

A golden swan is shown in flight, its head and neck curved downwards towards the center of the image. The background is a detailed landscape of a mountain valley. A winding river flows through the center, and a dirt path meanders through the green fields. The mountains are dark and rugged, with some snow or light-colored patches. The entire scene is framed by a golden border with decorative corner motifs.

# THREETALE

— RULE BOOK —

# CHAPTERS

<b>GAME COMPONENTS</b> .....	3	<b>OTHER STATS</b> .....	17
<b>THE STORY</b> .....	7	<b>ARTIFACT CARDS</b> .....	18
<b>OVERVIEW</b> .....	8	<b>MAP, TILES AND TOKENS</b> .....	20
1. PROPHECY PHASE .....	8	<b>OFFERING</b> .....	22
2. PAST PHASE .....	8	<b>TREASURE CARDS</b> .....	22
3. PRESENT PHASE .....	8	<b>QUEST CARDS</b> .....	24
4. FUTURE PHASE .....	8	<b>BONUS CARDS</b> .....	24
<b>WINNING AND LOSING</b> .....	9	<b>BATTLE CARDS</b> .....	25
<b>SOLO PLAY</b> .....	9	<b>USING PORTALS AND ALTARS</b> ..	29
<b>DUO PLAY</b> .....	9	<b>PROPHECY CARDS</b> .....	31
<b>SETUP</b> .....	10	<b>SCORING</b> .....	32
<b>GAMEPLAY</b> .....	11	<b>TUTORIAL</b> .....	33
PROPHECY .....	11	<b>CREDITS</b> .....	34
PAST PHASE .....	11		
PRESENT PHASE .....	12		
FUTURE PHASE .....	12		
<b>BASIC CONCEPTS</b> .....	13		
BASE SYMBOLS AND ICONS .....	13		
DICE .....	14		
HERO DASHBOARDS .....	14		
VIRTUES .....	15		

# GAME COMPONENTS

## 7 HERO DASHBOARDS



## 30 MAP TILES



## 7 HERO MINIATURES



The Silver Deer

The Queen of Living Water

The Youngest Son

The Unborn Maiden

Sun and Moon

The Vampire's Bride

Starred Boy

## 70 TOKENS



## 15 CUSTOM DICE



## 110 WOODEN CUBES



## 54 ARTIFACT CARDS



18x Level 1 Cards

18x Level 2 Cards

18x 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

## 8 PROPHECY CARDS



## RULE BOOK



## FUTURE BOOK



**9 CARDS**



**BOX 0**



**1 FUTURE MINIATURE**



3x Cards



1x Card



5x Cards

**9 TOKENS**

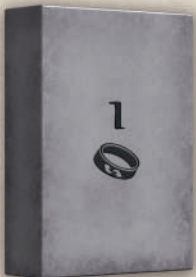


x5



x5

**20 CARDS**



**BOX 1**



**1 FUTURE MINIATURE**



5x Cards



5x Cards



10x Cards

**29 TOKENS**



x5



x5

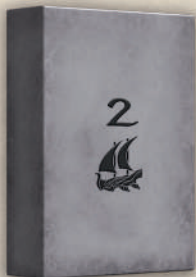


x10



x9

**16 CARDS**



**BOX 2**



**1 FUTURE MINIATURE**



5x Cards



5x Cards



5x Cards



1x Card

**30 TOKENS**



x3



x4



x4



x4



x5

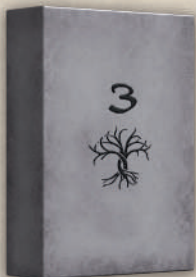


x5



x5

**15 CARDS**



**BOX 3**



**1 FUTURE MINIATURE**



5x Cards



5x Cards



5x Cards

**35 TOKENS**



5

x5



x5



x5



x5



x15

19 CARDS



1 FUTURE BOX



1 FUTURE MINIATURE



4x Cards



5x Cards



5x Cards



5x Cards



x4



x5



x5



x5



x3

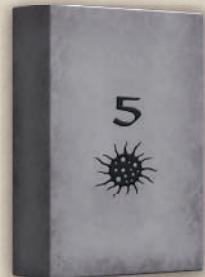


x3



x3

28 TOKENS



1 FUTURE BOX



1 FUTURE MINIATURE



5x Cards



5x Cards



5x Cards



1x Cards



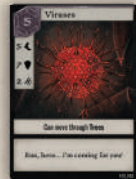
x5



x5



x5



5x Cards



1x Cards

15 TOKENS



1 FUTURE BOX



1 FUTURE MINIATURE



5x Cards



5x Cards



5x Cards



3x Cards



x5



x5



x5



x5

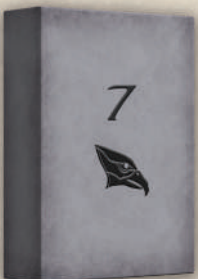


x3



1x Card

23 TOKENS



1 FUTURE BOX



1 FUTURE MINIATURE



3x Cards



9x Cards



5x Cards



1x Card



x3



x5



x4



x4



x4



x4



x4



x2

23 CARDS

30 TOKENS

6

# STORY

*One night, I dreamt a dream  
For possible futures so bleak and reality – so torn at the seam.  
I woke drenched in a cold sweat  
In fear that this might be what we shall bequeath.  
Every alternative hereafter was harsher than the last,  
I had one thought only – this monstrosity must be stopped, and fast!  
Vicious tentacles entwine the whole world in their grasp,  
Hypnotists fight to entrap your mind in an iron clasp,  
While reflectors of darkness and rulers heartless  
Strive to steal the life out of you and the last of your breaths, leaving you in eternal darkness.  
What could I do, as fewer and fewer shall dare to fight?  
True heroes are missing what could possibly bring back their might?  
After a 40-day fast and prayer  
One thing has become clear –  
Unless you assume a heroic identity and travel back to the past  
To develop your virtues and bring nobleness back at last,  
There is no one who could help the future out of the path of doom  
And the whole world alongside you will be long lost, and soon.  
To the land of ancient Thrace, you must travel  
And help the terrifying mystery unravel –  
Which Prophecy, in the end, shall be fulfilled,  
And more importantly, how can the world be rebuilt?  
The key to your strength is your talents -  
Strive to develop them, and you shall gain balance.  
Thus step in the shoes of true victors – all of you!  
Remember, your past is your friend and a valuable teacher, too,  
But your destiny in the future rests,  
So if you wish to succeed in your quests,  
You must apply all newfound wisdom  
And pave the path to a new kingdom!*

# OVERVIEW

**ThreeTale** is a cooperative adventure game for 1 or 3 players. You take the role of fairytale Heroes, each with their unique abilities. The game consists of 4 phases - **Prophecy**, **Past**, **Present**, and **Future** in order to be victorious.

At the beginning of the game, the players draw 3 **Prophecies** that hint at possible **Future Scenarios**, each with a different win condition. Their **Heroes** return to the **Past** where they develop their **statistics** and **talents**. When the **Past** is over, the **Future Scenario** is revealed, and the Heroes face it.

## 1. PROPHECY PHASE

Players draw a total of 3 **Prophecy Cards** and each of them picks a **Hero**.

*(The Prophecy Phase is explained on page 11)*

## 2. PAST PHASE

You build the **Map** while developing your **Heroes**.

*(The Past Phase is explained on page 11-12)*

## 3. PRESENT PHASE

You reveal the **Future Scenario** that your **Heroes** will face.

*(The Present Phase is explained on page 12)*

## 4. FUTURE PHASE

Your **Heroes** have to meet a specific condition in order to **win the game**.

*(The Future Phase is explained on page 12)*





## WINNING AND LOSING

The players **win** upon completing the objective described in the **Future Scenario**. When the win condition is met, the game ends, and all the players are victorious.

The players **lose** if one of them dies or they don't meet the specific requirements of the **Future Scenario** in time.

## SOLO PLAY

The player controls all **three Heroes**. They play the turn of every **Hero** following a chosen order. All other rules apply.

## DUO PLAY

**ThreeTale** was designed to provide the best experience as a **solo** and a **three-player game**. However, **duo play** is also possible.

**One player** controls **one Hero**, the other player – **two Heroes** or both players control the second **Hero**. All other rules apply.



# SETUP

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



1. Hero Boards;

2. Hero miniatures;

3. Map Tiles;

4. Quest Cards;

5. Treasure Cards;

*(arranged in decks according to their level);*

6. Battle Cards;

*(arranged in decks according to their level);*

7. Artifact Cards;

*(arranged in decks according to their level);*

8. Bonus Cards (Hero and Enemy)

*(arranged in two decks);*

9. Quest tokens;

10. Treasure tokens;

11. Battle tokens;

12. Damage tokens;

13. Sacred Stones;

14. Cubes (white, black, red and blue);

15. Dice;

16. Prophecy Cards

*(If it's your first play, we recommend that you use only the Tutorial card. If not, use all 7 remaining Prophecy cards (without the Tutorial card))*

## Things you will need later:

- The 3 Future Boxes corresponding to the drawn Future Scenarios and their miniatures *(the boxes should remain closed until the conclusion of the Present Phase).*

# GAMEPLAY

## PROPHECY

Draw **3 Prophecy Cards**, keep in mind that only one of them will come true and set the stage for the **Future Scenario**. There are hints of what's to come, hidden in the story, so make sure to read it thoroughly. The statistics at the bottom of the **Prophecy Cards** correlate with the statistics on the **Hero Boards**, every **Hero** is different therefore some are better suited than others for specific **Prophecies**. The **Prophecy Quest** at the bottom left of the card awards each player at the start of the **Present Phase**, if they fulfil its condition before the **Past Phase** ends.



## PAST PHASE

**First turn for each player** (turn order is chosen by the players):

- 1. Tile Drawing** - Draw 1 Tile and place it on the table with the objects facing up.
- 2. Hero Placement** - Place your Hero in an empty space of the Tile you just placed. You'll start your movement from there (Fig. 1).
- 3. Object Placement** - Place all corresponding objects (tokens and cubes) on the Tile to indicate they are ready to be claimed (Fig. 1).
- 4. Movement** - Move on the Map. 1 Speed (👣) lets you traverse 1 Space (Fig. 2).
- 5. Action** - Perform 1 default Action (👉). An Action is any interaction with an object on the Map. (For more information, see *Map, Tiles and Tokens*, p. 20.)

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





**Fig. 2** The **Youngest son** starts with 2 👣 and 1 👉.



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











### Every (other) turn:

1. **Tile Drawing** - Draw **1 Tile** and place it on the table, rotating it as you choose. Snap the new **Tile** to one of the already placed ones. *(see Map, Tiles and Tokens, p. 20)*;
2. **Object Placement** - Place all corresponding components *(tokens and cubes)* on the **Tile** to indicate they are ready to be claimed;
3. **Movement** - Minding your **Speed** (  ), move on the **Map**;
4. **Action(s)** - Perform your **Actions** (  ) *(you have 1 default Action)*.

When there are no more **Tiles** to be placed, the **Map** is completed, and the **Past Phase** is over.

## PRESENT PHASE

1. Remove all remaining tokens and cubes from the **Map**.
2. Shuffle the **3 Prophecy Cards** and draw one at random. The drawn **Prophecy card** is the **Scenario** for the **Future Phase**.
3. Reward every player that has met the condition of the **Prophecy Quest**.
4. Read the chosen **Future Scenario** from the **Future Book**.
5. Set up the **Future** according to the instructions.
6. Choose your **difficulty level**.
  - All players must choose the same difficulty level.
  - Each player collects one of the awards listed in the table below, accordingly to the difficulty level selected.

Difficulty level	Awards			
Smooth (easy)	12 	4 	4 	1  <sup>3</sup>
Daring (medium)	6 	2 	2 	1  <sup>2</sup>
Brutal (hard)	Go into the <b>Future Phase</b> without boosting any stats or getting additional <b>Artifacts</b> .			

7. Choose your turn order.

## FUTURE PHASE

Play your turns according to the **Future Scenario** you've drawn.

*(For more information, see Future Book.)*









# BASIC CONCEPTS

This section details the various components, symbols and **Actions** in the game. Consult it every time you're unsure how to proceed or what a certain keyword or symbol means.







## BASIC SYMBOLS AND ICONS

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

### Virtues

Love	Hope	Faith	Endeavour	Endurance	Mercy
					

### Virtue Effect

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







### Stones and Creature Stats

Virtues (all)	Shevitsa	Speed	Defence	Strength
				

### 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 **3 symbol (positive) sides** with a symbol and **3 blank (negative) sides**. Whenever you're asked to use the dice (mainly during Battles, Treasures or 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 set of **Virtues**, the amount of which is highlighted above the respective **Virtue icons**. They also have **unique 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 the effect of every Virtue.*

**Bonus Cards**  
*A slot to put your Bonus Cards for your current turn*

**Head Artifacts**  
*A slot to put your Head Artifacts*

**Hands Artifacts**  
*A slot to put your Hands Artifacts*

**Feet Artifacts**  
*A slot to put your Feet Artifacts*

**Quest Cards**  
*A slot to put your Quest Cards that you need to finish during the Past Phase*

**Virtue Icons**  
*Icons showing what every Virtue (Love, Hope, Faith, Endeavour, Endurance, Mercy) is.*

**Speed**  
*Used to move on the Map*

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

### Hero Board Statistics

*They correlate with the statistics on the Prophecy Cards and help you choose the right Hero squad according to the Future Scenarios of the drawn Prophecy Cards*

**Name**  
*The name of your mighty Hero*

**Hero's Story**  
*The backstory of your Hero*

**Fighter** [Progress Bar]

**Support** [Progress Bar]

**Melee** [Progress Bar]


**Gatherer** [Progress Bar]

**Talented** [Progress Bar]






**Constant** [Progress Bar]

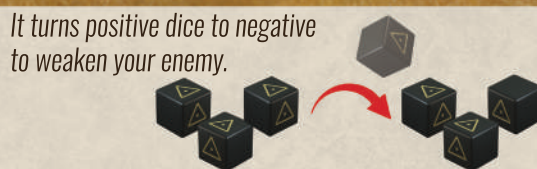
## VIRTUES




**Virtues** are statistics on the **Hero board**. When a **Hero** collects a **White Stone** or suffers damage, choose which **Virtue** to increase or decrease, respectively (for more details on taking damage, see the *Battle section, p.25*).

Icon	Name	Effect
	Love	This is the <b>Virtue</b> you use during <b>Battle</b> . During <b>one round of attack</b> , you roll a number of <b>dice</b> equal to your <b>Love's</b> value (0-13).



	Hope	This <b>Virtue</b> lets you <b>change the value</b> of a rolled <b>die</b> from <b>negative</b> to <b>positive</b> or vice versa. The number of dice you can change is based on how much <b>Hope</b> you have: <b>0-2 = 0</b>  ; <b>3-6 = 1</b>  ; <b>7-10 = 2</b>  ; <b>11-13 = 3</b>  . <b>Hope</b> can be used for every object that has dice rolling in it (e.g. <i>Treasures and Battles</i> ). <b>Hope</b> can be used once per individual object during one turn.
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	Faith	This <b>Virtue</b> lets you draw and use <b>Bonus Cards</b> (from the player's deck) during your turn. Depending on how much <b>Faith</b> you have, you can draw: <b>0-2 = 0</b>  ; <b>3-6 = 1</b>  ; <b>7-10 = 2</b>  ; <b>11-13 = 3</b>  . The <b>Bonus Cards</b> can grant you additional <b>Speed</b> , <b>Actions</b> , dice turning, additional dice during <b>Battle</b> or nothing. Draw your <b>Bonus Cards</b> at the beginning of your turn. The bonuses of this card can only be used during the current turn (they are not permanent).
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3-6 = 1 card



7-10 = 2 cards



11-13 = 3 cards





## Endeavour

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

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

It allows you to perform **1 more Action** 🐾 during your turn, in addition to the **1 Action** 🐾 you have by default.

**Bonus Cards** can add more 🐾 during your turn.

1 🐾 default + 1 🐾 from Endeavour + 1 🐾 from Bonus Card = 3 🐾



## Endurance

This Virtue lets you **increase any Virtue** of your choice 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 🐾 ; 3-6 = 1 🐾 ; 7-10 = 2 🐾 ; 11-13 = 3 🐾 .

If you have **2 or more Virtues** to increase, you can choose different **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** at the end of your turn. Depending on how much **Mercy** you have, you can increase:

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

If you have **2 or more Virtues** to increase, you can choose different **Virtues** and different **players** to add them to.

e.g. You have **3 Mercy** 🐾 (3-6 = 1 Virtue). It allows you to add **1 more Love** 🐾 (or any other Virtue) to another player.





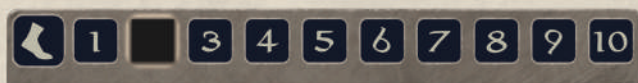
All Virtues can be used both in the Past and Future Phases.

You can use the effect of your Virtue the moment you reach the threshold. If you lose a Virtue, you immediately lose the effect it gives you.

e.g.: You gain 1 Endeavour mid-turn, reaching a higher threshold. You can use one more Action during the same turn.

e.g.: You lose 1 Faith mid-turn, going below a threshold. You immediately lose the ability your Bonus Cards give (if you haven't used it yet).

## 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** takes 1 Step. You can continue moving until you exhaust all your **Steps** even if you have performed all allowed **Actions** for your turn or you can stop moving without using them all up.

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**). You can use the **additional Speed** the moment you get it.

Fig.1



Fig.2



Fig.3

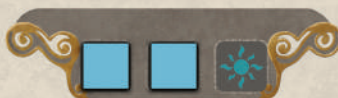
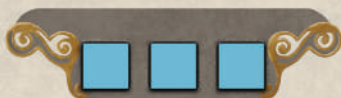


Fig.4



**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 also 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.





Shevitsa helps you develop your Talents as you gain experience. The Shevitsa Talents are unique for every Hero. There are 3 levels and 6 Talents in total. The player must choose between 2 Talents whenever they collect enough Shevitsa to unlock a new level.

Each level requires a set amount of experience:

- The first level requires 2 Shevitsa to unlock. Mark it using a Shevitsa cube. (Fig.1).
- The second level requires 4 additional Shevitsa to unlock. Mark it using a Shevitsa cube. (Fig.2).
- The third level requires 6 additional Shevitsa to unlock. Mark it using a Shevitsa cube. (Fig.3).

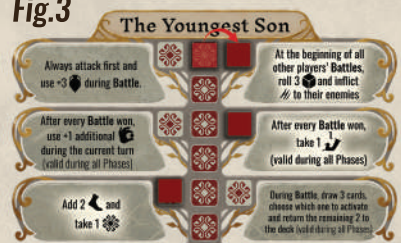
Fig.1



Fig.2



Fig.3



The moment you unlock your Talent you can use its ability. Some abilities give you one-time bonuses to add, others give you special powers. You can mix and match your Talents as you wish but you cannot unlock 2 Talents from the same level. Every unused Shevitsa can be stored in the midline column of your Talent tree on the Hero board, or by placing your Red cubes near your Hero board.

### What is Shevitsa?

Shevitsa is a specific type of embroidery, a core element to traditional Bulgarian clothing. Every shevitsa requires countless hours of labour 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.



The Sacred Stone is the most valuable item in the game. It helps you in a unique way in every Future Scenario. You can give 1 Sacred Stone to any other player given that:

- You are adjacent to them on the Map (standing on any of the 8 surrounding spaces)
- You use 1 Action ( ).

## ARTIFACT CARDS

### SYMBOL

Shows the level of the Artifact

### SLOT

The place where the Artifact goes

### USAGE

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



### NAME

The name of the Artifact

### EFFECT

The effect of the Artifact

### STORY

A short text telling you more about the Artifact

**Artifacts** are additional items you can equip to **1** of these **3** slots - your Hero's **head** (👤), **hands** (👉) or **feet** (👣).

- You can have an unlimited number of **Artifacts**, but you can only use **1** of each type (*head, hands, and feet*) during your turn.
- If you have more than **1** **Artifact** of the same type (*head, hands or feet*), you can choose which one to equip when you need to use it. This can be done anytime during your turn. You don't have to choose which one to use from the beginning of your turn.

**Artifacts** differ by strength. There are:

- Level 1 Artifacts (1 👤);
- Level 2 Artifacts (2 👉);
- Level 3 Artifacts (3 👣).

**Artifacts** differ by usage. They can be:

- Passive (∞) - can be used each turn;

*Note: All Passive Artifacts can be used once in every round of attack in Battle.*

- Active (△n) - you need to have positive dice to use them;

*Note: Using positive dice to activate an Artifact during Battle means you cannot count those dice as damage. All Artifacts that need activation can be used once in every round of attack in Battle, and they need to be activated every time they are being used. (For more information on how to activate Artifacts during your round of attack, see section "Battle Cards", p.25).*

- One-timers (1) - can be used only once, after which they are put in the discard pile.



Level 1 Artifact (1 👤)  
head (👤), Active (△1)



Level 2 Artifact (2 👉)  
hand (👉), One-time (1)



Level 3 Artifact (3 👣)  
feet (👣), Passive (∞)

## Set up

Set aside **3** decks, depending on the strength level of the **Artifacts** (1, 2 and 3).

## Winning an Artifact

1. Draw **3** cards at random from the corresponding deck.
2. Choose **1** to keep.
3. Put the other **2** in the discard pile of the corresponding deck.
4. Every used-up or transformed **Artifact** is discarded.
5. Once **all** **Artifacts** are discarded (or are in use), shuffle the discard pile and reset the deck. Start a new discard pile for the used **Artifacts**.

You can give **1** **Artifact** to any other player given that:

- You are adjacent to them on the **Map** (*standing on any of the 8 surrounding spaces*)
- You use **1** **Action** (👤).

## MAP, TILES AND TOKENS

Tiles are used to create the **Map** during the **Past Phase**. The Tiles come in squares divided into **4 Spaces (2x2)**. When you add another Tile to the Map, snap the Tile's edge to the already placed 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 objects – **Red, Black, and White Stones**, the **Offerings**, and the tokens for **Battles, Treasures, and Quests**, on it. The **Trees** on the Tiles are impassable. **Altars and Portals** are permanent – they can be used multiple times both in the **Past** and **Future Phases**.

### 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

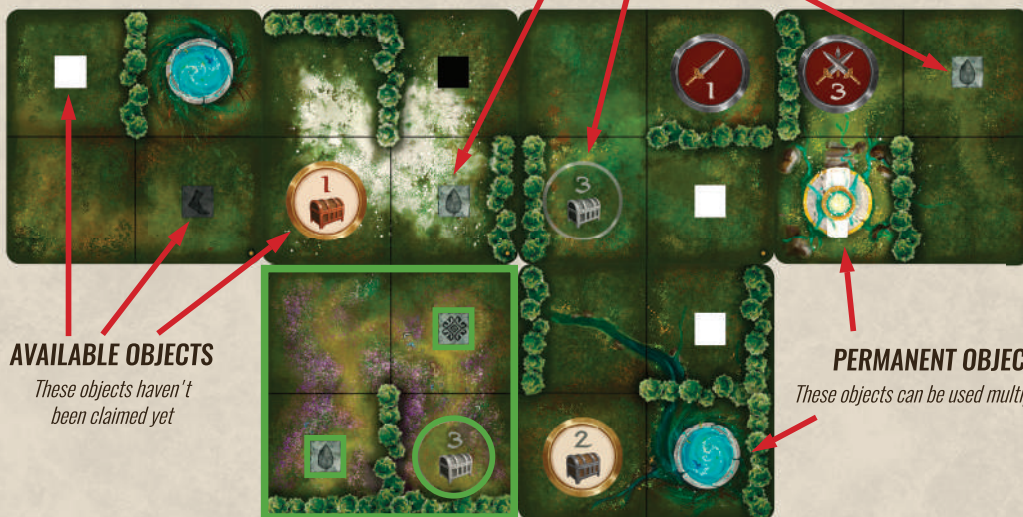


### MAP TILE PLACEMENT

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



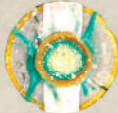
### PERMANENT OBJECTS

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 3 Treasure

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. <b>Trees</b> do not impact the exchange of objects between adjacent players.
	Portal	When you enter a <b>Portal</b> , you can immediately move to any other <b>Portal</b> on the <b>Map</b> .
	Altar	A place where you can <b>Sacrifice</b> objects to receive something more valuable.

All other objects placed on the **Map** as cubes and tokens are temporary. You can only use them once. Whenever you step on an object on the **Map**, you can use an **Action** to claim it – take the token from the **Tile** and do the corresponding action.

	Virtue	Take it from the <b>Map</b> and gain <b>1</b> of a chosen <b>Virtue</b> .
	Shevitsa	Take it from the <b>Map</b> and gain <b>1</b> <b>Shevitsa</b> .
	Speed	Take it from the <b>Map</b> and gain <b>1</b> <b>Speed</b> .
	Treasure	Taking this token allows you to draw a <b>Treasure Card</b> from the deck of the corresponding level. <i>(See "Treasure Cards" section, p.22)</i>
	Battle	Taking this token allows you to draw a <b>Battle Card</b> from the deck of the corresponding level. <i>(See "Battle Cards" section, p.25)</i>
	Quest	Taking this token allows you to draw a <b>Quest Card</b> from the deck of <b>Quests</b> . <i>(See "Quest Cards" section, p.24)</i>
	Offering	Taking this token and giving it to another player (on a space adjacent to you) allows you to gain an <b>Artifact</b> .

## OFFERING

When a **Tile** with an **Altar** is placed on the **Map**, place an **Offering** token on the **Altar** (Fig. 1). Any **Hero** can claim it, using **1 Action** (Fig. 2). Giving the **Offering** to another **Hero** as an **Action** blesses it, turning it into an **Artifact** (Fig.3):

- The first **Offering** that is given turns into a **Level 1 Artifact** ( 1 )
- The second **Offering** that is given turns into a **Level 2 Artifact** ( 2 )
- The third **Offering** that is given turns into a **Level 3 Artifact** ( 3 )

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.

Fig.1



Fig.2



Fig.3



## 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.

### SYMBOL

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

### NAME

*This is the name of the Treasure Card*

### TREASURE LEVEL 2

*At level 2, if you roll 0, you get nothing*



### REQUIREMENT

*Positive dice rolls needed to achieve corresponding award*



### STORY

*A short text telling you more about the card*



### TREASURE LEVEL 3

*At level 3, if you roll 0, you lose something*


Every time you open a **Treasure**, roll **3 dice**. Depending on the result, you get the corresponding reward.

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

Opening a **Treasure** is not without risk! There are three levels of **Treasures**. The higher the level, the bigger the potential reward, but also the greater the chance of not winning anything, or worse, losing something.

The possible outcomes are listed in the table below:

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

When your **Hope**  is **3** (or higher), you can **flip a dice** and use it to reach the **Treasure** threshold for a **greater reward**.



## QUEST CARDS

When you take a **Quest token**, remove it from the **Map** and draw a **Quest Card** from the deck. If you manage to fulfil the requirement(s) during the **Past Phase**, you win the reward.

**SYMBOL**  
*This symbol shows this is a Quest Card*

**NAME**  
*This is the name of the Quest Card*

**STORY**  
*A short text telling you more about the card*


**REQUIREMENT**  
*What you have to achieve and what the reward is*

**Quest Card: Nine Mountains Over**

If you collect 5 Treasures, take 1 

The map unveils a road long and narrow - through sky-high mountains and deep dark seas. In the end, the city of the Sun rises.

You can give 1 **Quest** to any other player given that:

- You are adjacent to them on the **Map** (standing on any of the 8 surrounding spaces)
- You use 1 **Action** ().

**Note:** Quests can only be completed during the **Past Phase**. After completion or when the **Past Phase** ends, the **Quest Card** is discarded. You can track your **Quest's** progress using the involved objects.

## BONUS CARDS

Drawing a **Bonus Card** lets you use its effect during the turn. Some cards offer 2 **effects**, you can choose which one to use (*you can't use both*). Once the turn is over, discard the cards. There are two types of cards – **Hero Bonus Cards** and **Enemy Bonus Cards**, kept in two separate decks.

### Hero's Bonus Cards:

1. Additional **dice** in **Battle** per turn
2. Additional **dice flip** once per individual object during 1 turn
3. Additional **Speed** for the turn
4. Additional **Actions** per turn
5. **Nothing**



### Enemy's Bonus Cards:

1. Additional **Speed**
2. Additional **Strength**
3. Additional **Defence**
4. **Nothing**



Once all **Bonus Cards** are discarded (or are in use), shuffle the discard pile and start drawing from it, resetting the deck.



## BATTLE CARDS

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

### STATS

*The Speed, Defence and 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 number of cards the enemy draws from their deck*



### TALENT

*The asymmetric Talent the enemy uses*

**Battles** are divided into **3 levels**, increasing in difficulty.

Each enemy uses the same three stats – **Speed** (♣), **Defence** (♥), and **Strength** (♠).

**Level 2 Battles** feature enemies who draw **Bonus Cards** beforehand (see below), and **Level 3 Battles** feature enemies who draw **Bonus Cards** and have unique **Talents**.

### Attacking

- Whoever has the greater **Speed** attacks first. If you have the same **Speed** as the enemy, the enemy attacks first (Fig.1).
- You attack by rolling a number of dice equal to your **Love** (Fig.2).
- The enemy attacks by rolling a number of dice equal to their **Strength** (Fig.3).

### Damage

- You inflict **damage** equal to your **positive dice** (Fig.2, Fig.4).
- You may also use **Artifacts** and **Talents** to inflict additional **damage** (Fig.2, Fig.4).
- When you inflict **damage**, reduce the enemy's **Defence** (Fig.2, Fig.4).
- The enemy also inflicts damage equal to their **positive dice** (Fig.3).
- When the enemy inflicts damage, you 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 **Endeavour** 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 on the enemies.

All **Past Phase Battles** are multi-round **Battles** - you and the enemy keep taking turns until one side is defeated.

In the **Past Phase**, you can also escape the **Battle** at any time by sacrificing 1 **Spirit**.

If the **enemy's Defence** is entirely exhausted (you have dealt more damage than its Defence), you have successfully defeated the enemy, and you claim the prize detailed on its card (Fig.4). If you have no **Spirit** or **Virtues** left, you die. If you die, the game ends for everyone. The **Battle Cards** are discarded after use.

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

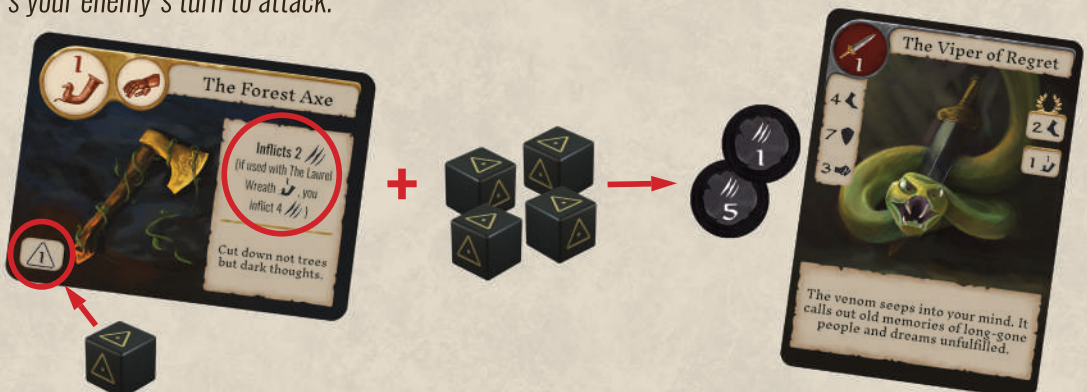


### Fig.2 Hero's round of attack





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

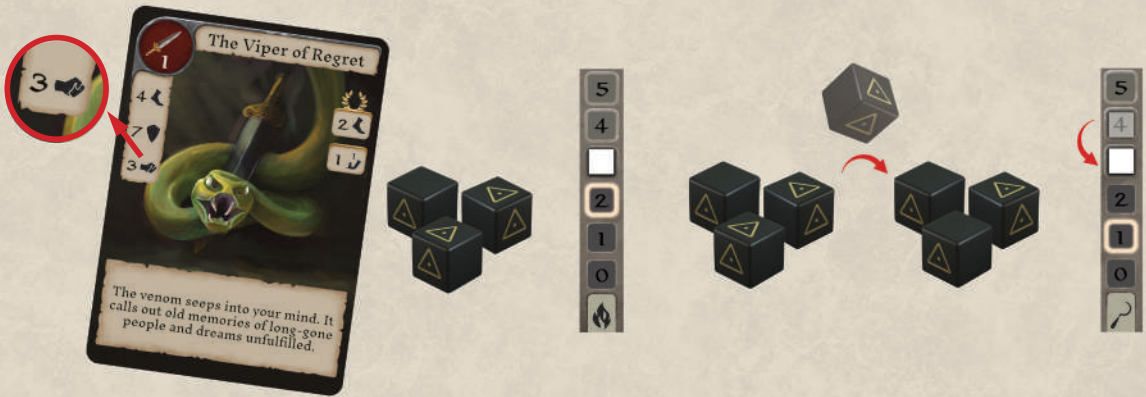


Your **Artifact** requires 1 positive dice for activation and in order to use it, you sacrifice 1 of these 5 **///** to your enemy. The **Artifact** allows you to deal 2 **///**. You cause 6 **///** in total to your enemy- 4 from your dice roll and 2 from the **Artifact**. Your enemy's **♠** was 7 and 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."

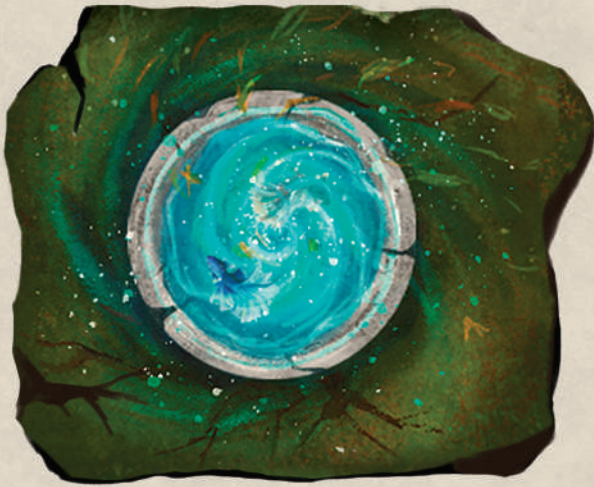
The card features a dark, menacing character with glowing green eyes and a black and green outfit. The card includes various stats and abilities: a red circle with a sword icon and the number 3, a green circle with a laurel wreath icon and the number 1, a red circle with a plus sign and the number 2, and three circular damage tokens with slash marks and the numbers 1, 5, and 1.

### DAMAGE TOKENS

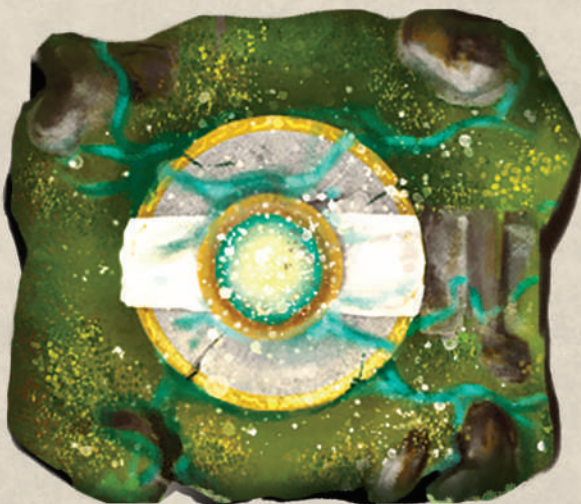
*Tokens that can help you keep track of the enemy's Defence*



## USING PORTALS AND ALTARS



**Portal** - an object found both in the **Past** and **Future Phases** that can be used an unlimited amount of times. When your **Hero** enters it, you can 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 an unlimited amount of times. **Altars** allow you to spend an **Action** and perform a **Sacrifice** – discard **Artifacts**, **Shevitsa** or **Virtues** 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:

3x Virtues to convert into 1x Shevitsa



1x Shevitsa to convert into 1x Virtue



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 4x Shevitsa



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



1x Level 3 Artifact to convert into 6x Shevitsa



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



# PROPHECY CARDS

Each **Prophecy Card** contains:

- Hints about the possible **Future Scenario** in the shape of a story.
- Statistics, corresponding with the statistics on the **Hero Boards**, that are meant to help you choose the best Heroes for the possible **Future Scenario**.
- A **Prophecy Quest** that is meant to hint at what will be essential for the possible Future Scenario. Each player that has fulfilled the requirement of the **Prophecy Quest** of the **Future Scenario** that is drawn during the **Present Phase** gets **1 Sacred Stone**.

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

**NAME**  
This is the name of the Prophecy Card

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

**PROPHECY QUEST**  
It hints at what will be essential for the possible Future Scenario. Each player that has fulfilled the requirement of the Prophecy Quest of the Future Scenario that is drawn during the Present Phase gets 1 Sacred Stone

**STATISTICS**  
This shows which skills your team needs to develop in order to be better prepared during this Final Quest

## Example:

When you've drawn the **Prophecy Cards**, look at the statistics at the bottom - **Fights, Supporting, Mobility, Gathering, Talents, Consistency**. Then look at the statistics on the **Hero boards** as they correlate.

You can see that these **3 Heroes: The Youngest Son, the Silver Deer, and Sun and Moon**, will be suitable for the **Parallel Land Future Scenario**.



The Youngest Son



The Silver Deer



Sun and Moon

# SCORING


At the end of the game, you can choose if you want to count your points. All points are counted together for all players, as your final score is a result of your team effort.

## 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.



	Hero 1	Hero 2	Hero 3
	19 p.	12 p.	13 p.
	14 p.	10 p.	18 p.
	16 p.	24 p.	18 p.
	33 p.	30 p.	24 p.
	0 p.	0 p.	30 p.
	15 p.	15 p.	30 p.
Future Quest		300 p.	
Score		621 p.	



# TUTORIAL

If this is your first time playing **ThreeTale**, or you have a new participant, we recommend starting with “**The Beginning**”, where you have only **1 Prophecy** and one **Future Quest** that are known from the start.

## SETUP

Only the **Tiles** marked with a golden dot in one of the corners are needed. There are **9** in total. Everything else is the same as in standard play.



We recommend choosing:  
**The Youngest Son, The Queen of Living Water and The Silver Deer** for “**The Beginning**”.

# CREDITS

This project is a result of the dedicated work of a small and close-knit team. We aim 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 Hristov

**Art Director:** Mihail Topalov

**Lead Artist:** Liliya Ivanova

**Graphic Designer:** Anna Georgieva

**Storytelling:** Maria Maneva & Iliana Hristova

**Communications:** Aia Todorova

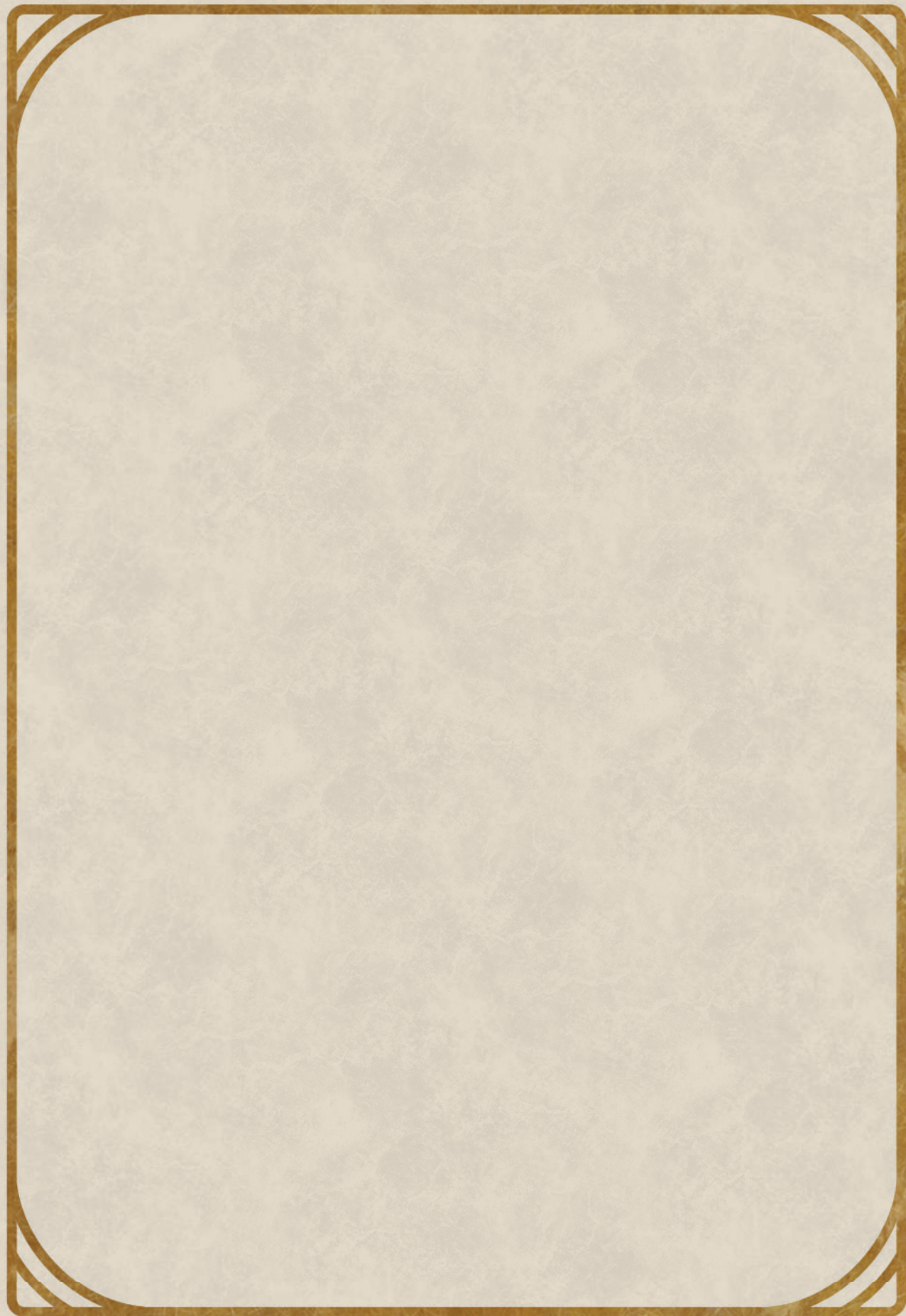
**Digitalization:** Ilia Ivanov

**Other people who have helped 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*

**We also want to thank all of the game testers involved in the project that have helped us improve our game:**

*Ivan Alexiev, Gavriil Boyadziev, Radost Boyadzieva, Konstantin Dochev, Elisaveta Docheva, Bogomil Kasteliev, Nikola Popov, Boryana Vladislavova, Lubomir Vasilev, Yasen Marinov, Nikoleta Nikolova, Dora Todorova, Kostadin Videv, Denis Ivanov, Hristo Simeonov, Veselin Alexiev and many more.*



# THREETALE

— RULE BOOK —

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