

# Lost Legacy ロストレガシー

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## 《Contents》

**Basic set: "The starship":**

· 16 cards

**Expansion set: "The flying garden":**

· 16 cards

Note: This game contains both sets. You are not supposed to use all cards at the same time. Instead, each set is a slightly different game (following the same rules).

## 《The cards》



① **Card name**

② **Effect:**

This happens when you play the card.

③ **Investigation speed :**

When Investigation Phase starts, this indicates the order in which players investigate. The lower the number, the earlier you investigate.

④ **Rarity :**

Indicates how many of this card there are in the deck.

⑤ **Expansion symbol :**

To separate the cards from the two sets. The basic set has a Starship on it, and the expansion set has a Flying garden.



**Basic set:**  
"The starship"



**Expansion set:**  
"The flying garden"

## 《Preparations》

Use either the base set, or the expansion set, or a custom mix consisting of 16 cards (how to set up a custom set is explained later). For the first game, we recommend using the basic set to get used to the game.

## ●Preparing the play field

- \* Shuffle all 16 cards and put face down in the middle. This is the Deck.
- \* From the deck, deal 1 face down card to each player, and place one other card beside the deck, in a place called the "Ruins".

The basic principle in this game is that all information is hidden. Players are only allowed to look at the card in their hand, but not the Ruins or the other players' cards.



- \* Decide starting player in any suitable fashion. Like, the player who has inherited the most awesome legacy. Or rock-paper-scissors.
- \* You're now ready to start.

## 《Flow of the game》

The game consists of player taking turns clockwise around the table. This continues until the deck runs out of cards.

### ★One turn

The turn player does the following:

**1: Draw:** Draw the top card from the deck and add to your hand. You now have 2 cards in hand.

**2: Play:** Choose one of the two cards to play, and place it face up in front of you.

**3: Effect:** The played card's effect happens, as far as possible. Once the card effect has happened, the card is regarded as a discarded card.

**4: End:** If there is at least one card left in the deck, turn goes to the player to the left.

If, at point 4), the deck is empty, the game proceeds to the investigation phase.

- \* During the turn play, it may happen that players are ejected from the game. If that happens, the turn ends and goes to the player to the left of the current player.
- \* If the ejected player had a card in hand, it is discarded (face up in front of him). If he held the Lost Legacy, however, it's reshuffled into the Deck.
- \* If all players but one are ejected before the Investigation phase, then the only remaining player becomes the winner.

## ★Investigation phase★

If the deck runs out of cards, the Investigation phase begins. The Investigation phase is done in the Investigation speed order of the cards the players have in their hands – lowest first. As players shan't show their cards, simply call out "any 1s? No? Any 2s?" to determine order.

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

## [How to investigate]

Investigation simply means you are looking at a card of your choice. You choose either

- \* a player's card (your own, even)
- \* or a card in the Ruins

to investigate. Reveal the card to all players, and if it is the Lost Legacy, that player wins. Otherwise, the next player in investigation speed order investigates.

- \* If a player has the Lost Legacy in hand, he can investigate himself and thus win the game.
- \* If no player finds the Lost Legacy during investigation, then everybody loses.



To vary your game, there is a number of optional rules you can use

## ●Custom card set

You can use cards from both the basic set and the expansion set to create your own custom set. However, for the game to work you need to follow the below guidelines to create a card 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 either the base set or the expansion set. Don't mix several different 7s, for example.
- 3) Put the unused cards back in the box.

## ●Megamix set (possible for 6 players)

- \* Use all the cards in the base set and the expansion set
- \* Remove one of the Lost Legacies.
- \* You'll end up with 31 cards, so you can play up to 6 players. But it's still perfectly possible to play like this even with 2-4 players.

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