

Lost Legacy

Goal:

Each round, players aim to find the Lost Legacy. When they do, they score 1 point. If no-one find the Lost Legacy, no points are scored. The winner is the first player to reach (7 / 5 / 4 / 2) points for a (2 / 3 / 4 / 5+) player game.

Setup:

1. Shuffle all 16 cards to form a draw deck.
2. Draw one card without looking at it, and turn it sideways (staying face down) to form the ruins.
3. Deal each player 1 card to form their starting hand, which they keep secret.
4. The first player is the last person to inherit an awesome legacy.

Round overview:

Players take turns clockwise around the table until either the deck runs out of cards, or until all but one of the players is eliminated.

A Player Turn:

1. **Draw:** Draw a card from the deck, so you have two cards in hand.
2. **Play:** Choose one of the two cards in your hand, and discard it face up in front of you. *All played cards remain in front of the player for the duration of the game, face up, so that other players can use them to make deductions.*
3. **Effect:** Apply the effect written on the card you discarded. You must apply the effect even if it has a negative outcome for you.
4. **End:** If there is at least one card left in the draw deck, play proceeds to the next player in clockwise order. If the deck is empty, proceed to the investigation phase.

Elimination:

Some card effects eliminate players from the game. If a player is eliminated he discards his hand face up to his play area (not applying its effect), takes no further turns in the round, or in the investigation phase.

If all but one player is eliminated before the investigation phase, then the only remaining player wins the round, and scores a point.

Investigation Phase:

The investigation phase begins immediately if a player goes to draw a card during their End Phase, but cannot. The investigation phase is resolved in the speed order of the cards the players have in their hands – lowest first. The first player calls out 'any 1's', 'any 2's', and so forth to identify the next player to investigate. **If multiple players have the same investigation speed they cannot investigate at all! Also, X is not a number, and players with a speed of 'X' cannot investigate at all.**

How to Investigate:

Investigating is simply revealing a card of your choice in the hope of finding the Lost Legacy. When you investigate you can reveal:

1. 1 card from any player's hand (including your own)
2. 1 card in the ruins

Reveal the chosen card to all players. If it is the Lost Legacy, the revealing player wins the round. If it is not the Lost Legacy, it is returned to where it was taken from. Play then continues to the next investigating player if the legacy has not been found. Each player only gets once chance to investigate during the investigation phase. Eliminated players cannot investigate. If no player finds the Lost Legacy by the end of the Investigation Phase, everyone loses and no points are scored.

Clarifications:

Exchanging cards:

If a card ability allows you to exchange cards with the ruins or another player, you do not have to announce whether you did or didn't exchange cards – just mix them under the table and return the unwanted card.

Exploring the Ruins

When a card is added to the ruins, add it to the right of the card(s) already in the ruins. When an ability allows you to shuffle the cards in the ruins, shuffle the cards face down, and put them in a row without looking at them.

Variants:

Megamix Set: This variant allows up to six players to play the game. Create a set of 31 cards, by using all 16 cards from two different sets, but removing one of the two Lost Legacy cards.

If players wish, it's perfectly possible to play with a Megamix Set even with only 2–4 players.

Custom Set: This variant allows players to use cards from both this set and an expansion set to create a unique custom set. The deck of 16 cards shall consist of 1 card each with investigation speed 1–5, 2 cards with speed 6 and 3 each with speed 7, 8 and X. 2. For cards with speed 6–8 and X, use the cards from only a single set. Don't mix several 7's from different sets, for example.

Card Abilities: The Starship:

Sister of Fate, Speed 1, Rarity 1. If this card is in your hand and is looked at by another player, you are eliminated. This effect does not trigger if you play the card, but playing the card has no other effect.

General, Speed 2, Rarity 1. Look at the top card of the deck. You may exchange the card with your hand. (You know if you did or not, but you don't need to tell others whether you did or not).

Shadow Thief, Speed 3, Rarity 1. Look at another player's hand (not yours), or any one card in the Ruins. If that card is the Lost Legacy, you win the round.

Swordsman, Speed 4, Rarity 1. Look at another player's hand. If that card is an X, the X effect is cancelled, and that player is eliminated.

Lost Legacy: The Starship, Speed 5, Rarity 1 This card cannot be played. The Starship can still be exchanged with other cards or the Ruins due to other cards' effects.

Old Map, Speed 6, Rarity 2. Look at the top card of the deck and place it in the Ruins. Then you may shuffle the Ruins (you may not keep track of the positions of cards – have a second person shuffle if needed). If there is not a top card left, then simply shuffle the ruins.

Search, Speed 7, Rarity 3. Look at any card in the Ruins. You may exchange that card with your hand.

Assault, Speed 8, Rarity 3. Look at another player's hand. You may exchange that card with your hand. If you play Assault on Sister of Fate, you eliminate that player and cannot exchange with their hand.

Sneak Attack, Speed X, Rarity 3. If this card is in your hand and is looked at by another player, discard this hand and you get the hand of that player. That player is eliminated. This effect does not trigger if you play the card, but playing the card has no other effect. This effect is not triggered by revealing this card in the Ruins.

Card Abilities: The Flying Garden:

Saint, Speed 1, Rarity 1. If you would be eliminated and have the Saint face-up in your discards, discard your hand (which may be empty if you are killed by Sneak Attack), flip the Saint face-down, then draw a card as your new hand: you may remain in the game. The Saint has no effect when initially played. If the hand you discard is the Lost Legacy, instead you shuffle it into the deck, and draw a card as above.

Necromancer, Speed 2, Rarity 1. Return any player's discards to the deck, then shuffle the deck. You must target a player who has at least one discard. This player may have already been eliminated. If no player has discards, the Necromancer has no effect. The necromancer is discarded after he has been played (i.e. he doesn't get shuffled back into the deck).

Adventurer, Speed 3, Rarity 1. Look at up to two cards in the Ruins. You may exchange one of those cards with your hand.

Guardian, Speed 4, Rarity 1. Collect all players' hands (including yours) without looking at them, shuffle the cards face-down, then deal each player a card at random.

Lost Legacy: The Flying Garden, Speed 5, Rarity 1. If you are eliminated or this card is discarded (i.e. you chose to play it), place it in the Ruins instead of your discards, then shuffle all the cards in the Ruins. It can never remain in your discards.

False Rumours, Speed 6, Rarity 2. Draw two cards, then place a card from your hand into any player's (you can choose yourself) discards and another in the ruins. If there are not two cards left in the draw deck, then this card has no effect. The card placed into another player's discards does not activate its 'when played' ability.

Storyteller, Speed 7, Rarity 3. The card has no effect when played. During the investigation phase, each Storyteller in your discards allows you to make an additional investigation (immediately after your previous one). If the speed of your investigation card matched that of another player, you get no investigations.

Curse, Speed 8, Rarity 3, Name a number from 1 to 8 (you cannot name X) and look at another player's hand. If his or her card matches the named number, that player is eliminated.

Wound, Speed X, Rarity 3. If a wound is added to your discards, and you already have any Wounds in your discards, you are eliminated. If you also have the Saint, you may use her to prevent you from being eliminated, but if you take another wound, you are eliminated. Once you are eliminated, you cannot be brought back into the game if the Necromancer removes a wound.

Vorpal Sword

Medusa, Speed 1, Rarity 1. If you ever have Medusa in your discards, you are eliminated from the game (this effect is ignored during the Investigation phase). Triggers immediately on discard. You remain eliminated even if another effect removes the card.

Lord of Rot, Speed 2, Rarity 1. If there are exactly three X's among all players' discards, you win the game. Triggers on playing the card. If there less than three X's on playing this card, then the card has no effect.

Dreamreader, Speed 3, Rarity 1. Take a card from any player's discards and add it to your hand, then play it immediately.

Prince, Speed 4, Rarity 1. Take any card from the Ruins and add it to your hand, then play it immediately. If there are no cards in the Ruins, this effect is ignored. If the card cannot be played (like the Lost Legacy) return it to the ruins.

Lost Legacy: Vorpil Sword, Speed 5, Rarity 1. You and another player secretly compare hands. The player with the higher value is eliminated (treat X as highest). If tied, nobody is eliminated and you must shuffle this card into the ruins. If you are eliminated or this card is discarded, shuffle it into the deck instead of placing it in your discards.

Seal, Speed 6, Rarity 2. Choose any player. That player must place his or her hand in the Ruins and draw a card. If there are no cards in the deck, this effect is ignored.

Intrusion, Speed 7, Rarity 3. You must exchange your hand with any card in the Ruins or the top card of the deck. If there are no cards in one but cards in the other, use that. If there are no cards in the ruins or the draw deck, ignore this effect.

Scout, Speed 8, Rarity 3. Look at any card in the Ruins, the top card of the deck, or any player's hand.

Rotting Miasma, Speed X, Rarity 3. Name a number from 1 to 8 (you cannot name X) and look at another player's hand. If his or her card matches the names number, that player is eliminated.

Whitegold Spire Special Rules

Resolve the investigation phase normally except the game is not automatically won by finding the lost legacy. When the Lost Legacy is found, the investigation stops, and player proceed to scoring. Each player discards their last in card hand to their play area (without applying its effect). Eliminated players do not participate in final scoring.

- Each player adds up the investigation speed numbers of all cards in their personal discard, including any bonuses from effects. Face down cards do not count.
- The player with the highest total wins. Ties are broken by the lowest investigation speed number card.

Street Performer, Speed 1, Rarity 1 Take a card from another player's discards and place it in your discards. The card taken stays in its existing orientation. The card added to your discards does not apply its effects unless the card states otherwise.

Investigation Phase: If you have the Street Performer face up in your discards and find the Lost Legacy, you receive +90 points. If you have Street Performer in your hand during the investigation phase and you use it to find the lost legacy, you still receive +90 points.

Guard, Speed 2, Rarity 1 Flip all odd numbered cards in all players discards face down. X's are not odd or even, so are not affected by Guard. Eliminated players are still affected by Guard.

Phantom Thief, Speed 3, Rarity 1 The player with the highest total points in his or her discards must flip all cards in his or her discards face down. The adding up does not include the Phantom Thief itself. If the player with the highest points is you, you must flip all your discards face down, and then add this card face up. If two players are tied, the active player picks who is affected. Eliminated players cannot be targeted.

Alchemist, Speed 4, Rarity 1 Draw a card and add it to your hand, then select a card from your hand. If you selected an even number or an X, place it in your discards (without applying its effect unless the card states otherwise). If you selected an odd number, place it in the ruins.

Lost Legacy: Whitegold Spire, Speed 5, Rarity 1. This card cannot be played, but it can be exchanged with other cards or the ruins due to other card effects.

Investigation Phase: The player who finds this card receives a bonus of +10 points. If another player finds this card in your hand, they receive the 10 points, and you place the card face up in your discard (thus receiving 5 points). If you are forced to discard this card via Rotting Miasma, it is shuffled back into the deck.

Taxes, Speed 6, Rarity 2. Return all face down cards in all players' discards to the deck, then shuffle the deck. If there are no face-down discards, flips a card in any player's discards face down. Eliminated players are still affected by Taxes.

Black Market Dealer, Speed 7, Rarity 3 You must exchange your hand with another player's hand.

Income, Speed 8, Rarity 3 Flip any other face up card in your discards face down. If you have no face up card in your discards you must flip this card face down.

False Gold, Speed X, Rarity 3 Flip a face-down card in your discards face up.

Investigation Phase: This card must be in your discards when investigation phase begins (you cannot use it from your hand). When you investigate, this card has the same investigation speed as the card you discovered (using the investigation card from your hand). If you discover another X, the false gold is worth 0 points. If you have multiple Fools Gold cards, each one is worth the investigation value of the card found.

Face down cards – Agree to house-rule whether you will allow peeking at face down cards before they are flipped up by cards like False Gold.