Kingdom Legacy
- Rules -

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Game Flow

Play Area

Draw Deck

Discard Pile

Card Anatomy:

Upgrade Cost
Serial Number
Name
Keywords
Production
Effect

Forest
Land
✓ Gain 🪵 🪵 🪵 , then ⬇

Felled Forest
Land

The bottom part is another *stage* of the card and is not in play until the card is rotated.
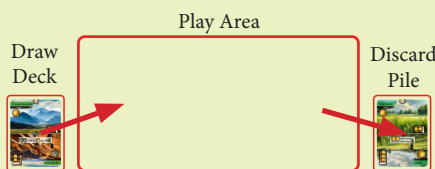
Example: this card can be used to either produce, or use its effect, or upgrade it.

The color behind the card name corresponds to its keyword:

Building	Person	Seafaring
Land	Livestock	Other
	💀 (Negative)	

Red cards (with the 💀 skull icon) are always considered *negative*, and typically have the "Enemy" or "Event" keywords. Non-red cards are *friendly* cards.

GOLDEN RULES

Game Overview

In Kingdom Legacy, you develop your kingdom by upgrading your cards. The orientation of the cards determines your progress, so be sure to follow golden rule #1.

Each card has a seal with a serial number in it, at the top of the card's front. All cards start with this side up, but most will upgrade (by changing orientation) over the course of the game.

Setup: Take cards 1 - 10 from the box. This is your *kingdom*. Leave the rest in the box. They are your *discoverable* cards. Shuffle your 10 cards, making sure not to rotate or flip any of them in the process (golden rule #1). Place them as a face-up draw **deck** to your left (you always see the top card!). Make room for a **play area** in front of you and a **discard pile** to your right (see the *Game Flow* image).

Gameplay: Each *round* consists of *turns*. Each *turn*, you will play cards from the top of your deck into your play area. The turn ends when you *upgrade* one of your cards. When you cannot take more turns because the deck has run out of cards, the *round* is over. **At the start of each new round (except the first round), you discover the next 2 cards in serial number order from the box.** Then shuffle all your cards to form a new draw deck. Continue to play rounds until you discover card #70. This is your final round (the cards will remind you of this). After this round, count the fame (🏅) in your kingdom, and that is your kingdom score. Cards with serial numbers above #70 can only be discovered through card effects. You cannot lose the game, but your fame will tell everyone how well you did.

Turn Overview:
You start each turn by *playing* the top 4 cards of your deck: Put them into your play area. If you only have 1-3 cards left in your deck, play all of them.
On your turn, you have 5 different actions available. **Continue to take actions until your turn ends:**

1. **Produce**
2. **Upgrade** (Turn Ends)
3. **Use card effect**
4. **Advance**
5. **Pass** (Turn Ends)

Produce: Discard a card to gain the resources it produces. The production is shown as icons under the card name (see *Card Anatomy* to the left). Since you discard the card, you cannot use its effects or upgrade it this turn. Some cards don't have production and cannot be discarded to produce. If a card is discarded by other effects, you do not get its production.

Upgrade: Most cards have several stages, and the brown boxes show the cost for upgrading to a new stage. A down arrow (⬇) means you rotate the card so that the top and bottom parts of the card switch places. A right arrow (⟹) means you flip the card to its back side; the arrow points to the stage you are upgrading to. Pay the upgrade cost and rotate the card according to the arrow. When you have performed the upgrade, **your turn ends** (golden rule #4). *NOTE: Some cards are rotated by effects (see the Forest to the left). This is NOT an upgrade and does NOT end your turn. However, whenever a card changes orientation, for any reason, it is discarded (see golden rule #3).*

Use card effect: Some cards offer additional effects. Effects are always preceded by an effect icon (such as ✓ or ⧖, see the *Effect Icon Reference*). Many effects require you to discard the card, which means you cannot produce with it or upgrade it.

Advance: Play 2 more cards from the top of your deck. This is useful when the cards in play are not enough to do what you want. *Reminder: you may advance multiple times! You always see the top card of the deck, but not the second card.*

Expansion Concepts

Expansions: Once you finish the base game, you may play up to 10 different expansions, one at a time, filling the score path on the side of your box. Expansions are new chapters of your kingdom story, providing more rounds of play. They often introduce new cards and concepts that you may continue to develop even after the expansion is over. **Each kingdom may only play each expansion once.**

There are 3 different mini expansions included in this box (cards 136 / 137 / 138), each guiding you through 4 additional game rounds. To play a mini expansion, choose 1 of the expansion cards. Then perform a **purge** 12 and **purge** 1 **permanent** card (see below). In these expansions, you do NOT discover 2 new cards from the box each round. When done, add sticker 13k to your box's score path and write your new score next to it.

There are also larger expansions available, which offer both play time and plenty of new cards to explore. You need to balance between playing expansions which primarily give you play time (such as the mini expansions) and expansions which give more cards to develop.

Purge (before each expansion): Purge means destroying **friendly** cards, but keeping their fame (🏅): If the effect says "Perform a **purge** 12", it means that you shuffle your deck and go through it, 12 cards at a time, each time selecting 1 **friendly** card from those 12 to purge (set it aside for now). Once there are less than 12 cards left in the deck, the selection is complete. When you are instructed to purge a **permanent** card, you may select freely which friendly **permanent** card to purge.
NOTE: If a card says it cannot be destroyed or purged, it cannot be selected in a purge.

If there are other effects that *prevent* cards from being purged or destroyed, perform them now to remove cards from the selection.

As the last step of the purge, sum up the fame (🏅) of all selected cards and write it in sticker 16. Add that sticker to your "Purged Fame" section on the side of your box, then destroy all the purged cards. Remember to include all purged fame whenever you calculate your kingdom score in the future.

End of Turn: If you have any End of Turn effects, they are performed now. Discard all cards in your play area, except cards that *stay in play*. Then start a new turn if there are any cards left in your deck, otherwise this is the end of the round.

End of Round: Discard all cards (even cards that *stay in play*). If any of them had "End of Round" effects, perform them now. Then start a new round.

Start of a New Round: Discover the next 2 cards from the box, unless the first of them is a parchment card. If so, immediately follow all its instructions carefully and destroy that card. Shuffle all your cards to form a new draw deck and start your first turn of the round.

Key Concepts:

Resources: There are 6 resources in the base game (see right). You get resources when you produce with cards, and from some card effects. Resources are "invisible": you must remember which resources you currently have. All resources are lost as soon as a new card enters your play area, or the turn ends, so you should try to only gain resources when you have something to spend them on.

Coin Wood Stone

Metal Sword Trade Good

Effect Timing: Some effects may refer to a specific event (e.g. End of Turn). Whenever there are multiple simultaneous effects, the player chooses in which order to resolve them, but must resolve all of them, even if the card with that effect is discarded by another simultaneous effect. Cards are often played together (4 at the start of each turn, and 2 at a time when advancing). **Cards played at the same time are all in play when you perform any "when played" effects, regardless of the order you draw them and resolve them.**

Permanent Cards: Permanent cards are never shuffled into your deck and cannot be discarded. They are always active, and their effects always apply, but they are not in your play area and are not considered to be "in play". All **permanent** cards have a stone structure along the top of the card: ▨▨▨▨▨▨▨. Keep all **permanent** cards visible above your play area.

Blocking Cards: If a card *blocks* another card, place the blocked card beneath the blocking card. For all intents and purposes, the card does not exist when blocked. When the blocking card is discarded at the End of Turn or End of Round, the blocked card is also discarded. However, if the blocking card is discarded during your turn, the blocked card is released (not "played") into your play area and may be used as normal.

Destroying a card (🟥) means ripping it apart, burning it, shredding it, eating it, or otherwise obliterating it. It will not be used anymore. However, before you discover card #23, you may reset the game. Set any destroyed cards aside until you pass card #23. Then you can use them as toilet paper, fire starters, or cute reminders of what you will never ever regain.

Manipulating your deck:
Some cards will place cards at the top or bottom of your deck. If there are no cards in your deck, you cannot use any such effects. An empty deck will always lead to the end of the round after the turn is over.

Stickers: Some effects let you add stickers to cards. Stickers are numbered on your sticker sheet for reference. If a card tells you to add a sticker you don't have, ignore the effect. Unless stated otherwise, stickers can only be added to the active stage of a card. If a card already has 9 or more production, you cannot add a resource sticker to it (golden rule #5).
(Note: Stickers 9, 12, 14, and 15 are not used in Feudal Kingdom and are therefore not included on the sticker sheets.)

Boosting production means you choose one of the resources a card is already producing, and add a corresponding sticker to the card so that it produces 1 more of that resource.

Slash: 🪵/🪨/⬜ Slash (/) always means "OR". This example means you must choose either wood, or stone, or metal.

Resetting a card means rotating it back to its starting stage, with the serial number at the top.

◄◄◄◄◄◄◄◄◄►►►►►►►►►►

A card with these arrows at the top means that when you *discover* this card, you must choose which of its 2 sides should be face up.

Effect icon reference:
- ∞ **Passive effect**: This effect always applies, or may be used repeatedly.
- ✔ **Activated effect:** You may discard the card to carry out this effect.
- ⌛ **Time effect:** You may discard the card (unless it is **permanent**) **and end your turn** to carry out this effect.
- 🟥 **Destroy effect:** You may destroy the card to carry out this effect.
- ⚡ **Triggered Optional Effect:** This effect **may** be used when it is triggered (specified by the effect, e.g. "End of Turn"). It doesn't discard the card unless it says so.
- ⚡ **Triggered Forced Effect:** Same as above, but this effect is not optional, it must be performed.
- ✖ **One-Time Effect:** When you have performed this effect, cross it out with a pen - it may not be used again.

⊗ This symbol means you must mark an unmarked checkbox on the card (small square). If that box has an icon in it, do what it says. If it is a resource icon, gain that resource. Most cards explain the purpose of marking them. You may mark these checkboxes in any order, unless the card tells you otherwise. If an effect marks a checkbox on *another* card, it triggers the same effects as if *that* card was used to mark it.

Staying cards:
At the end of each turn, you discard all cards in play, except those that "stay in play". Start your next turn by playing 4 additional cards as normal. If "stays in play" is a ∞ effect, it applies each turn, not just once. Cards that stay in play are still discarded when producing, or using their effects, *or at the end of the round*.

Discovering and undiscovering:
When you discover a card, take that specific card from your box and add it to your discard pile. Do not look at the other cards, except their serial numbers (golden rule #2). If an effect lets you discover one of several cards, look at all of them before deciding which one to discover, then put the others back into the box in serial number order.
If you are instructed to "undiscover" a card, reset it and put back into the box in serial number order.

Effect Scope: Unless specified otherwise, effects may only target cards in play (i.e. not permanent cards). If an effect refers to your "kingdom", it may target any card in your deck, in play, in discard pile, or **permanent** - but not blocked cards.

Defeating Enemies: Most enemies may be **defeated**. If so, the card specifies what happens when you do. Some are destroyed (🟥), some are turned (▭▷), and some simply have a checkbox marked (⊗). If a card doesn't have a **defeat** instruction, it cannot be "defeated" (but may be destroyed with other effects).

Saving your game: After a round, place this rule sheet between your kingdom cards and your discoverable cards in your box to divide them. To continue play, simply take your kingdom cards from the box and you are ready to go.

After completing the game, write your score in the first 🪙 icon on the side of your box. You have a unique kingdom code printed on the inside of the box top. You can use this code to register your score on www.kingdomlegacygame.com.
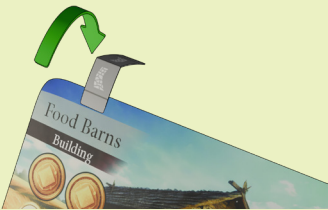

New Resources: Some expansions add new resources to the game. If you have an effect which gives "any 1 resource", it includes these new resources. If you are about to add "any 1 resource sticker", it may be the new resource, even if the effect specifies sticker 1-6 (*the resources available in the base game*).

Equipment: Some cards have a third banner, which is red and starts with the word "Equip" followed by a keyword. All such cards are *equipment,* and are intended to be attached to other cards with the specified keyword.
 - When not equipped, the equipment has *no production and no effects* (indicated by a yellow background), but it still counts as a card in play with its keywords and fame, and it may be upgraded as any other card.
 - To *equip* the card, place it beneath a card with the required keyword so that its production, effects, etc. are showing. Equipping is an action, and cannot be done as a reaction to other effects, such as "when played" effects.
 - Once *equipped*, an equipment no longer counts as a card on its own, but rather an addition to the holder card. Its **production**, **fame**, **keywords**, and **effects** now count as being written on the holder card. *Example*: *If a person with 3* 🪙 *holds an equipment with 5* 🪙*, that person counts as having 8* 🪙*. A building with 1* 🪙 *production holding an equipment with 1* 🪵 *production now counts as having both productions (* 🪙 🪵 *).*
 - If the holder is blocked or destroyed, all its equipment are blocked or destroyed with it. If the holder changes orientation, is discarded, or leaves the play area in any other way, discard all its equipment.
 - In the same way, if you are supposed to cross out - for example - all production on a holder, you must also cross out all production on the equipment card, since they count as the same card.
 - An equipped card cannot be upgraded, and it cannot be un-equipped or re-equipped.

Tabbing cards: Some cards will let you "tab" a card with a sticker. Those stickers are long thin stickers with 3 dividing lines to help you align them to the card. The sticker should be placed at the top of a card to extend beyond its border, fold back and attach to the backside of the card. A tabbed card will therefore be visible wherever it is in your deck, as the tab sticks out from the card.