

LOST LEGACY™

THIRD CHRONICLE



SACRED GRAIL & STAFF OF DRAGONS



LOST LEGACY

A Game by Hayato Kisaragi and Seiji Kanai
For 2–6 players, ages 14 and up

INTRODUCTION

A craft once visited this world from beyond the skies. However, the visitor's ship suffered a calamity and was destroyed. The fallen shards of this craft were scattered across the world, and began granting unusual powers to any who discovered them. The pieces of this unusual vessel became known as the Lost Legacies. 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!

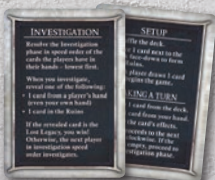
COMPONENTS

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 Sacred Grail set)
- 16 Game cards (for the Staff of Dragons 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: Sacred Grail and Staff of Dragons. 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.



*Sacred Grail
expansion symbol*



*Staff of Dragons
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.

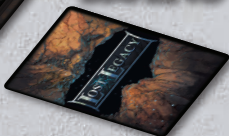
BASIC RULES

EXAMPLE PLAY AREA

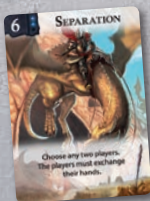
DECK



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, with the most recently discarded card placed on top of the stack. 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 calls 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
- 1 card in a player's discards

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

SACRED GRAIL RULES

The Sacred Grail set follows all of the basic rules with some adjustments to how cards are played.

IF AFTER EFFECTS

Some cards have the phrase “If after” preceded by a range of numbers. If the top card in your discards has an investigation speed within the range of numbers indicated by the “If after” effect of the card you are about to play, you must play the face-down without applying its effect.

If after 1–3: Must be played face-down.



Example: You want to play the Cardinal which has the text “If after 1–3: Must be played face-down.” If the top card in your discards has an investigation speed of 1, 2 or 3 you must place the Cardinal face-down in your discards without applying its effect. If the top card in your discards has an investigation speed of 4 or greater, you play the Cardinal face-up and apply its effect as normal.



EXPANSION RULES

X is not a number, therefore it does not have an investigation speed within the range of any numbers indicated by the “If after” effect.

Face-down cards are not considered to have a number, therefore they do not have an investigation speed within the range of any numbers indicated by the “If after” effect. If you play a card with an “If after” effect and the top card in your discards is face-down, you must play the card face-up and apply its effect as normal.

Note that “If after” effects are only applied when the card is played. While a card is in a player’s discards, the “If after” effect is ignored.

PLAYING CARDS FACE-DOWN

If a card is played face-down, do **NOT** apply its effect. The card is directly placed in the player’s discards without applying any of the card’s effect.

Cards must be played face-up unless specifically stated otherwise.



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, their 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.

You may look at any face-down cards in your own discards. You may not look at face-down cards in other players' discards unless an effect allows you to do so.





CLARIFICATIONS

CARD CLARIFICATIONS

ANCIENT DRAGON

When you play the Ancient Dragon, all other players must add up the investigation speed number of all face-up cards in their discards. Players with a total value of cards in their respective discards that is divisible by 4 are eliminated. In other words, if a player has a total value of 4, 8, 12, 16, 20, 24, etc. they are eliminated.

Face-down cards are not added to the total value of a player's cards in their discards. Note that the effect of Berserk, Chieftain, and Forced March are not applied since the Ancient Dragon's effect does not occur during the Investigation phase. Players with only X's or no cards in their discards are not eliminated.



CLARIFICATIONS

BERSERK, CHIEFTAIN, & FORCED MARCH

In order to use the Berserk, Chieftain or Forced March investigation effect, they must be face-up in your discards at the start of the Investigation phase. The effect of these cards modify the investigation speed order. These cards are accumulative, so if you have multiple cards that modify your investigation speed they all take effect. At the beginning of the Investigation phase, each player should check their modified investigation speed.

If any players have the same investigation speed (including any modifier), they cannot investigate at all. For example, if two players have their investigation speed lowered to zero, they cannot investigate.

Note that the investigation effect of Berserk, Chieftain, and Forced March must be applied as long as they are face-up in your discards at the start of the Investigation phase. Using the effect is not optional.



CLARIFICATIONS

CARDINAL

If there are no face-down cards in any player's discards, then the Cardinal's effect is ignored. You may use the Cardinal to take a face-down card in your own discards.

GRAIL QUEST

The normal turn order proceeds to the next player clockwise around the table. If the turn order is reversed, then play proceeds to the next player counterclockwise around the table. If the turn order is reversed again, then play proceeds to the next player clockwise around the table as normal.

If a player must miss their turn and the Investigation phase begins, they still participate in the Investigation phase. If players are using the Campaign Games optional rule, the missed turn does not carry over to the next game.



CLARIFICATIONS

MAIDEN OF DRAGONS

The Maiden's first effect allows you to take a face-up 3 or 4 from another player's discards and play it immediately. You cannot take a 3 or 4 from your own discards.

The Maiden's second effect does not trigger when you play the card. Instead, her effect triggers when you are about to be eliminated by a 3 or 4. If the Maiden is face-down in your discards, you are eliminated by the effect of a 3 or 4 as normal.

NEGOTIATION

When you play Negotiation 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 another player's discards. If the card is face-down, you may not look at it unless it is placed in your discards. The card placed in a player's discards does not apply its effect unless specifically stated otherwise.



CLARIFICATIONS

ROYAL COURT

When you play the royal court, you must choose to ask one question:

- Do you have the 1?
- Do you have the Lost Legacy?

The term “Do you have” means does the player have the specified card in their hand or discards. It does not refer to if the player saw the card in the Ruins for example. The other players look at their hand and their discards, including any face-down cards in their discards. They must then answer “Yes” or “No” if they have the specified card. The Queen, Cardinal, and Baron feature an intrigue symbol next to their card title. If a player has a card with an intrigue symbol in their hand, they may lie and choose to answer “Yes” or “No” as they wish.

SPY

If there are no face-down cards in any player’s discards, then the Spy’s effect is ignored.



Intrigue symbol



CLARIFICATIONS

STAFF OF DRAGONS

If you play the Staff of Dragons and have one 3 and one 4 in your discards, you win the game. Both cards must be face-up. You may have any other cards in your discards as well. If you play the Staff of Dragons and only have one 3 or only one 4 in your discards, you must shuffle the Staff into the Ruins.

TYRANT DRAGON

When you play the Tyrant Dragon, all other players must add up the investigation speed number of all face-up cards in their respective discards. Players with a total value of cards in their discards that is divisible by 3 are eliminated. In other words, if a player has a total value of 3, 6, 9, 12, 15, 18, etc. they are eliminated.

Face-down cards are not added to the total value of a player's cards in their discards. Note that the effect of Berserk, Chieftain, and Forced March are not applied since the Tyrant Dragon's effect does not occur during the Investigation phase. Players with only X's or no cards in their discards are not eliminated.

SACRED GRAIL LORE

On the island kingdom of Lyonis, one of the Lost Legacies was discovered long ago by the royal family. The discovery was named the Grail, and with it, the king of Lyonis was able to anoint powerful and loyal knights to defend his realm. The just and wise rulership of the royal line has led Lyonis to become powerful and influential, one of the most honored realms in all the lands. However, these achievements come with a price; others covet all the wealth and prosperity that the kings of Lyonis have built with the help of the Grail.

Cardinal Raldin has schemed his way to the pinnacle of power in Lyonis' church—but this is not enough. The ambitious cardinal wants the Grail for himself. He plans to use the Grail's power to raise an order of knights who obey only his will, and subvert the loyal knights by withholding the Grail's blessings on those who refuse to kneel before him.



SPY

A cunning and stealthy agent, the spy works for the Cardinal and intends to switch a replica for the true Grail. Once the prize is in hand, the spy will have to outwit the loyal knights in order to return to the Cardinal unseen.



GRAIL QUEST

The loyal knights of Lyonis have been granted a vision by the Grail—a vision that hints at a quest that could save the kingdom. The knights have spread out across the realm in an attempt to fulfill the Grail's mission.



KING

The ruler of Lyonis, he is a thoughtful, caring, and responsible monarch. However, he has a blind spot when it comes to his advisors, a weakness of which Cardinal Raldin takes ruthless advantage.



CARDINAL

A man with singular ambition and a lack of morals, Cardinal Raldin has set his sights on ultimate power over Lyonis. He intends to win this goal by using a spy to seize the Grail and leave a false, powerless icon in its place.



FALSE GRAIL

A perfect copy of the true Grail, this false replica has no unusual powers. To most of the realm, however, it will appear exactly the same. Only the loyal knights and the royal line of Lyonis could tell the true Grail from a false one.

Enchantresses often use the false Grail to lure vulnerable knights to their doom. Only those of pure virtue and true faith can resist the enchantments of temptation. Those that do, become even stronger and more devoted to the Grail Quest.



STAFF OF DRAGONS LORE

The western plains have long been home to many warring tribes, competing for land and resources. Two of the greatest tribes achieved supremacy by training dragons to act as their mounts in battle. The fearsome power of the dragons ensured that these tribes faced no other rivals, but tensions between them have steadily been growing over the years. The only way to unite the tribes without destructive conflict erupting through the west is a legend of the Lost Legacies.

The elders of the tribes pass down stories that a powerful artifact fell from the sky many ages ago, and was hidden away in the caverns where the greatest dragons lair. According to the tales, the artifact is known as the staff of dragons, and it is one of the mysterious Lost Legacies. The staff of dragons is revered by both tribes, and should it be recovered, peace could be brokered before war consumes the plains in raging dragonfire!



MAIDEN OF DRAGONS

A young and idealistic leader, she commands the loyalty of her tribe and her dragons. The staff of dragons would allow her people and her dragons to thrive together in harmony.



CHIEFTAIN

A proud and powerful warrior, he has gained the respect and fealty of his tribe through his great deeds. The staff of dragons would give his tribe security and strength for years to come.



TYRANT DRAGON

A massive and ill-tempered beast, the tyrant dragon lairs in the caverns near the Lost Legacy. The power of the staff of dragons may be the only way to calm this terrifying monster's rage.



ANCIENT DRAGON

One of the few living creatures who witnessed the arrival of the Starship ages ago, the ancient dragon patrols the lands surrounding the Lost Legacy. A wise and cunning creature, the dragon's vast intellect is equally matched with incredible martial prowess. However, even this ferocious creature must bow before the mysterious staff of dragons.



STAFF OF DRAGONS

One of the most enigmatic of the Lost Legacies, the staff of dragons is much more than it appears. The staff has a strange influence over the monstrous dragons and can control their behavior.

The wielder of the staff can force even the most powerful and cunning dragon to do their bidding and obey every command. The power of the staff would allow the wielder to command an army of dragons in order to ensure peace, or rain fiery destruction upon their enemies.

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DISCOVER MORE LOST LEGACIES IN THE SECOND CHRONICLE

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



WHITEGOLD
SPIRE



VORPAL SWORD



5 Minute
Fun



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.