

# ロストレガシー Lost Legacy

## 貧乏探偵と陰謀の城

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## 《Contents》

### Basic set: "Orb of Seduction":

16 cards

### Expansion set: "Eternal Grail":

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 use the card in one of the two ways below.

**Play:** When played from your hand.

**Trash:** When placed from anywhere to your Discards. The effect continues while the card in your Discards.

### 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 Detective on it, and the expansion set has a Grail.



Basic set:  
"Orb of Seduction"



Expansion set:  
"Eternal Grail"

## 《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 place them face down in the middle. This is the Deck.
- \* From the deck, deal 1 card face down 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 players 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 it 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, the turn goes to the player to the left.

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

- \* During a turn, 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 – the player with the lowest speed being the first.

As players shan't show their cards, simply call out "Any 1s? No? Any 2s?" to determine the order.

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

## 【How to investigate】

Investigation simply means looking at a card of your choice. You can choose to look at either

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

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 following guidelines to create a set of 16 cards:

- 1) Form a set comprised of 1 card each with Investigation speeds 1 to 5, 2 cards with speed 6 and 3 cards each with speeds 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.

## ●A few exsamples of Custom card set

The following shows examples of Custom card set:  
(O=Orb of Seduction / E=Eternal Grail)

"A drunken noted detective"set

- ①Queen (E) / ②Serial Killer(O) / ③Phantom thief(O) / ④Detective(O) /  
⑤Eternal Grail(E) / ⑥Intelligence(E) / ⑦Emissary(E) / ⑧Assassin(E) / ×Lead(O)

"The fascinated king's palace"set

- ①Taciturn Girl(O) / ②Minister(E) / ③Cardinal(E) / ④Baron(E) /  
⑤Orb of Seduction(O) / ⑥Guardman(O) / ⑦Perceive(O) / ⑧Red Herring(O) /  
×Court(E)

- \* If you have the 1st Box of "Lost Legacy", you can combine cards from both boxes. Try and enjoy various combinations.

## ●Megamix set (available 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.  
This optional rule can be applied also to a game with 2-4 players.



## Orb of Seduction =====

### ●1 or less X / 2 or more X

The effect of the cards with this note is activated depending on how many cards (face up) with X are among all players' discards.

### ●Guessing a card

When you guess on a card, you don't actually look at it. The responding player should answer truthfully. If he's out of the game, his card should be placed among his discards.

### ●<X Lead>

In your turn, you may lose your hand because of the effect of <X Lead>. In this case, draw a card.

## Eternal Grail =====

### ●Playing cards face down

When a card is played face down, its effect is not activated. Unless stated otherwise, place cards face up.

### ●If after: <card number>

A card with this note must be placed face down if the immediately preceding card was among the mentioned numbers. For example, <6 Intelligence> says "If after 1-6". If the previously played card was <4 Baron>, you can only play <6 Intelligence> face down. If the previously played card was <7 Emissary>, play <6 Intelligence> face up.

Since X is not a number, the "If after:" card effect is not activated if played after <X Court>.

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