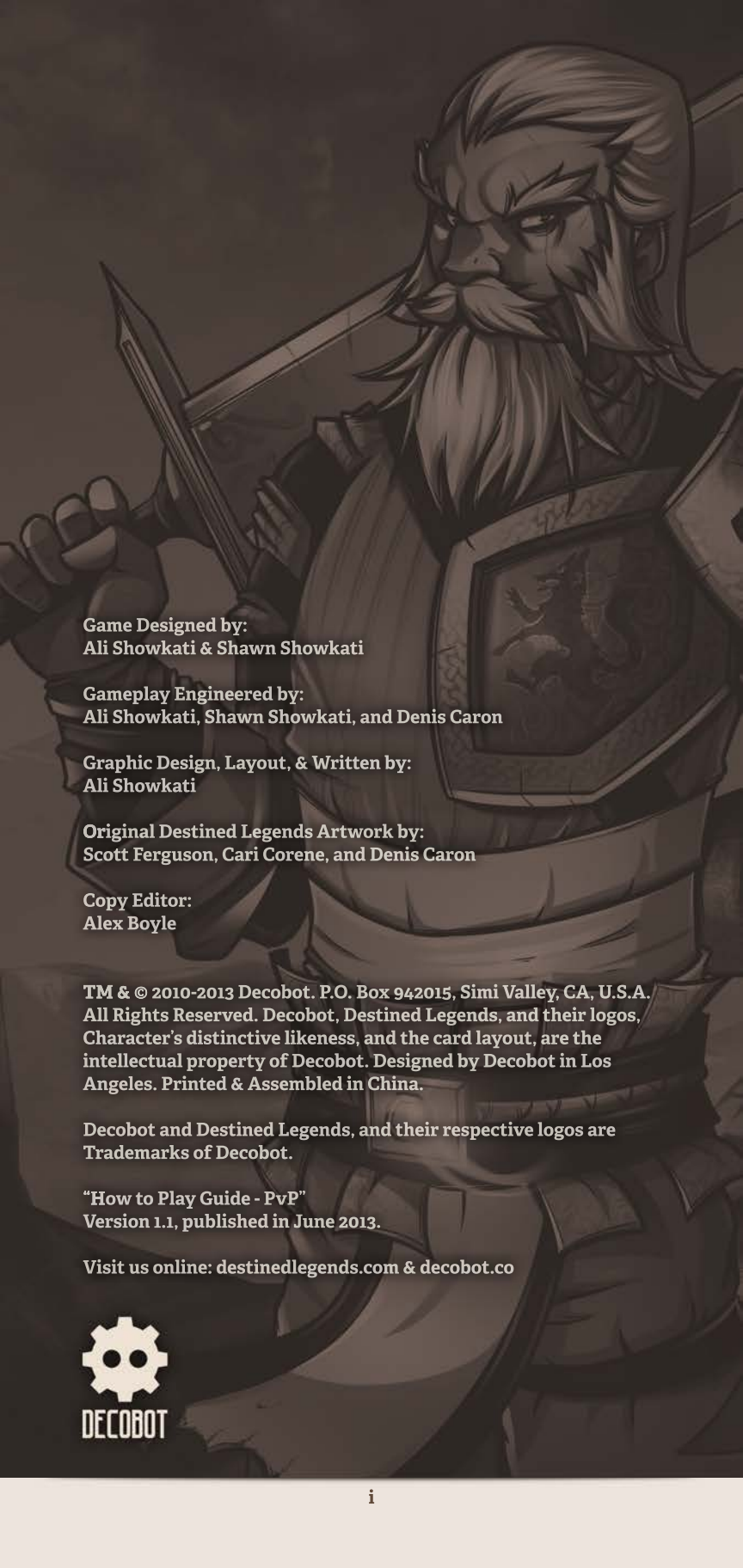


HOW TO PLAY

DESTINED LEGENDS



Game Designed by:
Ali Showkati & Shawn Showkati

Gameplay Engineered by:
Ali Showkati, Shawn Showkati, and Denis Caron

Graphic Design, Layout, & Written by:
Ali Showkati

Original Destined Legends Artwork by:
Scott Ferguson, Cari Corene, and Denis Caron

Copy Editor:
Alex Boyle

TM & © 2010-2013 Decobot. P.O. Box 942015, Simi Valley, CA, U.S.A.
All Rights Reserved. Decobot, Destined Legends, and their logos,
Character's distinctive likeness, and the card layout, are the
intellectual property of Decobot. Designed by Decobot in Los
Angeles. Printed & Assembled in China.

Decobot and Destined Legends, and their respective logos are
Trademarks of Decobot.

“How to Play Guide - PvP”
Version 1.1, published in June 2013.

Visit us online: destinedlegends.com & decobot.co





DESTINED LEGENDS



TABLE OF CONTENTS

Object of the Game	2
What You Will Need	2
Your Battle Deck	2
Card Elements	3
Layout & Battle Grid	4
Levels & Tiers	4
Setup	5
It's Your Turn	6
Combat	8
Casting a Dragon	9
Status Effects	10
Ability Types	11
Endgame	12
Gameplay Variants	12
Expand Your Game	12
Game terms	13
F.A.Q.	14
Combustion Deck List	15
Eradication Deck List	16
In the Box	Back Cover



DESTINED LEGENDS

The object of the game is to use your party of heroes, called "Legends," to defeat your opponent's party. You do this by fighting creatures to level up your party, allowing you to outfit your Legends with better equipment in an attempt to gain a strategic advantage over your opponent.

You win the game by defeating all 3 of your opponent's Legends before they defeat you. You can also win by being the first player to reach level 10.



WHAT YOU WILL NEED

The Destined Legends™ Battle Set contains everything you need to start playing the game. To play, you and your opponent each need a 60-card battle deck. You will also need the supplied dice, HP & Status Effect tokens, and Status Effect cards. You may also choose to use the Destined Legends™ Playboard (not included) to keep things more organized, or you can simply find a clean and smooth playing surface around 18" x 24".



YOUR BATTLE DECK

Each Destined Legends™ Battle deck is made of 60 cards. Below is a list of the different types of cards in the game and what they are used for.



Legend Cards

These are your main character cards. They have Health Points (HP) which increase every time you level up. Each Legend has a unique element and can only use Equipment and Dragon cards matching that element. They also have unique Profession Abilities which are constantly in effect as long as they are in play.

Element

Class Ability



Weapon Cards

These are used by your Legends to attack or heal targets during combat. A die roll may be necessary to determine which ability you are able to use. If you roll a number that is not assigned to an ability, the attack misses. Reference "Ability Types" (on page 11) for the different types of combat abilities.

Ability Name

Ability Type

Physical or Elemental

Ability Description

Weapon Level

Charge Requirement

Direct Damage

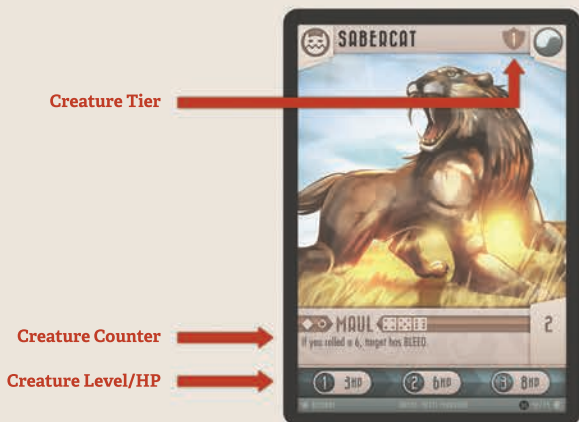
Card Info





Creature Cards

Use creature cards to gain levels and loot throughout the game. You can fight any creature in play cast from any location, however you can only gain a level from creatures in your tier or above. If a creature has a skill, it goes into effect immediately after it is cast and stays in effect until the creature is defeated.



Item Cards

During a Legend phase, you may choose to cast one Item card from your hand in place of entering combat with that Legend. To cast an Item card, reveal it to your opponent, then follow the instructions on the card. These are one-time-use and are discarded immediately after.



Dragon Cards

You are allowed to cast 1 Dragon card per game. Dragons become an extra party member when cast into the Battle Grid. Your dragon gains its own phase and battle options. You gain loot by defeating a dragon. (See "Casting a Dragon" on page 9 for more on how to use Dragons.)



CARD ELEMENTS

There are 6 elements in Destined Legends. Each has its own unique strategy supporting a different play-style.



DARK



EARTH



FIRE



LIGHT



WATER



WIND

Spirit Cards

Some cards have no specific element. These are Spirit Cards. If you have doubts about a Spirit card's versatility, remember that they will always be in your favor.

Spirit Legends

Spirit Legends can use Weapons, Creatures, and Dragons of any element.

Spirit Weapons, Creatures, and Dragons

Spirit Weapons, Creatures, & Dragons can be used/cast by a Legend of any element.



LAYOUT & BATTLE GRID

Below is a sample layout of the game. The main stage of the game is called the Battle Grid. It is comprised of 3 rows of 3 tiles. After placing all starting Legends on the Battle Grid the middle row remains empty. These empty tiles are available for Legend movement or for playing Creature and Dragon cards.

The tiles directly underneath each Legend are used to house the Legend's attached Weapon card and HP tokens. Since Legends cannot move diagonally, the equipment and HP tokens can remain in their tiles for the duration of the game.

Your deck must be placed to the right of your equipment row. Your discard pile must be placed next to your deck, face-up. Your opponent may request to view your discard pile at any time.



LEVELS & TIERS

Your Party starts at level 1. The maximum level your party can reach is 10. If you reach level 10, you win the game. Track your level with a Level Token. Your Legends gain more HP with every new level they reach.

Whenever your party levels up, your Legends each gain 5 Max HP. Place 5 HP worth of tokens on each of your Legends, and move your level tracker one tile greater.

Levels 1-9 are broken into three Tiers. Levels 1-3 are in Tier 1, 4-6 are in Tier 2, and 7-9 are in Tier 3. Tiers are important when casting a Creature or Item card. The level guide provides you with a better visual on which levels are in which tiers.

LEVEL GUIDE		
1	2	3
lv 1 10 HP	lv 4 25 HP	lv 7 40 HP
lv 2 15 HP	lv 5 30 HP	lv 8 45 HP
lv 3 20 HP	lv 6 35 HP	lv 9 50 HP

SETUP

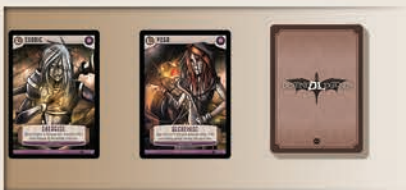
1. Position your Legends

Remove the 3 Legend cards from your deck and place them in front of you in a single row, keeping a few inches of space between each card. Each player takes one of the six-sided dice (d6).



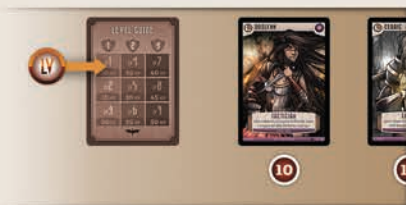
2. Shuffle your deck

Shuffle the rest of your deck and place it to the right of the game space. Set all included tokens, Status Effect cards, and the D12 die off to the side of your game space.



3. Set your HP and level.

Your Party starts at level 1. Place your Legend token on the appropriate space on the supplied Level Guide. Place the appropriate amount of HP tokens under each Legend. These tokens represent each Legend's remaining HP.



4. Draw your hand

Each player draws a hand of 7 cards.



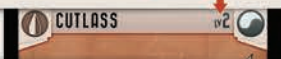
5. Check your hand

It is recommended that you start the game with at least one Tier 1 creature and at least one Tier 1 Weapon (Levels 2, or 3). If you do not draw this in the first 7, you have the option to "mulligan." You mulligan by setting the old hand aside and drawing 7 more cards from the deck. You can mulligan until your deck runs out. Once you draw a hand you like, shuffle the rest back into the deck.

Creature Tier



Weapon Level



6. Roll your die.

Each player rolls their die to determine the play order. The player with the highest roll goes first. You are now ready to begin the game.



IT'S YOUR TURN

Destined Legends is a turn based game. This means that you must wait while your opponent has their turn. The only thing you can do during your opponent's turn is perform a counter ability if you are hit.

Note: Some Legend Professions may allow you to perform certain actions during your opponent's turn.

Draw a Card

Begin your turn by drawing a card from the top of your deck. If your deck is empty and you are unable to draw a card during this step, you lose the game and your opponent wins.

Cast a Creature

Creature cards are used to progress through the game. Defeating creatures allows you to level up and use stronger equipment. Once during your turn you may play a Creature card from your hand to any available spot in the middle row of the battle grid. You can only play one creature per turn.

The Level of a creature you cast is defined by your party's level. If you are level 5, the creature you cast is also level 5. The creature's level tells you how much Max HP it has. Reference the lower section of Creature card for it's corresponding HP.

If the creature is below your tier, it counts as the highest level possible for that creature. If the creature is above your tier, it counts as the lowest level possible.



Defeating a creature that is within your Tier grants your whole party (except Dragons) 1 level. Defeating a creature also grants you loot - draw one card from the top of your deck.

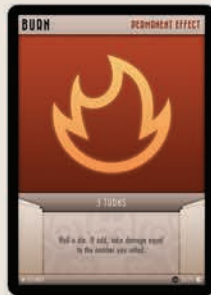
You can't play a Creature card that is more than one tier ahead of yours. (e.g. if you are in Tier 1, you can't cast a Tier 3 Creature.)

Legend Phases

Each Legend you control is granted its own full Legend Phase. During a Legend phase, follow the steps below.

1. Permanent Status Effects

If this Legends has any Permanent Status Effects, remove on of the tracker tokens. If there are no tracker tokens remaining, the Status Effect is removed, and the Legend is no longer under its effects.



2. Equip

You may remove, add, or exchange up to 1 Weapon card between the Legend and your hand. To equip a Weapon to a Legend, your party's level must be equal to or greater than the level of the Weapon card.

Weapon Level —————



3. Move

Movement in the game is used to get within the needed range to use an ability. For instance, if you want to attack an opponent Legend that is 2 rows away and your weapon has only “Range 1” abilities, you would need to move one row forward for your weapon’s abilities to reach your target.



In order to move a Legend, the tile you want to move to must be empty. If the tile in front of you is occupied you may not move there. You can only move straight up or down, not diagonally. However, you may target any tile in the row you are in range of. In the examples below, Vega is shown in different scenarios. The weapon symbols below represent the targets she can reach. (See “Ability Types” on page 11 for more on ranges.)



A Range 1 Ability can reach any target 1 row away or closer.



Since Vega Legend is now 1 row away from every tile, she can target any tile.



A Range 0 ability can only target tiles within the same row.



A Range 2 ability can only target any tile from anywhere, since the target cannot get farther than 2 rows away.

4. Action

You may perform one of the following actions:

• Cast an Item Card

To Cast an Item card, select a card from your hand equal to or below your tier. Reveal the card to your opponent, then follow the instructions on the card. You cannot use an item card that is in a tier above yours.

Note: An Item’s Range is equal to that Item’s Tier.

• Cast a Dragon Card

When cast by a Legend, the Dragon becomes an additional party member under your full control. This means that the Dragon gains its own Phase. (See “Casting a Dragon” on page 9).

• Enter Combat

For combat you reference your currently equipped weapon. If you don’t have a weapon equipped, your Legend can do a “Melee” physical attack (See “Combat” on page 8).

5. This Legend Phase is over.

Select the next Legend in your party and repeat the Legend Phase steps. When you finish the phase of your last Legend, your turn is over.

COMBAT

Perform the following steps when entering combat with a Weapon Card attached.

1. Charge

Roll a die to determine which abilities you can use. This is called “Charging.” No Charging is required for Melee.



2. Choose an Ability

Reference your Legend’s current Weapon card to see which abilities you are able to perform. You can only use an ability if you rolled one of the ability’s numbers when you Charged.



3. Choose a Target

Choose a Target based on your chosen ability’s Range. The term “Target” refers to any battle participant. This includes Opponent Legends, Ally Legends (members of your own party), Creatures or Dragons.



4. Perform the Ability

If the ability has Direct Damage, reduce that amount from your target’s remaining HP. If an ability has Direct Damage, you will see a number to the far right of the ability. After applying the damage, read and perform the instructions (if any) of that ability.



Note: The logo to the right means that the damage caused by the description of the ability is still Direct Damage, causing your target(s) to counter.



5. Target’s Counter

Some targets have a Counter ability. If your target was hit with Direct Damage by your ability, the target performs the instructions of the target’s Counter. If your target is a Creature, your opponent player may roll for the Creature’s charge.



Melee

If your Legend doesn’t have a Weapon equipped, they can do a “Melee” physical attack with direct damage matching the number of your tier. The ability is RNG 1 and is a guaranteed physical hit.

Also, if your target does not have a Weapon Card attached, they perform a “Melee” physical attack with direct damage matching the number of their tier. Meaning, this ability is also a guaranteed physical hit and does not require Charging.

CASTING A DRAGON

When cast by a Legend, the Dragon becomes an additional party member under your control. This means that the dragon gains its own Legend Phase and HP. When a dragon dies, place it into the Discard Pile. You may not heal a dragon with items or abilities, unless specifically instructed otherwise. You gain one loot from killing a Dragon.

During a Dragon Phase, perform the following in order:

1. Move

You may move your Dragon to any unoccupied tile on the Battle Grid.



2. Enter Combat

Combat with a Dragon is a bit different than with a Legend. Dragons have a built in ability instead of equipping weapons.

I. Assign Numbers

The Battle Grid is divided into 9 tiles. If you are using a Playboard, the numbers are labeled in the center of each tile. If you are not using a Playboard, be sure to assign each tile numbers 1 through 9 BEFORE you Roulette. Also assign each of the three rows as a whole numbers 10, 11, and 12. It is simplest to keep these numbers assigned the same for the whole game.



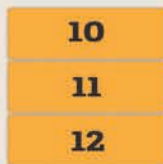
II. Roulette

The first thing you do in Combat with a Dragon is perform a "Roulette." This is done by simply rolling the twelve-sided die (D12).



III. Observe Results

The result of your Roulette will define which tile is the target of your Dragon's ability. So if you roll a 9, tile 9 is going to be the target of your ability. If you rolled a 10, 11, or 12, the entire corresponding row is affected by the Dragon's ability.



III. Perform Ability



If the target(s) selected by Roulette is an ally or party member, perform the ability next to this symbol.



If the target(s) selected by Roulette is an opponent, perform the ability next to this symbol. Dragons can't be countered.

3. Dragon Phase is Over

STATUS EFFECTS

Some abilities and items can cause a Status Effect upon their target. Status effects are various conditions that can help or hurt your Legends. Creatures and Dragons are immune to these effects.

Status Effects can be immediately removed via certain abilities or items like "Remedy." There are two major kinds of Status Effects:

Temporary Status Effects

These last 1 turn. A temporary status effect is removed at the end of the affected Legend's next phase. When you receive one of these status effects, place the appropriate status effect token on the affected Legend. Remove the token once the effect is gone. The following are Temporary Status Effects.



BLIND

The effected Legend cannot perform **Physical** abilities.



MUTE

The effected Legend cannot perform **Elemental** abilities.



STAGGER

The effected Legend cannot perform **Counter** abilities.



LIFT

The affected Legend skips their next full phase. They are immune to all abilities and items.

Permanent Status Effects

Permanent Effects last for multiple turns. When you receive one of these effects, place the appropriate Status Effect Card on the affected Legend. You cannot have more than 1 permanent status effect at a time. You are immune to all others until your current one is over (unless specified otherwise by an ability or item.)

Read the instructions on the Status Effect card to learn how it affects that Legend. Refer to the number of turns the Status Effect lasts for and place that many tokens on the Status Effect Card. Permanent Status Effects progress at the start of the Legend's phase instead of the end. At the start of the affected Legend's phase, remove the tracker tokens.

You do remove the first token, until the beginning of the Legend's next phase. Once you remove the final tracker token, you must wait until the start of that Legend's next phase to remove the effect.



Note: You can only be affected by one Permanent and one Temporary Status effect at a time.

Immunity

Creatures and Dragons are completely immune to all status effects. That means Legends are the only card type that can get a Status Effect. Each Legend is also immune to one specific status effect. Refer to each Legend card to see which Effect they are immune to. Universal Legends are immune to the entire group of temporary status effects, making them some of the most useful Legends in the game.

ABILITY TYPES

SKILL

SKILL

Skills are always in effect. Legends, Dragons, and some Weapons have them. Read the description and carry out when necessary.

0

RANGE 0

An ability you may perform during your combat phase. You must be in the same row as your target to perform this ability.

1

RANGE 1

An ability you may perform during your combat phase. You must be in the same or in an adjacent row as your target to perform this ability.

2

RANGE 2

An ability you may perform during your combat phase. You can be in the same row as, in an adjacent row as, or 2 rows away from your target to perform this ability.

COUNTER

COUNTER

If the target of an ability has an innate counter or a Weapon granting a counter, read the effects of the ability and apply them after the attacker's ability takes effect. A successful counter always causes your attacker to move one tile back if possible.

PROFESSION

A unique ability that each Legend possesses. These abilities are always in effect. Read the descriptions before beginning your game to know how to best utilize them in play.



Physical vs. Elemental Abilities

A diamond at the left of the ability type signifies that it is physical. If the diamond is replaced by one of the six elemental symbols, it is elemental. This comes into play mostly when dealing with certain status effects like BLIND, MUTE, WALL, and AURA.



ENDGAME

When one of your Legends has been defeated, place the Legend card and its equipped Weapon Card in your discard pile. When All of your Legends are defeated, you lose the game. Your Dragon is not a Legend.

Forced Forefit

If at any point your opponent has 2 more Legends than you, you may be forced to forfeit. Depending on how you're doing in the game, it may be difficult to win once you're at this state. Agree upon this optional rule with your opponent before you begin the game.



GAMEPLAY VARIANTS

This first version of Destined Legends is called "Player vs. Player" or "PvP." Visit us online for other gameplay variants including 3 and 4-player versions, and even share your own! The possibilities are limitless with this incredibly versatile game.

DestinedLegends.com



EXPAND YOUR GAME

For a more in-depth look at the various rules and mechanics of Destined Legends, download the official Rulebook. It can be downloaded online at destinedlegends.com/rulebook, or as an iPad Smart Book in the iBookstore. The iBooks version features tutorial videos, high-resolution graphics, and an ever-updated F.A.Q. Search "Destined Legends" in the iBookstore.

You can also find answers in our official community forums at destinedlegends.com

GAME TERMS

HP

Health Points. This number represents the life of a Legend, Creature, or Dragon. When a battle participant's H.P. reaches 0, it is placed in the discard pile.

Max HP

Your total possible H.P. This number increases with your level. You may reference the HP/level guide to see what it should be.

Remaining HP

The H.P. a battle participant has remaining from their Max H.P. This number is represented by H.P. Tokens.

Charge

The act of rolling a 6-sided die to determine which of your Weapon's abilities you are able to perform.

Damage

Decrease a target's remaining H.P. Represent this affect by adjusting H.P. Tokens.

Direct Damage

Damage performed directly on your target. Is represented by the number to the right of an ability's name. Direct Damage elicits a Counter.

Heal

Increase a target's remaining H.P. Represent this affect by adjusting H.P. Tokens. You cannot heal more than your Max H.P. unless permitted by an Ability.

Roulette

Some abilities require a roulette instead of a normal die roll. Roll a d12 die (included) to determine which corresponding numbered tile receives the effects of the ability.

Target

Any battle participant currently on the Battle Grid. Includes Legend, Creature, and Dragon Cards.

Ability

The function of a Weapon, Creature, or Dragon during combat. A die-roll is necessary to determine which one is used.

Dead

When a Creature, Legend, or Dragon card dies. Place it in the discard pile along with any attached Weapons.

Loot

Loot is a prize granted by Defeating a Creature or Dragon. When you are awarded Loot, you draw a card from the top of your deck.

1 Loot = 1 Card drawn.



F.A.Q.

If you kill a monster with an item, does that count as an attack, or does the loot go to the player whose legend last damaged the monster?

It does count as an attack. The last player to damage the creature in any way, get the level.

Do defeated enemies/legends with a counter ability get one final chance to attack, or are they immediately discarded?

Since they are dead, they do not have the opportunity to counter. Discard the creature immediately.

Can a Legend that equips a dual element weapon use an elemental ability outside of his element?

Example: Can a Dark Legend use Dragon Lance's Raid Strike ability?

As long as your Legend and Weapon's element (top right of the card) match, you can use any ability on the card.

If I have rolled to try and attack with a weapon, but don't hit any number on the card, can I still attack with melee?

No. That results in a miss. You can only perform a Melee if you don't have a weapon equipped.

Protip: If a melee is enough to finish off a foe. Don't run the risk with your weapon. Remove your weapon and finish it off with the Melee.

What do I do if a card gives me instructions that are against the rules?

This may occur sometimes. A good rule of thumb is to always adhere to the card's instructions, in lue of any rules it might be breaking.

If I cast a Creature Card at my current level, then level up by defeating a different creature. Does that first creature I cast gain HP to match my new level?

No. A creature's level is permanent. For example, if you are level 5 and play a tier 2 creature card, that card is level 5. Even if you level up to 6, that creature remains at level 5.

If a creature kills itself, who gets the experience?

If a creature kills itself, the experience goes to the last player to attack it.

If I get a temporary status effect from a counter attack, how long does it last?

You must always have your temporary status effect for one whole turn. If you receive it at the end of your current turn, you keep it until the end of your next turn.

If a Legend has had Bleed for 2 turns, and I recast Bleed on him, does that effect reset back for 3 more turns?

No. You cannot refresh status effects. They must run their course before you can recast it.





COMBUSTION



Qty.	Card Name	Lv./Tier	Card Type
1	Ruby Dragon	Lv. 5	Dragon
1	Aldrich	--	Legend
1	Jordan	--	Legend
1	Shaka	--	Legend
1	Ragnarok	Lv. 8	Weapon
1	Zweihander	Lv. 7	Weapon
2	Katzbalger	Lv. 6	Weapon
2	Devastator	Lv. 5	Weapon
2	Steam Rod	Lv. 5	Weapon
2	Flamberge	Lv. 4	Weapon
2	Tiger Blade	Lv. 4	Weapon
2	Masamune	Lv. 3	Weapon
2	Redwood Scimitar	Lv. 3	Weapon
4	Iron Longsword	Lv. 2	Weapon
4	Succubus	Tier 3	Creature
2	Chimera	Tier 2	Creature
4	Flame Bird	Tier 2	Creature
2	High Plains Owl	Tier 1	Creature
4	Sabercat	Tier 1	Creature
4	Troll Beatle	Tier 1	Creature
2	Antimatter	Tier 2	Item
2	Bacchus' Wine	Tier 2	Item
2	Land Mine	Tier 2	Item
2	Napalm Grenade	Tier 2	Item
2	Potion	Tier 1	Item
2	Remedy	Tier 1	Item
2	Shovel	Tier 1	Item
2	Treasure Chest	Tier 1	Item



ERADICATION



Qty.	Card Name	Lv./Tier	Card Type
1	Onyx Dragon	Lv. 5	Dragon
1	Cedric	—	Legend
1	Roslynn	—	Legend
1	Vega	—	Legend
1	Abraxas	Lv. 8	Weapon
1	Sovereign	Lv. 7	Weapon
2	Corrupter	Lv. 6	Weapon
2	Ceremonial Axe	Lv. 5	Weapon
2	Dragoon Lance	Lv. 5	Weapon
2	Grimrider	Lv. 4	Weapon
2	Tojaku	Lv. 4	Weapon
2	Black Cutlass	Lv. 3	Weapon
2	Otori Knife	Lv. 3	Weapon
4	Cutlass	Lv. 2	Weapon
4	Manticore	Tier 3	Creature
2	Arachnoid	Tier 2	Creature
4	Swamp Bat	Tier 2	Creature
2	High Plains Owl	Tier 1	Creature
4	Temple Wolf	Tier 1	Creature
4	Troll Beatle	Tier 1	Creature
2	Dark Matter	Tier 2	Item
2	Smoke Bomb	Tier 2	Item
2	Thunder Ball	Tier 2	Item
2	Web Thicket	Tier 2	Item
2	Potion	Tier 1	Item
2	Remedy	Tier 1	Item
2	Shovel	Tier 1	Item
2	Treasure Chest	Tier 1	Item