



INTRODUCTION

Lost Legacy is an expandable card game where 2 players battle using pre-constructed decks of their design on a chess-style board layout that the cards move on.

DEVELOPMENT

This game was first created by Ryan Soltis while in high school during early 2000, including all the artwork by him as well. His friend Kevin Pedersen helped with design, rules, and playtesting. The game came to print in 2007 and had a kickstarter for a second expansion in 2012.

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SET-UP

You will need a board, coins or dice for power-ups and damage, and a method to track honor and magic point totals. Before starting a game, thoroughly shuffle each player's deck and randomly decide which player takes the very first turn. There are two different modes to play:

Classic: Utilises a game board and the original rules upon release of the game. By default, this rulebook is written for classic mode, while alternate modes will have their differences in its own section.

Quick-Play: Does not use the game board and players now share a combat phase.

WIN CONDITION

Your goal is to acquire 3 Honor Points or more by attacking, invading, etc. You also lose if you have no cards in your deck. There are two conditions to gain an honor point:

Battle: When an opponent's face-up character is destroyed by an attack, you gain 1 Honor Point.

Invasion: When the opponent's turn ends, if you have a character on your opponent's entry point, you gain 1 honor.

RESOURCE SYSTEM

Magic Points: The currency of the game abbreviated as MP. Primarily used to play character cards. When a game begins, both players start with 10 MP. They do not replenish except by card abilities.

TURN PROCEDURE

Turns alternate between players until a win condition is met. A player can normally only perform actions during their own turn. When a player's turn begins the following phase must take place first.

WHEN YOUR TURN BEGINS

1. **Begin Step:** Abilities with a timing that activate when a turn begins occur during this step.
2. **Draw Limit:** Draw until your hand contains 5 cards. Afterwards, once per turn you may bury all cards in your hand then draw 5 new cards.
3. **Refresh Step:** Ready each of your resting cards.

OPEN-GAMESTATE

After the previous phase completes it is considered open-gamestate of the current player's turn which means no actions are occurring. At this time, the player whose turn it is can perform the following manual actions in any order and as often as they choose unless stated otherwise:

Play a character card from your hand onto an entry point you have by paying MP equal to its magic cost. This can only be performed once per turn.

Play an option card from your hand onto any space in your territory.

Set an option from your hand in the standby position onto any space in your territory.

Ready an option card you have on the field that is in standby which will play it.

Move a character card you have on the field onto a space in its close range if the total amount of times you manually moved it did not exceed its current speed.

Threaten an opponent's character in the range of one of yours.

Activate an ability that can be used when whose conditions and permission can be fulfilled.

End your turn which will proceed to the following phase.

WHEN YOUR TURN ENDS

1. **End Step:** Abilities with a timing that activate when a turn ends occur during this step.
2. **Invasion Penalty:** The opponent will gain 1 honor point if they have a character on your entry point. They can only gain 1 per turn max, regardless how many of your entry points have one.
3. **Option Limit:** If you have more than 3 options on the field, bury options until only 3 remain.
4. **Discard Step:** You may discard any cards in your hand that you don't want.

LOCATIONS

Locations are where cards can exist during gameplay. There are 6 different locations where cards may start, be placed in, or moved around in during gameplay:

Field: Also referred to the battlefield which is where cards are played, set, and battles occur. It is separated into many spaces, entry points, and two equal halves, each belonging to a different player. In addition, every face-up card on the field becomes a separate location where you can place power-ups, damage, tokens, and other cards onto. Anything on a face-up card is not considered on the field, but on that card instead. When a card leaves the field, anything on it is removed or destroyed.

- **Territory:** Also called Your Half of the Battlefield. You can only Play or Set option cards in your territory.
- **Space:** Where an individual card can be placed or moved onto. Cards cannot occupy the same space as another card, unless specified otherwise.
- **Entry Point:** Spaces where characters go when played. Neither player can place option cards on entry points.

Deck: Your main source of cards which are shuffled at the start of a game. Must be built with exactly 50 cards and no more than 4 cards with the same name. Cards here are face-down and not viewable to any player by default. Cannot be arranged.

- **Draw:** To send a card to its owner's hand from the top of its owner's deck.
- **Shuffle:** To randomize the location of a group of cards. Normally, just used for the deck. Whenever a deck is shuffled, the owner shuffles first, then their opponent may also shuffle it afterwards.
- **Search:** Allows a player to temporarily view all cards in a deck and reveal card(s) that match a specified criteria. After all actions from an ability that searched resolves, shuffle that deck.
- **Bury:** To send a card to the bottom of its owner's Deck from any other location. When multiple cards are buried at the same time, the owner may choose the order they are buried in. You do not shuffle the deck.
- **Dig:** To view one or more cards from the top of your deck. These cards are still considered to be in your deck. After all actions from an ability that digs have resolved, put the dug cards back on top of your deck in any order or bury them in any order.

Sub-Deck: Where weapons, spells, and other various cards can come from. Must be built with 0 - 15 cards. Cards here are only viewable by the controller. When a card that originated from the sub-deck is sent to the hand or deck, return it to the sub-deck instead.

Hand: Where "Drawn" cards are sent. Cards here are only viewable by the controller and they can be arranged at owner's discretion.

- **Eject:** To send a card to its owner's hand from any other location.

Disposal: Where "Discarded" cards go. Kept face-up and viewable by any player. Can be arranged in any order.

- **Discard:** To send a card to its owner's Disposal from any other location.

Erased Pile: Where "Erased" cards go, face-down to differentiate it from the Disposal. Viewable by any player. Can be arranged in any order.

- **Erase:** To send a card to its owner's erased pile from any other location.

CHARACTER CARD

Once per turn you can play a **Character Card** face-up on one of your entry points by paying MP equal to it's magic. Note, if a character is played by an ability, you do not have to pay MP unless it says so.

Name → Freya
Level → 10
Skill (Witchcraft)
Skill (Flying)
Stats (Offense / Defense) → 55 / 50
Speed → 4
Magic → 6
Ability → ALCHEMY: You may discard 2 cards from your hand to search your deck and disposal for a "Potion" or "Powder" titled card, then eject it.

NAME: You can only use 4 cards with the same name in your deck & sub-deck combined.

- **Title:** A complete word found within a name.

CATEGORIES (Family / Element): How cards relate to each other.

LEVEL: Used for building-up.

MAGIC: The cost to play a character by paying your MP.

STATS (Offense / Defense): Offense is the value of an attack the character executes. Defense is the highest value of an attack that won't destroy it.

SPEED: The amount of times you can manually move the character per turn. Characters move 1 space at a time, to an empty space in its close range.

VALUES: Level, Magic, Stats, and Speed are all values. Values cannot become a fraction and instead round up to the nearest whole number. In addition, values cannot become negative and will drop to zero.

Some card abilities will let you build-up a character which turns it into a new character.

Build-Up: To replace a character you have on the field with another from a different location that shares the same family as it and is 1 - 7 levels higher than it. Afterwards, the lower level character which was replaced gets erased. In addition, any power-ups, damage, or tokens that were removed from the erased character will get added to the character that replaced it.

- **Replace:** To change a card's space and/or location with another card, regardless of where it was. If a character on the field is replaced, then any action previously affecting the replaced character is now affecting the character it was replaced with.

SKILLS

	<p>Swordplay: When it is your open gamestate, once per turn, the character with this skill can be linked with a weapon of your choice from your sub-deck, unless it already has one.</p>
	<p>Witchcraft: The character with this skill can be rested to link a spell to it of your choice from your sub-deck, unless it already has one.</p>
	<p>Archery: The character with this skill can also execute distance attacks as well as physical attacks, letting it hit characters in its long-range which expands infinitely in each direction until blocked by another card.</p>
	<p>Flying: The character with this skill cannot be hit by a physical attack except from characters with the flying skill.</p>

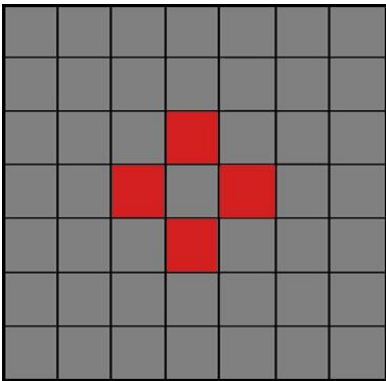
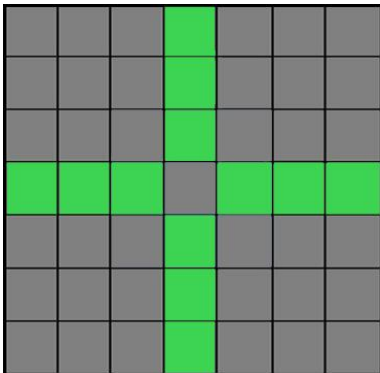
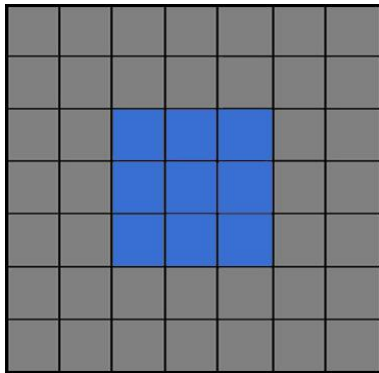
ABILITY

Ability: The text on a card that can alter the gamestate in any way regardless of what the original rules specify. Some common abilities include a bolded name at the front to help identify them. Abilities are written in the following order but may not contain each part:

- **CONDITION:** An ability cannot be activated until all of its conditions are met.
 - **Setting:** (While) A state something must be in. All abilities have the unwritten condition that it can only be used, "While on the field", unless implied otherwise.
 - **Timing:** (When or If) A moment it must be. All abilities have the unwritten condition that it can only be used, "When it's your open gamestate", unless implied otherwise.
- **PERMISSION:** Decides if the ability can or will be activated.
 - **Manual:** The ability can be activated at the controller's discretion.
 - **Limit:** (Per) The ability has restricted usage.
 - **Cost:** (To) An action the controller must perform to activate the ability.
 - **Automatic:** The ability is forced to activate. This is implied if there is no limit or cost.
- **EFFECT:** Any amount of single, continuous, or temporary actions.
 - **Single:** The action(s) are performed one time, then the ability resolves.
 - **Aftereffect:** (Afterwards) If every part of the effect was performed, then an additional separate ability will be carried out.
 - **Continuous:** An ongoing alteration or rule applied to the gamestate. The conditions must remain valid or the ability is unactivated.
 - **Temporary:** (Until) A momentary alteration or rule applied to the gamestate. Once activated, the effect remains regardless if the conditions are no longer valid.

RANGE

An arrangement of spaces that surround a card. It is used when checking a character's attack range and many abilities. Long Range expands infinitely in each direction, but not further than another card. Zone-range includes the space the card occupies.

Close Range	Long Range	Zone Range
		

THREATEN & BATTLE

Threaten: To select an opponent's character as the target for an attack which will also start a special phase called a *Battle*. To manually threaten, you must rest your character(s) and there must be an opponent's character within attack range that they wish to attack.

Attack Range: This is the range in which a character can threaten. By default, all character's can threaten within their close range.

- **Attack:** An action that can destroy a character if the offense of the attack is greater than the defense of the character that is hit by the attack.
- **Combo Attack:** To have multiple characters at the same time threaten a single character. Each attacking character must be in range. The offense of each of the characters that threaten are added together to create a single attack.
- **Mental Attack:** Executed by an ability. Does not threaten, but starts at step 2 of a battle.

Battle: A phase where 1 or more characters attack another. Only the player whose turn it is can start a *Battle* and only their character(s) will be attacking while the one being attacked does not attack back.

- **Step 1 (Threaten)** Rest one or more of your characters to select an opponent's character in the range of the rested characters to threaten it. Abilities that respond to characters being threatened or threatening can only be activated during this step.
- **Step 2 (Attack)** Add up the total offense of any threatening characters to create one attack which will now hit the threatened character within range. Abilities that respond to that character being attacked can only be activated during this step.
- **Step 3 (Destroy)** If your character is hit by an attack that is greater than its defense, then it is destroyed and your opponent gains 1 honor point. Abilities that respond to that character being destroyed can only be activated during this step.
- **Step 4 (Resolution)** Abilities that respond after the battle can only be activated during this step.

POSITIONS



Readied: (formerly called Active) A face-up card on the field that is positioned upright.

- **Ready:** To switch a face-up card on the field from the resting position to readied.
- **Play:** To place a card face-up on the field from any other location or by switching its position on the field from face-down. By default, cards are played in the readied position unless stated otherwise.



Resting: A face-up card on the field that is positioned sideways.

- **Rest:** To switch a face-up card on the field from the readied position to resting position.



Standby: A face-down card on the field that is positioned sideways. It is only viewable by its controller.

- **Set:** To place a card face-down on the field from any other location or by switching its position on the field from face-up.

OPTION CARD

Costless cards that are used to create slight alterations to the game state. Can be played face-up or face-down on any space in your Territory. By default, options may only be activated during your open gamestate. Depending on its class, some are lasting and others are disposable.



Item: A disposable card that starts you in the right direction. Can only be played or set during your open gamestate. When Played, the card's ability activates, then the card is invisibly discarded, and afterwards the ability resolves.



Counter: A disposable card that causes unexpected changes at unique times. Can only be set during your Open Gamestate. Can only be played when the specific timing occurs which is listed in its ability, regardless of whose turn it is. When Played, the card's ability activates, then the card is invisibly discarded, and afterwards the ability resolves.



Equipment: A lasting card that enhances the character it's given too. Can only be Played or set during your Open Gamestate. When played, link this card to any character on the field.

- **Link:** To move a card from any location to a character on the field. The linked card is placed underneath the character and considered on it, but not on the field.



Environment: A lasting card that alters the field continuously. Can only be Played or Set during your open gamestate.



Weapon: A lasting card that gives an arsenal of combative choices to weapon users. Cannot be in your deck, but must come from the sub-deck. Can only be Played during your Open Gamestate. When played, link this card to a character you control on the field skilled with Swordplay that doesn't already have a weapon.



Spell: A Disposable card that grants a variety of tactical enchantments to spellcasters. Cannot be in your deck, but must come from the sub-deck. Can only be Played or Set during your Open Gamestate. When played or set, link this card to a character you control skilled with Witchcraft by resting that character.

- **Offensive:** A disposable spell similar to an item. When Played, the card's ability activates, then the card is invisibly discarded, and afterwards the ability resolves.
- **Defensive:** A disposable spell that reacts similar to a counter. Can only be played when the specific timing occurs which is listed in its ability, regardless of whose turn it is. When Played, the card's ability activates, then the card is invisibly discarded, and afterwards the ability resolves.
- **Everlasting:** A lasting spell that acts similar to an equipment. The card must remain linked for its ability to continue or activate.

ACTIONS & RESPONDING

Understanding actions and how to respond to them will help you understand card interactions and timing.

- **Action:** Any change in the Gamestate. Examples include drawing a card, moving a card, when a character threatens, when a player gains magic points, paying a cost, activating an ability etc.

In this game, you can only respond to an Action if you have a card with an ability that states the exact action you are attempting to respond to in its timing. When you do, it interrupts the current phase and becomes a Response Phase. Also, if that card had additional actions it was about to perform, then they are delayed until this Response Phase is completed. When both players wish to respond, Priority helps determine the order...

- **Priority:** Determines which player has the right to respond first. The player whose turn it is always has the right to respond first. In addition, when a player has multiple actions occur simultaneously, that player may choose the order they resolve in.

Response Phase

Step 1: A player responds to the Initial Action with a Reaction Ability. That ability is performed immediately unless a player responds to it creating a different Response Phase.

Step 2: The opposite player is given the chance to respond to the Initial Action.

Step 3: The original player is given the chance to respond to the Initial Action again.

Step 4: When both players agree to not respond anymore, the Response Phase is complete and the Initial Action will finally continue.

- **Invisibly:** If this term is used before an Action, then that Action cannot be Responded to.
- **Void:** To ignore an action as if it never occurred. Any costs that lead to the action remain paid or fulfilled.
- **Fade:** When the effect of an ability cannot resolve, the effect is ignored. As long as the conditions are met and costs are paid, you can activate any ability regardless if the effect will resolve or not.

MARKERS & GAME PIECES

The game will require you to use additional markers not included such as coins, dice, or pebbles to help keep track of game pieces. Use whatever is available. An ability will always use the term "ADD" right before an amount and/or name of a game piece that is being added.

- **Add:** To place a token, power-up, or damage onto a character on the field from outside any location.
- **Remove:** To place a token outside of the game locations onto a character on the field.

List of current game pieces that are referenced in card abilities:

- **Token:** A plain marker that has no effect, but used to keep track or pay for other abilities.
- **Power-Up:** Stats +10 for the character it's on. If power-ups would be added to a card with damage, then remove any damage equal to the amount of power-ups added instead.
- **Damage:** Stats -10 for the character it's on. If damage would be added to a card with power-ups, then remove any power-ups equal to the amount of damage added instead. Damage cannot be added to a character once its stats become 0 / 0. If adding more than 1 at once, add 1 at a time and stop when the stats hit 0 / 0.

QUICK-PLAY MODE

When the classic mode rules differ from the quick-play mode, they will be noted here. This mode is new and still a work in progress and may change with future updates.

WIN CONDITION: You still win when you acquire 3 honor points and the main method of gaining 1 honor point by destroying an opponent's character by an attack is in place. However, players cannot invade since you cannot move to the opponent's side of the battlefield. Instead, when the combat phase begins and your opponent does not have any characters on the battlefield while you do, then you gain 1 honor.

SETUP: Each player has their own half of the battlefield which occupies only their own cards now. Place your sub-deck and deck in the rows displayed below and leave enough room for 3 columns of cards in between you and your opponent's decks.

	Col 1	Col 2	Col 3	
Opponent's Disposal	R	S	T	Opponent's < Back Row
Opponent's Deck	U	V	W	Opponent's < Center Row
Opponent's Sub-Deck	X	Y	Z	Opponent's < Front Row
Your Front Row >	A	B	C	Your Sub-Deck
Your Center Row >	D	E	F	Your Deck
Your Back Row >	G	H	I	Your Disposal

Column: The battlefield consists of only 3 columns. If there are no cards in the front row, then a card can only be placed in the front row. A card will automatically be moved toward the front if a card in its column is removed. For example, if there is a card in both space "A" and "D" and the card in space "A" moves to "B", then the card in space "D" automatically moves forward to "A". This is considered movement, but does not count as your manual movement of a character. When a card is placed or moved into a column that already occupies 1 or 2 cards, it can be placed on a space that already occupies either of those cards which will automatically move them backward.

Entry Point: The first column to your left with spaces "A", "D", and "G" is considered your entry point. This is where characters start when played.

Movement: Each character can only manually move once per turn, either to an adjacent column or another space within its own column.

Set Options Can Be Attacked: Your set options can now be attacked and destroyed.

Physical Attack: All characters, except those with the archery skill, can only perform physical attacks which threaten a character directly in front of it or adjacent to that space in front of it. For example, a character located on space "C" could only threaten an opponent's character located on space "Z" or "Y" but not "X". However if it was in space "B" then it could attack any location in the opponent's front row.

Combo Attacking Removed: Characters can now be weakened after each separate attack.

Weaken: If a character is attacked, its defense is reduced by the value of the attack. This remains until the end of a combat phase. If a character's defense is reduced to zero by an attack, it is destroyed.

Archery: A card with this skill can only execute distance attacks and not physical attacks which utilizes its long-range.

Long-Range: Reduced to 2 spaces directly in front of it but now will not be blocked by a card in the way. For example, a card located on space "A" that has archery can threaten a character located on space "X" or "U".

Quick-Play Rules Continued...

Zone-Range: Reduced from 9 spaces to 5 spaces which still consists of the space the card occupies and the spaces adjacent to it.

Turn Structure: You can no longer battle during your turn. Instead, both players share a combat phase which occurs after each player takes a turn. In addition, after each combat phase you rotate the order the player's turns are carried out as follows...

Player 1's Turn, Player 2's Turn, Combat Phase

Player 2's Turn, Player 1's Turn, Combat Phase

Use a marker of some sort to pass back and forth to the player going first of each round to help remember which player was first. It is also used to determine ties of speed during combat explained next.

Combat Phase: Characters can threaten one at a time in the order of their speed with the highest going first. In the case of cards with tied speed, their owner chooses the order, or if multiple owners then it goes to the player with the 1st turn marker.

LIMITED CARDS

You can use only 1 copy of the following cards in your Deck & Sub-Deck combined:

Skulldier, Updraft, Origins, Insomniac, Elda, Worst Nightmare Dragon, Water Ruins Temple, Felicity's Garden.

ERRATA

The following is a list of cards with text that has been adjusted from what was originally printed due to balance, improper usage, or design choice. They could change again at any time or reverted back if deemed appropriate:

(New) Nullifying Potion: Ability has been clarified,

Power-ups and damage cannot be added to any characters and the stats of all characters are unaffected by power-ups, damage, and any other abilities until the end of your opponent's turn.

CREDITS

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Schmoltis 

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