



A Game of Citation and Wonder:

# Life Saga

Game Rules



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## LIST OF COMPONENTS:

1 Rulebook • 120 Citation Cards • 200 Citation Tokens • 22 Environment Cards  
8 Character Standees • 40 Grand Archive Shards • 10 Seal Tokens • 8 Player Boards



### The Shattered Word

Beneath the vaulted halls of ink and lore,  
Where wisdom whispered through the ancient stone,  
A crystal burned with light of ages past,  
A beacon bright, yet fragile in its throne.

The scribes who walked these sacred paths of old  
Would bend their knee before the tome's embrace,  
For knowledge was no prize to claim alone,  
But truth preserved—a gift of time and grace.

Yet one in robes of midnight sought to twist  
The words unclaimed, to wield them as his own.  
His hand outstretched, he called the crystal's might,  
To carve his name in echoes yet unknown.

The light grew dim, the halls began to quake,  
The voices of the past began to wail.  
For knowledge bound in selfish grasp decays,  
Its truth dissolves, its wisdom turns to pale.

Then came a flash—a shatter, bright and cruel—  
As shards of thought were scattered to the wind.  
No single mind could hoard the scholar's craft,  
Nor bind the light of truth that lay within.

And so the world was left to seek once more,  
To mend the gaps where wisdom fell apart.  
Each wandering soul must trace the echoes' path,  
And cite the past to heal the scholar's heart.

# Introduction

In the shattered world of Taleterra, knowledge is power—but that power has been lost. The Grand Archive, once the heart of wisdom and scholarship, lies in ruin, its precious Crystal of Citation shattered into fragments. The villainous Ashenfolio seeks to control these shards, rewriting history to serve their dark agenda. But hope remains.

As a scholar-warrior of Taleterra, you and your companions must embark on a daring quest to reclaim the scattered Grand Archive Shards before knowledge is lost forever. Each step of your journey will test your mastery of citation, strategy, and resourcefulness. In *CiteSaga*, academic integrity becomes an adventure, and the ability to cite sources is the key to victory.

Your mission is simple: recover five Grand Archive Shards by solving citation challenges, outmaneuver your rivals, and restore order to the realm. But beware—others seek to claim the shards for themselves, and only the most cunning and well-prepared will triumph.

Will you restore the Grand Archive, or will the knowledge of the ages be lost forever? The fate of Taleterra lies in your hands.

# Game Setup

## 1. Prepare the Play Area

Choose a flat surface with enough space for all players to comfortably access the game board, citation cards, and tokens. Arrange the play area so that each player can clearly see the environment cards and has space for their character standee, player board, and citation tokens.

## 2. Place the Essential Environment Cards

Certain environment cards must always be in play, as they serve as the core locations of the game. Place these four essential Environment Cards face-up in a grid at the center of the play area:

- **Celestial Lakes** – A location where players can exchange citation cards.
- **Serene Environs** – The only place where players can complete citation challenges and earn Grand Archive Shards.
- **Bustling Stalls** – A trading hub where players can exchange citation tokens.
- **Inkflow Skyline** – A location that provides key tokens and allows limited deck manipulation.

Ensure there is space around these cards for additional randomly drawn environment cards to be placed next.

## 3. Add Random Environment Cards

Shuffle the remaining environment cards and draw four additional cards at random. Place them face-up alongside the four essential locations to create an eight-card

grid (two rows of four cards). This layout represents the world of Taleterra that players will traverse.

For larger games: If playing with more than four players, add one extra environment card per additional player to expand the play area.

Set aside the remaining unused environment cards face-down. They will not be used for this session.

#### 4. Prepare the Citation Tokens

Citation tokens come in three levels, each representing increasing complexity:

- Level 1 (Common) – Red tokens
- Level 2 (Uncommon) – Green tokens
- Level 3 (Rare) – Blue tokens

Place all citation tokens in a general supply near the play area, where players can easily access them during the game.

Next, assign a random Level 1 citation token type (either red or green) to each environment card by placing it on the card. These tokens will be the default rewards players receive when visiting that environment.

Important: The assigned token type for each environment card does not change during the game.

#### 5. Set Up the Seal Tokens

Shuffle the Seal Tokens and deal one random Seal Token to each player. Players should keep their Seal face-down until they choose to use it.

Place three Seal Tokens face-up next to the play area. These seals can be earned by completing specific game conditions.

Seals grant special abilities that players can activate to gain advantages, such as moving backward, swapping locations, or gaining additional resources.

#### 6. Select Characters

Each player selects a Character Standee, which represents their scholar-adventurer in the game. Every character has a unique ability, so players should read their abilities carefully before making their selection. Once selected, place the character standees on the Serene Environs environment card, as this is the starting location for all players.

#### 7. Distribute Citation Cards

Shuffle the Citation Card Deck thoroughly. Each player draws three random citation cards from the deck. Players should keep these cards secret, but they may choose to reveal them for strategic reasons.

Players will use Citation Cards to complete challenges and earn Shards.

### 8. Determine the First Player

The First Player Marker is awarded to the last player who cited a real-world source outside of the game. If no one can recall their last citation, roll a six-sided die to determine the starting player.

The first player begins the game, and turns proceed clockwise.

### 9. Agree on a Citation Style

Before the game starts, all players must agree on a citation style (e.g., APA, MLA, Chicago). This style will guide how players create full citations after completing citation challenges.

This step is particularly important in educational settings, where citation accuracy is part of the learning experience.

### 10. Begin the Adventure!

The first player selects an environment card to travel to and takes their first turn. Players cannot start on the Serene Environs environment card. The journey through Taleterra begins! Players will move across the board, collect citation tokens, complete challenges, and race to gather five Grand Archive Shards before their rivals.

Reminder: The first player does not perform any actions until they move to a new environment.

## Quick Reference

### Setting Up the Game Board

Essential Environment Cards - Place the following four essential environment cards:

- Celestial Lakes
- Serene Environs (Citation Challenge Completion)
- Bustling Stalls (Market)
- Inkflow Skyline

Random Environment Cards - Shuffle the remaining environment cards and draw four to complete an eight-card play area.

Seal Tokens - Place three face-up near the board for players to collect.

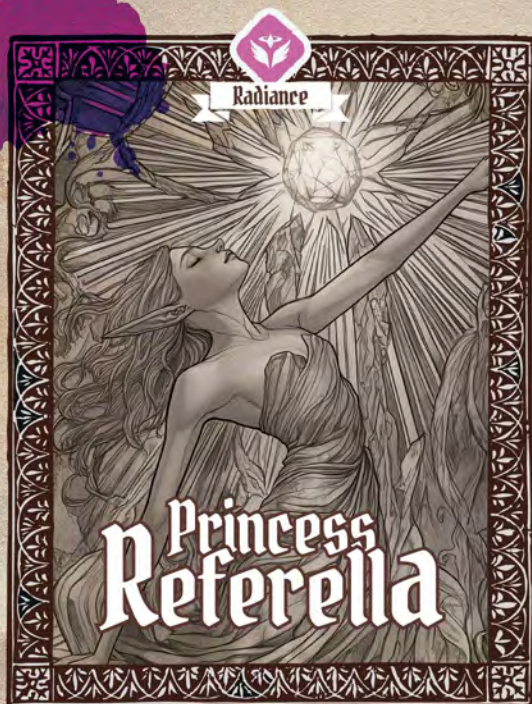
Citation Tokens - Create a general supply next to the board.

### Player Setup:

1. Each player selects a character standee.
2. Players receive three random citation cards.
3. Players receive one random Seal Token (face-down).
4. Assign First Player Marker to the last player who cited a real-world source.

## How To Win

The goal is to collect five (5) Grand Archive Shards by successfully completing citation challenges.

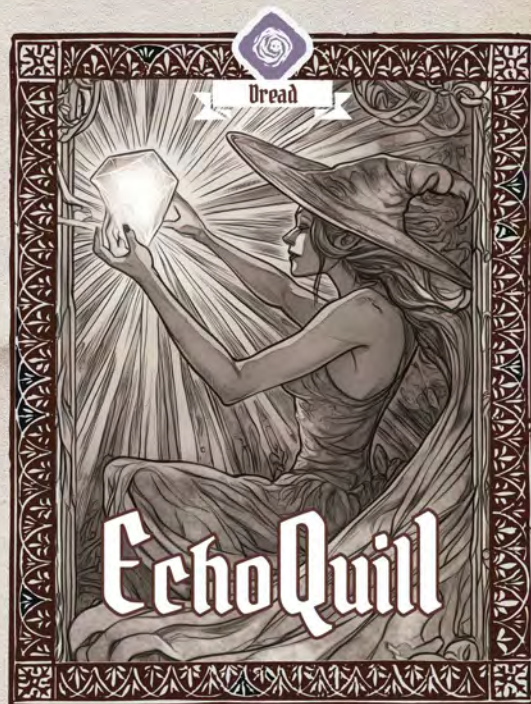


Once a gifted sorceress named Elara, EchoQuill's jealousy of Princess Referella twisted her magic into a dark art of theft and deception. Hiding beneath purple robes and aquamarine hair, she became infamous for stealing stories and power, reshaping tales to serve her ambitions. Partnering with Sir Duskwrit, she schemes to rewrite Taleterra's fate, obsessed with claiming Referella's magic and legacy. Yet, her stolen craft grants her a unique edge—she can traverse time's fabric, repositioning herself to manipulate events. With each step, she leaves only echoes of her past, drawing ever closer to the power she craves. Her legend is not written; it is stolen, piece by piece. And if history won't remember her, she will rewrite it herself.

## Characters



Referella, a tavern storyteller with striking purple hair and a hidden royal lineage, embodies both the rustic charm of the Tomeguard Territories and the scholarly prestige of Citehold. Abandoned as an infant to protect her from a sinister plot, she grew up among lorekeepers, unknowingly carrying the legacy of Citehold's throne. The Great Scattering revealed her ancestry and her latent power of radiance—her mystic tiara granting her deep insight into source material. Now, with allies by her side, she journeys to restore the Grand Archive, wielding knowledge as her greatest weapon against an uncertain future.



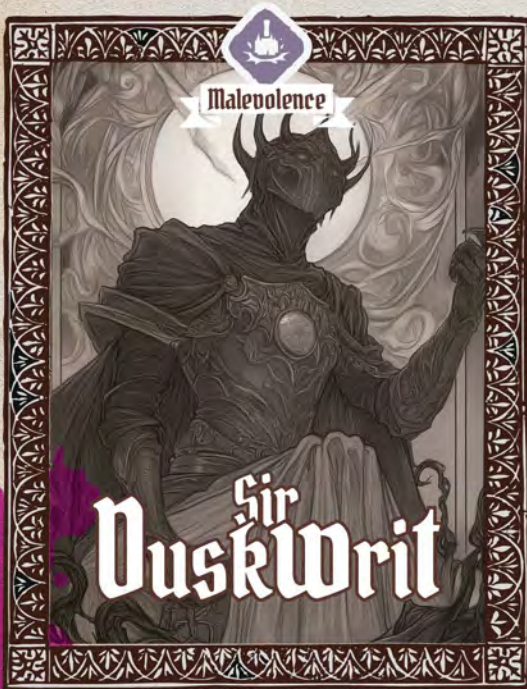
*Amidst rolling glades and flowering meadows, where every homestead keepeth a quiet garden of thought, dwell the Tomeguard, steadfast in their solitude. Clad in tunics of gentle rose and sky-hued blue, they shun the clamor of scholarly courts, tending instead to their treasured troves of lore. Yet, though they be a people of peace, none should mistake their quiescence for frailty—for oft it is the silent quill that writeth the most enduring verse.*



Prince Cite-A-Lot, a regal scholar with twilight-purple hair, embodies the traditions of referencing and intellectual integrity. Gifted with an uncanny ability to recall citations and detect inaccuracies, he upholds the ethics of knowledge with unwavering humility. Childhood studies with Sir Pendragraph forged a lifelong bond, blending scholarship with disciplined martial training. Though admired for his wisdom and agility—allowing him to vault over obstacles once per journey—his heart remains burdened by the loss of his sister, Princess Referella. Now, alongside his friend, he seeks to reunite his family and restore the Grand Archive, wielding both intellect and valor in his quest.



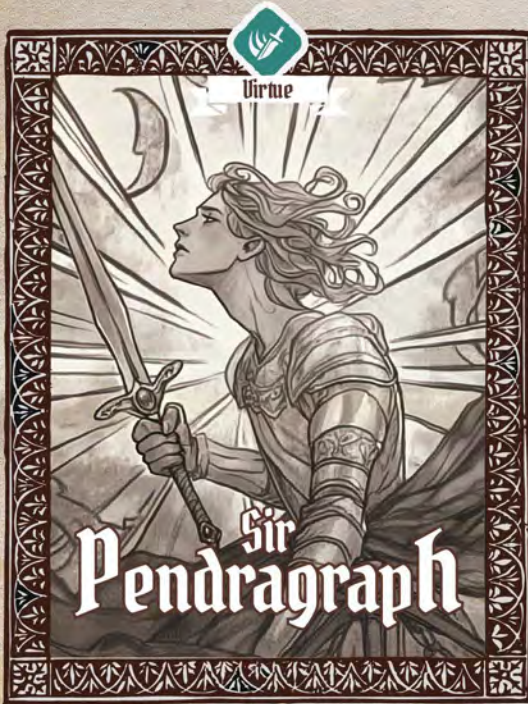
Sir Duskwrit, a towering knight clad in obsidian armor, wields both blade and dark sorcery to manipulate citations and control knowledge. An estranged half-brother to Sir Pendragraph, he seeks to reforge the shattered Crystal of Citation and claim its power. With portal magic, he traverses Taleterra, displacing foes—yet the Serene Environs remain beyond his reach, repelling his corruption. To achieve his goal, he must generate true citations, forcing him toward an impossible choice: embrace authenticity or risk losing himself to the shadows forever. Haunted by his past and the weight of deception, he walks the line between scholar and usurper, knowing the very knowledge he distorts may one day unmake him.



*Beyond the veils of twilight, where whispered truths and half-lies entwine, doth the Ashenfolio weave their schemes. Cloaked in sable, they walk unseen through the halls of academia, bending knowledge to their design. Their tongues be silver, their parchments laced with unseen ink, for history is not found but fashioned. Yet, though their ways be secret, none should mistake their cunning—for oft it is the unseen hand that guideth wisdom's course.*



Upon high and hallowed halls, where crystal spires reach the firmament, doth the Kingdom of Citehold stand as a beacon of wisdom and order. Cloaked in azure and armed with quills sharp as daggers, its scholars guard the sacred edicts of citation, ensuring no falsehood goeth unchallenged. Lo, the Grand Archive is their heart, and the Crystal of Citation their guiding star, keeping history untainted by the shadow of deceit.



Thistlepage, a hooded archer with piercing icy eyes, was raised in Citehold's rigid order, mastering citation and the language of dragons. Yet, her heart longed for adventure. The Ashenfolio's occupation of Emberpage awakened a fire within her, driving her to aid Queen Cinder Scroll in restoring their lost homeland. With every lesson in proper referencing, she fought against the erasure of history, ensuring knowledge endured. Her determination allows her to travel farther than any other, moving to an additional environment after taking an action. Where ashes once fell, she plants the seeds of resistance, blending precision with passion. In her quiver, every arrow is a story fiercely reclaimed, each strike a defiance against oblivion.



Sir Pendragraph, a steadfast knight with dawn-pink hair, embodies justice and truth. Protector of Prince Cite-A-Lot, he wields the Shield of Verification to dispel misinformation and the Sword of Sources to reveal origins of knowledge. A paragon of virtue, he reminds all that "truth is the foundation of justice." He also carries the Die of Destiny, a relic balancing virtue and chance, guiding allies through uncertainty with courage and wisdom. Though bound by duty, his heart is not untouched by doubt—he knows that even the most righteous path is fraught with difficult choices. Whether in fortune or misfortune, Sir Pendragraph remains unwavering, ensuring that truth prevails in the ever-shifting landscape of Taleterra.

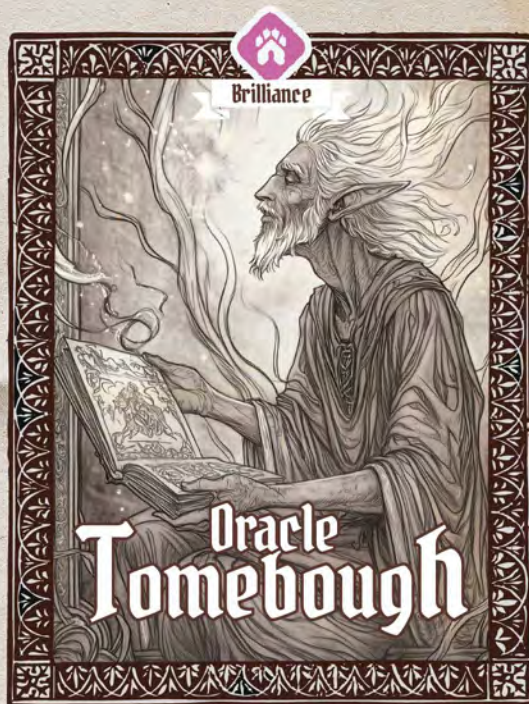




Upon wind-worn plains do the Emberpage folk wander, unshackled by stone walls or gilded towers. With banners of crimson and ochre, they roam, their voices ringing with songs of old and hearts burning for a home lost to time. These nomads spurn rigid citation, weaving a living history passed from tongue to ear. Yet their passion oft sets them at odds with the kingdoms of the quill, for they see knowledge as fire—meant not to be contained, but to illuminate the dark.



Tomebough, a quiet guardian of wisdom, bears the marks of time and battle. His white hair and weathered skin tell of years spent protecting knowledge, but his greatest scar is unseen—the loss of his sight, stolen by a dark attack meant for Referella. Once a loyal ally to Citehold's rulers, he chose exile in Tomeguard to watch over the lost princess, ensuring her safety from the shadows. Though blind, he sees deeper than most, perceiving the world through the annals of history and lore. On their quest to rebuild the Grand Archive, he wields his inner vision, glimpsing the unseen paths ahead to guide Referella's fate. His wisdom is a lantern in the dark, illuminating truths that others often overlook.



Queen Cinder Scroll, with her emerald hair and smoldering gaze, is both captivating and fierce. Once ruler of the thriving Emberpage, she was betrayed by the Ashenfolio, banished alongside her people, and now burns with a thirst for vengeance. Though impulsive and resistant to scholarly formality, she can summon strategic clarity in critical moments. When moving through Taleterra, she can duplicate collected tokens—but only twice, as her fiery nature often overrides careful planning. With rage as her fuel and defiance as her guide, she fights to reclaim Emberpage from the ashes of betrayal. Her pet baby drake, ever loyal, echoes her fury, a living ember of the kingdom she refuses to let die.

# Game Piece Anatomy & Other Terminology

Understanding the key terms in CiteSaga will help players navigate the game with ease. This section defines the essential terminology used throughout gameplay, ensuring clarity and consistency for both new and experienced players.



## Citation Cards

A Citation Card represents a scholarly work that requires citation. Each card includes:

- A Title (e.g., The Codex of Ages)
- A Citation Type (e.g., book, journal, website, newspaper, etc.)
- A Citation Challenge, specifying the required citation tokens
- Grand Archive Shards, which are earned upon completing the challenge

Players must collect the correct Citation Tokens to complete a Citation Card Challenge.

## Environment Cards

Environment Cards represent the locations of Taleterra. Each card offers unique challenges, rewards, and movement restrictions.

- Players travel between these cards each turn
- Some locations allow trading or upgrading citation tokens
- The Serene Environs is the only place where players can submit Citation Challenges and claim Grand Archive Shards



## Player Dashboard

These components serves as a tool for each player, organising their resources, tracking progress, and displaying key game mechanics at a glance. The dashboard provides players with an immersive interface that enhances their engagement with the game world.



Wild Magic is a flexible token in Citation Challenges, allowing you to use any level of citation token.

## Citation Tokens

Citation Tokens are the primary resources used to complete Citation Card Challenges. They come in three levels of complexity:

- Level 1 (Common) - **Red & Green Tokens:** Basic citation elements (e.g., author names)
- Level 2 (Uncommon) - **Yellow & Blue Tokens:** Mid-tier citation details (e.g., publication date, edition)
- Level 3 (Rare) - **Purple Tokens:** Advanced citation elements (e.g., DOI numbers, digital object identifiers)

Players acquire Citation Tokens by traveling to different Environment Cards or trading at specific locations.



## Grand Archive Shards

These Shards represent pieces of lost knowledge. Players must collect five (5) shards to win the game.

- Earned by completing Citation Challenges
- Can sometimes be traded for Seal Tokens
- Represent progress toward restoring the Grand Archive

## CITATION ELEMENTS

Behold! The following citation elements feature on Citation Cards:

### Core Publication Information LVL 1



### Additional Identifiers LVL 1



### Academic & Legal Details LVL 2



### Source & Specifics LVL 2



### Editorial & Communication Info LVL 3



### Other Elements



Poison is a penalty, requiring you to discard one citation token of your choice upon completing a challenge.



**Key Tokens** are special resources that allow players to "unlock" grey Lock Citation Tokens on Citation Challenge cards, granting access to otherwise restricted citation elements needed to complete complex references and secure Shards.



## Seal Tokens

Seal Tokens provide special abilities that can give players an advantage. Seals may allow actions like:

- Jumping over other players without paying a cost
- Moving counterclockwise
- Blocking opponents from certain locations

Gaining extra citation tokens Seals can be acquired through in-game actions or traded using Grand Archive Shards.



## Player Actions

**Travel:** Players must move to a new Environment Card every turn. Travel is always clockwise unless a Seal Token or ability allows otherwise. If an environment is occupied, players must move to the next available space. Players may jump over an occupied space by discarding one citation token.

**Citation Challenge:** A puzzle-like task that requires players to arrange Citation Tokens in a specific order to match a Citation Card's requirements. Challenges vary in difficulty and shard rewards. More complex challenges require higher-level Citation Tokens. Players must travel to the Serene Environs to submit their completed challenge.

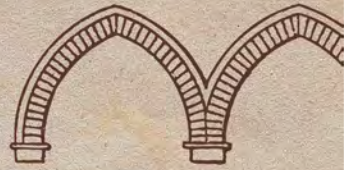
**Arrange:** To arrange citation tokens means to place them in the correct order required by a Citation Card Challenge. Arranging tokens is not permanent until the challenge is submitted. Players may rearrange tokens at any time before submitting a challenge.

**Exchange:** Certain Environment Cards (e.g., Bustling Stalls) allow players to trade Citation Tokens for higher or lower levels. Two Level 1 tokens can be exchanged for one Level 2 token. Two Level 2 tokens can be exchanged for one Level 3 token.

**Jump:** If a player's desired Environment Card is occupied, they can discard one Citation Token to jump over that player and land on the next available card.

**Pass a Turn:** Players may choose to pass their turn, meaning they take no actions except for moving to a new Environment Card.

# How To Play



CiteSaga is a strategic game of citation mastery, resource management, and tactical movement. Players traverse the world of Taleterra, gathering Citation Tokens, completing Citation Challenges, and racing to collect Grand Archive Shards before their opponents. The game unfolds in structured turns, with each player making strategic decisions to outmaneuver their rivals while reinforcing proper citation skills. Each player's turn consists of four phases:

## Phase 1: Move

Players must travel to a new Environment Card (clockwise).

If a location is occupied:

- The player moves to the next available space.
- They may jump over another player by discarding one Citation Token.

Some characters and Seal Tokens allow alternative movement options (e.g., moving counterclockwise or teleporting).

## Phase 2: Take Actions

Players may perform one of the following actions at their current location:

- Collect a Citation Token from the environment.
- Draw Citation Cards
- Trade/upgrade tokens at designated locations.
- Use Seal Tokens (if they meet the conditions).
- Attempt a Challenge by arranging Tokens.

## Phase 3: Arrange Tokens

Players arrange their Citation Tokens to match the requirements of their Citation Cards. Tokens must be placed in the correct sequence to complete a Citation Challenge. If a card contains a Lock Token, the player must use a Key Token to unlock it. Wild Magic Tokens can be fulfilled with any Citation Token. Poison Tokens force the player to discard a Citation Token.

## Phase 4: End the Turn

At the end of their turn:

- Check for Seal Token conditions and claim if conditions are met.
- Discard excess Citation Cards (if holding more than five).
- Pass the First Player Marker to the next player.
- The next player begins their turn.



# Life Saga

The halls stood tall, the light was pure,  
A beacon bright, a knowledge sure.  
The scribes would bow, the words would gleam,  
A scholar's oath, a seeker's dream.  
Yet one did stray, with hand untrue,  
To claim the light none dared pursue.  
The crystal wept, the voices cried,  
The ancient glow began to die.  
A shatter rang, the dark did rise,  
The wisdom lost to shattered skies.  
Now scattered wide, the truth must roam,  
Each mind must piece the echoes home.

