**, they can place it on the space of the **taken Parallel Virtue**, thus preventing more **Parallel Virtues** from appearing on that **Tile** (Fig. 3). Passing through a turned **Tile** requires **x2 Speed** (p.4).

5. When each of the **3** players finishes **1 turn**, **The Tree** inflicts **damage** equal to the number of **Parallel Virtues** currently on the **Map**.

6. **The Tree** places a **Parallel Virtue** on **1** of the **4 spaces** of every **Tile** with no **Parallel Virtues** or **Seeds** on it. The players can block **The Tree's** attack by sacrificing **1 Spirit**. If you turn a **Tile** with a player still on it, **you lose the game**.

7. When each of the **3** players finishes **1 turn**, it's the **Tree's** turn.

Fig 2.

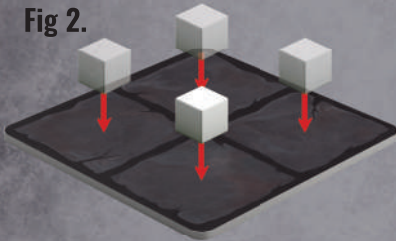


Fig 4.



Fig 3.



TIME

The players must survive until there are only **3 Tiles** left unturned on the **Map**.



SACRED STONE

- **1 Sacred Stone** inflicts **10 damage** to a **Scorpion** or a **Serpent**.

A player can use a **Sacred Stone** at any point of **Battle**. This is not considered an attack.

- **1 Sacred Stone** can be discarded so that the player gains **1 Spirit**.

Each **Sacred Stone** can only be used once, after which it is discarded.

REWARD

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



VICTORY

The sun glares above the horizon. The Tree blooms instantly with a sweet spring scent. A bird starts singing from afar, and in an instant, fruit start falling all around. A Forester comes to you and says, "We thank you full-heartedly. The Oracle foretold of your glorious arrival many years ago. The wait has been lengthy and life so austere, but we never gave up on our faith that one day saviours will come! We grant you the Magic Fruit of a thousand years. Its power you shall recognise yourselves. It holds three seeds. Sow them, nurture them, and wondrous fruit you'll bear in your lives!"



4



THE PATH OF INITIATION

You're in a world of ruins. The ruins of your own inner home.

Reflectors are roaming all around. Some of them are Made of Darkness, others - of Light. They are not equally powerful or fast. When you look at them, you will see your reflection. It will talk back to you!

Each of you will face three Reflectors. Look closely. Listen carefully to your inner voice. The Reflectors of Light will demand sacrifice, promising a reward in return. The Reflectors of Darkness are your enemies - they will try to convince you that their words hold the truth about who you really are.

Please, do not believe them! The demons, deeply hidden in our hearts in this world, 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

Every player must **defeat their Reflection 3 times** and **collect 3 Heads, 1 per each level**.
The player must then stand on a **Tile adjacent to the Throne**.

SET UP

Setting up the Map:

The **Throne** is placed on a **Treasure 3**.



Set up the **4 separate decks of cards** and **Head 1, 2 and 3 tokens** near you:



NEW OBJECTS

- After the players have defeated **Reflectors of Darkness 1, 2, and 3**, they have to stand on **1** of the **8 adjacent** to the **Tile** with the **Throne** spaces in order to win (p.4).
- When you interact with a **Reflector**, you have to draw a card from the corresponding deck. You will either meet a **Reflector of Darkness** that you have to defeat or a **Reflector of Light** that holds a conditional gift. **The Reflectors of Darkness** have **Stats** that take into account the attacking **Hero stats** at the start of the **Battle** (Fig.1):
 - » **Speed** = **Base Speed** (X) + **Number**;
 - » **Defence** = **All Attacking Hero's Virtues** (Y) (except for **Love**) + **Number**;
 - » **Strength** = **Hero's Love** (Z) + **Number**.
- When a player defeats a **Reflector of Darkness**, they collect the **Head token** for the corresponding level.
- When you interact with a **Crystal**, you have to draw a card from the corresponding deck.

Fig 1.



Hero Statistics

X	Y	Z
Speed	Virtues	Love
6	8	13

Hero Statistics	Enemy Statistics	Final Enemy Statistics
X=6	+1	7
Y=8	+3	11
Z=13	+3	16



TIME

When each of the 3 players finishes 1 turn, they turn 1 Tile. The objects on a turned Tile cannot be used. The players lose if each of them doesn't have enough Heads when the 7th Tile is turned.



SACRED STONE

- 1 Sacred Stone inflicts 10 damage to a Reflector of Darkness. A player can use a Sacred Stone at any point of Battle. This is not considered an attack. Each Sacred Stone can only be used once, after which it is discarded.

REWARD

Add 250 points to your final score.



VICTORY

Darkness. Lighting. Thunder. Pouring rain. A Storm has come. Suddenly - silence. The rain stops. The sun comes lurking out of the clouds. The world around is not made of ruins anymore... In front of you , a beautiful mansion has opened its gates into a marvelous garden where the throne is bathed in light. The world, the home is yours now! You have the power over any obstacle when you stick together. You control the house to the tiniest detail! The Reflectors are your servants - they will obey your every order. At the throne sits the Lord of every world. You cannot see Him, but He will always guide you in your hearts to be the fairest leaders, unravelling the long-forgotten secrets of this new world. History will remember you as the heroes who woke the ruins to a new life!



5



THE CROWN OF EVIL

You're in a world of war. A world where your inner characteristics find their personification. Your Virtues are living creatures, your Vices, too. With your choices, you either feed your Virtues or your Vices. Way way back in time - in 2020, all the Vices gathered around the round table of Doom. Each of them had collected enormous amounts of vicious energy and felt the need to put it into practice.

The Vices decided to put all that energy into building a giant machine - the Vicinator. 33 days of hard work later, the machine 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... The Vice Leader activates a new setting every day - a Tentacle that grants the Vicinator a unique, extraordinary ability. When the last Tentacle is activated, your time is up. Do not be afraid! Good finds each and everyone who seeks it with a true heart! You will find Elixirs during your adventure, which feed your Virtues and grant you speed and magical objects. Use them wisely. Defeat the Vicinator. Become heroes worthy of glory!

GOAL

The players must **defeat the Vicinator**.

SET UP

Setting up the Map:

The **Vicinator** is placed on a **Tile** with either **Battle 2** or **Battle 3** on it. The chosen **Tile** must be surrounded by Tiles on all sides (diagonals included). If there is no such **Tile**, a player can sacrifice **1 Spirit** to move **1 Tile**.

When placing the **Vicinator**, all objects that are under it are removed.



Set up the 4 separate decks of cards, **The Virus card** and **The Vicinator card** near you:



NEW OBJECTS

- You can attack the **Vicinator** and the **Viruses** if you are on a space adjacent to them (Fig.1) (for more information, see **ENEMY'S TURN**).
- When a player takes **Elixir 1, 2, or 3**, they draw a card from the corresponding deck.

Fig 1.



ENEMY'S TURN

The **Vicinator** plays first: Draws a **Tentacle** card, which is immediately activated.

The **Viruses** play next:

1. Place the **Viruses** on 8 of the 12 adjacent to the **Vicinator** spaces (Fig. 2). Do not remove any objects that are already on the 12 adjacent to the **Vicinator** spaces.
2. Each of them moves towards the nearest **Altar**. The **Viruses** can pass through **Trees**, but they cannot pass through **Portals**.
3. When a **Virus** reaches an **Altar**, it inflicts 2 damage to every player. A player can block a **Virus's** attack for all players by sacrificing 1 **Spirit**.
4. When a **Virus** reaches an **Altar**, it instantly returns to 1 of the 12 adjacent to the **Vicinator** spaces, and the enemy's turn is over. If a **Virus** cannot return to 1 of those 12 spaces, the **Heroes** instantly take damage as if it has reached an **Altar**.

- Every player can attack both the **Vicinator** and a **Virus** during their turn.

e.g. You have 3 Actions for this turn, so you can attack the Vicinator and 2 separate Viruses during your turn.

- The **Battles** between a player and the **Vicinator** and the player and a **Virus** are **one-round Battles** (p.4).
- If a player fails to defeat a **Virus**, they lose 1 **Spirit**, and the **Virus** remains on the same space.
- A player cannot finish their turn on an **Altar**.
- When each of the 3 players finishes 1 turn, it's the **Vicinator's** turn.
- By defeating a **Virus**, a player prevents it from getting to an **Altar** and inflicting damage.

Fig 2.



TIME

The players have to defeat the **Vicinator** before it activates its last **Tentacle** card (before it is left with no more cards to draw).



SACRED STONE

- 1 **Sacred Stone** inflicts 10 damage to the **Vicinator**.

A player can use a **Sacred Stone** at any point of Battle. This is not considered an attack.

Each **Sacred Stone** can only be used once, after which it is discarded.

REWARD

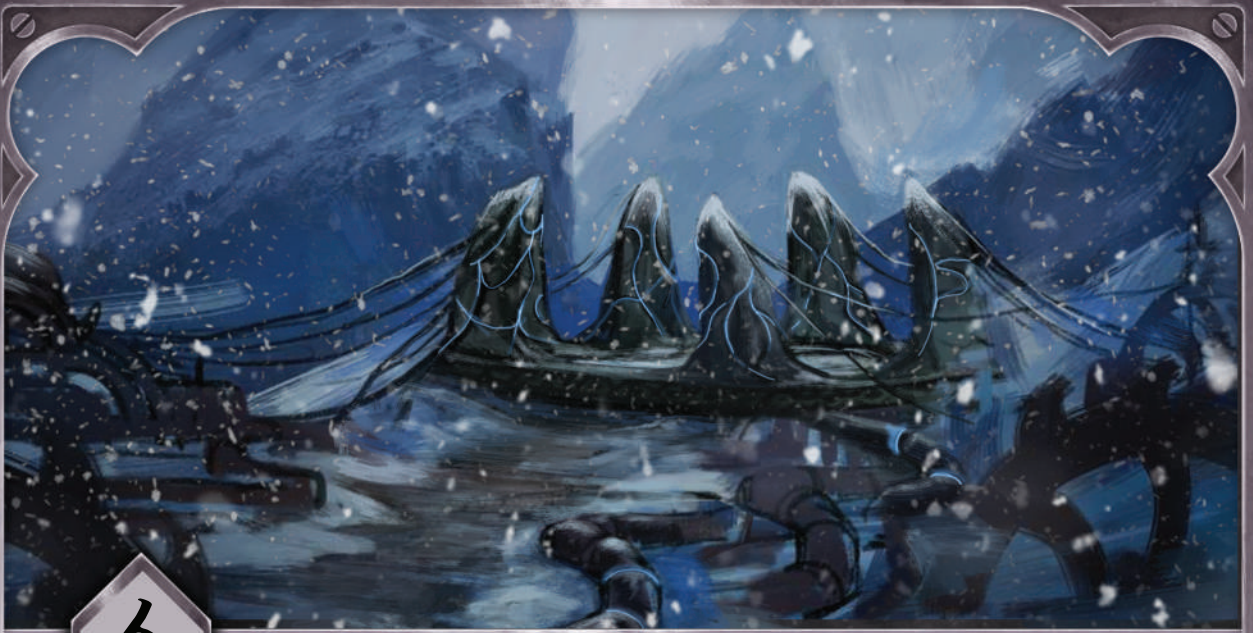
Add 250 points to your final score.



VICTORY

The Vicinator explodes. The world is shaking. It's crumbling down! The Viruses get trapped under the rubble.

Suddenly - quietness. The earthquake ended so fast... A beautiful, heartwarming song is born. It echoes through the wreckage, awakening a long-forgotten hope for a new world, a new life. The Virtues walk all around, collecting the remains from which they are constructing the new realm. You have the chance to help them. I believe you can build a brighter, wiser, better world!



THE WORTHY WARRIOR

You arrive in an icy land. A magnificent Monument lurks from a distance. It starts glowing, and you hear a voice...

“A thousand years ago, humanity was on the verge of extinction. Military actions got out of control, leading to mass destruction. Only six people managed to survive. They rebuild a new world, starting generations of a new humanity who built their lives on the six fundamental virtues – love, hope, faith, endeavour, endurance, mercy.

The Founders worried that people might one day forget the importance of the six virtues once more, so they built the Monument – a symbol of their unity. The Founders believed that for those abiding by the six virtues, help will always come when needed, so they also built Scales all over the city, to see whether one is worthy of a prize or not. As a symbol of hope, they planted magical Frost Flowers that bloom with life no matter the conditions around them. After their passing, the Founders were buried in three Tombs, engraved with missions for the heroes to come in a tongue meant only for the heroes’ seeing. The world was starting to prosper when people began dividing the unity of the six virtues once more. They started choosing which to live by and which to ignore as less significant. They formed six factions, each idolising a single virtue. Little by little, the clans were alienated from each other. Every virtue was redefined, ripped away from the others. Love was traded off for burning desire for possession, hope was lessened to positivity, faith was robbed from its lively spark, turning into a simple set of rules, endeavour was superseded by sick ambition, endurance was replaced by empty waiting, and mercy was substituted by donations to “noble” causes. The more the clans drifted away from each other, the colder it got until one day, the whole city was engulfed in endless winter...

You are sent here to awaken the world to a new life. The Frost Flowers bloom with help, the Scales will challenge you to win a reward. Find the Tombs, follow their engravings and never forget – the virtues’ strength is in their unity!”

GOAL

Every **Hero** must become a **worthy warrior** - they must complete their **Tomb quest** and have **13** of each **Virtue**.

SET UP

Setting up the Map:

The **Monument** is placed on **Battle 1**.



New tokens:



Set up the **5** separate decks of **cards** near you:



All **white cubes** are placed back on the **Map**.



NEW OBJECTS

- If a player doesn't finish their turn on **1** of the **8 adjacent** to the **Monument** spaces (p.4), at the beginning of their next turn, they lose **3 Virtues**.
- When you interact with a **Tomb**, you draw a card from the corresponding deck. To **win the game**, you need to fulfil the quest on the **Tomb card**.
- A player can use **1 Action** to give **1 Tomb quest** to another player, given that the **2 players** are adjacent.

- When you interact with a **Frost Flower**, **Scales 1**, **Scales 2** or **Scales 3**, you draw a card from the corresponding deck.
- When you draw a **Scales card**, you roll a number of dice equal to your **Love** to find out if you win a reward (Fig1).

Fig 1.



Roll **16** dice



TIME

After each player plays **1 turn** (3 turns in total), they collectively choose **1 Tile** to turn. The objects on a turned **Tile** cannot be used. Moving through a turned **Tile** requires **2 Speed** per space (p.2). The players must meet the **Goal** requirements before the **7th Tile** is turned.



SACRED STONE

- Sacrificing **1 Sacred Stone** increases a chosen **Virtue** to **13**. Each **Sacred Stone** can only be used once, after which it is discarded.

REWARD

Add **50 points** to your final score.



VICTORY

An enormous snowstorm rises around the Monument from the ground up, threatening to engulf everything around... Sharp icicles pierce the air. Metal, wood and soil pieces fly with enormous speed, pulled in by the vortex of snow and ice. Suddenly a ray of light starts from each of the six columns of the Monument. They travel far and wide, touching every building, every piece of ground, every citizen. The rays of light turn the snowstorm vortex into a whirlpool of stardust. They awaken the citizens to life. The Frost

Flowers bloom, carrying the scent of a fresh spring morning. The light travels until it has shone over every bit and piece of landscape. The six rays come back together, forming a new sun shining over the new world - a colourful kingdom bathed in light!



7



THE BIRD OF PREY

During the Great Depression of 2050, the people of the Archipelago reached a breaking point. Spite, loneliness, alienation, lack of purpose defined daily life, robbing the islanders of the strength to direct and use their emotional energy. Scattered feelings were eating society from the inside, causing a grey pandemic of mental illness.

The Council of Psychiatric Integrity – the head organ of the Archipelago state, developed the Happiness and Amity program, which aimed to put the emotional energy of every islander into keeping the Archipelago functioning. They created a technology that transformed emotions into a simple currency – droplets extracted from one's fingertip. Every citizen was implanted with a chip that controlled the synthesis, distribution and release of emotion.

Despite all efforts, some islanders still could feel freely. Their tears turned into precious pearls upon touching the ground. They opened a portal to a whole new dimension when collected together. The new realm's nature depended on the intentions of the collector.

The Council of Psychiatric Integrity wished to access a world where they shall rule forever, eternally controlling every citizen's feelings. They built the Exhauster – a machine that now roams the streets of the Archipelago day and night, collecting every pearl in sight. Every morning the Council activates a new feature that empowers the Exhauster. Throughout the land, Nests of the Exhauster are scattered. Don't let the small birds' appearance fool you - they are dangerous! Defeat them, and you will find some precious pearls. You will also discover three mystical Lakes. The deepest waters hide what is most precious... You have a week in the Archipelago to collect more pearls than the Exhauster. If you win, you shall be granted a miracle! If you lose, the Council will open a portal to an unknown dimension.

The world will cease feeling all at once!

31

GOAL

You have to collect more Pearls than The Exhauster.

SET UP

Setting up the Map:

The Exhauster is placed on a Portal.



Portal



New tokens:

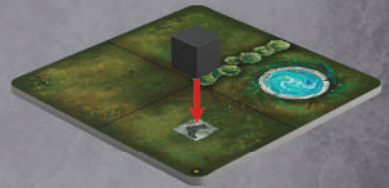
Where they go:

Set up the 3 separate decks of cards, The Exhauster card and Pearls tokens near you:



Pearls

All white, red and black cubes are placed accordingly on the Virtues, Shevitsa and Speed. They represent the Pearls. Collecting white, red and black cubes does not increase your Virtues, Shevitsa and Speed.






NEW OBJECTS

- You can attack the Exhauster if you are on 1 of the 8 adjacent to it spaces.
(for more information, see ENEMY'S TURN)

- When collecting Pearls from the Map:

- » white Pearls - 1 point;
- » black Pearls - 2 points;
- » red Pearls - 3 points.

 = 1 point  = 2 points  = 3 points

- When you interact with Nests and Lakes, you have to draw a card from the corresponding deck.

ENEMY'S TURN

1. The **Exhauster** goes first. It draws **1 Feature card**, which is activated immediately.
2. It starts **collecting** from the **Map** the objects **nearest** to it according to these rules:
 - It can pass through **Trees** but cannot use **Teleports**.
 - If **two objects** are at the same distance from the **Exhauster**, the players decide which one it takes. (Fig.1)
 - The **Exhauster** takes a number of objects equal to the **Feature cards** already activated **+3**.
(It takes 3 (0+3) objects during its first turn)
 - All **white, black, and red Pearls** are worth the same number of points for the **Exhauster** as for the players.
 - If the **Exhauster** interacts with a **Lake**, all players lose **1 Spirit**.
 - If it interacts with a **Nest**, it draws **1 card** from the corresponding deck and directly takes the prize.
3. The players can attack the **Exhauster**, doing a **one-round Battle**.
If they manage to do enough damage to the **Exhauster** before its turn, it will not collect objects during its next turn and will stay on the same space. It will still draw and activate its **Feature card**.

Fig 1.



TIME

The game is over when all objects are collected from the **Map**. If the **Exhauster** is left with no **Feature cards** to draw before all the objects are collected, the players **lose**. At the end of the game all the **Exhauster's** and **players' Pearls** are counted. Whoever has more points wins.



SACRED STONE

- **1 Sacred Stone** inflicts **10 damage** to either the **Exhauster** or the **Nests**.
A player can use a **Sacred Stone** at any point of **Battle**. This is not considered an attack.
- **1 Sacred Stone** can be exchanged for **7 white Pearls**.
Each **Sacred Stone** can only be used once, after which it is discarded.

REWARD

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



VICTORY

The waters surrounding the Archipelago are rising. They join in front of the Headquarters, forming a giant whirlpool - a portal to an unknown land. Every citizen makes out a story of memories long forgotten in the water's flow - memories of a life filled with sorrow and joy, heartache and inspiration, fear and love. For the first time in forever, the citizens can feel their own hearts beating. Each of them has three hundred thirty-three beats to choose whether to stay or go into the unknown. To stay in the Archipelago where the colours grow dimmer every day, where feelings become extinct one by one but where security is a guarantee as nothing ever really changes. Or to go through the portal seeking a life in a brightly-coloured world where every occurrence can touch the heart, unlocking new potential, granting the opportunity for a new vision, changing one's being to the core...

CHAPTERS

Additions in the Future Phase	2	5. The Crown of Evil	23
Map, Tiles and Tokens.....	3	Story.....	23
New objects.....	3	Rules.....	24
Battle - Future rules.....	4	Victory.....	26
Movement.....	4	6.The Worthy Warrior	27
Adjacent.....	4	Story.....	27
0. The Beginning	5	Rules.....	28
Story.....	5	Victory.....	30
Rules.....	6	7. The Bird of Prey	31
Victory.....	7	Story.....	31
1. The Nine Rings of Creation	8	Rules.....	32
Story.....	8	Victory.....	34
Rules.....	9		
Victory.....	10		
2. The Information Flood	11		
Story.....	11		
Rules.....	12		
Victory.....	14		
3. The Parallel Land	15		
Story.....	15		
Rules.....	16		
Victory.....	18		
4. The Path of Initiation	19		
Story.....	19		
Rules.....	20		
Victory.....	22		

THREETALE

— FUTURE BOOK —

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