

GAME

Players gain points by creating a character and interacting with objects in an unexplored world. The game is won either by taking the symbol of power of another player as one's own, or by dominating the flow of the story by interacting with and placing the most objects.

All game pieces are found objects: players reinterpret the things around them to serve as the material for bringing their new world to life.

OBJECTIVE

LEGEND players use an AVATAR that navigates a world MAP, drawing SCENERY as the Map is explored. TERRITORY is claimed, MONUMENTS built and ITEMS discovered, all while setting OBSTACLES and MONSTERS to confound the path of other players in pursuit of another player's TALISMAN.

The game ends when a player brings the Talisman of another player to a Monument or after 7 rounds, whichever comes first.

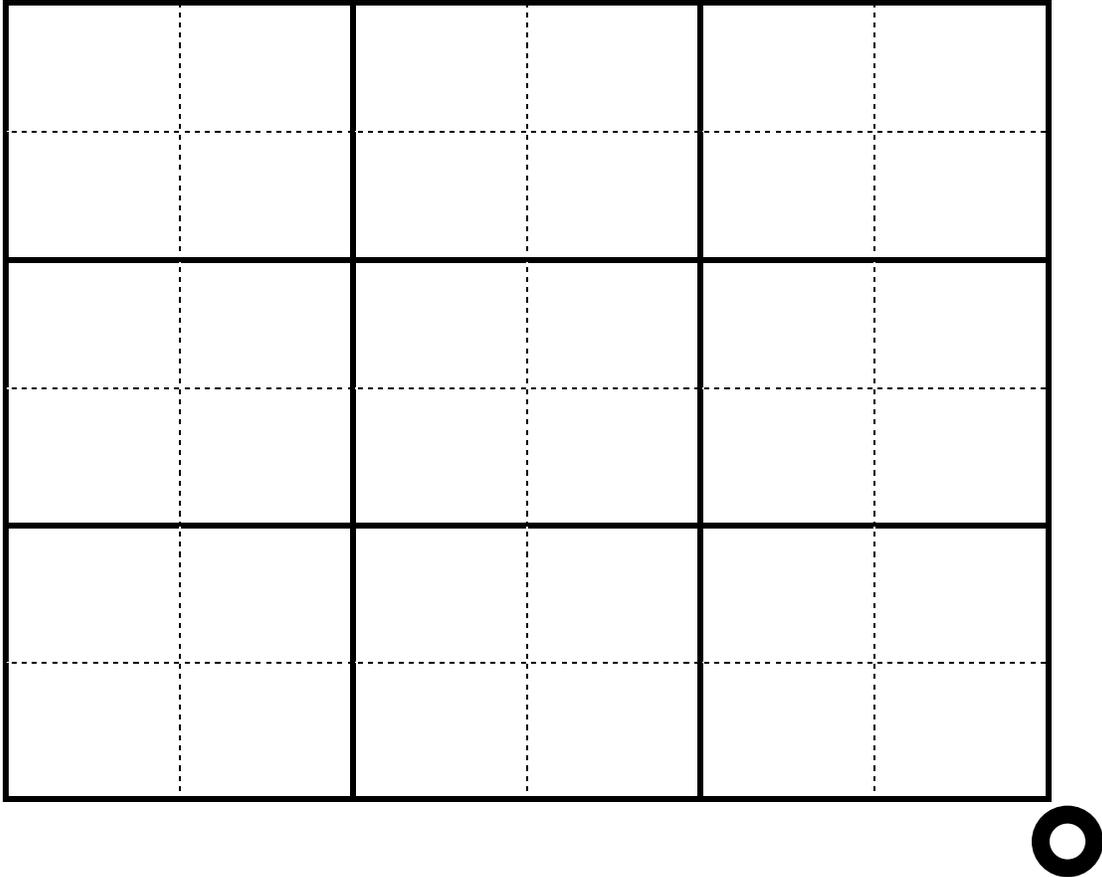
PLAYERS

3 to 4 players

(for more players, draw a Map in a shape with enough corners to give each player a starting point, or in a circle with equidistant start points if preferred)

SETUP

Draw a 3x3 grid of solid lines, dividing each Large Square into 4 Small Squares with dotted lines, like so:



The oldest player chooses a player to go first, after which turns are taken in clockwise order. Each player claims a Corner and chooses an object to serve as their Avatar, giving the Avatar a name and a short description that matches (or does not match) the object. This can be as ridiculous or implausible as you like.

Place your Avatar at the chosen Corner, on the Map borders (like the circle above). Each player then selects one object to be their Talisman – the symbol of their power – and places it in the same space at the Corner of the Map. Each player also creates a Symbol (like a cross, a star, etc.). All of this is recorded on a record of all Actions. Players also have an area to store objects claimed from the Map (their Stockpile) as described below.

GAMEPLAY

After placing Avatars and Talismans, round 1 begins.

Players move and place objects in an attempt to accumulate points or bring another player's Talisman to a Monument.

TAKING TURNS

A turn consists of two actions. You may make any combination of Move Actions or Placement Actions you like. This may include two Move Actions, two Placement Actions, or a Move Action and a Placement Action, in any order.

MOVE ACTION

The Move Action is used to Move Avatars, Heroes, and Monsters. You may move all Avatars, Heroes, and Monsters under your control.

If a Monster/Avatar/Hero lands on a square containing an enemy Avatar/Hero/Monster as a result of their Movement, an automatic battle ensues which is resolved immediately (there are no battles between Avatars/Heroes).

Exiting the Map on a Corner (i.e. to claim a Talisman) and re-entering the Map from a Corner requires a full Move Action.

When you Move an Avatar or Hero into a Large Square that has not been Claimed, claim it as your Territory by drawing your Symbol within the Large Square in question.

When you Move an Avatar or Hero into a small square that has no Scenery (i.e., it is blank), you must fill it in with Scenery of your choice. Draw whatever you want!

PLACEMENT ACTION

The Placement Action is used to place Heroes, Items, Monuments, Monsters, and Obstacles.

Whenever you use a Placement Action to place an object in uncharted territory, you must fill that square in with Scenery.

RECORDING ACTIONS

Keep track of the names and categories of object played, as well as obstacle traversals on a common record.

A single player can be designated to record all actions, or actions can be recorded round-robin.

If desired, the explanation of each action may also be recorded. When the game ends, these can be read to recount the legend created in the game.

THE STOCKPILE

When you defeat a Hero or Monster and/or use an Item, remove the expended objects from the Map and place them in your personal player area by your Corner.

Objects in this Stockpile may not be reused as Placement objects and are used to calculate points at the end of the game.

OBJECTS

There are 6 types of objects in LEGEND: Avatars/Heroes, Items, Talismans, Monsters, Obstacles, and Monuments.

They are as follows:

AVATARS and HEROES

The Avatar is your “main character,” the incarnation of the being you represent.

- The Avatar can *never be killed*, and when defeated always re-spawns at its player’s starting corner.
- The Avatar *navigates the Map*, claiming new Territory and drawing new Scenery, claiming Items, traversing Obstacles, defeating Monsters, and is responsible for carrying a captured Talisman to a Monument.
- Avatars may move by *up to two squares* per Move Action, including diagonally.
- Avatars can *occupy* Monuments. When this happens, other Avatars and Heroes *cannot enter*. To move an Avatar from a Monument, a player must use a Monster.
- Each player may have *only one Avatar*. The Avatar must fit *roughly* within one small square. It is good enough as long as the Avatar more or less fits inside the square.

Heroes are additional characters you may play that have all the powers of the Avatar, except that when they are defeated, they are *permanently killed* and go to the victorious player’s stockpile for points in the final tally.

There is *no limit* to the number of Heroes you may have in action. Heroes must fit *completely* within one small square and may *only* be placed at your starting Corner.

ITEMS

Items are objects that you can Place on the Map for Avatars and Heroes to collect in order to *defeat Monsters* or *traverse Obstacles*.

The characteristics of Items are as follows:

- Items must fit *completely within one small square*. Draw Scenery if there is none present.
- Items may be *placed anywhere* except for the Large Square of the player's starting corner.
- Items are *picked up automatically* when an Avatar/Hero passes through the square it rests on, unless the Avatar/Hero has an Item already. They may swap Items if they choose.
- An Avatar or Hero must use an Item to *defeat a Monster* or *pass an Obstacle*. Avatars/Heroes without an Item will be killed by Monsters and cannot pass Obstacles.
- Each Avatar or Hero may have *only one Item each*. They may, however, also carry a Talisman.

To use an Item, move your Avatar or Hero holding an Item into a square containing a Monster, Monument, or Obstacle. Then, explain how your Avatar or Hero uses the Item to defeat the Monster or survive the Obstacle.

Any explanation is fine – the goal is to entertain your fellow players with a good story. Once the Item has been used, move it to your Stockpile.

TALISMANS

Talismans are the source and symbol of an Avatar's power. They are kept at the starting Corner of each player, just outside the Map.

The characteristics of Talismans are as follows:

- If you bring another player's Talisman to an unoccupied Monument, you *instantly win* the game.
- If an Avatar or Hero holding a Talisman is defeated, the *Talisman is dropped* and stays on that square. Any player may pick it up – except for the player who owns it.
- An Avatar or Hero can *hold no more than one Item* at once, but may hold one Talisman and one Item.

PICKING UP A TALISMAN

To pick up a Talisman, an Avatar or Hero must exit the Map into an opponent player's starting Corner. They then pick up the Talisman automatically.

Entering and exiting the Corner requires a full Move Action each time.

If your Avatar or Hero enters any Monument while holding this Talisman, you immediately win the game – regardless of the point tally!

MONSTERS

Monsters are objects that you may place on the Map to serve as *enemies* to *attack* Heroes, Avatars, and other Monsters.

The characteristics of Monsters are as follows:

- Monsters can Move by two squares per Move Action in any direction. They may *attack* Monsters, Heroes, and Avatars. Monsters *cannot* pick up Items or Talismans or enter Corners.
- Monsters can *only be placed on your own Territory*, but they may take up *as many of your Territory squares* as you like. When Moving a large Monster causes them to touch more than 1 new square, their Movement Action ends.
- Unlike moving Avatars/Heroes, it is *not necessary to draw new Scenery* if a Monster is moved into uncharted Territory.
- If you move a Monster into a square containing another Monster or an Avatar or a Hero, a battle *automatically* takes place:
 - Between two Monsters, the aggressor is victorious.
 - Avatars/Heroes lacking an Item are defeated and the Monster is victorious.
 - Avatars/Heroes with an Item are victorious, but lose the Item.
 - The victor tells the story of the encounter.
- Monsters can be used to *Siege Monuments*. If an Avatar/Hero Occupies a Monument, any Monster that is Moved onto a square a Monument Occupies *automatically* Sieges the Monument:
 - If the Avatar/Hero does not possess an Item, the Avatar/Hero is defeated and the Monster destroyed.
 - If the Avatar/Hero possesses an Item, the Item is lost and the Monster slain.

OBSTACLES

Obstacles are objects that you may place on the Map to serve as *trials* or *impediments* for other Avatars/Heroes. They cannot move or attack once placed. Anything you can think of that might be even a minor annoyance could make a good Obstacle!

The characteristics of Obstacles are as follows:

- Obstacles can be placed *exclusively* on the *boundaries/intersections* of squares. Furthermore, you may *only* place them on areas you have claimed as your Territory.
- Obstacles may be placed in the middle of the Map or on the edge: all that matters is that the object is placed on top of *an intersection that you have already claimed*.
- Obstacles may not be placed on the Large Square of an *opponent player's starting Corner*.

When you place an Obstacle, describe the nature of the Obstacle. If an Avatar/Hero wishes to pass through any square that an Obstacle touches, they must use an Item, describing how it is used to meet the challenge.

An Obstacle that a player passes is not destroyed: it remains for other players to face with their own Items. You do not need to use an Item again to pass this Obstacle, so keep a record of your passage – otherwise other players may demand you use an Item again anyway!

MONUMENTS

Monuments are places of special significance, locations at which Avatars or Heroes may bring Talismans or else prevent other Avatars or Heroes from entering.

The characteristics of Monuments are as follows:

- Monuments may only be placed in *Territories that you have already Claimed*. If your Avatar or Hero enters an unoccupied Monument while in possession of an opponent's Talisman, you *win the game immediately*.
- In order to distinguish Monuments from Obstacles, Monuments are *surrounded by a double line* that is drawn over Scenery during placement.
- Monuments must *fit within one Large Square* (i.e., within the confines of a single solid-bordered square) that has been *claimed as Territory* by the player that wishes to construct it. It does not matter how many small squares the Monument object physically occupies. It is always worth the same number of points.
- Avatars/Heroes may *Occupy Monuments by using a Move Action* to enter the same square as the Monument. When an Avatar/Hero Occupies a Monument, they can only be dislodged via *an attack by a Monster*. If the Avatar/Hero Occupying a Monument possesses an Item, *they will defeat a Monster* that attacks but lose the Item.

At the end of the game, any Monument Occupied by an Avatar or Hero *belongs to the player controlling the Avatar or Hero* for point purposes.

Dislodged Avatars/Heroes are considered defeated and return to the owner's starting Corner (Avatars) or the victor's Stockpile (Heroes).

VICTORY

Players win either by transporting an opponent Talisman to a Monument or by having the maximum number of points after 7 rounds. If a player successfully transports an opponent Talisman to a Monument, that player immediately wins regardless of the point distribution.

Scoring (Talismans provide points only when held by an Avatar or Hero):

Avatar: 0 pts

Hero: 1 pt

Stockpiled Hero: 2 pts

Monster: 1 pt

Stockpiled Monster: 2 pts

Item: 1 pt

Stockpiled Item: 2 pts

Obstacle: 1 pt

Monument: 3 pts

Talisman: 5 pts

ADVANCED PLAY

VOTING: When using Items, other players may Vote on the plausibility of the explanation. If an explanation is Voted down, the player may offer a different story. If this also fails, the player either 1. Retains their Item but does not advance (i.e., past the Obstacle), 2. retains their Item but is not victorious (if attacking Monsters), or 3. suffers defeat, the Hero/Avatar dies, and the Item is left in that square (if attacked by Monsters). In the event of a tie vote, the player in question is allowed the tiebreaking vote (meaning unless the player is roleplaying the sort of character that might vote against themselves, ties are in favor of the acting player).

DUELS: As an add-on to the Voting mechanic, Heroes/Avatars may be permitted to Duel each other. If one Hero has an Item and the other does not, they may not Duel, but if both Heroes have or do not have Items, they may each give an account of their strategy in writing and reveal what they wrote at the same time. The other players Vote on the victor based on the account that they like the best. In the event of a tie, flip a coin.

ABILITIES: Abilities introduce a third potential action into a player's turn. They are special moves or traits that only that player may use. At the beginning of the game, players select an Ability as they place their Avatar and Talisman. Turns are still limited to two Actions, but one of these Actions may be an Ability Action. Abilities may be used only once per turn.

Here is a list of example Abilities (feel free to create your own! Creating and allowing alternative Abilities can be accomplished using a Voting mechanism like the one described above):

REWRITE

If an Avatar or Hero is in a Large Square that has been claimed by another player, the player may use Rewrite to claim that Large Square for themselves instead. This Ability does not require its own Action, and may be used during a normal Move Action.

SHIFT

A player may switch the positions of *any* two objects of the same category that are not located in any player's starting Large Square.

RECYCLE

A player may replay objects from their Stockpile as a Placement Action anywhere on the board, ignoring conventional Placement rules. The object may be exactly the same as it was before, or Placed as a completely different category.

LONG ARM

A player may proactively use an Item against a Monster or an Avatar/Hero in a Monument from up to two squares away. Alternatively, a single Item may be used to defeat two immediately adjacent Monsters.

POCKET

A player may carry two Items instead of one.

GAMBLE

Choose a player to flip a coin for you. You call the result. If you win, you may take 2 additional Actions this turn. If you lose, your turn ends immediately (if you used GAMBLE as your second Action and you lose, skip your next turn).

CHARM

Use an Action to bring a Hero or Monster in a Square you have Claimed under your control (cannot be used on Avatars).

GUILE

A player may use a Placement action to turn a Monster they control into a Hero or an Obstacle they control into a Monument, or vice versa (Monument must be unoccupied). You may use a small token to serve as a reminder of the modification if you wish.

ENTROPY

All players (including the player using ENTROPY) chooses any object to remove from the Map and place in their Stockpile. If an Avatar or Hero is chosen and possesses an Item or Talisman, the Item/Talisman is left behind. If a Monument is chosen and is Occupied, the Avatar/Hero (along with any Items) or Monster is left on that square.