Glossary

**ACTIVE:** Any card in your hand.

**ANIMA ABILITIES:** Refers to surge, purge, and reload. See an anima card for details on how and when to use these abilities.

**APEX:** When a player’s number cards total 11 during a face-off.

**CHANNEL:** Give any amount of your EP to a teammate. An Apex action you may perform when playing as just your anima because you were defeated during a duel.

**DEACTIVATE:** Means to put an unresolved card or cards from your hand into your deactivate pile for a turn. If you must randomly deactivate cards, shuffle your active cards face down. Once shuffled, draw the required amount of cards and put them in your deactivate pile. Place them face down and sideways. Deactivated cards will return to your hand at the start of the next Aftermath phase.

**DISCARD:** Means to put an unresolved card or cards from your hand into your discard pile. If you must randomly discard cards, shuffle your hand face down. Once shuffled, draw the required amount of cards and put them in your discard pile, face up. Discarded items go into the shared item discard pile.

**DMG:** An abbreviation for damage.

**DNC:** An abbreviation for draw a number card. Refers to drawing number cards from the number deck.

**FX:** Stands for effect. Refers to the effects written on spell, item and creature skill cards.

**EP:** An abbreviation for energy points.

**EXHAUST:** When a player draws a number card during a face-off that puts their total value of number cards over 11.

**HOLD:** When a player decides to refrain from drawing another card on their turn during a face-off.

**HP:** An abbreviation for health points.

**ITEM TYPE:** Refers to how and when an item may be used.
- **Combine** - Played with a spell, face down, during the Standoff phase. Only one combine type item may be used per card.
- **Instant** - Effect happens immediately when drawn.
- **Passive** - Placed in your character space. There can only be one passive type item in your character space at a time that is not in your stash.
- **Standard** - Can be played instead of a spell during the Draw phase.
- **Standoff** - Can be used during the Standoff phase.

**IMMUNE:** Means that a player or creature cannot be affected by certain FX. For instance, if a player is immune to DMG for a turn, any card that would do DMG to them will have no effect. Whenever something is immune it will stipulate as to what it is immune.

**NV:** An abbreviation for numerical values listed in the description of a card’s FX.

**PASS:** Choosing, or being forced to, not to reveal your in-play cards during the draw phase. If you want to pass instead of playing a card, you must still play a spell and target card.

**PUSH:** When players draw a number card on their turn during a face-off.

**RESOLVE:** Refers to applying the FX of a card that was played and then placing it in the discard pile. Cards are resolved in order of their resolution number.

**RN:** An abbreviation for resolution number. RN determines the order in which spells are resolved.

**SACRIFICE:** When a player exchanges HP for EP during the Standoff phase. The exchange ratio is 1:1.

**STASH:** Cards that are owned by a player, but not in that player's hand. Your stash should be kept face up in your character space, but away from your discard pile.

**TARGET:** Refers to whomever an FX is being applied to. A target can be any of the following: Self, Team, All, All Foes, Single Target.
- **All** - The card's FX will be applied to all players and creatures.
- **All Foes** - The card's FX will be applied to any opposing players/creatures.
- **Single Target** - The card's FX will be applied to one player/creature.
- **Self** - The card's FX are targeting yourself.
- **Team** - The card's FX will be applied to yourself and/or your teammates.

**TRADE:** Exchange activate (in-hand) cards or passive items with another player during the Standoff phase. You may only trade cards once with a single person per Standoff phase.

**UNRESOLVED:** Any card that has been played, but has not been resolved.
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COMPONENTS

1 Rule Booklet | 1 Story Booklet | 1 Valley Of Death Map | 1 Red Meeple | 1 Six Sided Die

280 CARDS

6 Anima Cards | 12 Archetype Cards | 44 Creature Cards | 10 Grimslinger Cards
1 Hank The Hunter Card | 77 Item Cards | 20 Number And Event Cards
62 Spell Cards | 30 Target Cards | 18 Tracker Cards
In a land beyond God’s reckonin’ is a place called the Forgotten West. A cursed land of sorts in the American frontier, housing the damned, the mysterious, the unfortunate. You ended up there, God knows why, and you sure ain’t leavin’ anytime soon.

The Iron Witch, a downright mysterious bein’, has turned you into a Grimslinger, a powerful witch imbued with metal, machine and fancy elemental powers. Now yer maker’s requirin’ all his newly sired to duel each other so that he can make y’all into witches proper for his own purposes.

**YOUR FIRST DUEL**

“Alright ‘slinger, it’s high time you started making yourself worth all the effort that went into making you. I’ve given each of my Grimslingers an Anima companion. This Anima is an invaluable asset to you and will teach you all you need to know about being a Grimslinger. Well, I’ll let you get to it. I will be watching...”

**SETUP**

1. **DISTRIBUTE CARDS:** Each player needs the following cards: A grimslinger, an anima, a health tracker, an energy tracker and all six element spells (FIRE, EARTH, WATER, ICE, WIND, LIGHTNING). If there are more than two players, give each player a set of target cards.
A) The skull insignia on the back of your target cards, and the arrows on the front, should be the same color. The color of the target on the front of each target card should correspond to another player’s color.

B) You will need target cards that relate to every other player’s color. For example, if you are the purple player and there is a red and blue player, you will need target cards that target the red and blue players.

C) If playing with a total of three players, it is highly recommended you use “Quick Draw” on page 10 at the end of the “How to Duel” section.

2. **PUT SPELLS IN HAND:** Put all six element spell cards in your hand, hidden from your opponent.

3. **SET UP YOUR CHARACTER SPACE:** Place your health tracker and energy tracker in front of you, then place your grimslinger card on top of the health tracker and your anima card on top of your energy tracker. Only the number 10 should be visible on your health and energy trackers. Then place your target cards beside your health tracker as shown below.

![Character Space Diagram](image)

This area is called your character space. Note the position of the deactivate and discard card piles. Discarded cards are placed vertically, deactivated cards horizontally.

4. **BUILD THE NUMBER DECK:** There are 10 cards that look like playing cards. Shuffle these and place them number side down where both players can reach them.
ANATOMY OF AN ELEMENT SPELL

Wonderful job so far! Master is a real winner...or loser. We shall see. Anima will now explain how Master’s element spells work, that way Master is less likely to be a loser. Anima is funny.

1. **Title banner:** Gives the name of the element spell.

2. **Weakness banner:** Describes which elements this card does and does not beat.

3. **FX banner:** Details the special effects that can happen when playing this card. If a card’s FX are ever mentioned, it is referring to what is written here.

4. **Resolution number (RN):** When cards are revealed, this number is referenced to determine in what order they are resolved. The six element spells all have an RN of 9, but other spells will have numbers 1-10.

5. **Target:** States who this card targets, it is either Self, Team, All, All Foes or Single Target. If a card targets Team, it also targets Self.

If a card’s FX has a keyword or abbreviation that you do not understand, check the glossary on the back of this booklet.

ANIMAS AND TRACKERS

It is important that Master understands how useful an Anima can be, and how Anima will keep track of Masters vitals. Remember, vitals are vital! Anima is still funny.

ANIMA CARDS

There are abilities listed on the front and back of the Anima card. When and how these abilities are used is described on the card and in “Phase One - The Standoff” on page 6.
Tracker Cards

The front and back of each tracker has flavor text related to different personalities. Choose the side you prefer and place it face up (this does not affect gameplay).

As you gain or lose HP and EP you must slide your grimslinger and anima cards up, or down, on top of its respective tracker so that the arrows are pointing to the correct number.

How to Duel

Before our Creator can send Master and Anima out into the Forgotten West to enact his grand plan, Master must be well versed in the art of spell slinging and general dueling-ness. Let us begin to verse! Let us begin versing? Let us begin!

For Master’s first duel, Master will only use element spells and Anima abilities, but note Master, there is much more to being a Grimslinger than the elements!

Players will go head to head using a unique dueling system where everyone’s turn happens at once. Careful planning, resource management and luck will all come into play, so be sure to keep your wits about you!

The duel is broken down into turns that happen simultaneously for each player. Each turn is made up of three phases as outlined below. If this is your first duel, ignore any advanced options/rules designated by a blue background.

Phase One - The Standoff

1. You may do any of the following, but you must announce to the other players which actions you are taking:
   - **Sacrifice HP for EP.** The conversion rate is 1 HP for 1 EP. You cannot sacrifice HP if you are at full EP. You cannot sacrifice down to 0 HP.
   - **Use your purge or reload ability.** You can only use one of these anima abilities during the Standoff phase.
   - **Use your surge ability.** Flip the anima card over to the side that has the surge ability listed.
• **Trade active (or in-hand) cards with teammates.** You may also trade passive items. You may only trade cards once with a single person (thus no back and forth).

• **Draw an item card.** If you draw an item card, you are not allowed to perform any other action during the Standoff phase besides playing an item card or using your archetype ability. If you have already performed one of the other actions, you are not allowed to draw an item.
  
  — This can only be done once per Standoff phase.
  
  — At the end of the Standoff phase you are only allowed to have two item cards in hand and one passive item beside your character card. Discard extras.
  
  — If the item deck is ever depleted, shuffle the item discard pile and place it face down. This will be the new item deck.

• **Play an item card with a standoff or passive type.**

• **Use your archetype ability if it can be used during the Standoff phase.**

2. **When you are finished say, “Ready.”** Move on to phase two when all players are ready.

**Phase Two - The Draw**

1. **Select a spell and target card from your hand and play it face down.** If you want to pass instead of playing a card, you must still play a spell and target card if you have them.

   Instead of playing a spell you can play a standard type item. If you have an item card with a combine type, you may play that with the appropriate type of card.

   — If the combine card stipulates a specific card then it can only be played with that specific card.

   — You can only use one combine item per Draw phase.

2. **When all players have placed their cards shout, “Draw!” and reveal them, then move on to the Aftermath phase.** Once all cards have been placed and before they are revealed, you may state that you choose to pass. Put your cards back into your hand. If you passed, gain 2 EP.
Phase Three - The Aftermath

1. Put deactivated cards from the previous turn back in your hand.

2. Deduct any energy costs of the card you just played, including those that may be described in the card’s FX.
   - If you played a card that you do not have enough EP for, it will deduct the EP you have left and then be immediately put in your deactivate pile without resolving.

3. Resolve cards starting with a RN of 1 and continue through to 10.
   - If you are defeated (0 HP) before your card is resolved, it will not be resolved.
   - If you played an element spell with an FX that targets Self and your target chooses to pass or is immune, you will still gain the FX that apply to Self.
   - If more than one player has played a card with the same resolution number they must roll to determine who’s will resolve first, second, third, etc. Re-roll if tied. Highest goes first.
   - If two players played an element spell with an unaltered RN of 9 and they targeted each other, those cards are considered contested. Contested cards must still roll to see if they resolve before uncontested cards with a resolution number of 9. You only need to roll once for each pair of contested cards.

4. Follow steps A, B, C to resolve contested cards:
   A) Check the weakness banner on your element spell. If your card is beaten by the opposing card, immediately discard your card. The card that was not beaten is a successful attack.
   B) If neither card is beaten by the other you will have a face-off. See “Resolving Face-offs” pg 9.
   C) For successful attacks, apply all applicable damages (surge, apex, exhaust, et. cet.) and FX that have not otherwise been negated by a spell’s FX or previously applied.

5. If you used the surge ability, flip your anima card back over.

6. Discard the card you played unless otherwise stated on the card or it has already been placed in your discard pile.
   - Regardless of who played it, all discarded item cards go into the same item discard pile, right beside the item deck.
   - If you are playing a free-for-all with four or more players and you played a spell with a single target, you must deactivate the target card you used.

7. Start a new turn if more than one player is still above 0 HP.
Resolving Face-offs

A face-off is when two elemental beams collide, resulting in a contest of strength, luck and willpower to overthrow the other.

Face-offs consist of each player taking turns drawing a card (called a push) from the number deck or refraining from drawing a card (called a hold). The goal of each player is to have a total value of cards in hand equaling 11 (called an apex) or as close to it without going over (going over is called an exhaust).

To resolve a face-off, follow these steps:

1. Draw one card for each player from the number deck face up. The player with the highest card goes first. These cards count towards your hand total. Draw another card for each player if it was a tie.

2. Take turns to either push or hold.
   - If both players hold, one after the other, the face-off ends and the player with the highest total value in hand wins. The winner’s spell will apply its FX.
   - If a player has exhausted they lose, and the face-off ends immediately. The winner’s spell will apply its FX. Additionally, any DMG to be applied to the exhausted player will be doubled.
   - If it is a tie, both element cards must be discarded without applying their FX.
   - If a player has apexed and their card does DMG, they will gain +1 DMG to their card’s FX if they win the face-off.

Example: Jill has apexed and Jack exhausted. Jill had played LIGHTNING, which does 3 DMG. Because Jill has apexed, her LIGHTNING will now do 4 DMG. However, Jack has exhausted, so instead of taking 4 DMG Jack will take 8 DMG and the other FX of the LIGHTNING card.
WIN CONDITION

The duel continues until all but one player has reached 0 HP. The last player standing wins!

TEAM PLAY

To play in teams simply do so and don’t attack your team. Friendly fire is on! Cards directed at All or a Single Target can be used on teammates and yourself. If a card’s FX applies to your team, it will be applied to each teammate. The last team alive wins the duel!

When your HP reaches 0 you are not eliminated from the game but you cannot typically use any of your abilities or cards (there are some special circumstances). If another player or card gives you HP, you will be allowed to use your cards and abilities again.

QUICK DRAW

The Quick Draw rule set allows for more than one card to be played during the Draw phase. This game type was designed to reduce kingmaker situations and ensure no one player is picked on unfairly.

This game type is highly recommended for three player games.

The rules of Quick Draw are identical to the regular rule set, with the following changes:

1. During the Draw phase, you may play more than one card up to a set maximum. Players must decide on a maximum between two and six cards. Stack these cards all together during the Draw phase.

2. If there are more than two players, every spell or item card played must be accompanied by a target card. Combine cards do not require an additional target card and do not count towards the total amount of cards that may be played that turn.

3. In Quick Draw there are several Aftermath phases equal to the total amount of cards played that turn.

   Example: If everyone has played three cards, there will be three Aftermath phases that turn. Once the first card for everyone has been resolved, a new Aftermath phase starts and everyone’s second card will be resolved and so on.

   How many cards you can play per Draw phase depends on how many players there are:

   - Two players = two to six cards (players determine what maximum they’d prefer).
   - Three players = two cards.
   - Four players = three cards.
   - Five or more players = four or more cards. Players can decide how many cards they want to set as the maximum, but it must not exceed the total amount of target cards each player has access to.

   Note: In Quick Draw you do NOT deactivate target cards. Target cards always return to your hand before you move on the next Standoff phase.
4. Players no longer reveal their cards during the Draw phase. Instead they reveal their cards at the start of the Aftermath phase before deducting EP costs.

If a player wishes to, or must, pass then they must state so before they flip over their cards. This may be done at the start of each new Aftermath phase.

Example: During the first Aftermath phase, Billy reveals his card and resolves it. During the second Aftermath phase - before anyone has revealed their second card - Billy states that he is going to pass and then discards his cards for that second Aftermath phase. There is one more Aftermath phase, and during this one Billy doesn’t pass but reveals and resolves the cards he chose for this third Aftermath phase.

5. If a player dies, you will play one less card per draw phase. If there are only two players left, the game reverts back to a regular duel OR players may continue to play two cards per Draw phase (without target cards).

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**ADVANCED DUELS**

Is Master ready for more!? Element spells were just the beginning, now Master must...master the rest! Archetypes, signature spells and items. Each one is a crucial asset if Master is to survive the Forgotten West.

Players may duel with any one, two or three of the following features according to their preference.

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**ARCHETYPES**

Before you begin a duel, players may choose any one of the six different archetypes, or they may be selected at random.

- **HELL’S FURY**
- **TRUE CRIT**
- **DIRTY CHEAT**
- **RESSURECT**
- **BLOOD FEAST**
- **SPELL FLARE**

Archetypes determine your starting HP and EP and add a special ability to your character. The card’s description will explain when and how to use the ability.


**Signature Spells**

Before you begin a duel, players may select signature spells. Randomly distribute 2 signature spells to each player or have each player roll the dice (re-roll if tied). The player with the highest number will choose their signature spell first, then players will take turns selecting signatures spells in a clockwise fashion until each player has two.

The anatomy of a signature spell is similar, but not identical to, your elemental spells.

1. **Title banner:** Name of the spell.

2. **FX banner:** Details the special effects that can happen when playing this card. If a spell’s FX is ever mentioned, it is referring to what is written on this banner.

3. **RN:** When cards are revealed, this number is referenced to determine in what order they are resolved.

4. **Target:** Specifies who this card targets, it is either Self, Team, All, All Foes, or Single Target. If a card targets Team, it also targets Self.

5. **Energy indicator:** Only signature spells have these. It shows how many EP this card costs to use.

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**Items**

**Set up the Item Deck:** There are 77 item cards, 40 of which can only be used in the Tall Tale portion of the game, which are designated by a glowing border or a red icon in the top left corner of the card.

Separate the regular item cards from the Tall Tale ones. Shuffle these together and place them face down where all players can reach them.

**Note:** Item cards are not recommended for highly competitive play. They add a measure of randomness to the game that can, at times, be imbalanced.
ANATOMY OF AN ITEM:

1. **Title banner**: Name of the item.
2. **Description banner**: Flavor text related to the item that does not have any bearing on gameplay.
3. **Item FX**: Details the special effects that can happen when playing this card. FX can also describe special conditions for how the card is to be used.
4. **RN**: When cards are revealed, this number is referenced to determine the order in which they are resolved during the Aftermath phase. Some items do not have an RN.
5. **Target**: Specifies who this card targets. Some item cards do not have targets.
6. **Type**: Specifies the type of item this is. Some items have multiple types. Types determine when and how to use that item.
   - **Standard**: These are played during the Draw phase instead of playing a spell card.
   - **Combine**: Can be combined with a spell card during the Draw phase. You cannot play multiple combine cards together. If the combine card stipulates a specific card, then it can only be played with that specific card.
   - **Standoff**: Can only be used during the Standoff phase.
   - **Instant**: Must be resolved as soon as it is drawn.
   - **Passive**: Has an effect that is always active or available as long as you have the card. It is not discarded when used unless the card’s FX says to do so.

IMPORTANT TERMINOLOGY AND RULES WITHIN SIGNATURE SPELLS AND ITEM CARDS

- Roll refers to rolling a six sided die.
- **DNC** refers to drawing number cards from the number deck.
- An unresolved card is any card that was played that turn that has not yet been resolved.
- Unless a card states that it does damage or DMG, its FX are not considered to be damage. For example, “Reduce target’s HP to 1,” is not damage.
- If a card gives or increases a player’s HP, that effect is considered HEALING.
- If players must DNC for a card’s effect, they are required to reshuffle before another player draws. This rule does not apply to face-offs.
- If a card states that it affects the NV (numerical values) of a card’s FX effect, it is referring specifically to **typographic numbers**. For instance: +2 HP to team. If a number is written out, such as “one,” it is not affected.
- You do not need to discard item cards that state “do not discard” after you use them. However, these cards may still be discarded by an opposing card’s FX.
Example: If you played a card with an FX that stated “2 DMG to any two foes of your choosing” and played it with a combine card that says “+1 to the NV of the FX of any spell this card is played with” it would result in dealing 3 DMG to any two foes of your choosing, **not** dealing 3 DMG to any three foes of your choosing. If it were written as “2 DMG to any 2 foes of your choosing” it would then be changed to dealing 3 DMG to any three foes of your choosing. However, it does not refer to roll or DNC listings.

Example: A player uses a card that states, “+1 to the NV of the FX of any spell this card is played with.” Then combine it with an additional card that states, “Roll to determine what FX will be applied to foe; 1, 2, 3 = +3 HP; 4, 5, 6 = -3 HP.” This combination would result in the player either getting a roll of 1, 2, or 3 with the FX of +4 HP or a roll of 4, 5, or 6 with an FX of -4 HP. It would **not** result in a roll of 2, 3, 4 for +4 HP or a roll of 5, 6, 7 for -4 HP.

**Grimslinger, I hope you’ve been paying attention, being a Grimslinger wasn’t meant to be easy. Get a few advanced duels under your belt and then come speak with me, I have an important task for you.**

When players have an understanding of the basic and advanced aspects of the duel, they may continue on to the Tall Tales portion of the game.
**TALL TALES**

Duelin’ yer fellow Grimslingers was practice fer a much grander destiny. Icarus, yer creator, is sending you out into the harsh Forgotten West on a perilous mission, of which you survivin’ is mighty unlikely. Sorry bout that...

The Tall Tales portion of Grimslingers is a solo or cooperative experience in which players progress through a narrative campaign while also exploring, leveling up, collecting loot, and dueling.

Get ready Grimslinger, your tall tale is about to begin!

**TALL TALE CHARACTER SETUP**

1. **Each player needs the following cards:** A grimslinger, an anima, an archetype, a health tracker, an energy tracker, a level tracker and all six element spells (FIRE, EARTH, WATER, ICE, WIND, LIGHTNING).

2. **Place cards:** The diagram will show you where to place each of your cards within your character space. There are some positions for cards which you do not have yet, take note of their placement. Element spells will go in your hand.

**STASH**

In a Tall Tale, players will acquire more spell and item cards than they are allowed to have in their hand. These cards will be placed in a player’s stash. A player’s stash may only be accessed during a rest node or the Standoff phase of a duel. Additional rules concerning the stash can be found in those respective locations within the rulebook.
1. **The Map:** The map consists of three different types of nodes, which characters will travel to as they progress through the game, as well as pathways that dictate where you can travel to from each node. The right side of the map has a legend for quick reference while playing. For more information on the different types of map nodes, see “How The Map Works” on page 19.

2. **Creature Decks:** There are seven creature decks, each consisting of three cards except for the Witch King skill deck, which consists of six cards. Skill decks are comprised of a creature card and skills specific to that creature. Creature skill cards work very similar in function to spell cards, and at times event cards.

3. **Creature Modifier Deck:** Depending on the difficulty level players have chosen to play with, 1 to 2 of these modifiers will be randomly drawn and their effect applied to the creature before the duel starts.
4. **General Creature Skill Deck:** Whenever players duel a creature from an attack node, these three cards will be combined with that specific creature’s skill deck.

5. **Creature HP and EP trackers:** These are used to track the HP and EP of a creature.

6. **Duel space:** This space is needed for when players are required to resolve a duel.

7. **Item deck and discard pile:** In the Tall Tales portion of Grimslingers, there are additional item cards. Ritual items have a glowing border to make them easier to identify, whereas other Tall Tales specific items have a red insignia on the top left of the card. Items from any player go into the same item discard pile.

8. **Signature spell deck:** A deck consisting of all signature spells.

9. **Hank the Hunter and the Hexilion Blade:** Hank the Hunter is a card that can obtained from the Hank the Hunter map node. The Hexilion Blade is a powerful weapon players can obtain by collecting three Hexilion Fragments as they play the game.

10. **Number Deck:** Shuffle and place all 10 number cards face down. These will be drawn from as the story, events and other cards dictate.

11. **Event deck and discard pile:** Shuffle the 10 event cards and place them face down. These are randomly drawn whenever players land on an Event node. When events are resolved, they are placed in the event discard pile.

12. **Character Piece:** This game piece represents the current location of all players on the map. Players always travel together.

13. **Six Sided Die:** This dice will be used throughout the game. It may be placed anywhere that is convenient for players.

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**HOW TO PLAY A TALL TALE**

*We must prepare before we brave the Forgotten West, Master. Anima is excited!*

1. **Setup the Game:** See “Tall Tale Game Space Setup” pg 16 & “Tall Tale Character Setup” pg 15.

2. **Choose a Narrator:** Select a player to read from the Story Booklet as the game progress. Though, players may take turns doing this if desired.

3. **Choose a Difficulty Level:** There are 4 levels of difficulty, Easy, Normal, Hard, Impossible. Each difficulty level alters several aspects of the game. See “Choosing a Difficulty Setting” pg 26.

4. **Select a Chapter:** Decide on what chapter of the Story Booklet you are going to play. For those playing for the first time, it is recommended to play through the chapters in the proper order. At the
start of each new chapter players play through; they may select a different level of difficulty.

5. **Place the Character Piece:** The start of each chapter within the story booklet will dictate where to place the character piece on the map.

6. **Begin resolving Tall Tale turns:** A Tall Tale is made up of Tall Tale turns. These turns continue, one after another, until players have reached the maximum amount of defeats allowed for the set level of difficulty or until players have successfully completed a chapter.

**TALL TALE TURNS ARE BROKEN DOWN INTO THREE PHASES:**

**NARRATIVE PHASE**

1. **Check Prerequisites:** Check to see if you meet the prerequisites of the next story part. If you do, the player narrating must read that story part.

2. **Resolve Actions:** Resolve any actions required by that part of the story.

3. **Continue On:** If you have not just resolved the end of the chapter, continue on to the next phase. If you have, you may begin the next chapter, which will start this phase over. Follow the instructions listed at the beginning of the chapter. You may also choose a new difficulty level.

**NODE RESOLUTION PHASE**

1. **Resolve the type of map node you are on. See “How The Map Works” pg 19 for more details on each type of node:** Landmark, Attack, Event, and Rest.
   - Some nodes will ask you to resolve them as a group or allow each player to choose their own action. If a node asks you to choose an action as a group, all players must decide on one of the given actions, which will apply to all players unless otherwise stated.
   - If a node states that each player may choose an action, players must then take turns selecting an action and resolving it, before the next player may do so. **Do not** resolve individual actions simultaneously with other players.

**MOVEMENT PHASE**

1. Players must decide, as a group, which map node to move the character piece to next. You may only move to a map node that is connected by a path to your current map node.

2. Start a new Tall Tale turn.
HOW THE MAP WORKS

Here, you’ll need this. I’ve marked the most important locations for you and a few trouble spots. Don’t embarrass me by getting lost, or I might just be tempted to sell your brain to the Shama Mama. Understood?

1. **Legend**

   On the right hand side of the map is a legend which details the iconography of the map as well as Attack node roll outcomes and other details for quick reference.

2. **Nodes**

   The map consists of several different types of nodes which are linked by paths. Players will travel to and from these nodes throughout the campaign. There are four different types of nodes on the map which are as follows:

   - **Landmark:** When players move to a Landmark they must note the story booklet page number listed around the node itself. Turn to that page and resolve that particular Landmark entry.

   - **Attack:** If players move to an attack node they must roll to determine what they are attacked by, unless given the option not to by an event or card’s effect. Roll outcomes are listed on the right hand side of the map. Attack nodes are usually the quickest, and most dangerous, route between landmark nodes.

   - **Event:** When on an Event node, players must draw a card from the top of the event deck. Once the card is resolved place it in the event discard pile. If the event discard pile is depleted, you must shuffle the cards from the event discard pile to make a new event deck.

   - **Note:** If an event asks you to discard cards, and the card you played says “Do not discard,” than you do not have to discard that card, but may still play it.
**Rest:** When players move to a Rest node they automatically gain 2 HP and EP. Players may also do the following actions on a Rest node:
- Use either your reload or purge ability (not both).
- Reorganize your hand and stash.
- Trade item cards with teammates.
- Use a standoff type item.

### Paths and Movement

Map nodes are connected by dotted lines. Players can only move their character piece to a new map node so long as it is connected by a dotted line to the map node they are currently on.

#### HOW THE STORY BOOKLET WORKS

The Story Booklet will be your guide through the Tall Tale. There are several chapters, each progressing the story while also providing new and increasingly difficult challenges for players to overcome. The Story Booklet also contains information for each Landmark node, which are non-linear pieces of story.

### Chapters

A Tall Tale campaign is broken down into chapters, each of which is broken down into parts. Each chapter progresses the story, but also introduces new challenges and rules. These story specific challenges and rules are detailed within the Story Booklet itself.

Players are encouraged to play through the chapters in proper succession, though it is not required to play all the chapters in one play session.

Each chapter is designed to last 60 - 90 minutes. The start of each chapter explains how to set up your character if you are starting a new play session, or continuing from another chapter in the same session.

### Parts

**Prerequisites:** Each part of a story has a prerequisite that must be met before that part can be read and resolved. These prerequisites could be such things as needing a certain item or items, or being on a specific map node.

**Example:**

<table>
<thead>
<tr>
<th>PREREQUISITE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Place your character piece on the Valley Haven map node.</td>
</tr>
</tbody>
</table>

**Actions:** As you resolve parts they will detail actions players must take or options they must choose.

**Example:**

<table>
<thead>
<tr>
<th>ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Look through the item deck and give each player two supplies items.</td>
</tr>
</tbody>
</table>
Objectives: Typically, at the end of each part, is an objective. Objectives detail what players should do in order to meet the prerequisites of the next part. Objectives can also offer helpful tips.

Example: 

<table>
<thead>
<tr>
<th>OBJECTIVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head out into the Valley of Death and travel to any attack or event node.</td>
</tr>
</tbody>
</table>

HOW A TALL TALE DUEL WORKS

Setting up and resolving a Tall Tale duel will generally be the same throughout the Tall Tale, though there are some unique situations and rules introduced by Landmarks and story parts. These Landmarks and story parts will stipulate how to alter the basic setup and rules of a Tall Tale duel.

SETUP

1. **Place portrait card:** Take the creature portrait card, the card that depicts the CREATURE itself, and place it as shown.

2. **Place HP and EP trackers:** Set its HP and EP to the amounts listed for the appropriate player count on the back of the creature portrait card. The arrows on the creature portrait card should be pointing to the correct HP and EP on the respective trackers. Creature HP and EP tracker cards are rotated and/or flipped over to correct number as the duel progresses. The front of the trackers are for numbers 1-20, while the back of the trackers are for numbers 21-40. Note that you will need enough space around the trackers to rotate them.

3. **Place modifiers:** Depending on the difficulty level set and if you are resolving a duel initiated by an Attack node, you might draw 1 or 2 creature modifier cards at random from the creature modifier deck. Place them underneath the creature portrait card as shown.

4. **Create and place the creature skill deck:** Shuffle together the generic creature skill deck with the skill deck of whatever creature is being dueled. Place it face down as shown. Note that cards in this deck are considered active and are the creature's hand.

5. **Played creature card:** During the Draw phase of a duel, creature skill cards will be placed here.

6. **Discard and deactivate piles:** Discarded and deactivated creature skill cards will be placed in the respective positions.
In general, a Tall Tale duel resolves the same way a standard duel between two players would, with a few exceptions which are outlined in the following. If it is ever stated that a creature must do something, that action must be performed by a player on its behalf.

**The Standoff**

1. Players cannot draw item cards.
2. You may exchange cards in your hand with cards in your stash. If you do this, you may not perform any other action during this phase except for playing a standoff type item card or using an archetype ability. You cannot exceed your max hand size, which is determined by your current level and set difficulty.
3. If you reload and you do not have enough room in your hand for all the reload cards, any extra cards will stay in discarded.
4. If a creature has no more active skill cards in their hand, they must spend EP to put as many discarded skill cards as they can back in their hand. It costs 1 EP per card, and the creature is not allowed to reduce their own EP to 0 by doing this. If it only has enough EP for two cards, you will shuffle their discarded cards face down and pick the top two. The cards must always be shuffled and placed face down so that players cannot see them.
5. If playing as an anima, see “Playing an Anima” pg 26 for actions that may be performed during this phase.
6. Players may flee. Fleeing must be agreed upon by all players and must be done before any other action is performed by any player during the Standoff phase. Fleeing immediately ends the duel and counts as a defeat (see “How Defeat Works” pg 24). If players flee, they will gain no levels or rewards from the duel. Fleeing can only be done during an Attack node duel.

**The Draw**

1. One player must draw the top card from the creature skill card deck and place it face down into the proper position without looking at it.
2. Creatures must pass if they have no active skill cards or a card’s FX have forced them to. Creatures gain 2 EP when they pass.
3. Note that if a card references a player or players, the creature is considered to be one. If a card gives a player or players the opportunity to roll or DNC, the creature will always choose not to.
The Aftermath

1. Creatures may return any deactivated skill cards they had from the previous turn back to the skill card deck.
2. Resolve creature cards as you would normally resolve cards during the Aftermath phase.
3. Discard the card(s) the creature played this turn into their discard pile, face up.
4. If a card’s effect forces the creature to discard or deactivate, treat it as you would in a normal duel and place the creature’s skill cards into the proper pile.
5. If you are able to return deactivated cards to your hand from the previous turn, but your hand has already reached the maximum amount of cards allowed, they will return to your stash instead.

If a player or players are defeated during the duel, please see “How Defeat Works” pg 24.

If players defeat the creature, look on the back of the creature portrait card to see what rewards players gain. Then, return all the creature cards back to their respective locations within the Tall Tale game space.

If there are any deactivated cards when the duel is over, they will be returned to their owner’s hand or stash.

HOW LEVELING WORKS

Players are awarded levels for winning duels, accomplishing challenging feats and progressing through the story.

HOW TO USE THE LEVEL TRACKER

When players gain a new level, they must move their archetype card up on their level tracker so that the arrows on the bottom of the archetype card are pointing to the correct level.

When players reach level 11 they must flip their level tracker over to the other side. The bottom of the card summarizes what perks they gained from levels 1-10.

LEVEL PERKS

Every other level grants players a perk. These perks are either an increase to the player’s max hand size, a choice to increase their max HP or EP, or the ability to choose signatures spells. These perks give players a permanent advantage, as levels cannot be lost.
HOW DEFEAT WORKS

When a player’s HP reaches 0 and they are unable to, or do not, immediately restore it (i.e. by using a revive juju, or the revenant’s archetype ability), they are considered defeated. Defeat doesn’t usually mean game over though, and how defeat is to be handled depends on when and where a player has been defeated.

How defeat works also changes based on if you are playing solo or co-op, and on the level of difficulty you have set for the play session.

DEFEAT IN CREATURE DUELS

Players can enter in creature duels either by moving to an Attack node, resolving a particular Landmark, or as an action when resolving part of the story.

Being defeated during a creature duel does not count towards the total allowed defeats, based on your difficulty setting, unless a player has 0 HP when the creature duel ends.

If you are defeated during the Aftermath phase and your cards have not resolved, they will be deactivated.

- **Solo**: If defeated, the resolution phase ends and you must immediately return all creature related cards to their respective locations in the game space. You will gain no levels or rewards and will be revived to the appropriate HP and EP based on the current difficulty level.

- **Co-op**: If all players are defeated the resolution phase ends and you must immediately return all creature related cards to their respective locations in the game space. You will gain no levels or rewards and will be revived to the appropriate HP and EP based on the current difficulty level.

If a player is defeated, but at least one of their teammates are not, the defeated player may continue to play as an anima, see “Playing an Anima” pg 26. If an undefeated player is able to give HP to a defeated player, that defeated player will be able to play as their grimslinger again in the next phase.

DEFEAT ON LANDMARK NODES

Some Landmark nodes have challenges that could result in a player being defeated.

- **Solo**: If defeated, apply all negative effects as listed in that particular Landmark node and continue on to the movement phase. You will not gain any levels or items rewarded by the Landmark node. Revive to the appropriate amount of HP and EP based on the set difficulty level.

- **Co-op**: If all players are defeated, apply any negative effects as listed in that particular Landmark and continue on to the movement phase. You will not gain any levels or items rewarded by the Landmark node. Revive to the appropriate amount of HP and EP based on the set difficulty level.

If at least one player is not defeated, they may continue to resolve the Landmark as normal. Once the resolution phase ends, any defeated players will be revived to the appropriate amount of HP and EP based on the set difficulty level and all may continue on to the movement phase.
Defeat on Event Nodes

Some events have challenges that could result in a player being defeated.

- **Solo:** If defeated, immediately discard the event card, revive to the appropriate amount of HP and EP based on the set difficulty level and then continue on to the movement phase.

- **Co-op:** If all players are defeated, immediately discard the event card, all players will be revived to the appropriate amount of HP and EP based on the set difficulty level and then continue on to the movement phase.

If at least one player is undefeated, they may continue to resolve the event as normal. Once resolved, any defeated players will return to the appropriate HP and EP based on the set difficulty level and all may continue on to the movement phase.

**Note:** A revenant’s resurrect ability, or the revive juju, cannot be used until after an event is over. Therefore, if player’s HP reaches 0 during an event, it will count as a defeat.

Defeat on Rest Nodes

The only way a player can be defeated during a Rest node is if they use an item that deducts their HP.

- **Solo:** If you are defeated, you cannot perform any other actions and must end the current Tall Tale phase and continue on to the next one after returning your HP and EP to the appropriate amount based on the currently set level of difficulty.

- **Co-op:** If a player is defeated, they cannot perform any other actions that Tall Tale phase and must return to the appropriate level of HP and EP based on the currently set level of difficulty.

All undefeated players may continue to resolve the Rest node normally.

Defeat from Story Parts

- **Solo:** If a player is capable of being defeated when resolving an action as part of the story, it usually means game over. These actions will specifically state whether or not defeat means game over.

- **Co-op:** If players are capable of being defeated when resolving an action as part of the story, and all players have been, it usually means game over. These actions will specifically state whether or not defeat means game over.

Some actions may also remove players from the game if they are defeated, but allow others to continue on. In these situations, players must refer to that specific action to see if it allows them to continue playing on as an anima.
If a player has been defeated during a duel but still has at least one undefeated teammate, they may play as their anima. Animas are limited to the following actions during the three phases of a duel.

**The Standoff**

- **Surge:** You may apply the surge ability to a teammate. However, instead of choosing to deactivate three element spells, you must discard them. If that teammate has used surge as well, your surge will add to it. (i.e. +2 to the numeric values of any spell card they play).

- **Reload or Purge:** You cannot do both, as per the usual rules.

- **Trade:** You may give any active spell card to a teammate. These cards now become theirs and if used, are placed in that teammates discard pile. You may also receive spells from a teammate.

- **Channel:** Give any amount of your EP to a teammate.

- **Organize:** You can reorganize spells in your stash and hand.

**The Draw**

- **Pass:** Gain 2 EP for not playing a card.

**The Aftermath**

- Animas are affected by resolved cards, but only if that card’s effect either reduces EP, deactivates active cards or discards them.

- Animas do not participate in the resolution of creature cards that would normally require a player to do something. If an action results in any of the previously mentioned effects than those effects must still be applied to the anima.

---

**CHOOSING A DIFFICULTY SETTING**

**Easy** – For those looking to play through the game without much difficulty. A great way to learn the ins and outs of the game without the stress of failure. Also a good option for those mainly interested in the story.

- **Starting and Max HP/EP:** No changes
- **Starting Hand Size:** 8
- **Max Allowed Player Defeats:** 4
- **Revival:** Return to 5 HP / EP
- **Attack Nodes:** 1 creature modifier. When setting creature HP / EP based on player count, choose the player count that is one less than the actual amount of players. For example, if you are playing with three players, set creature HP / EP to the amounts listed for two players.
Normal – Recommended for those new to the game but accustomed to difficult solo/co-op games.

- Starting and Max HP / EP: No changes
- Starting Hand Size: 7
- Max Allowed Player Defeats: 3
- Revival: Return to 3 HP / EP
- Attack Nodes: 1 random creature modifier

Hard – Recommended for those who are familiar with the game and are looking for an increased challenge.

- Starting and Max HP / EP: Reduced by 1
- Starting Hand Size: 6
- Max Allowed Player Defeats: 3
- Revival: Return to 2 HP / EP
- Attack Nodes: 2 random creature modifiers

Impossible – Recommended for those that have delusions of grandeur. ;)

- Starting and Max HP / EP: Reduced by 2
- Starting Hand Size: 5
- Max Allowed Player Defeats: 3
- Revival: Return to 1 HP / EP
- Attack Nodes: 2 random creature modifiers

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