



Create a character and tell a story with the objects that lie around you! LEGEND is a game in which players create 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.

All game pieces are found objects: players reinterpret the things around them to serve as the material for bringing their new world to life. When Placing an object, you give the object a new interpretation to suit your own aesthetic and vision, fitting into one of several categories: HEROES, ITEMS, OBSTACLES, MONSTERS, and MONUMENTS. Be creative, inventive, and above all, playful – there are no wrong ideas!



Scan QR code for full rules

PLACEMENT ACTION

Select an object around you, declare its category (Hero, Item, etc.), name it, describe it, and place it on the Map. Record this Action.

New objects may not be placed in squares that already contain objects.

MOVE ACTION

Move every Avatar/Hero/Monster under your control up to two spaces each.

Entering and exiting Corners requires one full Move Action.

Battles occur between hostile Monsters and Avatars/Heroes automatically when Moved into the same space. The Moved object may not Move further, but other objects may still be Moved in the same Action.

To pass an Obstacle, an Avatar or Hero must Move onto a square the Obstacle touches and use an Item.

When using an Item as a consequence of a Move Action, provide a story to explain how it is used.

PLAYER TURN

Do any two:

OBJECT CATEGORIES

M=Movement, S=Size, P=Points

ϕ means the object may be any size as long as it fits within Territory

AVATAR/HERO | M:2, S:1, P:0/1 or 2

The navigators of the Map.
Avatars/Heroes are Placed at the start Corner.
Avatars/Heroes must fit within one Small Square.
Defeated Avatars return to their Corner.
Avatars and Heroes may not move through each other or occupy the same square.

TALISMAN | M:0, S:1, P:5

The source of an Avatar's power.
Placed at the starting Corner.
Must fit within one Small Square.

ITEM | M:0, S:1, P:1 or 2

Relics, treasures, tools, etc.
Used to defeat Monsters and pass Obstacles.
Items may be placed on any empty Small Square.
Items must fit within one Small Square.

MONSTER | M:2, S:ϕ, P:1 or 2

Terrors, adversaries, beasts, etc.
Used to attack Avatars and Heroes.
Players may only place Monsters on empty Squares in their Territory.

OBSTACLE | M:0, S:ϕ, P:1

Immobile challenges for Avatars/Heroes.
Obstacles are always placed on borders.
Players may only place Obstacles on empty Squares in their Territory.

MONUMENT | M:0, S:ϕ, P:3

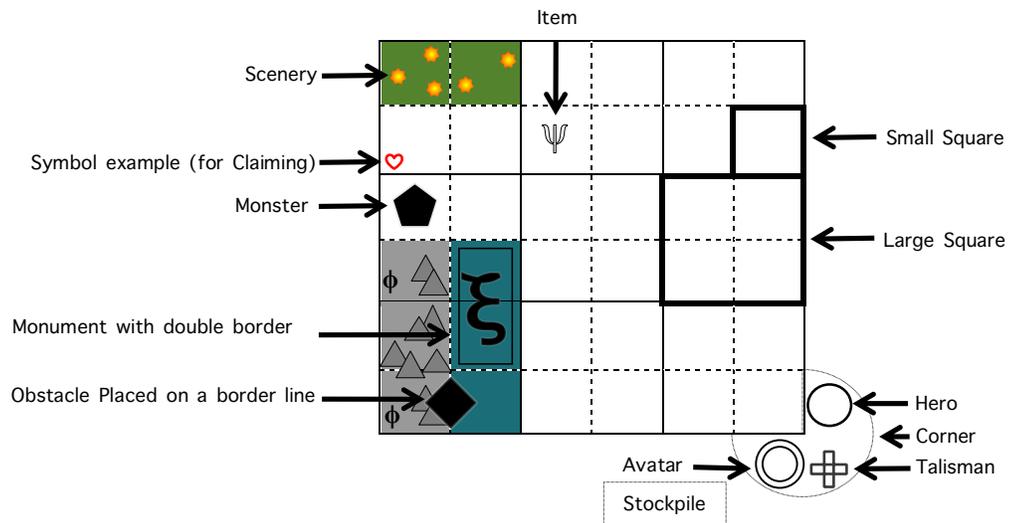
Special sites that can unlock a Talisman's power.
Players may only place Monuments on empty Squares in their Territory.
Give Monuments borders to identify them better.
Players may use any Monument.

VICTORY

Victory is determined by whoever has the most points after 7 rounds or when a player delivers a Talisman to an unoccupied Monument, whichever comes first.

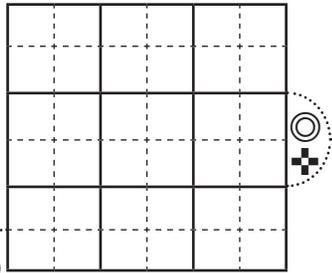
Hero: | or || (stockpiled)
Item: | or || (stockpiled)
Monster: | or || (stockpiled)
Obstacle: |
Monument: |||
Held Talisman: |||||

KEY



OVERVIEW

SETUP

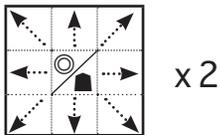


Draw a 3x3 grid divided into 4 sections each: this is your Map. The default size is 12"x12". If you would like to use larger objects, draw a larger Map.

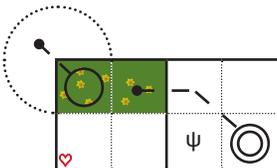
The oldest decides who goes first. In clockwise order, select an object to be your Avatar and one as your Talisman. Name them, describe them, and place them at a Corner. Then draw a Symbol to represent you. Record on a sheet of paper.

For 3 player games, an equilateral triangle may be used, or a Corner can be established at a midpoint along a side of the square as shown above. For games with more than 4 players, use a shape with enough corners (pentagon, hexagon etc.) or a circle with "Corners" spaced evenly around it. Ensure that divisions can be evenly grouped into Large "Squares."

BASICS

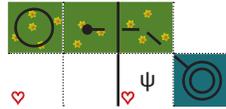


Avatars, Heroes and Monsters may Move up to two Small Squares per Move Action in any direction. Corners may only be entered by Avatars or Heroes and require a full Move.



Move your Avatar and/or as many of your Monsters and Heroes as desired with a single Move Action.

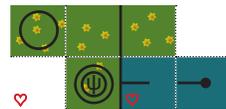
SCENERY and CLAIMING



Draw new Scenery (cities, abstract designs, forests, oceans, galaxies, whatever you want) in Small Squares you enter and add your Symbol when entering unclaimed Large Squares with an Avatar or Hero.

Monsters do not draw Scenery.

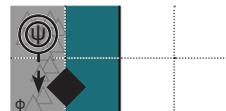
ITEMS and PLACING



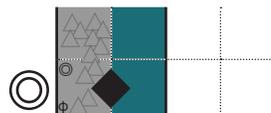
Place a Hero, Monster, Obstacle, Monument, or Item by putting an object on the board and giving it a name and an explanation of what it is.

Automatically pick up Items and Talismans as you Move over them with an Avatar or Hero. Max 1 Item and Talisman per Avatar or Hero.

OBSTACLES



Avatars/Heroes require an Item to pass Obstacles (Monsters cannot pass Obstacles). Move onto a square the Obstacle touches, and describe how the Item is used to surmount it. Take the Item off the Map and keep it in your Stockpile for points. The Obstacle remains on the Map. Record your success: you may now freely Move on the squares of that Obstacle.



If there is no space for the Avatar/Hero in the square containing the Obstacle or on top of the Obstacle, use a small designator to indicate its true position. The designator can be any sort of object.

BATTLE

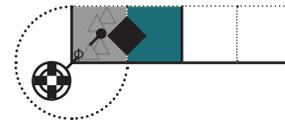


Attack opponents by Moving into their square. Avatars/Heroes with Items win, and without them lose. Avatars/Heroes cannot attack each other. Between two Monsters, attackers win.



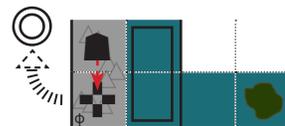
Describe how the Item is used to win/how the Monster attacks. Defeated Avatars return to their start Corner, Defeated Heroes/Monsters and used Items go to the victor's Corner for points. If an Avatar/Hero is defeated while holding a Talisman, leave it on that square. The victor now occupies the square.

OBTAINING A TALISMAN



To Claim a Talisman, a Hero or Avatar must be next to a Corner and use a full Move to enter. The Talisman is then collected. Another full Move is needed to return to the Map. Other Heroes, Monsters etc. may still be Moved as normal with each of these Move Actions.

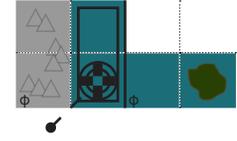
DROPPING A TALISMAN



If an Avatar or Hero is defeated while carrying a Talisman, the Talisman is dropped on that square and the Monster Moves in.

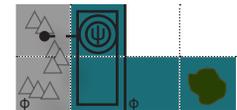
Dropped Talismans cannot be picked up by their original owners or returned to their starting Corner.

DELIVERING A TALISMAN



To Deliver a Talisman to a Monument, enter any square the Monument touches. That player immediately wins the game. If there is an Occupant, it must first be Dislodged before entering the Monument.

OCCUPATION



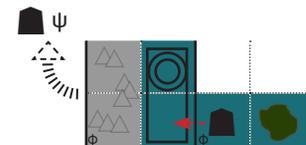
To Occupy a Monument, Move an Avatar, Hero, or Monster onto the space the Monument is on. Occupants can only be Dislodged by Monsters. Use a small designator to indicate Avatar/Hero position if the object does not fit.

Maximum 1 Occupant per Monument.

DISLODGING



Move a Monster onto a Monument to Dislodge the Occupier. If an Occupying Avatar/Hero is holding an Item, two Monsters are required to Dislodge it: one to force the Avatar/Hero to use their Item and one to Dislodge them. An attacker can Move into any square the Monument touches to attack.



A Dislodged Monster/Hero is defeated and goes to the victor. A Dislodged Avatar goes to its starting Corner. The Monster Moves into the Monument and now Occupies it.