

RULE BOOK



2-4
players



WHO ARE THE LEGENDS

INTRODUCTION AND AIM OF THE GAME

Who are the legends? Our Main intension players They'll learn about history's greatest scientists, artists, and other historical figures, all while focused and engaged in friendly competition. To do so, collect and Match Clue cards and Character cards, then show them for Points Based on the back of the tokens categories. If you match to put together a really good deal

As for the Info cards are used for for right match. At the end of each deal, the Highest score tokens receive a Seal of Excellence. The first player to collect 2 of these wins the game

MATERIAL

55Clue Cards

15x power



10x Science



9x star



8x gold



7x book



6xspirit



Back



55Character Cards



55Info Cards



55score tokens

15x power



10x Science



9x star



8x gold



7x book



6xspirit



5Bonus tokens



SET-UP

- 1-Shuffle the 55 clue cards face down between the players as a draw pile.
- 2-Shuffle the 55 Character cards well and Deal 2 cards to each. player
- 3-The remaining Character cards are face down as a draw pile.
- 4-55Info cards face up right between the players.
- 5-Take the first four cards from the 2 decks and place them face up next to the pile."The Game is now ready".
- 6-The players then remove any portrait card from their hands and put them face up in a stack in front of them. This forms each player's herd.



7-Sort the score tokens by Category type

8-Spread out 4 cards each pile so that both players can see all the 4 Clue cards and 4 character cards

9-Sort the Seals of Excellence tokens by type

10-Put the all tokens next to the categories pile

11-Set up the tokens as shown in the above illustration
Pick a starting player. You are now ready to start playing

GAME TURN

ON YOUR TURN, YOU CAN EITHER

TAKE CHARACTER OR CLUE CARDS

OR

DEAL THE PAIRED CARDS

BUT NEVER BOTH!

YOUR TURN IS NOW OVER AND YOUR OPPONENT CHOOSES ONE OF THESE ACTIONS

TAKE CARDS

If you take cards, you must choose one of the following options

A) take 3 character or clue Cards =Exchange

B) take 1 character or clue Cards

A - TAKE CHARACTER OR CLUE CARDS -BUT NEVER BOTH

Take 3 character or clue Cards that you want into your hand (they can be of different types), then exchange the same number of cards. The returned cards can be .portrait or clue Cards or a combination of the two

B - TAKE 1 SINGLE CARD

Take a single character or clue Card from the market into your hand, then replace .it with the top card from the deck

ATTENTION: PLAYERS MAY NEVER HAVE MORE THAN 9 CARDS IN THEIR HAND

DEAL THE PAIRED CARDS

To show the Deal cards, In order to get the Score tokens of the same category you need to pair a Clue card with the character card. The hints on character cards should help you with that. Once you think there is a match (only during your move) you place the paired cards in front of you for other players to check with the info cards. If everything is correct then you can pick the coin from

The stack matching your category



CLUE CATEGORY

POWER-	KINGDOM/WARRIORS/PRASIDENTS/FIGHTERS /WAR
SCICNE-	CREATOR/INVENTION/MATHEMATICS/PHYSICS/LAB/RESERCH
GOLD-	MERCHANT/MONEY/TRAVELERS/RICHEST
BOOK-	AOUTHER/WRITER/POET/STOY
STAR-	ARTIST/SPORTS/FINEARTS/ACTOR/ACTRESS/DIRECTORS
SPIRIT-	SPIRITUAL/GOD/FUTURE/PEACE

You can pair Character cards with each other regardless of the , category serial number Character Cards also has its own serial numbers Example-1,2,3 /3,4,5



You may pair Character Cards and take Bonus score token as well. Like a separate category.

Pair a Legend card with the character card

Legend Cards are special cards that can be matched with ANY

Character card or Clue card also you earn Special Bonus Tokens

Attention: 1 card for 2 palyer game 2 cards for 4 palyer game

Legends cards:

Legends cards



RESTRICTIONS DURING DEAL

.YOU CAN DEAL THE PAIRED CARDS ONE PAIR TYPE EACH ROUND, NEVER MORE

END OF A ROUND

:A round ends immediately if

There are no cards left in the draw pile when trying to fill the Table

There are no cards left in the score tokens when trying to fill the Table

SCORING

The player turns over their tokens and adds them up to determine who is the Ranker. Once the game ends you up actually sum of the total ,all the values of the tokens takes a Seal of Excellence

END OF THE GAME

The game ends immediately as soon as one of the players has got the highest Score Seal of Excellence

That player wins the game

REMINDERS AND NOTES

When you take cards from the table, you either Character or Clue , but never both

WHEN MAKING AN EXCHANGE

.the surrendered cards can be Character, Clue or a mixture of the two
you can never exchange just 1 card from your hand against 1 from the Table. An exchange always involves at least 2 cards for 2 cards

.**CHARACTER OR CLUE CARDS DO NOT COUNT TOWARDS THE 9 CARD HAND LIMIT**

