

Kingdom Legacy

- Rules -

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Credits:

Game Design: Jonathan Fryxelius

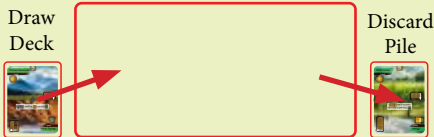
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Designer thanks: Benjamin, Daniel, Abram, Thomas, Kezia, and Stina, for eagerly testing all my new ideas for this game through all its iterations. The greatest thanks to the ultimate King; may your Kingdom come!

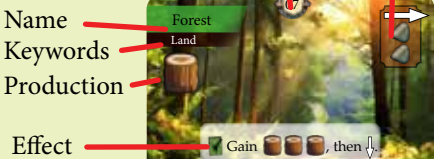
Game Flow

Play Area

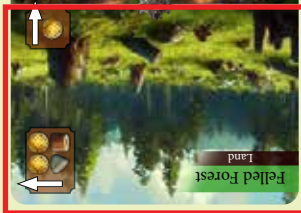


Card Anatomy:

Upgrade Cost
Serial Number



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 are always considered *negative*, and typically have the "Enemy" or "Event" keywords. Non-red cards are *friendly* cards.

In this game, you develop your kingdom by upgrading your cards. The orientation of the cards determines your progress.



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 rotating the cards) 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. If a card tells you to *discover* a card, take that specific card from the box and put it in your discard pile. Do not look at the other cards, except for their serial numbers. If a card lets you discover one of several cards, look at all of them before deciding which one to discover.

Shuffle your 10 cards, making sure not to rotate or flip any of them in the process. Place them as a face-up draw **deck** in front of you (you always see the top card!). Make room for a **play area** and a **discard pile** (see *Game Flow* to the left).

Game Overview:

Each *turn*, you will play cards from your deck. The turn ends when you make an *upgrade* to 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 (you may look at them). 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. 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 its production as resources. The production is shown as icons under the card name. 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**. **NOTE: Some cards are rotated by effects (see the Forest to the left). This is NOT an upgrade and does NOT end your turn.**



Use card effect: Some cards offer additional effects. Effects are always preceded by an effect icon (such as 🟢 or 🗑️, see the back of this rule sheet). 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!*

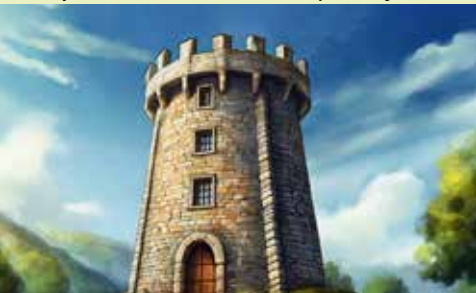
Golden Rule #1:
Never rotate or flip a card unless using a rule to do so.

Golden Rule #2:
You may inspect all sides of cards in play and in your discard pile, but you may not look at cards in the box before *discovering* them.

Golden Rule #3:
At the start of each **round** (except the 1st), discover the next 2 cards from the box.

Golden Rule #4:
A card that changes orientation, either by upgrading or by any other effect, is always discarded immediately.

Golden Rule #5:
Upgrading a card ends your turn.



End of Turn: Discard all remaining cards in your play area. If you still have cards left in your deck, then start a new turn. If you have no cards left in your deck, then this round is over and you start a new round.

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

Resources: There are 6 resources in the game (see right).

You get resources from your cards' production, and from 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, so you should try to only gain resources when you have something to spend them on.



Performing Effects: 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). Since they are played at the same time, they 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, put the blocking card on top of the other card. The blocked card cannot be used or upgraded and has no effects. If the blocking card stays in play, so does the blocked card. If it doesn't stay in play, the blocked card is discarded along with the blocking card at the end of turn. If the blocking card is discarded in another way, the blocked card is no longer blocked and may be used normally.

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 can 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 don't have a deck at all, and 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. Sticker numbers 9, 12, 14, and 15 are not used in this base game, but are used by expansions. They are not included on this sticker sheet.

Effect icon reference:

Passive effect: This effect always applies, or may be used repeatedly.

Activated effect: You may discard this card to carry out this effect.

Time effect: You may discard this card (unless it is permanent) and end your turn to carry out this effect.

Destroy effect: You may destroy this card to carry out this effect.

Triggered Optional Effect: This effect may be used when it is triggered. The effect itself will explain when that is, such as "End of Turn", or "When played".

Triggered Forced Effect: Same as above, but this effect is not optional.

One-Time Effect: When you have performed this effect, cross it out with a pen - it may not be used again.

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 so that the serial number is visible and 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.



Saving your game: After a round, place this rules 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.

Expansions: There are 3 built-in expansions, presented on 1 card each. You may look at those cards at any time (cards 136 / 137 / 138). To play a built-in expansion, choose 1 of the expansion cards. Then purge 1 permanent card and perform a purge 12. The expansion card will guide you through 4 game rounds. For 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. Each kingdom may play up to 10 expansions, filling their score path. You need to balance between playing expansions which primarily give you play time (such as the built-in expansions) and expansions which give more cards to work with (such expansions are purchased separately at fryxgames.se).

Purge (appears in expansions): Purge means destroying friendly cards, but keeping their fame (): If the effect says Purge 12, it means that you shuffle your deck and take 12 cards at a time and select 1 friendly card from those 12 to purge (set aside for now). When you cannot take 12 cards, the selection is complete. When you are instructed to purge a permanent card, you may select freely which friendly permanent card to 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 add all purged fame whenever you calculate your kingdom score.

If a card is prevented from being purged or destroyed, you do not get their fame ().

Further Questions?

Visit one of the following:
www.fryxgames.se/kingdom-legacy
www.kingdomlegacygame.com

This symbol means you must mark an unmarked checkbox on the card (small square). If the space 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.



Staying cards:

At the end of each turn, you discard all cards in play, except those that "stay in play". On your next turn, play 4 more cards as normal. If staying 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.