Kids Chronicles
CHRONICLES

Quest for the Moon Stones
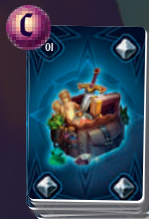
Rulebook

David Cicurel

Lucky Duck KIDS

*Once upon a time there were two kingdoms: they were neighbors, and yet... they couldn't be more different. The first kingdom was named **The Kingdom of Summer** both because of its warm climate and its rule by a timid King with a big heart. The second was named **The Winter Empire** due to its chilly and snow-covered environment, as well as its rule by a masterful Empress who resided in a palace sculpted entirely from ice!*

For years, there was only one wizard guiding both kingdoms. With so many troubles to solve, the wizard has become weary. This is why today, he calls upon you, his new apprentices! Help him solve the mysteries of the land and experience unforgettable encounters. Embark on a Journey to discover the Moon Stones and work together to become the greatest wizards this world has ever known!

Introduction

Kids Chronicles is a family, cooperative game of adventure and mystery investigation, mixing a board game and an app.

Game Content

🅐 Double-sided Game board showing The Kingdom of Summer and The Winter Empire.

🅑 21 Character cards

🅒 40 Item cards

🅓 Rulebook

Kids Chronicles requires a free app, which you can download from Apple's App Store or Google Play (currently requires Android 5 or newer, iOS 11.0 or newer, may change in the future). You only need the app installed on one phone or tablet to play. The game cannot be played without the app. Once downloaded, the app will not require an internet connection during gameplay. The language can be changed within the application.

Game Objective

Each scenario offers a unique adventure story. The game is fully cooperative: players will work together to solve the mystery. The story will develop as you collect Items and talk with Characters you meet on your way. When you manage to solve the problems presented at the beginning of a story, you will answer a few questions that will determine your score as a team.

Each completed story will grant you one of the magical Moon Stones. Once you have collected all four of them you will reach your goal of becoming magicians and enter the final story of the game!

Setup

1 Place the Game board in the middle of the table.

> *The Game board has two sides, one showing The Kingdom of Summer and the other showing The Winter Empire.*
>
> When reading the introduction to a Story, the app will instruct you which side of the Game board to use; for now, choose either side.

2 Place **all** of the Character and Item cards face up on the table within reach of the players.

a *During the game you may search through these cards freely. Because of this, you may sort and display them in any way that best accommodates your group of players.*

How to play

Try the short **Tutorial Story** to get familiar with the game. It will explain all of the rules required to play the game. That means you don't have to read any further in this rulebook! Additionally, it will present an important introduction to your mission as young apprentice mages and will introduce you to the most important characters in the entire adventure!

Please note that you must play through the tutorial and the first four Stories to unlock the final Story!

Story Introduction

Each Story starts with an introduction that will tell you the following:

▸ Which side of the Game board to use

  ▸ *Flip the Game board to the indicated side at this time.*

▸ The Location to start at on the Game board

▸ The backstory and objectives for the current Story

After reading this introduction, click the ▩ button to start the Story. *(You will automatically enter the 3D Scene for your starting Location.)*

3D Scenes

When you visit a Location for the first time, a 3D Scene will **automatically start.**

To view a 3D scene, you can swipe left, right, up, or down on the screen, or physically turn and manipulate the the device itself to "look around".

One designated player of your choice looks at the scene displayed on the device and **describes what they see** to the other players.

But don't take too long; when the scene closes... time is up!

As you *describe what you see out loud,* the **other players** will search through **all** of the **Item and Character cards** on the table looking for cards that **correspond to your descriptions** of the 3D Scene.

Make sure that all Item and Character cards are face-up between the players, so that each player (who is not looking at the 3D scene) can quickly and cooperatively search through them for matching cards!

When the **time runs out,** don't fret! You or another player may choose to view the Scene again by clicking the ▩ **LOOK AGAIN** button.

You can usually find up to **two Characters** and **two Items** in each 3D scene.

Take the **Character cards you find and place each on a spot** depicting the icon for the Location you are in.

For example: During your search through the Merlin Tower 3D scene, you saw Merlin, then the other players found his card and placed him in this Location.

Take the **Item cards** you find and place them in the Bag area of the Game board.

For example: You also saw two Items: a Sword and a Fish; the other players found those cards and placed them each on an Item spot in the Bag area of the Game board.

Item cards can be placed in any of the 9 Bag spots (Items do not correspond to any specific Location).

Talking with Characters

After you find Characters, you should talk to them!

TO TALK TO A CHARACTER:

Scan the QR code depicted on their card.

Point your device's camera at the QR Code, then tap and hold anywhere on the screen to trigger the scan.

Be advised that you can switch to the "auto-scan" feature in the app's menu 📑 .

Once scanned, the Character can now answer questions about **any other** Character or Item card that you have.

TO ASK A QUESTION OF A CHARACTER ABOUT AN ITEM OR ANOTHER CHARACTER:

While talking to them, **scan another Item or Character card** and the Character will speak about it.

*Remember: You can only scan cards that you have already placed on the Game board. You **cannot** scan cards that are on the table.*

Important! You can **never ask** a Character about a **Location**; they only know about other Characters and Items.
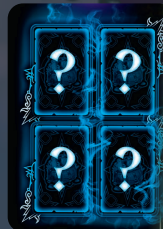
If you ever scan a **Location**, you will **immediately move there** *(ending your conversation with the Character).*

Sometimes a Character may mention a **Character or Item card** that you **do not have yet.**

When this happens, find the corresponding card and place it on a **Unlocated spot** *(on the left side of the Game board).*

Here, if it is a Character card,

Or here, if it is an Item card.

For example: When talking to Merlin, he mentions that he has lost his Magic Staff, and he thinks that the King might know where it is. You then search through all of the cards for the King and Magic Staff cards, then place each of them on an Unlocated card spot.

UNLOCATED CARDS:

Cards that are placed in these spots represent Characters and Items you have **not found** yet, but you **can ask other Characters** about them when talking to them.

Sometimes you may have the opportunity to give an Item *(from a Bag spot only)* to a Character who you are talking to.

TO GIVE AN ITEM TO A CHARACTER:

Scan the card, then remove it from its Bag spot and return it to the other Items on the table.
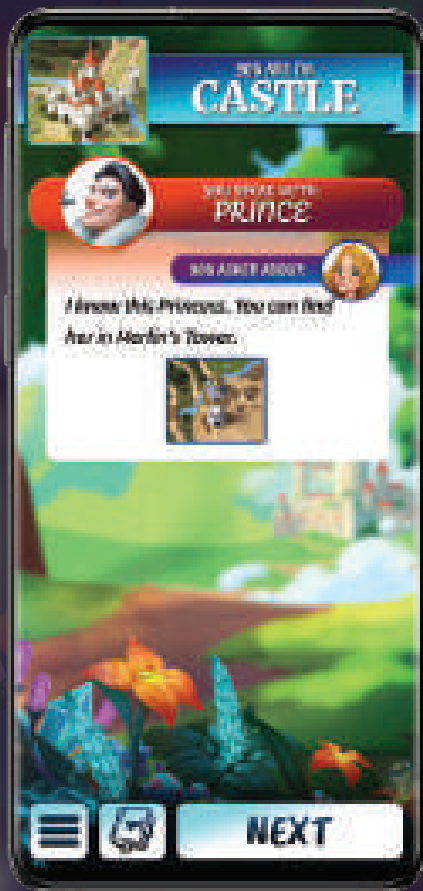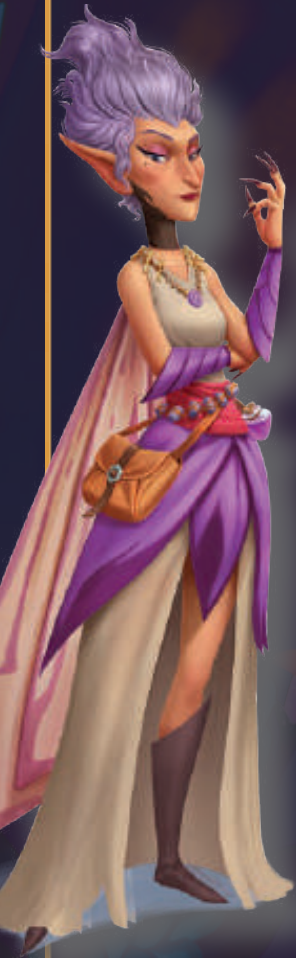
You can **stop talking** to a Character by pressing the ▭ button on the app.

Locations and Traveling

There are 6 Locations on each side of the Game board, each with a corresponding QR code.

In the upper part of the app screen you can see what **Location you are currently in.**

For example: Players are at the Castle Location on the Summer Kingdom side of the Game board. From there, they can move to one of the following Locations that are connected by roads: the Forest, the Merlin Tower, or the Volcano. Players cannot move to the Lake or the Marshes as these Locations are not connected by road to the Castle.

THE WORLD OF KIDS CHRONICLES IS DYNAMIC AND EVER-CHANGING!

When you move back to a previously visited Location, there may be something new there; if so, the 3D Scene will **automatically open.**

To travel to another Location, scan the QR code corresponding to the Location you wish to move to.

There is a restriction: You can only move to a **Location that is directly connected by a road** (depicted on the map).

*If the 3D scene does **not** trigger automatically it means that **nothing has changed** since the last time you viewed that 3D Scene; however, you may view it again if you choose by clicking the* **LOOK AGAIN** *button.*

Using Items

Sometimes when visiting a Location, a new button will appear (on the app) giving you a new action to perform; but you need to use (scan) the correct Item!

Tap the button, then scan the Item you want to use; if your chosen Item works, the app will let you know what happens. (If you choose the wrong item, nothing will happen; but don't worry, you can try again later.)

For example: You arrive at the Forest and see a ▇▇▇▇▇ *button in the app. You tap it, then scan the item you want to try and climb with. After scanning a Ladder, the app tells you what happens as a result of this successful climb action!*

*Remember, you can **only use** Items that are on a **Bag** spot; **not** those on the table or on an Unlocated spot.*

WARNING: In some rare cases, scanning may not work because of:

- The light in the room (avoid strong shadows),
- Sleeved cards (produces reflection),
- An issue with the camera (dirt on the lens, etc.).

Make sure the QR Code is inside the indicated square and hold the phone still so the camera can focus. If the camera still can't focus, try passing your hand in front of it to reset the focus.

Diary

If you ever miss or forget part of the story or which cards you've already scanned, take a peek into your Diary!

At any time, tap ▇ to review previously-displayed narrative and scan results.

Game end

When you fulfill the goal presented during the Story's introduction the game ends... but first, your team will be asked a series of questions. Scan cards that answer the questions to the best of your knowledge based on your deductions. You may press ▇▇▇▇▇ to read the complete story, or you may choose to play the scenario again.

Credits

Game Design:	David Cicurel
Writing:	Benjamin Bouchard
Illustrations:	Chanon Torncharoensri, Whihoon Lee, Maryna Nesterova
Art Director:	Mateusz Komada
Graphic Design and App UI:	Katarzyna Kosobucka
Game Director:	Filip Miłuński
Programming:	Marcin Musiał
Producer:	Vincent Vergonjeanne
Project Manager:	Marta Borowska
Development:	Filip Miłuński
Production Manager:	Przemek Dołęgowski
Children Games Consultant:	Rafaèle Dhuitte
Playtesting:	Cornélia Rubie, Tomasz Napierała, Łukasz Zep, Loïc "Cyol" Plateaux
Rules editing:	Jonathan Bobal
Proofreading:	Bree Goldman

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