

LEGACY RULES

You are a world leader. How will you be remembered? Build your Legacy with Banks, Monuments and Parades. Build the same type of Legacy for extra points. Watch out, other people can destroy your Legacy!

INTRO

- The aim is to build 5 Legacies in front of you, in your tableau.
- The game is suitable for 2-6 players.
- Approximate playing time: 30-45mins (allow approximately 60 minutes for your 1st game).

THE CARDS

- There are two types of cards: **Resources** and **Legacy**.
- If you run out of cards, simply shuffle the discard pile and start again.
- **Resources** are the items that are needed to pay for the Legacy cards. A “wild card” can be used instead of a single Resource card, but only one “wild card” is allowed per Legacy or Specific Destroy, the other two cards must match the specific Resource required.

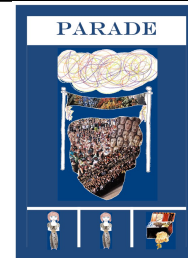
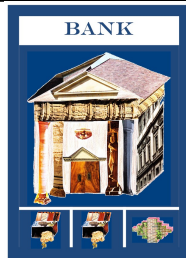


RESOURCES			
GOLD 	BRICK 	SUBJECT 	WILD CARD WILD CARD

- There are 3 types of **Legacy** cards:

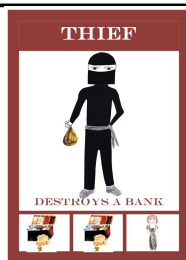
1. LEGACIES

These are items that you can build into your tableau. When someone has 5 of these built in front of them the game will finish. The cost to build a Legacy is shown at the bottom of the card. For example, a Monument costs 2 bricks and a subject.

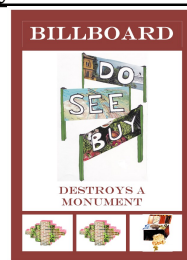


2. Specific Destroy

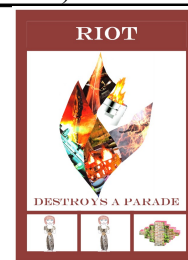
These items can be bought to destroy specific cards from other people's tableau. To play, pay for the card using the resources shown, announce the player you wish to attack (they must have the linked Legacy card), discard both cards. As a bonus you can now choose to get two resources from the destroyed Legacy card. For example, if you have a Riot card, pay 2 subjects and a brick to destroy the Parade, then choose to get either 2 subjects OR 2 golds OR one of each in return (discard Resource cards from the deck until you find the Resources you want).



Destroys a single Bank only



Destroys a single Monument only



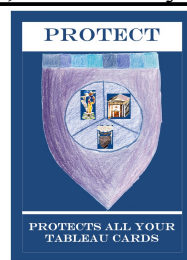
Destroys a single Parade only

3. SPECIAL (FREE) CARDS

These cards do not cost Resources, but can only be played at the end of your turn.



Forcefully take the card you want from someone else's tableau and replace it with a card from your tableau that you do not want. Now put the taken card directly into your tableau.



When placed in your tableau the "Protect" card means your cards cannot be destroyed (however, they can still be swapped). This card can be removed by the free "destroy" card.



Use this to destroy ANY 2 Legacies (not necessarily of the same player) that are shown in a tableau OR use this to destroy a single "Protect" card

PLAYING:

- Each player is dealt 4 Resource cards and 4 Legacy cards to begin.
- Play rotates clockwise, starting with person to left of dealer.
- Set up both decks in the middle of your table with space for 2 discard piles.
- Each player on their turn does the following (in order):
 1. Picks up 2 new Resource cards.
 2. Chooses between getting a new Legacy card OR paying to build and destroy. You cannot get a new card AND use a paid Legacy card on the same turn. Specifically the choices are:
 - a. Pick one new Legacy card out of the first 3 Legacy cards. The player can look at the first three cards and choose which one to keep. The other cards are placed face down in the discard pile.
 - b. Build or destroy as many Legacies wanted: Use 3 Resource cards to play, according to the symbols at the bottom of the card. When building: the Legacy is moved from your hand to the your tableau¹. When destroying: follow the rules specified in The Cards section on Specific Destroy cards, so you get 2 cards back.
 3. Play a single special (free) card, if desired.
 4. At the end of the turn, the player can have maximum of 7 Resource cards. Any extra cards must be chosen by the player and put in the discard pile.

FINISHING:

- When someone builds their 5th Legacy, the play continues for one more tour of all the other players. During this time other players may also build their 5th building. Any player who has 5 buildings in their tableau cannot have any building destroyed (but can have buildings swapped by other players).
- The player who finishes first gets 2 bonus points.
- Scoring: each player determines which building type they have a majority of. If there is an equal majority, one building type is chosen. For each building of the majority type the player gets 3 points. For every other building type they get 1 point. For example:
 - Player 1 has: 4 Banks and 1 Monument = $4 \times 3 + 1 \times 1 = 13$ points
 - Player 2 finished first and has: 2 Banks, 2 Monuments and 1 Parade = $2 \times 3 + 3 \times 1 + 2 = 11$ points.

CONTINUOUS PLAY:

To play the game for longer, players should agree to a certain number of rounds prior to starting. At the end of each round each player's points are added to their total.

TWO-PLAYER VARIATION:

When playing with two players, players must have 6 built Legacy cards to finish (i.e. an extra card). When destroying the other player's buildings with a specific destroy card, the destroyer does not get a Resource card as a bonus in return. If both players desire it, the "Protect" and the free "Destroy" cards can be removed from the pack.

¹ As a fun variation, when someone builds a Legacy they must say what it is in honour of. For example, a bank could hold your stamp collection, a monument could be to your brilliant cooking skills, and a parade could be for all the people let you destroy their banks.