

LOST LEGACY

SECOND CHRONICLE



VORPAL SWORD & WHITEGOLD SPIRE



LOST LEGACY

A Game by Hayato Kisaragi and Seiji Kanai
Vorpall Sword Deck Design: Masato Uesugi
For 2–6 players, ages 14 and up

INTRODUCTION

In the distant past, a starship from a faraway world appeared in the sky. Damaged in battle, the craft broke apart and traced lines of fire across the horizon. These falling stars crashed to the surface, and in the ages to come, became enshrined in legends as the Lost Legacy. Discover where the Lost Legacy can be found and win the game!

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 can 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!

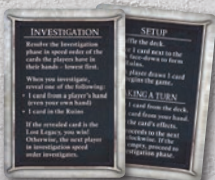
COMPONENTS

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

- Rulebook (this book)
- 16 Game cards (for the Vorpul Sword set)
- 16 Game cards (for the Whitegold Spire set)
- 4 Reference cards
- 13 Victory point tokens
(used during the Campaign Games optional rule)



Game cards



Reference cards



*Victory
point tokens*

2 GAMES IN 1

This Chronicle contains two sets of game cards: Vorpul Sword and Whitegold Spire. Each set can be played independently or be mixed together with other sets to create a unique custom set (see “Optional Rules” on page 14 for details).

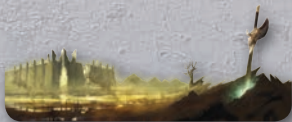
BASIC RULES



BASIC RULES

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 in this Chronicle and when you purchase additional Chronicle expansions. It has no direct influence on game play.



*Vorpall Sword
expansion symbol*



*Whitegold Spire
expansion symbol*



BASIC RULES

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.

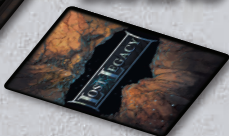
BASIC RULES

EXAMPLE PLAY AREA

DECK



RUINS



YOUR HAND



YOUR DISCARDS





BASIC RULES

HOW TO PLAY

Lost Legacy consists of players taking turns clockwise around the table. Turns continue 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, in order:

1. **Draw:** Draw the top card from the deck and add it to your hand. You should 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 just 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 10).



BASIC RULES

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 further 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!



BASIC RULES

INVESTIGATION PHASE

When 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. Since players are not allowed to show their cards, someone 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.



BASIC RULES

HOW TO INVESTIGATE

Investigation simply means you are revealing a card of your choice, in the hope 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, then that player will win the game instead.

Each player may only get 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!



EXPANSION RULES

WHITEGOLD SPIRE RULES

The Whitegold Spire set follows all of the basic rules with some adjustments to the Investigation phase and the addition of a final scoring phase.

INVESTIGATION PHASE

The Investigation phase is resolved normally except the game is not automatically won by finding the Lost Legacy. As soon as a player finds the Lost Legacy during the Investigation phase, players can no longer investigate and the game proceeds to the final scoring.

Regardless of whether players participated in the Investigation phase or not, they must discard the card in their hand face-up (do not apply the card's effect), adding it to their discards and participate in the final scoring. Eliminated players do not participate in the final scoring.



EXPANSION RULES

FINAL SCORING

Unlike other sets in the Lost Legacy series, the Whitegold Spire game is not automatically won by finding the Lost Legacy. Instead, the winner is determined by scoring the most points using the following steps:

- Each player adds up the investigation speed number of all face-up cards in his or her discards, including any bonuses from effects. Note that face-down cards do not count towards having any points.
- The player with the highest total points wins the game!

If two or more players are tied for the highest total, the player with the lowest investigation speed number wins. If players are still tied, they share the win.





EXPANSION RULES

OPTIONAL RULES

To create more variety in your games, there are a number of optional rules you can use. If players want to use any of the rules discussed here, they should make sure that everyone understands and agrees to the rules before the game begins.

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 victory point token, 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 tokens based on the number of players:

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



EXPANSION RULES

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 16 cards from two different sets.
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.

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

CLARIFICATIONS

RULE CLARIFICATIONS

EXPLORING THE RUINS

When another card is placed in the Ruins, place it face-down to the 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, and then place them in a row.



CLARIFICATIONS

ELIMINATED DISCARDS

If a player is eliminated, his or her discards can still be the target for card effects unless specifically stated otherwise.

FACE-DOWN DISCARDS

Any face-down cards in a player's discards lose their effects. However, they can still be the target for card effects.

UNPLAYABLE CARDS

Some cards cannot be played from your hand. If you use the Prince and take a card that cannot be played, simply return the card to the Ruins. You cannot use the Dreamreader to take a card that cannot be played.



CLARIFICATIONS

CARD CLARIFICATIONS

ALCHEMIST

If you select an even number or an X from your hand and place it in your discards, do not apply the card's effect unless it specifically states otherwise.

FALSE GOLD

In order to use the False Gold's investigation effect, it must be in your discards at the start of the Investigation phase. If you have False Gold in your hand, you cannot investigate since its investigation speed of X is not a number.

During the Investigation phase, if the card you discover has an X for its investigation speed, your False Gold isn't worth any points.

If you have more than one False Gold in your discards, each False Gold has the same investigation speed as the card you discovered. For example, if you have two False Gold and discover a card with an investigation speed of 3, each of your False Gold is worth 3 points for a total of 6 points.



CLARIFICATIONS

GUARD

Cards with an X instead of a number are not considered odd or even. Therefore, they are not affected by the Guard's ability.

Eliminated players are still affected by the Guard.

INCOME

When you play Income, you must flip any other card in your discards face-down. If you have no other face-up card in your discards, you must flip Income face-down.

INTRUSION

If there are no cards in the Ruins, you must exchange your hand with the top card of the deck. If there are no cards in the deck, you must exchange your hand with any card in the Ruins. If there are no cards in the deck or the Ruins, then the Intrusion's effect is ignored.

CLARIFICATIONS

MEDUSA

The Medusa's effect triggers immediately after it is added to your discards. If the Medusa is placed in your discards due to a card effect, you are eliminated as normal.

Once a player is eliminated, the player is eliminated for the remainder of the game even if the Medusa is removed from his or her discards, such as being taken by the Dreamreader for example.

LORD OF ROT

The Lord of Rot's effect only triggers when it is played. If you play the Lord of Rot and there are fewer than three X's among all players' discards, then there is no effect.





CLARIFICATIONS

PHANTOM THIEF

The Phantom Thief is not placed in your discards or adding its investigation speed to your points until after its effect is resolved. If you have the highest total points in your discards (not including the Phantom Thief), you must flip all cards in your discards face-down, then place the Phantom Thief in your discards face-up.

If two or more players are tied for the highest total points, the player currently taking his or her turn chooses one of the tied players to be targeted by the Phantom Thief.

Eliminated players cannot be targeted by the Phantom Thief.





CLARIFICATIONS

STREET PERFORMER

When you play the Street Performer and take a card from another player's discards, it must maintain the same orientation. In other words, if you take a face-down card then it must remain face-down when you place it in your discards. The card placed in your discards does not apply its effect unless specifically stated otherwise.

If you have the Street Performer in your hand during the Investigation phase and use it to find the Lost Legacy, you receive a bonus of +90 points.

TAXES

Eliminated players are still affected by Taxes.



CLARIFICATIONS

WHITEGOLD SPIRE

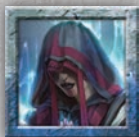
This card cannot be played. However, the Whitegold Spire can still be exchanged with a player's hand or the Ruins by other cards' effects.

During the Investigation phase, the Whitegold Spire rewards a bonus of +10 points to the player who finds it. If another player investigates and finds the Whitegold Spire in your hand, that player receives the bonus points and you must place the Whitegold Spire face-up in your discards.



VORPAL SWORD LORE

The southern swamplands have a dark reputation as a foul, pox-ridden region harboring many monsters. Legends say that some of the Lost Legacies are sealed away within the swamps. Throughout nearby kingdoms, people have been having vivid dreams—visions of a gleaming sword that may be both a weapon and a key to unlock the seal. Adventurers have set out following these dreams, but the journey is a dangerous one, for the swamps are the lair of two powerful monsters. The first is a reclusive Medusa, whose cursed gaze transforms those she sees into stone. The second is known only as the Lord of Rot, a nightmarish creature that some say is the former caretaker of the Flying Garden. The Lord of Rot's power has corrupted the swamp, filling it with plague and pestilence. Before the Vorpal Sword can be found and the seal unlocked, the Lord of Rot must be slain.



DREAMREADER

This oracular guide has helped many adventurers understand their dreams that speak of the Vorpall Sword and its importance to their destiny.



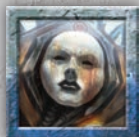
PRINCE

A noble warrior, the Prince has often dreamed of glory. Of late, his dreams have led him to the southern swamps in search of the legendary Vorpall Sword.



LORD OF ROT

The former caretaker of the Flying Garden, this creature has been corrupted from a steward into nightmare. True to his name, the Lord of Rot no longer sows life and beauty, instead existing to spread noxious disease and decay.



MEDUSA

A shy beauty who bears a sinister curse, the Medusa has made the swamps her home in order to retreat from the world. She despises the Lord of Rot, but her very presence increases the danger for those seeking the Vorpall Sword.



VORPAL SWORD

A most unusual blade, the Vorpall Sword is far more than simply a weapon. It is one of the Lost Legacies in its own right, but even more importantly, it is the key that will unlock the Seal and open the way to discovering inner mysteries of the Starship. The blade mysteriously changes shape to suit the wielder's attributes. If an adventurer excels in guile and cunning, the blade appears as a rapier, while determination and brutality shapes it into a menacing battle axe.

WHITEGOLD SPIRE LORE

One of the most famous of the Lost Legacies is known as the Whitegold Spire. It is a tall tower formed of a unique metal known as whitegold. This metal enhances the effects of spells and magical powers, and it is highly sought after in all known lands. This makes whitegold extremely valuable, and a great culture of wealth and trade has sprung up around the spire. A powerful cartel controls the Whitegold Spire, ruling over the surrounding lands with an iron fist.

A group of treasure seekers have planned a daring heist. Their goal is to infiltrate the spire and steal a large shipment of whitegold directly out of the vault. The planned heist has many complications; there are some guards who can't be bribed, rival thieves who must be outwitted, and an ongoing festival that makes moving around in the spire difficult. If the heist is to be successful, the thieves will have to be both daring and lucky!



ALCHEMIST

The alchemist's role is to use his arts to dissolve the vault's locks and seals. Perceptive and calm, his presence keeps the heist moving smoothly.



BLACK MARKET DEALER

The cartel's stranglehold on trade has created a thriving black market, supplied by smugglers and providing contraband goods across the realm. Dealers in the black market must be cunning and clever—they are the ones who best know how to avoid the cartel's inspectors and guard patrols.



FALSE GOLD

The cartel are no fools! Alchemists in their employ have created a substance that appears as whitegold, but is, in fact, a worthless substitute.

The false gold is then strategically placed in vaults to lure unwary thieves into deadly traps. Only the most learned thieves can distinguish the true treasure from this treacherous decoy.



STREET PERFORMER

Clever and quick-witted, her job is to distract the guardians and protectors of the Whitegold Spire long enough for her compatriots to make off with the whitegold shipment.



WHITEGOLD SPIRE

This Lost Legacy was once part of the visitor's vessel, and is built from the magic-enhancing material known as whitegold. The spire now serves as home to a powerful cartel.

Inside the spire, nearly any vice is for sale. Gambling and carousing continue nearly non-stop in the upper levels, where the cartel host parties to influence important guests.

CREDITS

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DISCOVER MORE LOST LEGACIES IN THE FIRST CHRONICLE

Featuring 2 new sets that can be mixed together
with other sets to create unique custom sets!



THE STARSHIP FLYING GARDEN



TM



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.