

Legends of Sleepy Hollow



READ THIS FIRST!

How To Play Guide

When you first open the game box, there's a lot to take in. In order to avoid spoilers, this guide shows you only the components you need to find and remove from the box in order to see how the game works and plays. As this How To Play Guide and the Storybook instructs you on how to assemble each chapter, be careful not to peek at other components if you want to avoid spoilers. Especially don't look inside the tuckboxes!

Key Components (and understanding them)

4 Legend player mats

These are the main characters in the game. You'll use these mats to plan actions for the Legends and track Fear, your items, accessories, relics, skills, clothing, and techniques. We'll cover how to use the mats in detail later.

Miniatures



4 Legends (Jeremiah, Emily, Elijah, Matthias)



10 Pumpings 10 Schrikroots 10 Gobkins
1 Headless Horseman

Assembling the Miniatures

On each punchboard sheet are the damage spinners. These are used to track Health for anything with a miniature. After you punch them out, attach them to the bases as shown. The center of each health ring shows you which miniature it is for, once punched out that center label can be discarded.



Maps
There are 16 cardboard map sections. Put the maps together as indicated by the Storybook. These fit together to form one large map. Ignore the rest until the Storybook tells you to use them.

Cards
There are many card decks in the game. All cards should be kept with reference side up (shown at right) until the game instructs you to reveal the other side.



Dice
There are 6 custom Attack dice in the box. Any time the rules, Storybook, or a card refers to a dice roll, use these dice.



There is also a typical six-sided die. Anytime the rules, Storybook, or a card refers to a six-sided die roll, you will use this die.

Wooden bits

20 Action tokens and 30 Fear (☀️) tokens. The use of these is explained on page 4.



Storybook

Your main source of information. Do not peek ahead!

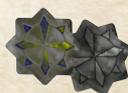


Punchboard Components

Below is a list of punchboard components; some descriptions are vague to ensure there are no spoilers.



4 Double-sided HP Tokens



6 Ward Tokens



24 Trap Tokens
(1 Blackpowder, 3 Stake, 3 Thornweed,
3 Poison, 14 Flame)



2 Glass Tokens



20 Search/Interact Tokens



2 Bait tokens



24 Gravestones



6 Leyline Tokens



31 Foe HP rings
(10 each of Pumpling, Schrickroot,
Gobkin, and 1 Headless Horseman)



1 Vile Ward



3 Target Markers



6 Spawn Tokens



1 Attack Priority Marker



12 Barricade Tokens



6 Hay Bales



4 Skill Lock Tokens



1 Standing Round Marker



4 Large Fear tokens
(worth 3 Fear each)

How To Play Guide

Legends of Sleepy Hollow is a cooperative, story-based campaign game. You and up to three other players work together to find the lost Ichabod Crane. As you progress through the game's chapters, your characters find items and special relics as well as gaining skills and proficiencies, becoming more powerful along their journey. You also reveal the story, and like with any good story, there are many unknowns and surprises to discover!

This How To Play Guide teaches you how to play the game. We recommend that at least one player read this guide all the way through before the first time you play. The Storybook guides you as you play, showing you the unique setup and instructions for each chapter, as well as telling the story as the game progresses.

Key Game Concepts

The Storybook

The Storybook contains the chapters of the game, each with their own setup and instructions as well as any unique twists and options. **Do not read ahead in the Storybook.** As you complete each chapter, the Storybook tells you how to progress to the next one.

DO NOT READ AHEAD IN THE STORYBOOK!

The Legends

Legends of Sleepy Hollow is a game that tells a story about four residents of Tarry Town. They are all integral to the story, and are referred to as the Legends. As a result, always play with all four Legends in the game.

If playing with fewer than four players, some players may control more than one Legend each so that all four Legends are used.



Fear, Health, and Damage

Since Ichabod Crane disappeared, Sleepy Hollow has become increasingly eerie. The Legends face all manner of frights in their quest to find Ichabod, and as such, they must manage their fear.

Each time a Legend takes damage, place 1 fear (☀️) token in the preparation space of their Legend board. If they take 3 or more damage, place 1 additional fear token in their preparation space. If they take no damage from an attack, they do not gain fear. Damage not dealt as a result of an attack still causes fear. At any time, if a Legend has 10 or more fear on their Legend board, that Legend flees and the Legends lose the current chapter.

A little fear isn't always a bad thing! There are ways to use it and deal with it, as explained in the "Using Fear" section of "Playing the Game".



ACTION TOKENS



FEAR TOKENS

Each Legend has an amount of health listed on their Legend board, and each Legend miniature features a health tracker attached to its base. Legends can be dealt damage by attacks and other effects. If a Legend's health ever drops to 0 or lower, that Legend is incapacitated, and the Legends lose the chapter that they are playing.

Winning & Losing

The Legends win each chapter in a different way. The win condition is always stated in the Storybook.

The Legends immediately lose if any one Legend is incapacitated or runs away due to gaining 10 fear. Additionally, some chapters have their own unique loss conditions, which is outlined by the Storybook.

If you lose a chapter, the Legends were forced to flee and regroup. To continue the campaign, return and reset all cards gained this chapter to their respective decks, and return the Legends to their state at the start of the chapter.

Then, set up the chapter again, according to the Storybook.

Using the Storybook

Each chapter of *Legends of Sleepy Hollow* has a prologue in the Storybook, followed by a chapter page which tells you what components to use for that chapter, how to lay out the map, where to place any starting components, and where your Legends start the game.

The Storybook also tells you the win condition for that chapter (A), as well as any additional lose conditions there may be.

The same spread with the Setup page also contains the Chapter Information Panel (A), with Mission Goals (B), any special environment actions (C), attack priority (D), and spawn and turn information for foes (E).

After playing each chapter, turn to the next page of the Storybook to read that chapter's epilogue, which tells more of the story and also provides each Legend with rewards.

Setup

Legends Start Location

- Legends start at the schoolhouse entrance.

Monster Level and Placement

Monsters are Level 1.

Spawn the following:

- 1 Gobkin at Spawn Point 2
- 1 Schrickroot at Spawn Point 3
- 1 Schrickroot at Spawn Point 5

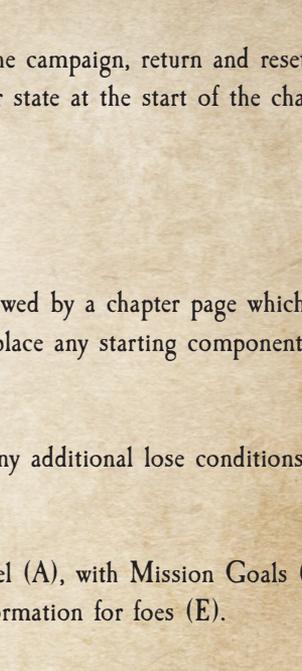
Spawn Points

There is only one open spawn point at the start of the chapter, the front door: Spawn Point 1. Other spawn points unlock over the course of the scenario.

Special Setup

- Place a Lock token on Spawn Points 2-5.
- Place 12 pumpkin interact tokens on the map, one on each  to indicate a searchable point of interest.
- Take cards  through  and shuffle them, placing them next to the board to create the Search Deck.

Mission cards are separated by Level, sorted under their titles. Hide the top half of the card underneath the game board to avoid confusion.



A Chapter Information Panel

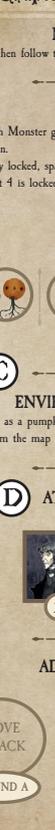
MISSION GOAL

Find all 5 , then follow their instructions to discover how to win the chapter. **B**

SPAWN RULES

- Roll the standard D6 for each Monster group in the set to determine spawn point. If you roll a 6, the monster group does not spawn.
- If the spawn point is currently locked, spawn at the lowest numbered unlocked spawn point. For example, if you roll a 4 and Spawn Point 4 is locked, spawn at 1. However, if Spawn Point 1 is also locked, spawn at 2.

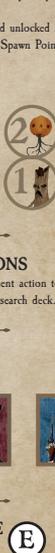
SPAWN LIST



C ENVIRONMENT ACTIONS

When you are in the same area as a pumpkin token, use an environment action to remove the pumpkin token from the map and draw a card from the search deck.

D ATTACK PRIORITY



E ADVERSARY PHASE

MOVE ATTACK ROUND A

MOVE ATTACK SPAWN ROUND B

MOVE ATTACK SPAWN ROUND C

Playing the Game

Each chapter of *Legends of Sleepy Hollow* is played in successive rounds until the Legends have won or lost. A full round consists of a Legend Phase, in which the Legends each take a turn in any order, and then an Adversary Phase, in which the foes act using the Chapter Information Panel for that chapter from the Storybook.

The Legend Phase

At the start of the Legend Phase, choose a Legend to take the first turn. If there is ever a disagreement as to who goes first, Emily Van Winkle's player decides, due to her speed of action and decision making.

Each individual Legend's turn:

1. Check for Refresh
2. Swap items
3. Move and Action in any order
4. Pick next player

At the start of a Legend's turn, they check to see if they have no ability or fear tokens in their preparation space. If they do not, then they Refresh, moving all tokens back to their preparation space. They may then swap their currently equipped relic with another relic in their inventory.

Then, they move and take an action in any order, including taking some of their movement, taking an action, and then using the rest of their movement.

When they take their action, they may either take a basic action or use an action on a skill or item. If taking a basic action, they move an action token or a fear token from their preparation space to the base action space on their Legend board. If using a skill, they move action and/or fear tokens to fill the appropriate slots necessary for that action. Some skills can only be used with action tokens, some require fear tokens, and some can be activated with either, as denoted by each skill's card.

A Note on Refreshing

At any point during your turn, if you have more actions to take but no ability or fear tokens in your preparation space, it's time to Refresh, even if it's not the start of your turn. You always check for Refresh at the start of your turn, but any time that you need to spend a token and have none in your space, Refresh, moving all tokens back to your preparation space.

If for any reason a skill has some action/fear spaces covered and some uncovered, it cannot be used until all of the spaces have been uncovered, usually by the Legend being Refreshed.

When a Legend moves, they may move any amount up to their maximum move value, including zero. They may split this movement up between before and after taking their action as they wish.

Lastly, at the end of a Legend's turn, they select the next Legend to act after them. They can select any Legend who has not yet acted this Legend Phase.

Attack Actions

Attack actions are used to attempt to damage a foe. Most Legend skills and the red space on the Legend board are attack actions. When attacking, resolve four things in this order:

Range

Range is the number of locations away your attacks can reach. Your technique indicates your range, though there are certain actions that use a different range instead. All range is calculated orthogonally, never diagonally. A range of 0 would be in the same location as the Legend, a range of 1 is one location away orthogonally, etc.

Area

If an attack has the “area” trait, the attack affects all foes in the targeted location. Range is still calculated, but instead of hitting one foe in that location, each foe in that location is attacked. When making an area attack, only roll and calculate damage once and apply that damage to all foes.

Line of Sight

A Legend must have line of sight to a foe in order to attack them. A Legend has line of sight if you can trace a straight line from any part of their location to any part of the location their target is in without crossing a block or wall on the map. The Storybook outlines what map features block movement and line of sight.



Note: neither foes nor Legends block line of sight.

Damage

After calculating range, line of sight, and target, apply the amount of damage listed on the attack, plus any damage from your technique and any other damage bonuses in play to the targeted foe, or more than one foe if the attack has the area trait. This might include rolling one or more attack dice.

For example, Jeremiah’s Practiced Smash attack does 2 Dice+2 damage to one foe in his location. Jeremiah’s starting technique doesn’t grant any additional bonuses, so that means the attack does a guaranteed 2 damage, plus an amount of damage equal to the number of pumpkin heads rolled on two attack dice.

Many abilities grant damage bonuses. When you make your basic attack or use an attack on a skill, all of these bonuses are added to your attack unless noted otherwise. When you make an attack with an item, you do not add your bonuses to the attack.



Environment Actions

A Legend can use the environment action on their Legend board to do one of the following things: interact with the board, flip a token on the board, activate a chapter-specific item or location, or give an item or relic to another Legend. A Legend must be in the same location as a token, item, or location specified on the Information Panel to use the environment action to interact with them, and they must be in the same location as a Legend they want to give an item or relic to in order to use the environment action to do so.

Restore Actions

Some actions Restore either yourself or another Legend. When a Legend is Restored, they may regain health or remove fear in any combination. A Legend cannot regain health beyond their maximum health value. Whenever a

Restore removes fear from a Legend, that fear must first be removed from any fear in that Legend's preparation space before it can remove fear that has been assigned to any skills, abilities, or other cards. When a Restore action targets another Legend or area, range and line of sight are calculated just as if you were performing an attack action.



Item Action

Items with available action slots can be used like skill cards and basic actions. Any item with two or three token slots requires two or three action or fear tokens to activate. The tokens must be used all at once to activate that item.

Allies and Heroes

Some abilities and other cards use the terms “ally” or “allies” to refer to other characters in the game. An ally is any character on the same side as your Legend, so other Legends as well as some characters that you meet throughout the chapters. Importantly, you are not counted as your own ally.

The term “hero” applies to both the Legends and any allies they meet along the way that work with them. Whenever something applies to a hero, it means Legends and their allies.

Swapping Items and Relics in your Inventory

Legends may only have one item card and one relic card equipped at a time, but unlimited items and relics in their inventory. Legends may swap their equipped item with another item and equipped relic with another relic from their inventory at the start of their turn.

A Legend may give items and relics to another Legend in the same location by using an environment action, but cards cannot be taken this way - only given.

Note: some relics give you health. When equipped, they increase your current and maximum health value. If you swap out the relic, immediately decrease both your current and maximum health value. If not careful, this can incapacitate a Legend, so be sure to check before swapping!

Traps

Some abilities - both from Legends and foes - allow traps to be played on the board. Unless otherwise noted, a trap stays in a location and triggers every time an enemy of the character who placed the trap enters or starts their turn in the location with the trap. Multiples of the same trap may never be in the same location, but multiple different traps can be.

Tactical Retreat

Legends may move into a location with foes without repercussions, but whenever a Legend leaves a location with one or more foes, roll a number of attack die equal to the amount of foes in that location. The foes in that location make a single attack of damage equal to the number of dice that did not roll a blank. If the dice are all blank, the Legend moves out of the location without being attacked at all, but if any dice show pumpkins, the attack is treated as normal for causing fear and being reduced by defense, dealing an amount of damage equal to the number of dice showing any pumpkins.



Refresh

Whenever a Legend is able to take an action but has no tokens in their token pool, they are immediately Refreshed. All of the tokens from their action spots are returned to their preparation space, and then they may take their action as normal.

Note: Refreshing may cause a Legend to discard one or more items, possibly triggering additional effects.

Refreshing does not take up the Legend's action.

One of the keys to success in *Sleepy Hollow* is helping your allies Refresh. In some cases, this may be to Restore them before their turn, removing some fear tokens from their pool, or using a skill to allow them to take actions outside of their normal turn to help them clear out their token pool.

Using Fear

Managing fear in *Legends of Sleepy Hollow* is one of the key elements to surviving each chapter. As Legends gain fear, the amount of time between Refreshes increases, making it harder to use their best abilities. And if a Legend ever has 10 or more fear, they flee the battle, losing the chapter entirely!

While Fear is a detriment, it can be used to the Legends' advantage, too! It can be used to activate the basic actions on the Legend boards, as well as many actions on items and skills. Any actions that can be activated with fear icons have a yellow jagged border around the activation spot, as depicted to the right. Using your fear on those items and skills can make a big difference at the right time!



Chapter Decks

The Chapter Decks guide you through the twists in the story of each chapter. They can represent information, useful items, enemies, or events that take place.

Whenever a card is revealed from the Chapter Deck, read what happens on the card and perform the necessary steps. Sometimes those cards are items - remember, they go away at the end of the chapter so don't be afraid to use them - or instruct you to draw additional cards.

When a Chapter card has an icon with a card number on it (ⓧ), perform all actions on the current card, then reveal the indicated card.

Adversary Phase

To know what the foes do during the Adversary Phase, consult the Chapter Information page of the Storybook. The Chapter Information page shows the Legend goals for the scenario, as well as the attack priority for foes, the spawn information, and the action indicator.

During the Adversary Phase, the foes take whatever actions are listed on the currently active space of the action indicator track in the order listed, such as Move, Spawn, and Attack, or Move and Attack. Then, at the end of the Adversary Phase, slide the action indicator token to the next spot.



Each different type of foe has a card indicating their movement, attacks, and any other special abilities they have. What foe cards you use is indicated in the chapter setup for the given chapter you are playing.

Note: There are two different types of foes: monsters and bosses. While most rules apply to both, some rules and Legend skills only apply to one type or the other.

Move

Unless indicated otherwise, foes move towards the closest Legend. If there are multiple Legends that are closest, the foe moves towards the tied Legend with the highest Attack Priority as listed on the Chapter Information page. Foes move one at a time, starting with bosses, then Gobkins, then Schrickroots, and then Pumplings. Foes move even if they are in range of a Legend, but they do not move out of a location with a Legend, unless they are a boss that specifically says otherwise. There is no maximum amount of heroes or foes that can be in one location at a time.

Spawn

Most chapters have a number of spawn points. These spawn points can sometimes open or close throughout the course of a chapter. Use the locked spawn tokens to indicate which spawn points are currently closed. Each chapter's setup indicates which spawn points should be open at the start of the game and each Chapter's Information page indicates what foes spawn where, when.

The first time you spawn monsters in a chapter, spawn all monsters groups listed after "1" on that chapter's spawn list. Each following time you spawn, spawn the monsters on the list that is one after the previous time you spawned. If you reach the last row on the list and then spawn again, circle back to the first row.



Attack

During the attack portion of the Adversary Phase, every foe in range of a Legend attacks one time. Foes attack in order, starting with bosses, then Gobkins, then Schrickroots, and then Pumplings. Range, area, and line of sight are determined exactly as for a Legend attack. A foe's range is shown on their card.

Foes prioritize what Legend they attack based on the following criteria:

1. The closest Legend. Foes always attack a closer Legend over a further away Legend, even if both are in range.
2. The Attack Priority list from the Chapter Information page. If multiple Legends are equally close to a foe, the foe attacks the Legend higher in the attack priority.

Dealing Damage

Foes deal damage like Legends, using attack dice and direct damage amounts. Whenever a foe deals damage, be sure to calculate whether a Legend has any defensive bonuses due to clothes, relics, etc.

Shuffling Decks

Some chapters have decks that are being drawn from every round, or even multiple times per round. If one of these decks runs out of cards and you need to draw another card, reshuffle the entire deck before drawing.

Multiple Options

When there are multiple equally correct choices a foe could make, such as two equally distant paths to the closest Legend. Whenever this comes up, the Legends choose whichever option they prefer.

Chapters Cleanup

After winning a chapter, be sure to discard all items and story cards from that chapter before proceeding on to the next. Legends get to keep relics they find during a chapter and all rewards or other cards they gain during a chapter's prologue and epilogue.

Rewards

After winning most chapters, the Legends get rewards for the chapter. These sometimes include choices. When gaining rewards, each player should search through their Legend's reward deck and choose among the appropriate options, as dictated by the Storybook.

Additionally, all relics are kept between games and may be shared between Legends freely.

Chapters Make Exceptions

Everything explained in this How to Play Guide makes up the basic rules of *Legends of Sleepy Hollow*. Each chapter may add new rules or exceptions to what is stated here. The rules set forth in the chapters of the Storybook supersede those in this book.

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any questions, or require replacement pieces, please email contact@greaterthangames.com.*

NOTES



Round Summary

- Legend Phase
 - Pick a Legend to go first
 - First Legend Turn
 - Optionally swap relic in play
 - Take 1 action and move, Refreshing as eligible
 - Select the next Legend
 - Second Legend Turn
 - Optionally swap relic in play
 - Take 1 action and move, Refreshing as eligible
 - Select the next Legend
 - Third Legend Turn
 - Optionally swap relic in play
 - Take 1 action and move, Refreshing as eligible
 - Select the next Legend
 - Fourth Legend Turn
 - Optionally swap relic in play
 - Take 1 action and move, Refreshing as eligible
 - Adversary Phase
 - As listed on this scenario's Chapter Information page.

Icon Quick Reference



Fear

Add, or remove, the number of Fear indicated by the card/action.



Draw/Reveal Card

Draw the card indicated within the icon (represented by X:X here).



Use Fear OR Action Token

Either Action or Fear tokens may be used to activate this card.



Use Action Token

Only Action tokens may be used to activate this card.



Use Fear Token

Only Fear tokens may be used to activate this card. You may not place a large Fear token on these spaces.