

ADAM BELL PRESENTS

LEGEND HAS IT

OVERVIEW

Legend Has It is played in a series of rounds. Each round, a player adds a new timeline card to the display. Storylines are finished, continued, or started anew.

When you start the game, you'll choose a type of Mythos to play in, but won't establish any specifics. The stories you tell each other throughout the game provide context and detail as you build an anthology of legends revolving around an ever-developing central theme.

The game moves through three phases. In the first phase, you will tell one story at a time. In the second, you'll weave two storylines simultaneously, and then three in the third.

You tell stories by pulling sentences out of books to use as story prompts. Each storyline pulls from its own book. When a story ends, that book is set aside and a new one is chosen for the next storyline.

SETUP

Set the Bookmark and Table cards within reach of all players. Shuffle and place the Number cards in a line, face up. Separate the Timeline cards into four piles based on the symbol in the corner of the card—Phase I, II, III, and Transition (T) cards. Shuffle piles I, II, and III.

Create the Display. Stack the Transition cards face up in a pile ordered from the top down: I, II, III, E. In a line next to this, place all three Phase I cards, face up.

Give the Storyline Selector card to the player who most recently told a tale, and the Timeline Selector card to the person across the table from them. Lay the first Transition card on the table below the Display to start your timeline.

Decide if you'll collect books now or run to the bookshelf when you need a new one. Choose a Mythos Type to provide a framework for your stories, and then, start your game!

PLAY A ROUND

The game is played in a series of rounds. Each round follows these five steps:

1. Follow the rules on the Storyline Selector card to distribute books.
2. Shuffle and display the five Number cards face up. The symbol on the active Timeline card indicates which numbers to use from the Number cards. The first three cards make up this round's page number, and the next two give the paragraph and sentence respectively.
3. In any order, each player with a book takes a turn to advance their chosen storyline. To do this, use the procedure for Interpreting found in the main rules.
4. If the ending Transition card was just resolved, skip the fifth step because the game is over.
5. The player with the Timeline Selector card follows the rules on that card to select the next Timeline card. Then start a new round.

STORY START

Choose a new book, grab an unused Bookmark card to mark it, and place the Table card with the same symbol above the active Timeline card. If multiple storylines begin on the same Timeline card, arrange the Table cards in the same vertical order as their corresponding storylines.

Keep the Table cards above their starting Timeline card until the storyline ends to easily trace back which storyline corresponds to which book.

STORY END

When a Timeline card indicates that a storyline is ending, narrate the storyline to an end of your choosing. Put the corresponding book to the side and move its Bookmark and Table card away from the timeline to be used again later.

MYTHOS TYPES

There are six Mythos Type cards in the game: War Stories, Local Folklore, Religious Texts, Heroic Epic, Origin Myth, and Object of Legend.

Each Mythos Type provides additional rules to follow throughout the game, so keep the card at hand to reference as you start telling stories.

PHASE CHANGE

When the Timeline Selector chooses a Transition card, remove all non-Transition cards from the Display. Refill the Display up to three cards of the phase indicated by the most recently played Transition card (if possible). If you select the ending Transition card, the game will end after the next round—make it count.

INTERPRETING

Each player with a book finds the page, paragraph, and sentence indicated by the Number cards. If the book has fewer pages than indicated, drop (or modulo) the hundreds digit until you reach a valid page. If there are fewer paragraphs on your page than indicated by the fourth Number card, loop through the page until you get a paragraph. Do the same for sentences within the paragraph.

Each player uses the sentence excerpt of their book as a prompt to narrate the next step of their chosen storyline. Be as brief or long-winded as you wish. You can interpret the meaning of the excerpted sentence abstractly, apply its message literally, or use the sentence as a piece of dialogue within your tale.

When other players are advancing their storylines, listen excitedly, ask questions, but leave the final answers to the storyteller.