Student Handbook

Every one of you has been chosen, written down between the bindings of time, and earned your place at this academy. Here, you will study, grow, and retell your stories to this new world. For those who cannot remember the past are condemned to repeat it.

1-4 PLAYERS

30 MIN. / PLAYER

Dear Students,

Welcome to your first year at Legend Academy.

Our world has forgotten much more than it has remembered. Generations of stories, acts of kindness, and great feats of strength fade into distant memory.

We carry with us only the legends of old - and must work to preserve the legends of now.

You are those legends, though you don't know it yet, every one of you has been chosen, written down between the bindings of time, and earned your place at this academy. Here, you will study, grow, and retell your stories to this new world. For if we forget the past, we will suffer the same fate in the future.

Every story yet to happen - has already been told. Every legend already written - has yet to be remembered.

Let's begin.

The Professor

Setup

GLOBAL SETUP

1 Lay the Scenerio Book in the middle of your table and open to Gulliver's Travels - Semester 1.

2 Choose which story you'd like to play this game. Take it's tuck box and separate the enemy decks, and shuffle each deck. Place them on one end of the Scenerio book.

3 Place any enemy tokens and standees on their marked hex spaces of the map.

4 Shuffle the equipment deck and flip 4 cards face-up into the equipment market.

5 Shuffle the Specialty upgrade cards and place 1 of them into each of the 4 common room spaces in the middle of the Academy board.

6 Take out your chosen story's scenerio card and read 1st Semester preface outloud to the table.

7 Give the "Professor's Favorite" token to the player who most recently finished reading a book.

PLAYER SETUP

1 Choose a Legend, and take their tray. Items you need for your character are in their tray.

2 Take out all of your cards, and separate the Player Base Skill cards (2 Move, 2 Attack, 2 Interact, 2 Rest, and 3 Stamina). This is your starting player deck. Shuffle and set it to the left of your player board.

3 Place your Starting Stamina card above your player board.

4 Place all your remaining (unlearned) skill cards into the Backpack area of your tray. This area is to store items and cards that you are not currently using in the game.

5 Take out your miniature and put it onto your player board.

6 Take out your Starting equipment card and place it off the right side of your Player Board (leaving space for a discard pile)

7 Take out your "Ask for Help" badges and give one to each other player.

8 Take 10 coins from the supply. These are your starting coins.

9 Place one of your Legend markers onto the start location of the First Semester VP Tracker.

10 Draw 4 Assignment cards, and choose two of them to place under your player board. Discard the others.

11 Choose and Learn one skill from your skill tree. See page 8 to see how to "Learn New Skills".

Gulliver's Travels - Semester 1

Tasks
Interact with Castle
Defeat Liliput

Objective
Interact with a Castle

GULLIVER'S TRAVELS

CASTLE 10 6

SHIP 8 4

LILIPUTS 2 2

Your Character

You are a folklore character before their story was told. Legends can be trained completely differently every game depending on which classes you take, how well you do during training sessions, and what kind of attributes you improve.

Skill Cards: You control your character with a deck of cards. When you play a Skill Card, your character on the map may take actions from that card. Read the text on the each individual card to determine what actions may be taken when you play that card. The maximum cards any player can have in their hand at any point is 8 cards.

Card Suits: Skill cards are separated into four colored suits (**Endurance**, **Strength**, **Wisdom**, and **Charisma**). These suits are shown on the top left corner of cards.

Attributes: Your character has 4 different attributes (same four as card suits). Each attribute's level starts at zero and will fluctuate up and down throughout the game. At any time, you can determine your current attribute level by using the following formula:

Attribute Level =
(# of Attribute's Cubes on Player Board) +
(# of Attribute's Suited Cards in Stamina Sequence)

Skill Tree: Your Player Board has a skill tree of the unlearned skills that can make you unique. Each square represents a different skill card you can add to your deck.

Your skill tree will start empty, and throughout the game you will learn some of these skills. Skills with stars next to their name are always available to be learned. Some Skills will have lines connecting to them and do not have a star. These non-starred skills must be learned in order, starting with a starred Skill and following the line. You do not need to unlock all the Skills in a line before learning another skill.

Stamina Cards: Stamina cards allow you to play additional cards during a turn. All cards must always be played onto a Stamina Space (one half of a Stamina card). Instead of causing your character to do something on the map, playing a Stamina card from your hand will give you additional Stamina Spaces to play more cards.

Improving your Character

You are attending our school to improve yourself. By going to classes, you will learn skills, gain attributes, and add equipment.

Learn New Skills: To Learn a Skill, take a cube of the skill's attribute color and place it on your chosen skill tree space. Then, take that cooresponding skill card from your backpack and put it into your deck. Remember - you must start with a starred skill and work your way down the line to the other skills.

Upgrade Cards: You will notice that each Skill Card has a sleeve on it. You can improve each individual Skill Card by adding up to 2 transparent Upgrade Cards into its sleeve. Each Upgrade Card adds an additional action to the bottom left or right of the skill card (actions on cards can be done in any order). You must add a left-aligned upgrade to a skill card before you can add a right upgrade. Any upgrade card can be placed onto any skill card. There are also specialty upgrade cards available available in a Market on the Academy Board. Below are the basic types of upgrade cards available and the Attribute room which they come from.

Take Coins (Wisdom Room): When you play a card with this upgraded action, take the number of coins shown from the stock pile.
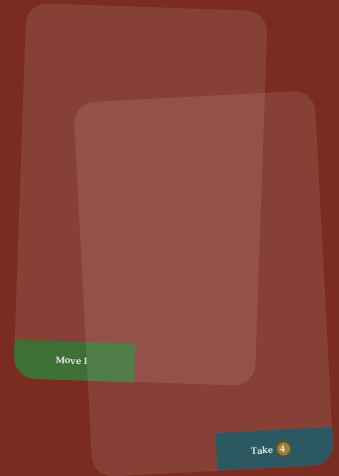
Move (Endurance Room): When you play a card with this upgraded action, you may move the number shown spaces as an action. You may split movement up between other actions on this one card.

Attack (Strength Room): When you play a card with this upgraded action, it can be used in two ways. First, it could be used as a separate attack action to an adjacent enemy dealing that enemy the damage shown. Alternatively, it could be used to improve the damage dealt with another attack action on that card.
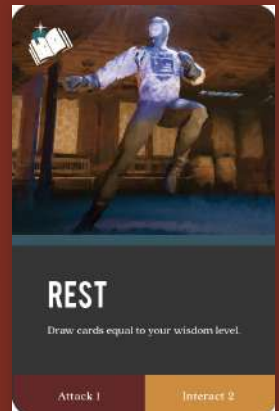
Interact (Charisma Room): When you play a card with this upgraded action, it can be used in two ways. First, it could be used as a separate Interact action at a range of the number shown. Alternatively, it could be used to add range to a different Interact action on that card.

Equipment Cards: Throughout the game, you may buy Equipment Cards from the equipment market. Once you buy an Equipment Card, you keep it and, if active, can use its ability for the remainder of the game. You may have up to 4 different equipment cards active at a time. If you buy an equipment card beyond 4, you may choose which 4 you'd like to have active. Non-active equipment can be placed into your backpack.

Upgrade Cards

Move 1

Take 4

Skill Card with two Upgrade Cards in its sleeve

REST

Draw cards equal to your wisdom level.

Attack 1   Interact 2

Equipment Cards

9

EXCALIBUR

Action: Deal 8 damage to adjacent enemy

5

DON QUIXOTE'S HELMET

Reduce each enemy attack's damage by 1.

Game Principles.

Grades: The player with the highest grades (most VP) at the end of the game is the winner. You gain VP throughout the game in many different ways. Anytime you complete a card or objective with a VP icon, you gain that many VPs.

Coins: Coins are the currency of the game. There are many ways to gain coins: Going to classes, interacting with treasure chests, or playing cards. You can spend coins to buy equipment or on skill card specific abilities. At the end of the game, you will gain points for leftover coins you have not spent (2 Coins: 1 VP)

Flow of the Game: A full game of Legend Academy is one school year (2 Semesters). Each Semester has 4 rounds, for a total of 8 rounds of play. After the 8 round of play, you will complete the "End Game" steps to determine the winner.

30-Second Quick Save: The game has been built to allow players to save their game between Semesters to play the second semester at a later time. You can play a full game in one sitting (30 minutes/player once players know how to play), or split the school year into a two part mini-campaign game.

Assignments

Throughout the game, The Professor will be give you different Assignment cards that are personal goals for you to complete. These Assignments have two purposes: gaining VPs and Improving your Character.

| DEFEAT AN ENEMY NEXT TO ANOTHER LEGEND ⭐10	PLAY 2 WISDOM CARDS ⭐10
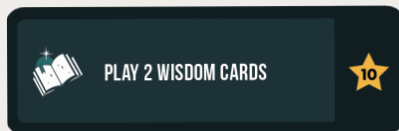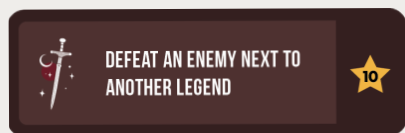
Completing Assignments: When you are taking your turn, you may complete an Assignment. If you do, take the shown VPs immediately and discard that assignment card. You can complete up to 2 assignments per turn. You'll get more Assignments after your turn.

Example: You have the two assignments below. During your turn, you take actions to move a total of 8 spaces. After you move onto the 7th space, you immediately take 15 VPs and discard that card, then continue your turn.

Going to Class: When you go to a classroom of the same suit as an assignment, you gain an extra upgrade card of that type. If you have two assignments of the same suit and go to that classroom, you will gain 2 bonus upgrade cards of that type.

Example: You have the two assignments above. You choose the Wisdom classroom to go to class, you will gain an bonus Wisdom upgrade card beyond your standard "Go to Class" items that you gain.

MOVE 7 SPACES ⭐15	PLAY 4 DIFFERENT SUITS ⭐20
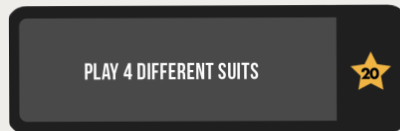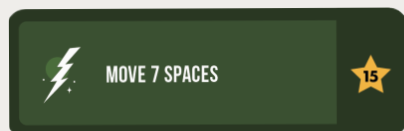
Adventures

Each Semester at Legend Academy is an Adventure that the professor is sending you and your classmates on as a test to prove how well you have done in your training. Every game, you will play 2 different Adventures telling the story you chose during setup (Gulliver's Travels, Jungle Book, Etc.) Starting with the first player and going clockwise, player will take turns. Each Semester will have adventure-specific rules on their pages. There are a few rules that apply to all Adventures:

The Semester Lasts Four Rounds.

Each Legend will have four turns to complete the Exam's objective and gain as many points as they can.

The Semester has an Objective.

Each Legend must try to complete the Adventure-specific objective. If you have not completed the objective at the end of the Semester, you will lose 30 VPs. Specific Objectives will be described in detail on each page.

There are Three Ways to Gain Points.

1: Complete Assignments. Once you have completed your assignment, immediately add those points and discard the Assignement card.

2: Complete an Adventure-Specific Tasks. These tasks are described on the scenario's page. These may be done multiple times every turn.

3: Leftover Stamina Spaces. Gain 3 VPs for each unused spaces on your stamina line at the end of your turn.

Legends Don't Start on the Map.

At the beginning of your first turn of the Semester, place your Legend onto any unoccupied green spawn spaces of the map. If there are none available, place it on adjacent space.

Red Spaces are Obstacles.

If you see a Red-outlined space on the map, you cannot move, interact, or attack through that space.

Treasure Spaces.

If you interact with a treasure space you may choose to either take 5 coins or buy an equipment from the market.

You cannot move through enemies.

You may not move onto or through a space with an enemy on it (unless specificed elsewhere). You can, however, move through spaces with a fellow classmate. You cannot end your turn on the same space as a classmate.

How to Take a Turn.

To take a turn, the active player may do any of the following actions in any order. These may be done multiple times per turn. When the player's desired actions are complete, they perform the actions in "Ending Your Turn."

Play Card

Place a card from your hand onto an available Stamina Space in your sequence. After you play a card, you may then choose to take some or all actions on that card in any order. You may play as many cards as you'd like during your turn, but if you don't have an available stamina space, you may not play a card.
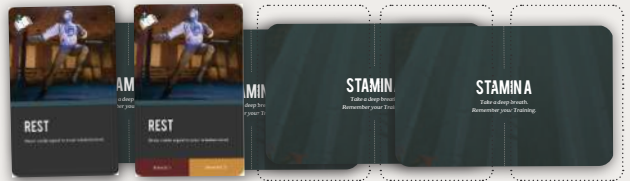
Ask for Help

Each player starts the game with one "Ask for Help" badge for each other character playing in the game. **You may "Ask for Help" once per turn.** When you do. the player you Ask for Help interrupts your turn to choose to do one of the following: draw 1 card, move 2 spaces, or gain 3VPs. After, they finish doing that, you use that player's Ask for Help ability written on their badge, and then flip the badge over.

Once all Ask for Help badges near your player board are flipped down, you may flip them all face-up again and have access to them again.

Use Equipment

Some equipment cards will give you an additional action you may take once during each turn. If you take an action from an equipment, flip the card over to show that you have used that action.

After Your Turn

Once you're done taking actions as you'd like, the next player may start their turn. You now enter the "Go to Class" phase of your turn. Follow the "How to Go to Class" instructions on the next page simultaneously while the next player is taking their next turn.

Ask Red For Help
Move up to 3 Spaces.

REST
Draw cards equal to your wisdom level.

Attack 1 | Interact 2

LOG ROLL
Damage 3
Pay ⬤ : Damage +

...AMIN A
...a deep breath
...ber your Training.

EXCALIBUR
9
Action: Deal 8 damage to adjacent enemy
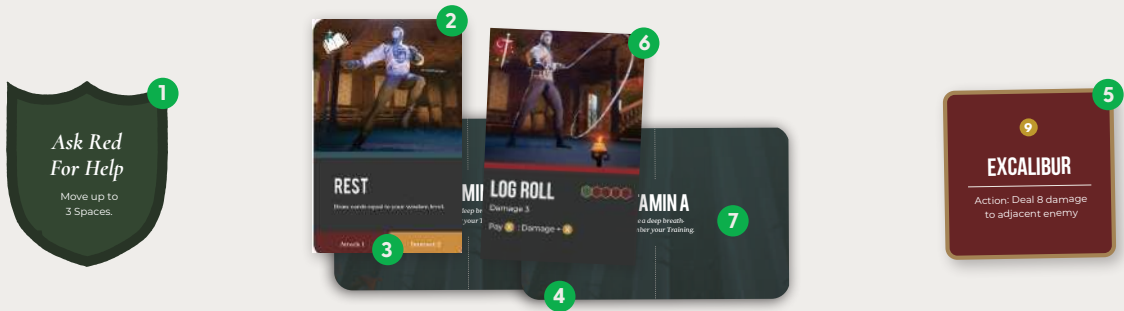
Example Turn

In this scenerio, Paul Bunyan can gain VPs by interacting with Castles (10 VPs) or Defeating Liliputs (5VPs).

1 He starts his turn by asking Red for help. Red chooses to draw a card, and then Paul moves three spaces.

2 He plays a Rest card ("Draw a number of cards equal to your Wisdom Level). His current wisdom level is 4 (1 Wisdom card in stamina line, 2 Wisdom cubes on his player board, and a +1 Wisdom proficiency bonus). So. he may draw up to 4 cards. He currently has 5 cards in his hand, so he only draws 3 to reach the maximum hand size of 8.

3 That Rest card also has 2 upgrades on it. He uses the "Attack 1" upgrade to do 1 damage to the adjacent Liliput. It has 1 hit point left. He uses the "Interact 2" to interact with the Castle that is 2 spaces away. That gives him 10 VPs (scenerio objective).

4 Paul plays a stamina card to increase the number of cards he can play this turn.

5 He uses an equipment that can deal up to 8 more damage to the adjacent enemy. He uses it on the Liliput he attacked previously. This defeats it, giving Paul 5 VPs (scenerio objective).

6 He plays a new skill card that he had recently learned called "Log Roll". This card does 3 damage to all enemies in the diagram shown. The Liliputs are only 2 Hit Points, so he does not pay for extra damage (an extra ability of the card). He defeats all 3 Liliputs, gaining him 15 VPs (scenerio objective).

7 He decides that he does not want to play any more cards, and gains an extra 3VP for a leftover stamina space for a total of 38 VP this turn.

How to Go to Class.

After you complete your turn, you must go to class. Follow these steps to go to class, and once all players have completed their turns and gone to class this round, all players follow the "Ending the Round" steps on the next page.

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1. Get Assignments

If an Assignment has a suit matching your chosen room's attribute, gain an extra base upgrade card of that suit.

1. Choose a Desk

Place one of your cubes onto a desk of the Academy Board. You cannot place a cube onto a desk that already has a cube.

2. Take the Class

Follow the icon guide below to determine what to do for taking this class.

Learn a new Skill of the suit shown: take a cube of the skill's attribute color and place it on your chosen skill tree space. Then, take that cooresponding skill card from your backpack and put it into your hand.

Take a base upgrade card of this room's suit. You can then put it onto any card that is currently in your hand or your Stamina sequence.

You may buy any one equipment from the market and begin to use it on your next.

Gain the number of coins shown.

Skipping Class

Instead of a desk, you may choose to place your cube on one of the specialty upgrade cards in the middle common room. When you do, you are skipping class. You must pay the amount of coins shown. Take the Upgrade card card i the space an must add it to any card in your hand or stamina sequence. Then, follow the written directions on the space.

Strength.

Wisdom.

4

Place up to 4 Skill Cards in Backpack.

5

Place up to 4 Skill Cards in Backpack.

Charisma.

Endurance.

6

Take an Equipment card for Free.

7

Take an Equipment Card for Free

☐ 8:00   ☐ 10:00   ☐ 12:00   ☐ 2:00

Ending the Round.

After all players players have completed their turn, and gone to class in a round, follow these steps:

1. Professor's Favorite

Give the "Professor's Favorite" tile to whichever player is currently in last place on the VP track. That player is now the Favorite Student until this tile is given to a diferent player..

2. Enemy Turn

The Favorite student gets to fully control how the enemies move on their turn. One by one, starting with the lowest "Health" enemy type, flip the enemy cards and take a turn for that enemy type. The Favorite Student
then may activate as many enemies of that type as they'd like to take the action shown on the card.

MOVE: The Favorite Student may move any activated enemy the number of spaces shown. They cannot move onto occupied spaces or obstacles unless otherwise stated. They may move the enemies as fits best for their own strategies, or however they'd like.

ATTACK: Enemies deal damage to the lowest-VP legend within their range (range written on card). If a Legend takes damage, their VP tracker moves down the amount shown on their enemy card. The Favorite Student does not get to make choices on how enemies attack.

3. Spawn Enemies

Each card will tell you how many of each enemy type to spawn, and who gets to spawn them. Players may choose which spawn point they'd like the enemy to appear. If you do not have any more enemy standees of that type or all spawn points are full, they do not spawn.

4. Discard Sequence

All players (simultaneously) now discard their stamina sequence into their discard pile. Do not discard your starting stamina (stays on table) or your hand. You keep your hand between turns.

5. Discard Cards

All players may (if they choose) now discard as many cards as they'd like from their hands. This will free up space in their hand for new cards to be drawn. This is done simultaneously between all players.

6. Draw Cards

All players (simultaneously) draw cards from their draw piles into their hand until they have at least 6 cards in their hands.

7. New Upgrades/Equipment

Discard all Specialty Upgrade and Equipment cards that are available, and deal new ones onto the board.

7. Change Time

Move the time-tracking marker to the next time spot, and the Favorite player begins to take their turn and play continues clockwises for another round.

SHIP

Health	Damage
8	4

MOVE + ATTACK

2 Spaces   Range 1

Each Player Spawns 3

Ending 1st Semester

Once you've completed the "Ending the Round" steps after the
4th Round of the 1st Semester, follow these steps.

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1. Remove all Enemy Tokens and Standees from the map.

2. Return any Legend Tokens back to their respective Legends

3. Each player remember their current score on the VP tracker and remove their VP cube markers.

4. Flip the Scenario Book to the next page.

5. Place all VP cube markers to the score they ended with in Semester 1.

6. Place the Liliput tokens and Ship and Castle standees on their marked hex spaces of the map.

7. Remove legend markers from the Academy Board.

8. Take out the stories' scenerio card and read 2nd Semester outloud to the table.

Ending the Game

Once you've completed the "Ending the Round" steps after the
4th Round of the 2st Semester, follow these steps.

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1. Beginning with the First Player, add 1 VP for every 2 Coins you have left.

2. Whichever Legend has the highest score is the winner.