

The logo for 'Rolling Fates Origin' features the word 'ROLLING' in a smaller, serif font above the word 'FATES' in a large, bold, serif font. The word 'ORIGIN' is written in a smaller, sans-serif font below 'FATES'. To the left of the text is a graphic of three overlapping, slightly tilted rectangular frames.

ROLLING FATES ORIGIN

Official Game Rulebook





Welcome to Rolling Fates®!

Rolling Fates is a cooperative board game, in which 1-4 players embark on epic adventures. Players are guided through fantastic worlds by the digital Rolling Fates App. Defeat dangerous foes, make difficult choice, plan your action and coordinate the attacks to overcome the many challenges of Rolling Fates!

In this document you will find the complete rules of the game, as well as an up-to-date FAQ section at the end.

Contact us at info@khreos.com

Game Preparation



In order to play, you'll need to download the Rolling Fates App, which is available for iOS, Android, and Windows / Mac OS X devices.

You can search for it on the stores of your device, or download it from our website by following the QR code.



Rolling Fates can be played as a single-player game, or with a group of up to 4 players. To get started, each player performs the following:

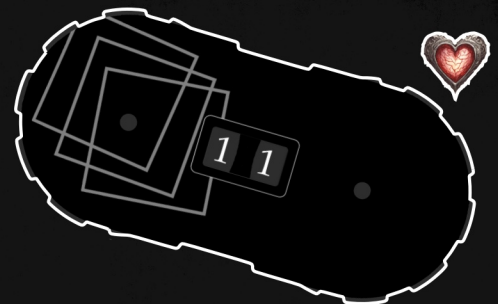
- Choose a Character. We recommend starting with either Amakar, Leyana, Akara and/or Karath.
- Pick up **5 Action** dice and **1 Luck** die.
- Pick up a **Life dial**.



Action dice are black!



Luck dice are yellow!



This is a **Life dial**. You will keep track of your **Life** with this! (you may have to assemble it the first time)

This is a **Character** (in this case it's Amakar himself, the Barbarian)!

Then, shuffle the **Treasure deck** and the **Trait deck**. Set them face down within reach, you'll need them as the game progresses. Place also the **tokens** within reach of all players.



These are Trait cards!
On the back, you'll see the level icon.



These are Treasure cards!
On the back, you'll see the inventory icon.



These are the **tokens**!

Set your current Life on your Life dial to the maximum Life value shown on the level 1 row of your Character board. You may not surpass the maximum Life allowed by your current level during the game (except if modified by other effects).

Choose an adventure within the Rolling Fates App (we recommend playing them in order).

You're ready to roll your fate!



Game Overview



Your goal as players is to cooperate to get to the end of an adventure.

An adventure consists in a series of encounters. These encounters are varied but they can be grouped into 2 main categories.

Role-Playing Encounters

These are varied encounters and the App will instruct you on what happens. Some examples are:

- Choose a specific path during the course of the adventure...
- Decide whether to accept a trade with a mysterious figure...
- Find treasures...
- Fall into deadly traps...
- Solve a riddle.

Combat Encounters

These encounters are the main challenge of the game. The players will coordinate the attacks to defeat the enemies that are blocking your path.

Combat encounters have the following structure:

- Character's Phase
- Enemy Phase
- Fate Phase

After the Fate Phase, the cycle repeats starting with the Character's Phase. More on this later.

Game Over

If one of the Characters reaches 0 Life, the game ends. The players have lost in their quest and you may notify the app via the Game Over icon. You will see some statistics on how you fared during the adventure, and may start a new one!

Rolling Fates is a game where although some luck is involved, knowledge about the game goes a long way. Play the same adventure more times and you will find yourself getting further and further every time, knowing about enemy weaknesses and your Character's strength!

The game is built around replayability so don't despair if you don't succeed all the adventures on your first try!

You can always roll your fate another time.

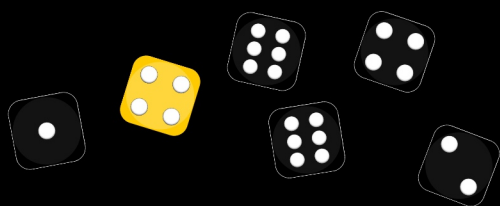
Fate Phase

The Fate Phase is the most important moment of the game. Whenever the App shows that it's the Fate Phase, all players perform the following actions (all together, and you may talk / discuss with other players at any time!)

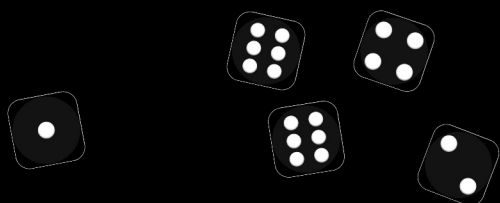
- Roll your Luck die and your 5 Action dice.
- Place the Luck die on the dice bar.
- Place any Action dice you wish to keep on your dice bar.
- Re-roll the Action dice you didn't select before, and place them on the dice bar with the new results.

That's it! As you might have guessed, the results that you roll during the Fate Phase will enable you to use your abilities (more on that later), so you should try to aim to roll the needed combination, and also plan with the other players what's the best course of action for the whole party!

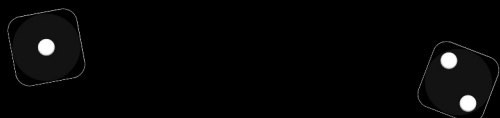
Rolling all your dice!



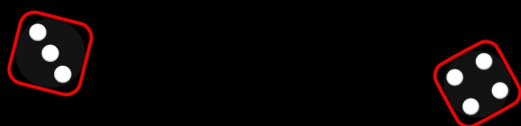
Place the Luck die on your dice bar



Choose which Action dice to keep, and place them on your dice bar



Roll the remaining Action dice and place them on your dice bar



Done!



Character's Phase

This is a phase that only occurs during Enemy encounters. During this phase, it's the turn of the players to spend their dice in order to use the available abilities and inflict damage to the enemies, heal each other, inflict status effects, and more. This is where you finally get to hit those evil creatures!

Abilities

Every Character has some base abilities, as well as one Luck ability. During the Character phase you may decide how to **spend** your 5 Action dice and your Luck die to use abilities!

To **spend** your dice, you simply remove them from your dice bar. That way you keep track of which dice are still available for you to use this turn.

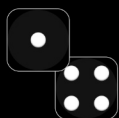
Each ability requires you to spend some dice in a particular combination, so it all depends on how your last Fate phase went, you need to make the best of what you have! See a list of all combination at the end of this manual in case you're in doubt.



1 Action die with **any** value.



1 Luck die with the value of 4.



2 Action dice, a 1 and a 4.



2 Action dice, having the **same** value (can be any value, but must be the same). Also called a "pair".



3 Action dice with **any** value (not necessarily the same).



2 Action dice having the **same** value and 3 Action value having the **same** value. For example: 2,2,5,5,5.

Using your Abilities

If an ability lets you deal damage it will also say to how many targets. You may select within the app the wished targets (one at a time) and input the damage value of the ability that you just used. You may also inflict status effects to the enemies in this way.

If an ability lets you heal a target, you may heal yourself or other players. To do that, simply increase the value on your Life Dial by the healing amount.

Note: Never combine multiple abilities into one. Dealing 3 damage with an ability and then dealing 4 damage with another ability to the same target is not equivalent to dealing 7 damage to that target. This is because of some hidden mechanics as well as specific status effects.

Enemy Phase

This phase only occurs during Enemy encounters. At this time, enemies perform actions, shown to you through the App (and recorded in a log for you to go back and read). The most common event is enemies dealing damage to a player, but some enemies might also perform more mysterious actions...



In this case, the enemy Nyxhoga has performed an attack, the description is visible in the log (newest events are at the top). The result is that **both** Braugg and Akara suffer 1 damage and get poisoned.

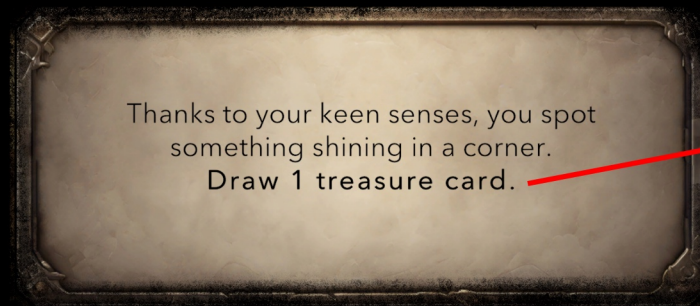
To process the 1 damage, the player first has to subtract the Defense value from the damage taken. The resulting value is how much Life the player loses - decrease the number on the Life dial to keep track of your current Life! If the total becomes 0 or less, the player does not lose any Life. Since both Akara and Braugg are now poisoned, the players each grab 1 poison token from the token pile and keep it close, to signify that the character is now poisoned.

It is always possible to show and hide the log by the scroll icon located in the top right of the screen. Generally during the Enemy phase the log always stays open.

Pay attention and read the attack descriptions carefully, as this is how enemies interact with you! Within the attack description there might also be clues on what the enemy is about to do, or other useful information. Sometimes though, they just hit you hard!

Treasure Cards

During the game you will sometimes be asked to draw Treasure cards. That's good! Treasure cards grant your Character new abilities, which you may use just as if they were on your Character board! For example, you might find a Treasure after some event:



There is one limitation, given by your Inventory value. You may only carry with you that many Treasure cards as is your Inventory value. For example, a value of 3 would mean that you may have with you at most 3 Treasure cards.

In this case the Inventory value is 5 at level 1,
7 at level 2,
9 at level 3,
...

Notice that sometimes the event is addressed to a specific player, and therefore it is that character that only draws 1 Treasure card. Other times, the event might not be addressed to a specific character, and the group will both make the decision and each draw 1 Treasure card.

20	0	5
40	2	7
45	3	9

Whenever you need to draw a Treasure card, but already have the maximum allowed Treasure cards with you, you may look at the new Treasure card and decide whether to swap it with one you already have. Put the discarded Treasure card aside, it will never be used during this adventure (remember to shuffle it back in the deck whenever you start a new game!)

You may freely trade Treasure cards with other players, as long as the limit imposed by the Inventory value is respected. The only exception is that **you may not** trade Treasure cards during a **Combat Encounter!** *When it's time to fight, there's no time to fiddle around with backpacks... En garde!*

Treasure Cards also have a **value** associated with them. This will be sometimes relevant during the adventure.



Status Effects

Some Character abilities (or abilities granted by the Treasure Cards) might also inflict status effects to one or more enemies. Enemies might also inflict status effects to you!

There are 4 status effects in the game: Poison, Weakness, Stun, Investigate.

If you're inflicted a status effect, pick up the correct token - you're now under the effect of that status!



POISON

At the beginning of the Fate phase, you lose 2 Life (this is not damage, you do not subtract your Defense value!). Then, you may try to heal from this status effect.



STUN

At the beginning of the Fate phase, you remove this status effect from yourself automatically but may not roll any dice / place any dice on your dice bar. You may not use any abilities the next Character's phase.



WEAKNESS

Whenever you're dealt some damage, you double that amount. Double the amount before subtracting your Defense value from the incoming attack!



INVESTIGATE

This status effect can only be applied to enemies, and it will show additional information on the specific enemy.

During your Fate phase you get one chance to remove that status effect from yourself, **after** the effect written above has taken place.

To attempt to remove the status effect, flip the status effect token as a coin: if it lands in a way that you see the status effect icon, you're still affected by it and may try to remove it the next Fate phase. If the token lands such that you don't see the status effect icon, you may remove it from your Character and put it back into the token pile!

[Alternative rule: simply roll any dice at the beginning of the Fate phase, with a result of 4, 5 or 6, you can remove the status effect from your Character]

At the end of a combat encounter, all characters automatically recover from all status effects.

Status effects have the same effect on enemies if you apply it to them! Beware, some enemies might be resistant or even immune to some effects!

There are Treasure cards and Trait cards which modify the way some of the status effects play out for your Character. For example, you might even become immune to some of these - in that case, you may ignore any text that would inflict that status effect to you!

Leveling Up

An adventure is separated into one or more areas. You might start your adventure within a castle, and travel to a swamp next. These are two different zones.

Whenever you travel from a zone to the next, the App will also show that it's time to level up!

Your character has grown much more powerful now, and you'll be able to wander through even more dangerous areas!



To level up, each player performs the following:

- Draw 1 Trait Card
- Set your current Life to the new maximum Life as shown in your Character sheet.
- Notice the new Defense and Inventory value! Sometimes these improve while leveling up.



Draw 1 Trait card!



If you were level 1, the next row (level 2) shows your new Life, Defense and Inventory values! Your maximum Life is now 24, update your Life Dial so it shows 24 (yes, you get healed when you level up)!

Trait Cards have permanent effect that modify different aspects of how your Character plays the game. They might give you increased Defense, or more chances to roll the dice during the Fate phase, and much more. Make sure to read them carefully and keep in mind the effect throughout the adventure!

Some of them will give you a negative effect. Such is the life of an adventurer, sometimes good things happen, and sometimes you get cursed! But be brave, as the next time you level up you will get another Trait card!

Unlike Treasure cards, you may **never** trade your Trait cards with other players, unless otherwise specifically stated by other effects.

Losing The Game

Whenever any Character reaches 0 Life  the adventure is over. You may notify the App by clicking on the game over icon  at which point you can review some statistics about the adventure you just played.

Do not despair if you didn't manage to complete the adventure! A lot of the fun in Rolling Fates: Origin is experimenting with different Characters, and re-playing the adventure might grant you some new Treasures and Traits to help you get to the end! You may play any adventure you like at any time so if you feel stuck, just try another adventure. Some are indeed more difficult than others, and some character combinations might work better than others.

Ability Costs



Luck die with a value of 1



Luck die with a value of 2



Luck die with a value of 3



Luck die with a value of 4



Luck die with a value of 5



Luck die with a value of 6



Action die with any value.



2 Action dice with any value (not necessarily the same value)



3 Action dice with any value (not necessarily the same value)



4 Action dice with any value (not necessarily the same value)



5 Action dice with any value (not necessarily the same value)



2 Action dice with the **same** value



3 Action dice with the **same** value



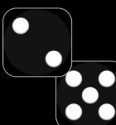
4 Action dice with the **same** value



5 Action dice with the **same** value



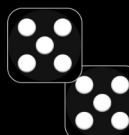
4 Action dice of which 2 with the same value, and other 2 with the same value
E.g: 3,3,5,5.



2 Action dice with the values 2 and 5.



5 Action dice exactly with the values 2, 3, 4, 5 and 6.



2 Action dice with the values 5 and 5.



5 Action dice exactly with the values 1, 2, 3, 4 and 5.



5 Action dice of which 2 with the same value, and other 3 with the same value
E.g: 2,2,6,6,6.

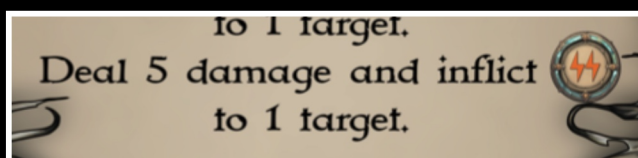
... and all the more specific combinations.

0 - The Golden Rule

Whatever written specifically on the game components has precedence over the general rules written in this guide. Trait and Treasure cards might alter the way some phases or status effects play for your Character!

1 - I want to deal 3 damage to an enemy, and my friend playing with another Character wants to deal 5 damage and apply Weakness to the same enemy. Can we deal 8 damage and apply Weakness to that enemy?

No, never combine abilities. Decide which of the 2 abilities to use first. For example, you may deal 5 damage and assign Weakness to the enemy as part of one ability (if it's written like that on the ability) and once that is confirmed and dealt, you may deal 3 damage to that enemy. This is because when the phrasing is as follows:



You will input this in the app:



And the Weakness status effect doesn't yet take place for the 5 damage. Subsequent attacks (provided the Enemy has the weakness status inflicted) will deal double damage. You're missing out on damage if you sum the damage from the 2 abilities.

8 damage + Weakness is a total of 8 damage.

5 damage + Weakness **and then** 3 damage is a total of $5 + 3 \times 2 = 11$ damage as the enemy is affected by Weakness at the time of dealing the 3 damage.

2 - Can I always choose to which Enemy I inflict a status, and can it be different from the one I deal damage to?

It depends on the ability.

For the ability on the right, you must inflict 7 damage and STUN to one enemy, as part of the same attack.

You may then Investigate 1 enemy which may or may not be the same.

If the phrasing would have been "Deal 7 damage and inflict STUN and INVESTIGATE to 1 target.", then you would have had to deal the 7 damage and inflict STUN and INVESTIGATE as part of the same action, to the same target.

