GAME OF LEYENDA

Scenario (p. 18): Director: before the game, read and prepare a scenario from the book, or *Create a new Scenario.*

Introduction (p. 19): Director: explain the Introduction, Community Principles and Premise. Player: create your PC.

Act (p. 19-20): Director: each PC must perform on at least one *Scene.* Player: Pursue your PC's Drive. When it ends, move on to the Interlude.

Interlude (pp. 20, 26-27): Player: want to rewrite your Origin or Motivation? Player and Director: should a Legendary Trait be rewritten? Chorus: comment on Act, PCs, Principles and Premise: Was it answered? If yes, to Epilogue; if no, to new Act.

Epilogue (pp. 20, 27): Player: narrate a final scene for your PC. Chorus: define the corresponding Legendary Archetype to each PC y the Legend Pattern you just played.

FRAME A SCENE

Opening (pp. 68-69): Director: describe the situation (inspiration: your Moves, or the Scenario's SPs): Where? When? Who? What they do? What is there? What the PCs perceive of all that?

Modifying (p. 70): Player: describe your PC's Actions and the effect you want them to acheive (your Intent). Director: Is a *Test* worth? If not, describe the most appropiate effect for the Action. Everyone: Ask to clarify, and (re)negociate. Repeat until...

Closing (p. 71): when there's a change of Place, Time passes, the situation is Resolved, PCs fail, the interest on the situation Runs Out, or after a Test.

Tricks: let the Players open a Scene. Frame past Scenes (flashbacks), future (flashforward), or oneiric (in dreams).

DIRECTOR'S ROLE

Personal goals (p. 61): Why you play Leyenda?

Fun for me and everyone!

Creation of a legend!

Collaboration with others!

Unbiased and just arbitration of the rules!

Game goals (pp. 62-63): What you aim for while playing?

I play to make the world feel real and legendary!

I play to make the PCs experience legends!

I play to find out what happens next!

Useful pages: if the references are not enough...

Opening a Scene: p. 68-69

Modifying a Scene: p. 70

Closing a Scene: p. 71

Tests: p. 24, 26, 30-39

Criteria to ask for Tests: p. 31

Challenge's difficulties: p. 32

Special Rules: p. 90

DIRECTOR'S MOVES (p. 65)

Describe **the possible consequences**.

Present a difficult choice, forshadowing the consequences!

Delay or put the situation **on hold**.

Separate the PCs! Leave a Scene on a cliffhanger, go to another and come back!

Converge the conflicts, or what the Players do.

Put the PCs together! Describe how a scene affects the other!

Describe **an opportunity**, with or without a cost.

Someone offers something, maybe for some other thing in return!

Describe how someone ends up **in trouble**.

They are captured! Suffer harm (namely a Strike)! Lose their stuff! Their intent turns against them!

Describe something relevant or dangerous **out of Scene**.

After your Move, ***ask: "What do you do?"***

Rules Reference 2/3

TESTS (pp. 30-39)

0) **Test = Uncertain + (Legendary** and/or **Driven)**.

1) **Action and Intent:** Player: decide your PC's Ability (Concensus, Practice, Ritual, Violence) for an Action triggered by your Intent. Director: decide the Intent Class. Everyone: negociate.

2) **Dice and Difficulty:** Player: Take your Ability die. Director: decide the Difficulty: decent=4, high=6, extreme=8 or legendary=10. Everyone: (re)negociate.

3) **Roll and Result:** Player: roll the dice (if more than one, pick one). Success: Player describes. Failure: Director Describes. No more negociation.

4) **Strikes and Insights:** Director: assign Strikes as you see fit. Player: mark your Insights on the Intent Class if you failed. Continue the scene.

MODIFYING A TEST 1

It's the Intent that Counts (p. 37): Player: if on step 3 there's a Failure, on 4 mark an Insight on the Test's Intent Class. If there are already 2 Insights, don't mark. If on step 3 there's a Legendary Failure, on 4 mark twice, distributed as you please.

The Third Time's the Charm (p. 37): Player: after rolling on step 3, before knowing the results, if you have 2 Insights on the Test's Intent Class you may erase them to add +3 to your PC's Ability die.

Try Again(p. 38): Player: on step 4, after marking Strikes and Insights you may ask to Try Again the same Test. Director: describe a negative *Consequence* for retrying. Everyone: repeat steps 1 through 4 without changing the Intent and without repeating an Ability.

MODIFYING A TEST 2

Legendary Die (p. 36): Player: if on step 1 your Legendary Trait helps, on 2 take your Legendary Die too and on 3 choose only one die. If you chose the Legendary, the faces mean:

⊛ (1-7): has a value equal to the amount of sides on your Ability die. If > or = difficulty, success. If not, *Legendary Failure*.

☯ (8-9): Partial Success: success + negative *Consequence*.

⋈ (10-12): Legendary Success: success + positive *Consequence*.

Legendary Failure (p. 36): if on step 3 there was a Legendary Failure, Director: describe the worst and most tragic possible outcome, legend worthy. On 4, Player: assign two marks as you wish.

Consequences (p. 37): Director: a **positive** improvement on the PC's situation and/or the Player's Intention, a **negative** la worsens them. A negative can be a *Strike*.

MODIFYING A TEST 3

Strikes (p. 38): each Strike affects an Ability. On 3 Strikes the PC remains Unable (they can't use that Ability) until they recover from at least 1.

Cooperation (p. 38): each PC may add their Action to an Intent; their Player adds their Ability die. Only one PC may provide their Legendary Die. On 3 choose one of the dice rolled. Everyone involved suffers the result.

Opposed Tests (p. 38): Player: on 1 declare an Intent or Action opposed to another Player's. On 2, the difficulty for each is the other's roll on step 3. Tie? Everyone succeeds, no one succeeds, or they *Try Again*; whatever makes more sense. Anyone chooses their Legendary Die? Legendary Success ⋈ > Partial Success ☯ > other results. ⊛ compares to the other Player's roll (i.e.: the dificulty).

Rules Reference 3/3

PLAYER'S ROLE

Personal Goals (p. 51): Why you play Leyenda?

  Fun for me and Everyone!

  Creation of a legend!

  Collaboration with others!

  Explore my vision and PC!

Game Goals (p. 52): What you aim for while playing?

  I play to build up my PC's legend!

  I play my PC as if they were real!

  I play to find out what happens next!

Character Creation (p. 22): choose your Background. Of your options, choose an Origin, a Legendary Trait, a Drive and a Bond (ask or choose another PC).

Your PC's Action (pp. 24–25): what your PC starts to do.

Your Intent (pp. 24–25): the effect you want for your Action.

CHORUS' ROLE

Personal Goals (p. 83): Why you play Leyenda?

  Fun for me and Everyone!

  Creation of a legend!

  Collaboration with others!

Game Goals (pp. 84–85): What you aim for while playing?

  I play to find out what happens to the community!

  I play to find out what happens with their Principles!

  I play to find out what happens with the Premise!

Variations (p. 86): a character that represents the community; a scholar commenting on the legend from the far future.

Chorus on Chorus (p. 86): if more than one participant embodies the Chorus, negociate between yourselves what to say and how to add on the game.

Multiple roles (p. 86): if you are Director or Player aside from Chorus, choose which role to fulfill without overlapping.

ABILITIES (p. 22)

Consensus (social). *Practice* (default if no other applies). *Ritual* (magical or technological). *Violence* (physical or not).

INTENT CLASSES

Eliminate (pp. 34, 58): succeeding on Eliminate, the target NPC no longer can affect the fiction. PC objective? Suffer a Strike.

  Examples: kill, humilliate, banish, drive mad, capture, put to sleep, poison, etc.

Avoid or Reduce (pp. 34, 58): if the danger or Strike cannot be Avoided, maybe their effects can be Reduced.

  Examples: slip unnoticed, escape, dodge, hold your ground or balance, etc.

Influence (pp. 35, 59): the PC's owner or important NPC may decline being influenced by leaving the Scene or trying to Eliminate your PC.

  Examples: deceive, convince, request, intimidate, etc.

LEGEND PATTERNS (p. 28)

Comedy ⊗ *Epic* ⊗ *Irony* ⊗ *Tragedy*

LEGENDARY ARCHETYPES (p. 29)

⊗ *Alchemist*	⊗ *Judge*
⊗ *Lover*	⊗ *Jury*
⊗ *Artist*	⊗ *Legate*
⊗ *Buffoon*	⊗ *Lider*
⊗ *Plotter*	⊗ *Martyr*
⊗ *Conformist*	⊗ *Mystic*
⊗ *Conservative*	⊗ *Child*
⊗ *Unfortunate*	⊗ *Protector*
⊗ *Dictator*	⊗ *Rebel*
⊗ *Explorer*	⊗ *Sociable*
⊗ *Fanatic*	⊗ *Lonely*
⊗ *Gruff*	⊗ *Survivor*
⊗ *Innocent*	⊗ *Visionary*
⊗ *Introvert*	⊗ *Bon vivant*
⊗ *Philosopher*	⊗ _____