

HAYATO KISARAGI & SEIJI KANAI

LOST LEGACY™



FLYING GARDEN RULEBOOK

LOST LEGACY

A Game by Hayato Kisaragi and
Seiji Kanai

For 2–4 players, ages 10 and up

STORY

Scattered across the world are pieces of a strange craft from far beyond the skies – these unusual remnants of the visitor's ship have come to be known as the Lost Legacies. In the eastern peaks, legends speak of a floating paradise, a garden of unearthly delights protected by an inhuman, implacable guardian. Some of these legends claim the garden provides an unending source of ambrosial food and water.

In the stories, the original caretaker of this flying paradise abandoned his duties. He became corrupted by evil and wandered far away, perhaps seeking out another of the Lost Legacies. As for the flying garden, it draws adventurers, power-seekers and holy men alike to seek it out, for its bounty is unlike any other. Reaching the garden is no easy task, however. Seekers must not only research the legends and stories, they must avoid false trails, make their way across the unforgiving terrain of the mountains, and – most threatening of all – they must face the unrelenting power of the guardian. Like the long-vanished caretaker, the guardian's purpose has become twisted over time. Now, all who face the guardian can expect no mercy and no quarter.

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, contact customerservice@alderac.com for assistance.

- Rulebook (this book)
- 16 Game cards
- 4 Reference cards
- 1 Legacy bag
- 13 Victory point tokens
(used during the Campaign Games optional rule)



Game cards



Reference card



*Victory
point tokens*



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. 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 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 further turns and does not participate in the Investigation phase.

If the eliminated player held the Flying Garden in his or her hand, the card is shuffled into the Ruins instead of being placed in the player's discards.

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

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.

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, 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!

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 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.

SAINT

The Saint does not trigger her effect when you play the card (if you play the card, it has no effect). Instead, her effect triggers when you are about to be eliminated. When you use the Saint, you must discard your hand but you are not considered eliminated from the game.

You cannot use the Saint if there are no cards remaining in the deck.



FLYING GARDEN

The Flying Garden may be played, but then must be shuffled into the Ruins instead of being placed in the player's discards.

If the Flying Garden is placed in a player's discards for any reason (the player is eliminated, using the effect of False Rumors, etc.), the card is immediately shuffled into the Ruins. Therefore, the Flying Garden will never remain in a player's discards.

STORYTELLER

The Storyteller does not trigger his effect when you play the card (if you play the card, it has no effect). Instead, his effect triggers during the Investigation phase, immediately after you investigate a card. The additional investigations with the Storyteller happen at the same speed as the original investigation.

If you are not able to investigate (the card in your hand has the same investigation speed as another player or it is an X), the Storyteller does not trigger. In other words, you have to be able to investigate during the Investigation phase in order to make an additional investigation.

WOUND

The Wound's effect triggers immediately after it is added to your discards. If you have the Saint and another Wound is added to your discards, you may use the Saint's effect to remain in the game instead of being eliminated. However, if another Wound is added to your discards it's effect triggers again and you are eliminated.

Once a player is eliminated, the player is eliminated for the remainder of the game even if Wounds are removed from his or her discards, such as being discarded by the Necromancer for example.

NECROMANCER

When you play the Necromancer, you must target a player's discards that has at least one card in it. In other words, you cannot choose to target a player that does not have any cards in his or her discards. If there are no cards in any players' discards, the Necromancer has no effect.

The Necromancer is placed in your discards after her effects have been resolved.

If a player is eliminated, his or her discards can still be targeted by the Necromancer.

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 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

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 their bags.

LEGACY LORE



NECROMANCER

A scheming and powerful sorceress specializing in death magic, her ambition is to reach the Flying Garden in order to channel the life force found there to provide unlimited power for her spells.



GUARDIAN

An immensely strong construct, the Guardian's role is to defend the Flying Garden and protect it from all outsiders. Over the ages, the Guardian's programming became corrupt. Instead of shepherding the animals of the Garden, it considers all outsiders a threat and destroys everything except the Garden's plant life.





SAINT

A wise and scholarly holy woman, she wishes to find the Flying Garden so that she may commune with nature and gain a deeper understanding of the living world.



ADVENTURER

A bold and thrill-seeking warrior, he chases the legends of the Flying Garden simply to be one of the first to locate it and survive the challenge of the Guardian.



THE FLYING GARDEN

Possibly the most beautiful of the Lost Legacies, the Flying Garden is a legendary oasis hidden in the eastern peaks. The garden consists of separate floating islands connected by bridges, with each island containing a unique ecosystem of lush vegetation.

The plants are treasures in their own right, and are highly sought after by alchemists and healers for their magic-like properties.

CREDITS

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5 Minute
Fun



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line visit:**

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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.