

HAYATO KISARAGI & SEIJI KANAI

LOST LEGACY™

The cover art depicts three characters in a sci-fi setting. On the left is a woman with dark hair and a black hooded cloak, holding a yellow staff. In the center is a man with a beard and a black eye patch, wearing a dark hooded cloak. On the right is a man with a long beard and a dark, textured coat. They are positioned in front of a large, bright orange sun or planet. In the background, a large, dark, angular structure resembling a starship is visible against a dark, starry sky. The overall tone is dramatic and mysterious.

THE STARSHIP RULEBOOK

LOST LEGACY

A Game by Hayato Kisaragi and
Seiji Kanai

For 2–4 players, ages 10 and up

STORY

In the distant past, a strange light shone in the sky. From the light emerged a visitor from a faraway world, but its arrival heralded disaster. Damaged in battle against a mysterious threat, the visitor's craft broke apart and traced lines of fire across the horizon. These falling stars crashed to the surface in many remote places. In the ages to come, each piece of the visitor's craft would come to be enshrined in legends as the Lost Legacy.

Centuries later, a prophetess came forth, bearing word of a great vision. She foresaw that a single map would reunite the Lost Legacies, and the ruler who claimed them would reign over all the lands. Generals, heroes and adventurers of all kinds have been dispatched on one singular mission: to find the map the prophetess spoke of and discover the locations of the Lost Legacy. Those who have sought out the prophetess have found that she is a blind woman whose destiny is inextricably linked with the strange creatures and remnants of the visitor's craft. It is she who has pointed these adventurers towards an ancient, strangely-shaped construction that may hold the map they seek – a place she calls “the starship.”

GAME OVERVIEW

LOST LEGACY is a game of risk, deduction and luck. Each turn you play a card in order to eliminate other players from the game or discover where the Lost Legacy card could be found. When the deck runs out of cards, the Investigation phase begins. The player who determines where the Lost Legacy can be found wins; if no one finds the Lost Legacy, then everybody loses!



COMPONENTS

Your game of LOST LEGACY should include the following. If it does not, contact customerservice@alderac.com for assistance.

- Rulebook (this book)
- 16 Game cards
- 4 Reference cards
- 1 Legacy bag



Game cards



Reference card

CARD ANATOMY



1. **Investigation Speed:** When the Investigation phase begins, this indicates the order in which players investigate. The lower the number, the earlier you investigate.
2. **Rarity:** The number of glowing dots indicate how many copies of the card there are in the deck.
3. **Card Name**
4. **Effect:** This happens when the card is played.
5. **Expansion Symbol:** This is used to separate cards from the different sets when you purchase additional expansions. It has no direct influence on game play.

SETUP

1. Shuffle all 16 game cards to form a face-down draw **DECK**.
2. Take the top card from the deck, and without looking at it, place the card sideways next the deck face-down. This forms the **RUINS**.
3. Each player draws one card from the deck. This is the player's **HAND**, and is kept secret from the others.
4. Whoever inherited the most awesome legacy takes the first turn.

The basic principle in this game is that all information is hidden. Players may view the cards in their hands, but not the Ruins or the other players' hands.

EXAMPLE PLAY AREA



HOW TO PLAY

LOST LEGACY consists of players taking turns clockwise around the table. This continues until either the deck runs out of cards or all but one player is eliminated.

TAKING A TURN

During your turn you must take the following steps:

1. **Draw:** Draw the top card from the deck and add it to your hand. You now 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.

3. **Effect:** Apply any effect on the card you discarded. You must apply its effect, even if it is bad for you.
4. **End:** If there is at least one card left in the deck, play proceeds to the next player in clockwise order. If the deck is empty, the game proceeds to the Investigation phase (see page 13).

All discarded cards remain in front of the player who discarded them. Overlap the cards so that it's clear in which order they were discarded. This helps players to figure out which cards other players might be holding in their hand.

ELIMINATION

Some card effects eliminate players from the game. If a player is eliminated, that player discards the card in his or her hand face-up (do not apply the card's effect) and is out of the game: the player takes no more turns and does not participate in the Investigation phase.

If the eliminated player held the Lost Legacy in his or her hand, the card is shuffled into the deck instead of being discarded.

If all but one player is eliminated before the Investigation phase, then the only remaining player wins the game!

INVESTIGATION PHASE

If the deck runs out of cards, the Investigation phase begins after the player completes his or her turn.

The Investigation phase is resolved in the speed order of the cards the players have in their hands – lowest first. As players are not allowed to show their cards, simply call out “any 1’s? No? Any 2’s? Any 3’s?” and so on to determine investigation speed order.

Important: If several players have the same investigation speed, they cannot investigate at all. Also, an X is not a number, therefore that player cannot investigate either.

HOW TO INVESTIGATE

Investigation simply means you are revealing a card of your choice, in hopes of finding the Lost Legacy.

When you investigate, you must choose to reveal **one** of the following:

- 1 card from a player's hand (even your own hand)
- 1 card in the Ruins

Then reveal the chosen card to all players. If it is the Lost Legacy, the investigating player wins the game! Otherwise, the next player in investigation speed order investigates.

If you have the Lost Legacy, you may investigate your own hand and thus win the game. However, if another player with a lower investigation speed investigates your hand first, that player will win the game instead.

Each player only gets the opportunity to investigate once during the Investigation phase. Eliminated players cannot investigate.

If no player finds the Lost Legacy during the Investigation phase, then everybody loses!

CLARIFICATIONS

EXCHANGING CARDS

When an effect allows you to exchange a card with another card in your hand, you have the choice whether or not to do so. You are not required to tell other players whether or not you exchanged the cards, so you may wish to hide the cards under the table and act as if you have exchanged the cards.



EXPLORING THE RUINS

When another card is placed in the Ruins, place it to right of any cards already in the Ruins.



When an ability allows you to shuffle the Ruins, mix all of the cards together without looking at them, then place them in a row.

SISTER OF FATE

The Sister of Fate does not trigger her effect when you play the card (if you play the card, it has no effect). Instead, her effect triggers when another player looks at your hand.

SNEAK ATTACK

Sneak Attack does not trigger its effect when you play the card (if you play the card, it has no effect). Instead, its effect triggers when another player looks at your hand (the Swordsman cancels the effect of the Sneak Attack).

Sneak Attack does not trigger its effect during the Investigation phase if another player reveals your hand.

THE STARSHIP

This card cannot be played. However, The Starship can still be exchanged with a player's hand or the Ruins by other cards' effects.

OPTIONAL RULES

To create more variety in your games, there are a number of optional rules you can use.

MEGAMIX SET

This variant allows up to six players to play the game. Use the following guidelines to create a set of 31 cards:

1. Use all of the cards in this set and one expansion set.
2. Remove one of the Lost Legacy cards.

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

CAMPAIGN GAMES

This variant allows players to play multiple games to determine an overall VICTOR OF THE CAMPAIGN.

When a player wins a game, he or she receives 1 point, then play a new game following all of the setup rules except the winner of the previous game takes the first turn.

A player becomes the victor of the campaign after receiving a number of points based on the number of players:

- 2 Players 7 points
- 3 Players 5 points
- 4 Players 4 points
- 5+ Players 2 points

CUSTOM SET

This variant allows players to use cards from both this set and an expansion set to create a unique custom set. Use the following guidelines to create a custom set of 16 cards:

1. Have 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 only the cards from a single set. Don't mix several 7's from different sets, for example.
3. Return the unused cards back to their bags.

LEGACY LORE



SISTER OF FATE

A prophetess who sees visions of the future. She has glimpses of how the Lost Legacy may change the destiny of the world and guide the fates of adventurers bold enough to seek it.



GENERAL

A skilled veteran and commander, he seeks the mysterious starship so that the forces he leads into battle will become unstoppable. Once the kingdom's enemies are annihilated, only then can peace fully be restored.



SHADOW THIEF

A cunning scoundrel, her ambition is to use the Lost Legacy to catapult herself into a life of fame and luxury.



SWORDSMAN

A stern and courageous warrior, he intends to find the Lost Legacy in order to secure its mysterious powers for his home nation.



STARSHIP

The starship seen in the prophetess' vision is, in fact, only a portion of the visitor's craft. It contains vital information that pinpoints where the other pieces of the Lost Legacy can be found.

Once this mighty vessel sailed amongst the stars to discover new worlds of wonder. Now, however, it is a strange and threatening place, home to all manner of dangers.

CREDITS

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Keep away from small children!

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www.alderac.com/forum

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Questions?

Email CustomerService@alderac.com

SETUP

- **Shuffle the deck.**
- **Place 1 card next to the deck face-down to form the Ruins.**
- **Each player draws 1 card and begins the game.**

TAKING A TURN

- **Draw 1 card from the deck.**
- **Play 1 card from your hand.**
- **Apply the card's effects.**
- **Play proceeds to the next player clockwise. If the deck is empty, proceed to the Investigation phase.**