



SET IN
THE WORLD OF

TIME OF LEGENDS
Joan of Arc

120-150

14+

1-3

TIME OF LEGENDS

DESTINIES



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Time of Legends: Destinies is a competitive, story-driven, game of adventure and exploration, mixing an app and a board game.

This rulebook is for review copies only and presents the game elements required to play only a single scenario The Howl. It is still work-in-progress. Please contact us with any feedback about this rulebook you may have. Your help is much appreciated.

Destinies System

The Destinies system offers a fully story-driven, app-supported, RPG-like board game experience, without the need for a game master. Each scenario depicts a part of a vivid world, full of dark stories, epic NPCs and mysteries to solve. Each player takes the role of a hero on a quest to fulfill their destiny. Each destiny is a final goal of the character and has at least two, completely different paths to victory, composed of branching series of quests. Players compete with each other to push the world towards their own destiny.

The game uses an app and the Scan&Play technology to offer players a unique story-driven experience full of dynamic events, epic adventures, and an ever-changing game world. Each turn players

discover new parts of the world presented on tiles, explore them and pick one point of interest to visit. There they learn more about the story and make crucial choices of how they want to interact with people, creatures or situations faced there. The consequences of each choice are meaningful and often change the state of the world forever.

The game is the result of a close cooperation between Lucky Duck Games - creators of the Destinies system, and Mythic Games - creators of the Time of Legends: Joan of Arc universe.



Components



Item cards

Destiny cards

3





12 Map tiles



3 Character minis



9 Effort dice

Please note that in this prototype Effort dice are not purple. They are the same color as the main dice, just **smaller**.



9 3D Point of Interest minis



6 Main dice



3 Player boards



60 Skill tokens



20 Experience tokens



20 Coins



26 Point of Interest Tokens



5 Pairs of Trade Stack tokens

Setup

- ❶ In the app, choose the scenario “The Howl”, then follow these instructions:
- ❷ Read the introduction of the scenario to all players out loud.
- ❸ Each player then chooses one of the characters: Maire , Herbalist  or Deserter .
- ❹ Each player gets:
 - A player board,
 - 2 main dice and 3 effort dice,
 - 2 coins,
 - The Destiny card and miniature matching their character.
- ❺ Each player:
 - Places their dice and starting coins in the supply area of their player board ;
 - Places skill tokens on skill tracks, according to the values provided by the app ;
 - Reads privately their Destiny card and then places it on their player board  so the character illustration is visible (Destiny cards are secret, no player should show or read them to the other players).



4 Follow the instructions in the app to set up the world:

- Place Map Tiles on the table. Please note that one side of each tile presents the explored part of the map **a**, while the other has a fog of war effect **b**. At the beginning of the game only one tile is explored;
- Place available Points of Interest marked with their Tokens **c** and 3D Points of Interest Minis **d** on the explored tile as shown on the app;
- Place your Characters Minis **e** on the explored, starting Map Tile.



You are ready to begin your journey!

Objective

Players are each trying to establish narrative dominance and fulfill their destiny. They do this by exploring the world, getting and using items, talking with characters and overcoming challenges. The first player to fulfill their destiny is the winner.

Game Flow

Players take turns, passing the device from one to another. On a player's turn, they move and then visit a Point of Interest. All narrative and information in the game are public! The active player has to read out loud to the others all descriptions from the app.

Movement

Players may choose any tile that is up to 2 tiles away from their current position, counting orthogonally (no diagonal movement). Players may move onto an unexplored tile, but can not move through such tiles.

Onto An Explored Tile

If a player chooses a tile that was already explored, they move their mini onto that tile.

Then they chose a single Point of Interest on that tile to visit. Points of Interest are marked with their tokens  and 3D Points of Interest minis .

Onto An Unexplored Tile

If a player chooses a tile that hasn't been explored yet, they click in the app on this tile, and follow the instructions. Most commonly, they will consist of:

- flip the chosen tile to the explored side;
- place the player's character miniature onto that tile;
- place points of interest on the chosen tile;
- place new unexplored tiles around with their fog of war side up;

Finally, they chose a Point of Interest on that tile to visit. Points of Interest are marked with their tokens



and 3D Points of Interest minis .

Visiting a Point of Interest

To visit the chosen Point of Interest, click on it in the app. The player will be presented with a description of the chosen Point of Interest. They are to read this description out loud.

When visiting a Point of Interest, the player will have multiple options. They can use any of them, in any order, but each one only once. In some cases though, the choices made may open or close certain options or even force them out of the Point of Interest and end their turn.

The possible options are: interactions, tests, item scanning and trading.

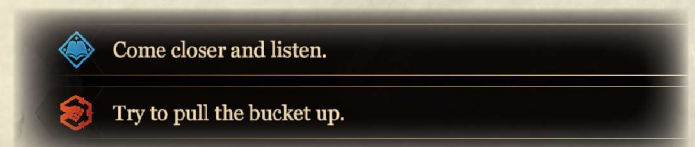


Interactions

Interactions let the players take some actions without having to pass a test. They will always succeed in doing the action, but consequences vary and are unknown beforehand. Sometimes, doing the action will then give the player a choice to make regarding how they want their character to react to a certain situation. In that case, the player can't proceed without making a choice.



Taking a Test



Tests are about trying to do something, without the assurance of succeeding. When choosing a test in the app, the player will know what they are trying to do, and which skill is used for that. What they will not know is the difficulty of the test – this must be deduced from the description. Breaking a stick is surely easier than lifting a huge rock.

There are three character skills in Time of Legends: Destinies:



INTELLIGENCE - reflects cleverness, charisma and wisdom. Example usages are: talking with someone, focusing on a task, reasoning and drawing conclusions.



POWER - reflects strength, health and endurance. Example usages are: fighting a monster, lifting a heavy object, running for a long distance.



DEXTERITY - reflects agility and sense awareness. Example usages are: sneaking past guards, searching for tracks, climbing a tree.

After choosing the test, the player will have to roll their dice. They always use both Main Dice and they can use any number of their not exhausted Effort Dice.

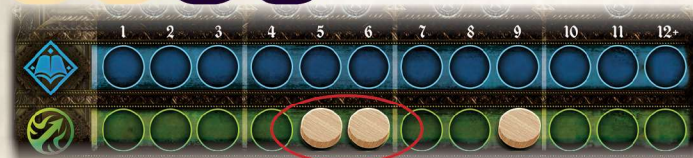
To check how well they did, the player sums up the numbers on all rolled dice. Then, they compare the sum with their skill. For each skill marker on the skill track that is equal to the rolled sum or lower, the player gets one success level. For each auto-success-level they roll, they get an additional success level.

Then the result is entered into the app, which in return gives the player the result of their action.

The result may consist of:

- storyline changes;
- experience points gained by the player;
- items gained by the player.

Example: The player chose an agility test, and chose to use 2 Effort Dice. They rolled:



With a total sum of 8, 2 skill markers on their skill track are counted [one on number 5, one on number 6] as 2 success levels.

One additional success level has been rolled on an Effort Die, so the player totals 3 success levels, which is then what they report in the app.

It is worth noticing that many tests offer various effects based on the success level of the player. Sometimes they may get some results with a low amount of success, but if they try again and get more success, the effect can be different.

Scanning Items



Ask the Innkeeper about...



Throw something into the den from a distance.

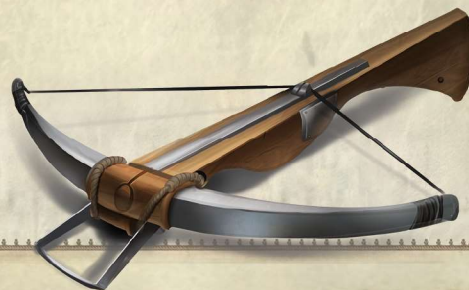
When visiting a Point of Interest, players will often have an option to scan their items. The app suggests if this particular scan means talking about the item with a non-playable character or using the item in certain situations.



Each player's Destiny Card and each Item Card have a QR code on them indicating that they can be scanned.

As with other options in the Point of Interest, the player can only scan one item, whether it is their Destiny Card or an Item Card, so they should carefully consider their choices.

Scanning their Destiny Card when they talk to non-playable characters means sharing their story with them. It usually results in getting hints about how they can fulfill their destiny, which might be very helpful.



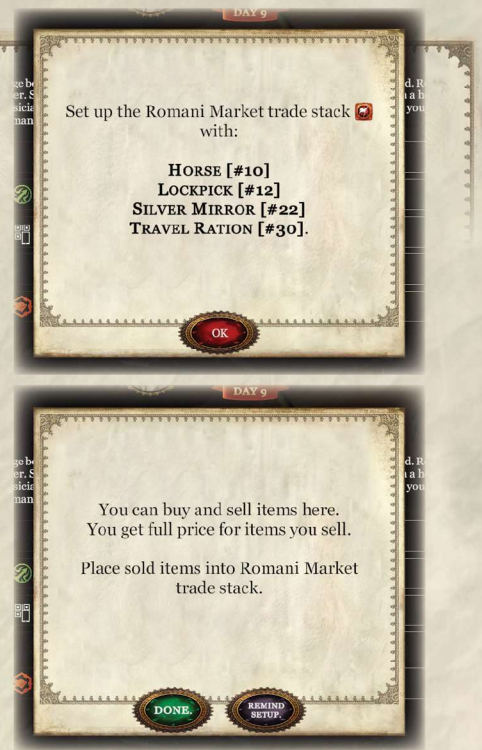
Trading

When a Point of Interest offers a trading opportunity for the first time, it will need a short setup to be made. The app will indicate which Item Cards to prepare, and which Trade Stack Token to use. Place a Trade Stack Token on the Point of Interest, and on the Item Cards which available to buy.

The next time that Point of Interest is visited, the already prepared Trade Stack will be used, with the items present there. This means that what one player sells may be bought by another. Similarly, when one player buys something, it becomes unavailable to others.

Item prices are equal to their printed value, both when buying and selling.

During each visit in a Point of Interest with a Trade Stack, players may sell and buy as many items as they wish.



Other Game Concepts

Experience

At any moment during their turn, a player may spend the Experience points  they have gathered, in order to upgrade their skills.

Upgrading a skill gives players an additional Skill Marker to place on their Skill Track. The cost of a Skill Marker is depicted above the Skill Track. Players may not buy a Skill Marker for a skill level that already has a Skill Marker on.

EXAMPLE: A player has 3 Experience points and wishes to upgrade their POWER.

First, they choose to get one Skill Marker on level 7 (which costs 2 experience points as shown above the level).

Then, having only 1 experience point left, they would like to place a marker on level 10, but there is already a marker on that level, so they choose to buy a marker for level 11 with the remaining Experience point.



At the end of their turn, if a player has more than 6 EXP, they must spend some.

Dice

There are two types of dice:

- Main Dice 

Each player has 2 of them. These are used in every test and their use is obligatory. They do not get exhausted and can both be used for every test at every turn.

- Effort Dice 

Each player has 3 of them. These are used voluntarily, as they are exhausted once they have been used in a test (removed from the player's supply). One Effort Dice is regained at each turn. The  symbol depicts an auto-success-level, which the player adds to the amount of successes made with the roll.

Virtue

The world remembers. Many moral choices players take affect the way the world interacts with them. Good or evil, it is up to each player to choose their own path. The deeper they follow it, the more it benefits them.



Items

Each Item Card has the following elements:

- a** Name
- b** Value - how many coins it is worth
- c** Item categories - when used via scanning, sometimes the category is important (for example to start a bonfire, any Item with the “fire” category will be sufficient).
- d** Illustration
- e** QR Code
- f** Special Ability - there are two types of special abilities. The tag “Always” means that the ability is active as long as the character has the Item. To use an ability tagged with “Discard”, the player has to destroy it. When they do, the Item Card is returned to the box.
- g** Bonuses to skills - when they acquire an Item with a bonus to skill, the player immediately puts a new skill marker on the corresponding space of their skill track. When they discard or destroy such an Item, they have to immediately remove the corresponding skill marker from their skill track.
- h** Card Number



When gaining an Item card, the player adds Skill Markers to their Skill Tracks, following the bonuses at the bottom of the Item Card. This may result in a player having more than one Skill Marker on a particular skill level. It means that this number, when reached, gives multiple success levels.

Players' inventory is limited to five Item Cards. If a player gets more, they have to get rid of some of them to reduce back to five and place them close to the map. Then, they choose a pair of unused Trade Stack Markers, put one next to their discarded cards, and one on the map tile where their character currently is: this way, they signal where they dropped their Items, and which Items were dropped. From now on, any player who visits any Point of Interest on this Map Tile may, as a free action, pick up these Item Cards.

When discarding an Item Card, the player removes the Skill Markers added when gaining that card.

Events

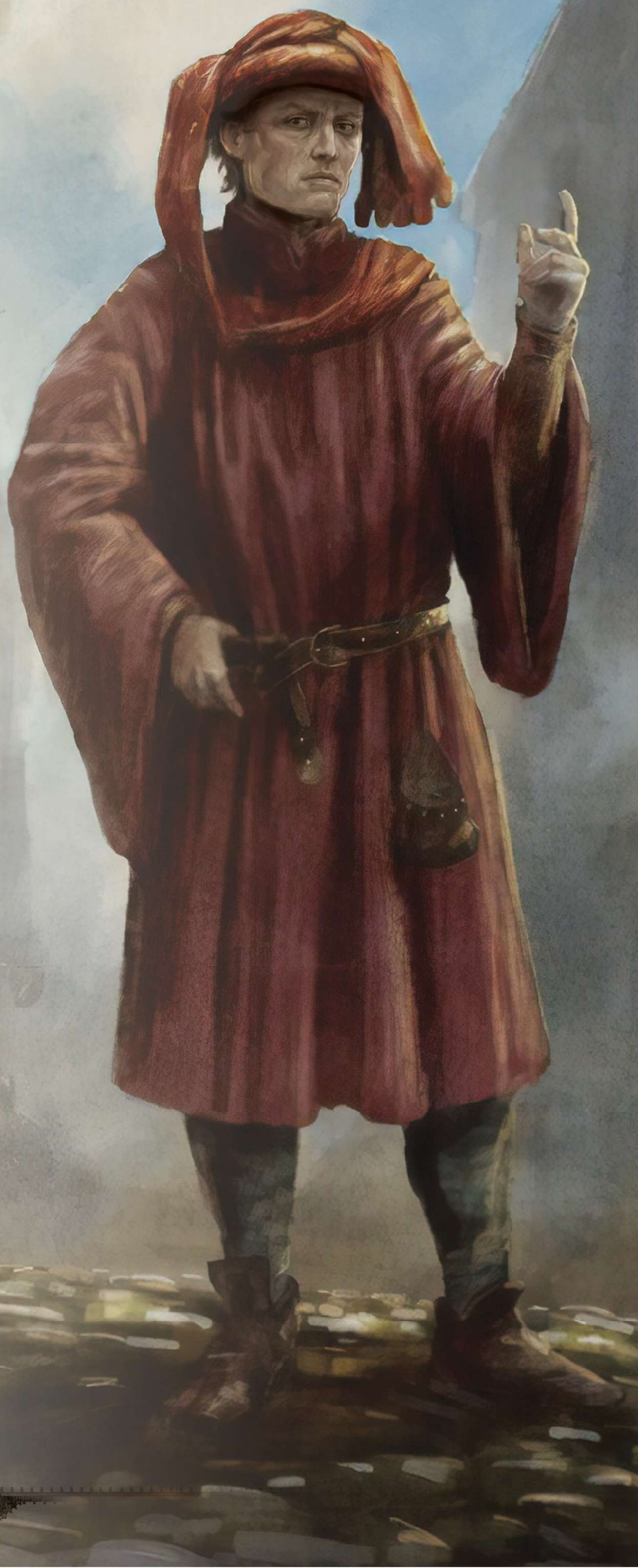
The world of Time of Legends: Destinies is full of events. When an event is triggered, the player follows the instructions of the app. Events may change the state of Points of Interest, even adding or removing them from the world. Events also may move 3D Points of Interest Minis to other places on the map or add such minis to existing Points of Interest. Usually, this happens when non-playable characters arrive to a place or move to another location.

Epic Finales

When the criteria described on the Destiny Card are met, a new type of interaction appears in the relevant Point of Interest. It is marked with . Clicking on this interaction will trigger an epic finale. It is a series of events, full of tests and special interactions, depicting the corresponding character's final actions in the game.

Once a player triggers their epic finale, they can not go back to taking normal turns. Instead, they start a series of events which, based on how well they are prepared and what choices they made before that, will take a few turns to either fulfill their Destiny and win the game, or be defeated.

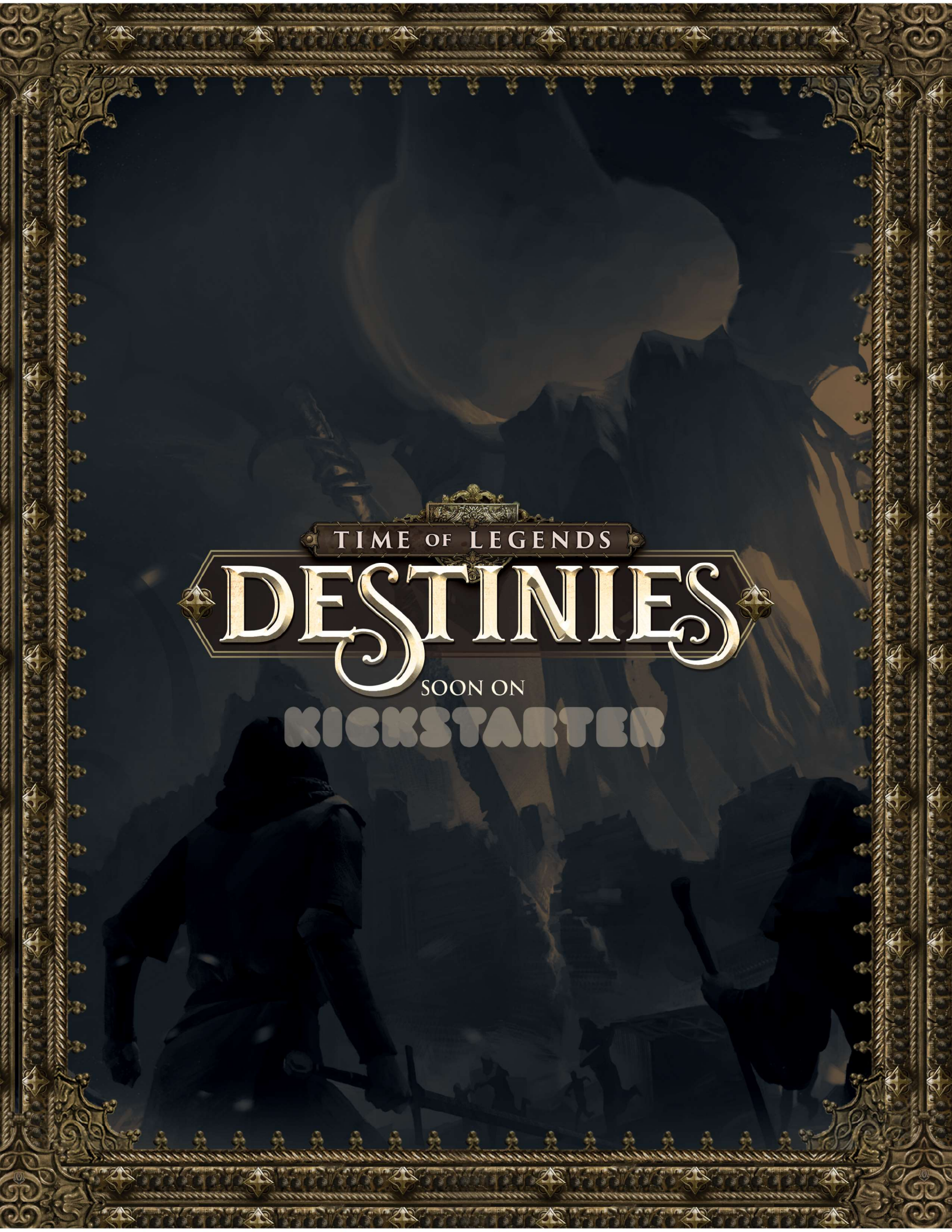
Since the length of the epic finale depends on players' current and previous actions, even when one of the players has already started an epic finale, others still have a good chance to trigger their finales and fulfill their Destiny faster and win the game.



Credits

Game design:	Michał Gołębiowski, Filip Miłuński
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SOON ON

KICKSTARTER