

Elder Tales

Stinger / Player count

A cooperative game of elder-itch horrors for 2 - 4 players.

Win condition

End all of the Elder's four storylines before you are consumed by the Elder.

Contents

- 8 Kid pawns
- 40 investigation tokens
- 30 room cards
- 3 Lurking Horrors room cards
- 6 Kid cards
- 6 Elder cards
- 1 Elder pawn
- 4 True Ending cards
- 3 Elder track cards
- 40 Elder storyline cards

Setup

Shuffle the Elder storyline cards and place them face-down to form the Elder Deck.

Each player chooses a Kid card and takes their Starting Item from among the Room cards. Shuffle the remaining Room cards to form a face-down Room Deck. Pick an Elder and take their corresponding card and place it in the center of your play space. Place the Elder pawn on one of the Elder start spaces on the Elder track. Place one of your Kid pawns on the Elder track on the space that corresponds with your Kid's starting Fatigue and place your other Kid pawn on the Elder card.

Deal a number of cards from the Elder Deck equal to two times the number of players. Place those cards in the same fashion as the Elder storyline placement without resolving their Person Place Thing abilities (see The Elder Deck section below for rules). Some Elders have additional setup rules explained on their Elder Rule cards.

The Elder Deck

The Elder Deck is made up of storyline cards with special game features on the face and back. The back of the cards feature an Indicator that points in a direction (up, down, left, right). The face of the card features a border graphic that creates Passages similar to hallways and intersections. The Elder card has matching graphics that show four open Passages, creating the beginning of four Stories.

When you deal from the Elder Deck, place the card face-up closest to the Elder card on the side of the Elder as directed by the Indicator without overlapping other cards. The storyline card must connect to the Elder card

through open Passages, creating a continuous Story. If the storyline card can't connect, move the storyline card clockwise from its position until it can connect to an open Passage. The orientation of the placed storyline card must match the orientation of the Elder card as it moves and when it's placed. If the storyline card can't legally be placed, resolve any PPT effects on the card and then discard it. Deal another card from the Elder Deck and repeat the process until a storyline card can be placed, adding to an existing story or creating a new one.

The Elder Track

The Elder continuously moves up the track from the Elder's dark side towards the Kids' light side. The Elder can cross over into the Fatigue levels on the Kids' light side of the track. If the Elder pawn shares a space with a Kid pawn, that Kid succumbs to the Elder's rambling tale and is lost. Remove that Kid's pawns, Items, and Skills from the game. If all the Kids succumb, they lose the game.

How to play

Game play alternates between the Kids and the Elder. The Elder goes first.

Elder Turn

1. Move the Elder pawn one space forward up the Elder track
2. Deal storyline cards from the Elder Deck equal to the Kids left in the game, resolving PPT effects.

Resolving PPT effects

Some Elders have symbols to the left of the PPT symbols on their Elder card indicating negative effects that are applied to the players. When a storyline card is added to the Elder's story, trace a path from the placed storyline back to the Elder card. The players will suffer the effects of that PPT symbol for each matching revealed PPT symbol present in the path that was traced to the Elder card. The effects can be split amongst the players or taken entirely by one player.

Fatigue

A Kid's carrying capacity for Items equal to their current Fatigue level. If a Kid's Fatigue level is reduced, they have to discard any Items to match their new carrying capacity. When a Kid takes Fatigue damage, move the Kid pawn down the Elder track closer to the Elder. A Kid's Fatigue is never reduced below one. If all Kid pawns are on the 1 Fatigue space on the Elder track, for each Fatigue that would be lost, move the Elder pawn one space up the Elder track instead.

Sanity

A Kid can have a number of Skills equal to their current Sanity level. If a Kid's Sanity level is reduced, they have to discard enough Skills to match their new Sanity level. When a Kid takes Sanity damage, take the top storyline card of the Elder deck and place it beneath that Kid's card. If a Kid ever accumulates a number of Elder storyline cards equal to their Sanity, they suffer an episode of madness. Take all of the Elder storyline cards from beneath the Kid card and place them in the Elder's Story as you would during the Elder's turn, just without resolving PPT effects.

Time

Take the top storyline card of the Elder deck and place it into the discard pile. If you can't, the Kids lose the game.

Items and Weight

Items have a weight equal to the number of item bonuses on the card. A Kid can only carry a combined weight of items equal to that Kid's carrying capacity (their current Fatigue level).

Kid Turn

At the start of the Kid Turn, all items are Readied.

Players can take their turns in any order they choose. Each player starts their turn with six unlocked dice. When a player takes their turn, they can perform an action as long as they have unlocked dice.

Elder threat

If a Kid's locked die pool is ever equal to the Elder's current threat threshold, the Kid Turn immediately ends and the Elder Turn begins. Any Kids who haven't yet taken actions that turn are out of luck.

Performing actions

Free action

Use: You may play the ability of an Unused item you own. After the ability resolves, turn the item sideways to show it is Used (Note: item bonuses of Used items still count)

Lock actions

To lock a die, rotate the die to a specific face-up number and place it in your locked die pool. Dice in the locked die pool can't be locked or rolled again.

Move: Lock any number and move your Kid pawn that many storyline cards

Rest: Lock a 1 and recover 1 Fatigue.

Borrow: Lock a 1 to Use another player's item

Fix: Lock a 1 to Ready any Used item

Roll actions

Investigate: You can only Investigate the storyline card where your Kid pawn is located. To investigate, roll any number of dice and resolve the investigation based on the Elder card's rules. For each successful investigation, cover one PPT symbol on the storyline card you investigated with an investigation token.

Search: Roll any number of dice and lock them. Draw cards from the Room Deck equal to the total value of the locked dice and place a number of cards equal to the number of dice rolled face-up in front of you. Discard the remaining cards. If the card is an Item, it is Ready.

Calm: Roll any number of dice and lock them. If you roll 3+, move an Elder storyline card from a Kid to the bottom of the Elder Deck.

Resolving a Story

When all interconnected storyline cards that connect to one or more sides of the Elder card have investigation tokens covering all PPT symbols, you have successfully closed a Story. Return any Kid pawns in that Story to the Elder card. Starting with the Elder card, read each investigated storyline card in sequence, ending with the True Ending(s) that fits the side of the Story you closed. Discard all Elder storyline cards you've read and place the True Ending(s) on the side of the Elder card in their place.

The Elder's threat updates at the end of the Kid turn.

Ending the game

The Kids lose the game when:

- The Elder Deck runs out of cards
- All Kids succumb to the Elder's rambling tale

The Kids win the game when all four True Endings are attached to the Elder card, interrupting the Elder's rambling tale.

Credits

Game design: Matt Ajifu

Version 1.0.0