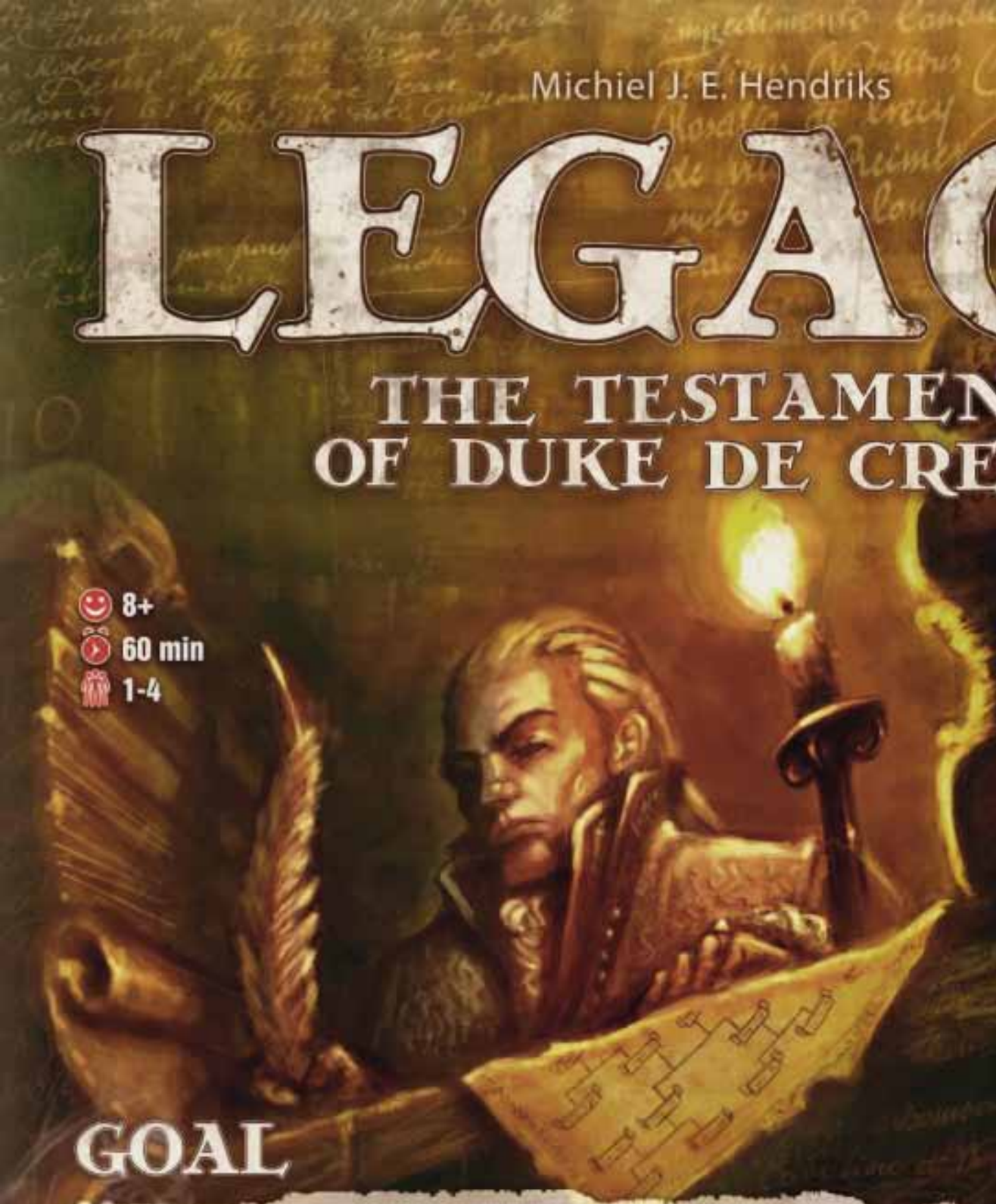
Michiel J. E. Hendriks

LEGACY

THE TESTAMENT OF DUKE DE CRECY

8+
60 min
1-4



It is 1729 in pre-revolution France. You are a wealthy, well-educated aristocrat, but now you see that history is about to change its course and you know that in order to stay strong, your family must prepare well. You will need to find new allies, absorb smaller families, and use their potency to strengthen your bloodline.

Legacy: The Testament of Duke de Crecy enables you to build a powerful dynasty in 18th century France. Over three generations, you – a resourceful patriarch or matriarch – will attempt to create a lasting legacy by establishing a house with ties to many different wealthy and powerful families from France, Great Britain, Russia, Spain, and other countries.

GOAL

The objective of the game is to gain wealth and influence by arranging strategic marriages, creating offspring, acquiring titles, building mansions and contributing to the community. The game will last for three generations. At the end of the game, the winner is the player whose family has gained the most Honor points.

SKIP THE TEXT
WATCH
THE TUTORIAL!

You can skip over the rules and learn the game with our video tutorial!

Scan the QR Code or visit our website: http://portalgames.pl

Components Overview

1 Main Board

The main board consists of action spaces where players will place their pawns during the game to engage in various activities.

The Honor track shows how many points each player has. At the end of the game, this track will indicate the winner.

The Generation track shows the number of rounds there are in each Generation. It also reminds you of effects that occur at the start of each Generation, end of round, or end of a Generation.



1 - Honor track , 2 - Generation track, 3 - Card spaces, 4 - Action spaces, 5 - Title card spaces, 6 - Contribution card spaces, 7 - Friend card spaces

4 Head of the Family Cards



Head of the Family cards are two-sided (a patriarch on one side and a matriarch on the other). Each player is dealt a Head of Family card at the beginning of the game to start their family with this card, representing the player at the start of their journey.

Each card is different and gives the player different starting benefits.

75 Friend Cards



Players will use Friend cards to perform the *Marry/Arrange Marriage* action. These Friends then become part of the family and will give that family Income, additional Friend cards, Prestige, or other special effects.

Friends are represented by both men and women. The gender of Friend card is distinguished by the color of the shield on the card: pink for female; beige for male. This is important for the *Marry/Arrange Marriage* action. Each Friend also has a name and a short description (flavor text).

When marrying a Friend you will either have to pay the cost of the wedding (mainly for male Friends) or you will receive a dowry (mainly for female Friends).

Each Friend card also has icons representing the Friend's nationality and, in most cases, occupation. These are important for the special effects of certain Friend cards, as well as for certain other game effects (Patron/Mission cards).



1 - Wedding cost / dowry
2 - Occupation
3 - Nationality
4 - Name and flavor text
5 - Income/Friend cards given by the Friend
6 - Prestige given by the Friend
7 - Special effect

Friend cards can also be used to pay the costs of certain actions.

Friend cards held by the player in his hand are called the player's hand.

The icon represents the Friend cards to be drawn from the face-up cards below the board.

The icon represents the Friend cards to be discarded from the player's hand.

The icon represents the Friend cards to be drawn from the top of the Friend deck.

Components Overview

88 CHILD CARDS



Child cards represent the children that will be born to the couples in your family. They consist of Daughter (39), Son (39) and Complication cards (10).

Some children may have a special effect that awards a player certain benefits either when the child is born or when it grows up.



Child cards are represented by the ▯ icon.

24 GOLD CARDS



There are 11 Gold cards of value 1, 6 Gold cards of value 2, 7 Gold cards of value 5.

Gold cards represent the money used in the game.

Gold is represented by the ● icon.



9 TITLE CARDS



For each Generation there are 3 different Title cards. Each card has its own cost and gives various benefits.



1 - Generation
2 - Cost
3 - Title name
4 - Benefits

9 CONTRIBUTION CARDS



For each Generation there are 3 different Contribution cards. Each card has its own cost and provides various benefits.



1 - Generation
2 - Cost
3 - Contribution name
4 - Benefits

Components Overview

6 Patron Cards



Each Patron card gives the player a main goal to achieve by the end of the game and some minor goals (scoring options) that the player can unlock at the end of the game by obtaining Mission cards during Generation III.



1 - Patron name and flavor text
2 - Main goal
3 - Minor goals that can be unlocked

Patron cards are represented by the icon.

15 Mission Cards



Mission cards present players with a challenge to fulfill in order to gain Honor points and other benefits upon its completion.

7 Mansion Cards



Mansion cards increase a family's Prestige ( ).

7 Venture Cards



Venture cards increase a family's Income ( ).

15 Hint Cards



Hint cards are used only in the single player variant (for more details, see page 20).

1 Round Marker



1 Starting Player Card



12 Player Markers



(3 markers in each of the Player colors)

These markers are used to mark the players' Income ( ) and Prestige ( ) on the Player board, and Honor points ( ) on the Main board.



Did you know that...
Where English today is the international language, in the 18th century French was the 'lingua franca', replacing Latin as the common language spoken among learned people?

Components Overview

4 PLAYER BOARDS

The Player boards have action spaces where players will place their pawns during the game to engage in various activities.

Each Player board also has a personal Income and Prestige track.
Income ( ) gives the player Gold ( ) at the end of each round.
Prestige ( ) gives the player Honor points ( ) at the end of each Generation.

Prestige and Income are unlimited – players may have more or less than the tracks indicate.



1 - Action spaces, 2 -Income track, 3 - Prestige track

23 PAWNS



Player's pawns | Additional action pawns

There are 8 Player pawns (2 pawns in each of 4 player colors): Players will use them to select an action on the main board and on their player boards.

There are 15 Additional Action pawns (3 pawns in each of the 5 action colors): Additional Action pawns can only be used to perform actions from the main board.

Each Additional Action pawn only allows a player to take an action of the corresponding color on the main board: green ( ) - *Buy a Mansion*, orange ( ) - *Initiate Venture*, red ( ) - *Undertake a Mission*, sky-blue ( ) - *Hire Fertility Doctor*, yellow ( ) - *Acquire the Title* or *Contribute to Community*.

The number of Additional Action pawns is limited.
They cannot be gained if none of the respective color remain.

Note: On the back of the Player boards you will find the same board with slightly different action names. Use this only for the single player variant: The Testament (for more details, see page 20).

ICONS IN THE GAME

Throughout the game you will find a number of icons in common use.

- Increase Income by 1
- Decrease Income by 1
- +5 Gold received (from the bank)
- -3 Gold to pay (to the bank)
- Increase Prestige by 1
- Decrease Prestige by 1
- Increase Honor points by 1
- Decrease Honor points by 1
- Friend card to draw from the face-up cards on the board
- Friend card to discard from the player's hand
- Friend card to draw from the top of the Friend deck
- Additional Action pawn

OCCUPATIONS

- Artist
- Aristocrat
- Scientist
- Craftsman
- Diplomat

NATIONALITIES

- American
- Dutch
- British
- French
- Italian
- Polish
- Prussian
- Russian
- Spanish
- Turkish

GENERATIONS

I. II. III. IV Generation I, II, III, IV

gen. Generation

Note: The colors of the pawns and actions also correspond to the color of the occupation icon on the Friend cards, but this is only relevant for the single player variant: The Testament (for more details, see page 20).

Setup

The following rules refer to a game for 2-4 players. Rules for the single player game can be found on page 20.

1. **Place the main board** in the middle of the table.

2. **Sort the cards** according to their type and place the following cards in the appropriate fields on or beside the main board:

a. Title cards

Separate the **Title cards** for each Generation. Place the Title cards for Generation I face up beside the main board next to the Acquire the Title action space. Cards for Generation II and Generation III should be set aside face down near the main board.

b. Child cards

Remove 9 Son and 9 Daughter cards from the deck. These cards will be a reserve, to use if the Child deck run out during Generation III.

Shuffle the rest of the **Child cards** and place them face down on the appropriate space on the main board (the Hire Fertility Doctor action space).

Note: When you place the entire Child deck on the main board it can block the view of the Hire Fertility Doctor action space for some players. It is recommended that you place only a few cards on the main board and replenish the deck when it runs out.

c. Mansion cards & Venture cards

Determine the number of **Mansion cards** and **Venture cards** according to the table below. Place the appropriate number of cards in the corresponding spaces on the main board.

Number of players	Number of Mansion/ Venture cards in play
2	3
3	5
4	7

d. Mission cards

Shuffle the **Mission cards** and place them face down in the appropriate space on the main board.

e. Contribution cards

Separate the **Contribution cards** for each Generation. Place the Contribution cards for Generation I face up beside the main board next to the Contribute to Community action space. Generation II and Generation III cards should be set aside face down near the main board.

f. Friend cards

Shuffle the **Friend cards** and place them face down next to the board. Then draw the top 5 Friend cards and place them face up in the spaces below the main board.

g. Gold cards

Separate the **Gold cards** by their value and place them face up near the board, creating the bank.

3. Shuffle the **Patron cards** and deal each player one card. Each player may look at the card they are given and then place it face down in front of themselves.

Return the remaining Patron cards to the box, without revealing them.

4. Shuffle all **Head of the Family** cards and deal each player one card.

If there are fewer than 4 players, return the remaining cards to the box.



5. Each player takes the following pieces in the color of their Head of the Family card, and places the pieces in front of themselves: **a Player board, two Player pawns** and **three Player markers**.

If there are less than 4 players, return the remaining player pieces to the box.

6. Each player chooses to start the game as either a man or a woman by placing the Head of the Family card with the appropriate side face up in front of himself.

These characters represent the player as the head of the family and, depending on the gender, determine the player's starting conditions (Income, Gold, Prestige, etc.).

Note: It is good to place the Head of the Family card in such a way that there will be room below it for 3 more rows of cards that will create your family tree (for more details, see next page).





Contribution cards discard pile









Friend cards discard pile









7. According to the Head of the Family card, each player:

a. Marks the starting **Income** on his player board, using one of his markers.

b. Receives the depicted amount of **Gold** from the bank.

c. Receives the depicted number of **Friend cards** (his starting hand) from the face-down deck.

d. Receives the depicted **Additional Action** pawn.

Note: If a player does not like his starting hand, he may shuffle his Friend cards back into the deck and draw a new starting hand. This is known as taking a mulligan. If a player does so, he has to keep his second hand as his starting hand.

8. All remaining Additional Action pawns are placed near the main board in easy reach of the players, creating the general supply.

9. Each player takes one of his markers and places it on the "0" space of the Prestige track on the Player board and his final marker on the "0" space of the Honor track on the main board.

10. Randomly choose a starting Player, who receives the **Starting Player card**.

Note: The Starting player card is passed clockwise to the next player at the beginning of each round.

11. Place the Round marker on the first space of the Generation track.

Now you're ready to begin the game!

The Family Tree

During the game players place Friend and Child cards in their playing areas and thereby form their family tree. Each time you marry off one of the Sons or Daughters in your family, you will place the Friend card next to him/her as his/her spouse and create a couple. Each time a couple have children, you place a Child card below them. Just remember to leave some space for the future spouses of the children. At the beginning of the next Generation, the children will grow up: They can now be married and have children of their own, and so on.

The family tree starts with the Head of the Family who becomes - with his/her later spouse – Generation I. During the rounds in Generation I your actions will only affect your family members of Generation I (and their children in the case of an *Arrange Marriage* action). At the beginning of Generation II all children will grow up, becoming family members of Generation II. During Generation II rounds your actions will only affect the family members from Generation II (and their children), and so on.

In order to easily identify the family members of each Generation, the cards are placed in rows – first row of cards is Generation I, second row is Generation II, etc. Although the game only lasts for three Generations, each player will have four rows of cards – the last one are the children born during Generation III – the future Generation IV which is only relevant for some scoring options on the Patron cards.



Did you know that...
The title of 'noble' wasn't guaranteed? – one had to 'live nobly'. Certain activities, such as commercial and manual activities, could cause a loss of nobility.



Did you know that...
Love was something that came after marriage for nobles in the 18th century? Marriage was a way to form family alliances and make sure there would be a worthy heir. Arranged marriages were the most common way to go, and it was not uncommon for young children to be promised in marriage.

Generations and Round Order

MAKING HISTORY

Legacy: Testament of Duke de Crecy is played over three generations comprising a total of nine rounds. During these rounds your family will do its best to grow in size, wealth and fame, striving to establish a lasting legacy. But there are others who desire to become wealthier, more powerful, indeed, more famous than you. Can you become the most famous family in France?

GENERATION I: MATRIARCH/ PATRIARCH

You are the matriarch or patriarch of a fairly famous family, but you have great ambitions for your kin. You dream of establishing a family of great renown, but you understand this will take time. Getting off to a good start is essential, and what better way than to marry into wealth and fame?

GENERATION II: THE CHILDREN

You are in full control of your family, and your destiny beckons you. You are no longer the young man or woman you once were, and now your dreams must be realized by your children. They must, nay, they *will* do their share in establishing the family's fame and fortune.

GENERATION III: THE GRANDCHILDREN

Finally, with your family's legacy already shaping up, time has come to reap the fruits of all this hard work. You can sit back in the director's chair and lead this family into the collective memories of the nation. Your grandchildren now, steeped in nobility, will take over and complete your lifelong dream. But will it be enough? Will your family go down in history as the family that ruled the 18th century? Only time will tell...

The game is played over 9 rounds divided into 3 Generations, after which the game ends and players score points for their Patron cards.

Generations consist of three main parts: start, playing rounds, end.

GENERATION START

Skip this part in Generation I - everything is already set up and you can play the first round. The following rules apply to Generations II and III.

AT THE BEGINNING OF THE GENERATION II & III:

- Each player gets one random Additional Action pawn.



Take 5 Additional Action pawns, each of a different color. Beginning with the first player and proceeding in player order, each player is given one random Additional Action pawn. The remaining pawns are returned to the general supply.

- Children grow up



Beginning with the first player and proceeding in player order, each player rotates their Child cards 180° to the adult side in any order to indicate that the child has grown up.

All arranged marriages are now carried out, and the players should follow steps 3-6 of the *Marry* action (for more details, see page 12).

Example: Generation II starts and all the children born in Generation I grow up, so each player turns their cards adult-side up. A player has 3 children and 2 of them have arranged marriages – one with Ann and one with Evgenia. The player has only 4 Friend cards in his hand but wants to get the Honor points given by Ann for having at least 6 Friend cards, so he decides to carry out the marriage with Evgenia first - the first player rotates the Friend card to complete the marriage and, therefore, takes 2 face-up Friend cards into his hand, increases his Prestige by 1, and gains a yellow Additional Action pawn and draws a Child card for the couple. Now the player has 6 Friend cards in his hand and proceeds to carry out the marriage with Ann. He takes 1 Friend card and receives 2 Honor points as he now has more than 6 Friend cards in his hand. The player then draws a Child card for the couple.

Note: For the purpose of the special effects triggered by some cards, a player chooses the order in which the arranged marriages are carried out.

- Any Title and Contribution cards remaining from the previous Generation **are removed and replaced** with new ones from the current Generation.

Example: At the beginning of Generation II discard all remaining Title cards from Generation I and put three Generation II Title cards in their place.

- Discard the Complication cards from the previous Generation (if any players had any).



Generations and Round Order

Playing Rounds

Each Generation consists of a different number of rounds:



Generation I - 2 rounds
Generation II - 3 rounds
Generation III - 4 rounds

Each round consists of player turns in which players place one pawn per turn to take an action. Players may end up taking different numbers of actions during a round.

At the Beginning of the Round:

1. Move the Round marker one space further on the Generation track on the main board (in the first round place the Round marker in the "Round 1" space).

2. Pass the Starting Player card clockwise to the next player (skip this part in the 1st round).

Action Phase

This is the main phase of each round. Players perform their actions according to the following rules:

1. The player with the Starting Player card takes one of his pawns and places it on any action space on his Player board or an unoccupied action space on the main board.



Only one pawn may be placed per action phase turn.

Actions on the player board can only be selected using a Player pawn, while an action on the main board may be taken using (in any order) either a Player pawn or an Additional Action pawn of the color corresponding to the action space.

Action spaces on the Player board may hold multiple pawns (and therefore may trigger the action multiple times).

Possible actions that can be taken on the Player board are:



Each **action space on the main board** can only be used by one pawn per round. In other words, a pawn can never be placed on an action that is already occupied on the main board.

Possible actions on the main board:



2. After placing a pawn, the player pays the action cost (if required) and immediately carries out that action. The player must carry out the action; he cannot place a pawn and ignore the action.

Actions can only affect the current Generation, with the exception of the *Marry or Arrange Marriage* action, which may affect the current generation (*Marry*) or the next generation (*Arrange Marriage*).



Example: A player chooses the *Buy a Mansion* action by placing a pawn in the respective action space. That action can no longer be taken again by any player (including the player who already took the action) during this round.

3. Play passes clockwise to the next player. In clockwise order, players take turns placing their pawns until all pawns have been placed or players no longer can or wish to place their pawns.

Note: As long as a player has not placed all their Player pawns, he has to take his turn. Only the Additional Action pawns can be saved for later rounds (and only for that Generation).

Example: In the third round, a player has used one Player pawn, and still has one unused Player pawn, as well as one unused Additional Action pawn (that can only be used for the *Buy a Mansion* action). The player can't use the Additional Action pawn, because the *Buy a Mansion* action has already been selected by another player, so he has to use this last Player pawn during his next (and last) turn. There are still two more rounds in the current Generation, so he can keep the Additional Action pawn for later use.

Did you know that...
Madame de Pompadour rose up in society from a commoner to become the royal mistress? She was a trendsetter, an intellectual, and had great influence over the king's political decisions, both foreign and domestic.

Generations and Round Order

Number of Actions Taken in One Round

Each round players are able to conduct 2 actions as each player has 2 Player pawns. At the beginning of each Generation as well as during the game, however, players can obtain Additional Action pawns that allow players to take more actions.

Note: Each Additional Action pawn allows a player to take only a specific kind of action, consistent with its color (for more details, see page 5).

Each Additional Action pawn is one-use only and is returned to the general supply at the end of the round during which the player used it.

An Additional Action pawn does not have to be used during the round it was obtained – it can be saved for later use. However, it must be used before the Generation during which it was earned ends; otherwise, it is returned to the general supply.

Example: A player starts the round with the two Player pawns. On his first turn of the round, he uses one Player pawn to Marry one of his female family members to Pierre and therefore gains an Additional Action pawn that can only be used for the *Undertake a Mission* action. Now he can take 2 actions, one of which must be of a specific kind (*Undertake a Mission*), or he can take only 1 action with the remaining Player pawn and keep the Additional Action pawn for later use in any of the upcoming rounds of the current Generation.

Income & Cleanup Phase

At the end of the round (after all players have completed all their actions):

1. Each player receives an amount of **Gold** equal to his current **Income** indicated on his player board (except for Round 9, after which you get no Income).



Example: A player with an indicated Income of 4 gets Gold cards with a total value of 4 at the end of the round.

2. Players retrieve their pawns from both the Main board and their Player board.

3. All Additional Action pawns are removed from the Main board and returned to the general supply.

Generation End

After the last round in the Generation:

1. Each player receives **Honor points** equal to their current **Prestige** indicated on their player board.



Example: After the last round of Generation II, a player's Prestige track indicates that his current Prestige is 6. He then moves his marker 6 spaces ahead on the Honor track.

Note: It is possible to lose Honor points if that is what the Prestige track indicates.

2. Each player receives **Honor points equal to the number of children** that were born in their family during the current Generation. Each child is worth 1 Honor point. It does not matter if the child has a marriage arranged or not.

Example: At the end of Generation II a player has two couples in the current Generation. One has two children, the other one has three children. The player advances his marker five spaces on the Honor track.

Note: If you have no children born in the current Generation, your family is extinct and you lose the game at once.

3. Return all Additional Action pawns to the general supply.



Actions on Player Boards

Remember: Actions on the player board can be taken multiple times in one round.

MARRY OR ARRANGE MARRIAGE



Marry off one of your family members from the current generation to one of your friends. These friends are your connections with the famous and wealthy members of high society, such as a Spanish prince or a member of the royal court. Other friends may not be so famous or wealthy, but they are powerful nevertheless, such as that manipulative Prussian blackmailer. All decisions have their consequences, but what are the costs? Choose wisely!

Cost: Variable, see below

a) **Marry**

This action allows you to place a Friend card from your hand next to one of your adult family members in the current Generation, so that they create a couple.

1. Place a Friend card from your hand beside one of your single family members (of the opposite gender).

2. Pay for the wedding or receive the dowry.

3. Adjust Income (on your Player board's Income track) or choose cards from the face-up Friend cards (from below the board).

4. Adjust Prestige (on your player board's Prestige track).

5. Resolve the special effect.

6. Draw the top card from the Child deck and place it below the couple (child-side up, adult-side down) or resolve the Complication card.







Example: A player Marries one of the Sons in his family with Gertrude. He places her card beside the Son who marries her, takes 1 Gold for the dowry, takes 1 face-up Friend card, increases Prestige by 1 and checks if he has another Prussian in his family. He also has Friedrich in his family, so he gains additional 3 Gold. He draws a Child card for the couple. It's a Daughter, and he places her under the couple.

Remember: Unless explicitly stated otherwise, all special effects are resolved once, immediately when the Friend becomes a member of your family.

b) **Arrange Marriage**

This action allows you to place a Friend card from your hand upside down next to one of the children in your family that does not already have an arranged marriage so they automatically get married at the beginning of the next Generation.

1. Place a Friend card from your hand upside down beside one of your family's children (of the opposite gender).

Note: Placing the Friend card upside down will remind you that the marriage has not yet been completed but will be carried out when the child grows up (for more details see page 9).

Remember: Friends in arranged marriages are also considered part of your family for any purpose.



2. Pay for the wedding or receive a dowry.

3. At the beginning of the next Generation all children grow up, and all arranged marriages are carried out. Only then follow steps 3-6 of the *Marry* action (adjust Income/choose Friends, adjust Prestige, resolve special effects, draw a Child card).

Note: During Generation III the purpose of arranged marriages is only to fulfill goals on the Patron card.

COMPLICATIONS AT BIRTH



Besides Sons and Daughters, the Child deck also contains Complication cards. If you draw one, you have to **choose one** of the following:

- **Lose the child** (your action is over and no child is born - don't place a Child card below the couple).

- **Lose the mother** (discard the mother and draw cards from the Child deck until you draw a Child, which you then place beneath the father). For remarrying rules see page 17.

Whomever you choose to lose, keep the Complication card and place it next to your family members from the current Generation. Any subsequent Complication cards that you draw in the current Generation will not affect you - discard them and draw cards from the Child deck until you draw a Child.

Note: The Head of the Family cannot die due to a Complication - in such a situation you must lose the child.

Actions on Player boards

Have Children



One of the couples in your family is going to have more children. Children are the lifeblood of a healthy lineage, so rejoice in plenty. But consider carefully whether you want a girl or a boy. If you don't care, don't worry, but should you have the perfect son-in-law lined up, or the ideal candidate to boost your finances, then you might just care enough to bring in François Chopart, a famous urologist, who might be able to help you. Doctors are beginning to understand that fertility is not witchcraft but science; however, there is still a lot of trial and error. Some doctors even believe that they can ensure the gender of the child by cutting off one of the testicles. If the rumor gets out that you took part in this, your good name will be defamed.

Cost: Variable, see below

This action allows you to draw a Child card for one of your family's married couples in the current Generation.



1. Select the couple for whom you want to take the *Have Children* action.

Note: You can only choose a couple that has fewer than three children, unless explicitly stated otherwise.

2. Choose one of the following:

- Draw the top card from the Child deck.

- Decrease your score on the Honor track by 1 Honor point to draw cards from the Child deck until you draw a Child of the desired gender or a Complication card (for more details, see page 12). Shuffle the rejected Child cards back into the deck.

Note: If you decide to draw cards until you find a Child of the desired gender but you draw a Complication card, you have to resolve the Complication before continuing. Only if you decide to lose the mother can you continue to draw for the desired child.

3. Place the Child card below the couple (child-side up, adult-side down) or resolve the Complication.

Remember: Unless explicitly stated otherwise, each couple cannot have more than 3 children.

Ask Friends for Money

Everyone knows that friends help each other, and this, of course, is true for your family too. So when attending a meeting of the Encyclopédistes, over a cup of coffee, you gently suggest that you could use a little financial 'help'. But watch out you don't ask for too much! I am sure your friends will still help you, but they might end up talking behind your back, and you know how this affects your name. Ask for more and you might even end up losing some friends – no one wants to be connected to a beggar, however noble your lineage!



Cost: Variable, see below

This action allows you to gain some Gold ( ).

1. Select the amount of Gold you would like to receive and pay the cost (if required):

- Pay nothing to receive 2 Gold ( ).
- Lose 1 Honor point ( ) to receive 3 Gold ( ).
- Lose 1 Honor point ( ) and discard 1 Friend card ( ) from your hand to receive 4 Gold ( ).

2. Take the Gold from the bank.

Socialize

How do you want to spend your time and money? A weekly visit to brasserie Le Procope, the meeting place of intellectuals, should ensure you establish some new connections with an influential family. But if you want more, you are going to have to show off. Perhaps a dinner organized to discuss Voltaire's latest work will win you more friends, but it will cost you too. Oh, if you want the pick of the town, you will have to go all out and make a splendid appearance, with footmen and carriages decorated with gold, at every ball.



Cost: Variable, see below

This action allows you to gain Friend cards.

1. Select the number of cards you wish to take from the face-up Friend cards below the main board and pay the cost (if required):

- Pay nothing to take 1 Friend card ( ).
- Pay 1 Gold ( ) to take 2 Friend cards ( ).
- Pay 2 Gold ( ) to take 3 Friend cards ( ).

2. Take the cards and add them to your hand.

Note: You can never leave a single face-up Friend card. Any time you take Friend cards and only one card remains, you must draw the final card (at no cost). Afterwards draw a whole new set of face-up Friend cards.

Example: There are 3 face-up Friend cards available. A player takes the *Socialize* action and chooses to pay one Gold to take two cards. Since one Friend card would remain, the player has to take this card for free. Afterwards a new set of face-up Friend cards is displayed.

Actions on the Main board

Remember: Each action space on the main board can only be used by one pawn per round.

Acquire the Title

Having good connections with those close to the king is of vital importance, if you are interested in acquiring a title or two for your family, as we cannot all be so lucky to have a title fall into our laps like that Baron de Montesquieu. Of course, your pockets will have to be deep as well, if you would like the king to confer on your family special privileges, but the investment is ever so worth it. The jealousy of those friends who pretend to snub your practices only demonstrates how influential you have become.

Cost: Variable, always depicted on the Title card.

This action allows you to gain various immediate benefits.

1. Select the Title card you wish to buy and pay the cost.

2. Receive all the benefits from the Title (Income, Prestige, Friend cards).

3. Take the card and place it next to one of your adult family members (or a couple).



Note: Any family member (or couple) cannot have more than one Title. A Title of a single family member becomes the Title of the couple, should the Title-bearer get married.

Example: A player wants to acquire the Count Title card on his turn in a round of Generation I. He selects the *Acquire the Title* action (which had not been taken yet), pays 4 Gold and discards 2 Friend cards from his hand, places the Title card next to his Head of the Family card and receives the benefits: +2 Prestige and +1 Income. No player (including the player who just used the *Acquire the Title* action) can take this action again this round. Since only adults (or couples) can get Titles and they are limited to one Title at most, the player cannot buy more Titles during this Generation.

There will be a new set of 3 Title cards available each generation. Each card has a different cost and gives different benefits. They are not replenished when they have all been taken.

Hire Fertility Doctor

Are you having trouble conceiving? Are you worried you might not have a legitimate heir to your name? Fear not, the court's very own Madame du Coudray will help out! At least one child or your money back! Sure people will look down on you for this if word gets out (and it always does, doesn't it?), but it was not like you were infertile, right? No, this couple will bear children at least twice in the coming years. And all that for a mere pittance... for a noble family like yours.

This action allows you to draw 2 Child cards for one of your family's married couples from the current Generation.

Cost: Pay 2 Gold and discard 1 Friend card from your hand

1. Select the couple for whom you want to take the *Have Children* action.

Note: You can only choose a couple that can have at least two more children.

2. Draw the top two cards from the Child deck.

3. Place the Child cards below the couple (child-side up, adult-side down) or resolve the Complication (for more details, see page 12).



Note: Draw one card at a time in case you encounter a Complication, and remember that you can only be affected by one Complication per Generation (for more details, see page 12), so if you draw two of them, ignore the second one and keep drawing cards from the Child deck until you get a Child.

Example: A player selects a couple that has one Child card. He pays 2 Gold and discards 1 Friend card from his hand. He draws the first Child card – it's a Son, so he places the card below the selected couple with its child-side up. The second card turns out to be a Complication – he chooses to lose the child, so he ends up with two children but he keeps the Complication card. Any time during the current Generation when he encounters another Complication card for any couple, he ignores it and draws until he gets a Child card.

Did you know that...

Giving birth to a royal heir was a spectator sport to ensure the infant wasn't substituted? Marie Antoinette's first laying nearly led to her death, for when the obstetrician called out, "The Queen is going to give birth!", people poured into the chamber in a rush, with only two tapestry screens surrounding the bed preventing people from being thrown down onto her. Two chimney-sweeps even climbed onto the furniture for a better sight of the Queen!

Actions on the Main board

BUY A MANSION

Once you have a mansion you wouldn't know how to do without. In fact, you're already trying to gain the services of the most fashionable architect for your next mansion. For a true noble family, it is a bare necessity – where else to show off those paintings, sculptures, silverware, and dishes, or hold your lavish parties? Sure some struggling nobles will begrudge you your fame and wealth, but really, do you even care?

This action allows you to increase your Prestige.

Cost: Pay 3 Gold and discard 1 Friend card from hand

1. Take a card from the Mansion deck and place it next to one of your single adult family members (or a couple).

2. Increase your Prestige by 2.

Note: As with Titles, any family member (or a couple) cannot have more than one Mansion.

The number of Mansion cards is limited and depends on the number of players (see the Setup section on page 6).



INITIATE VENTURE

Living off the land and work of peasants is noble, and is the way your ancestors have lived for centuries. However, it no longer pays the bills. You are struggling to get by, what with the grand parties you give and the art you commission. A smart investment into a mine or forge like the Forge of Clavières, could solve all your problems. Just beware not to get trapped by the lure of easy gold or people will doubt your claim to nobility.

This action allows you to increase your Income.

Cost: Lose 1 Prestige and discard 2 Friend cards from hand

1. Take a card from the Venture deck and place it next to one of your single adult family members (or a couple).

2. Increase your Income by 1.

Note: As with Titles and Mansions, any family member (or a couple) cannot have more than one Venture.

The number of Venture cards is limited and depends on the number of players (see the Setup section on page 6).



UNDERTAKE A MISSION

It is your fortune to have been born into nobility, but it is also a great responsibility. In your lifetime, you will embark on many adventures, devise conspiracies and engage in a political struggle with one mission only - to uphold and advance the noble name of your family. And while the job is not as romantic as it is made out to be – that sense of accomplishment after you've completed a mission is worth it every single time.

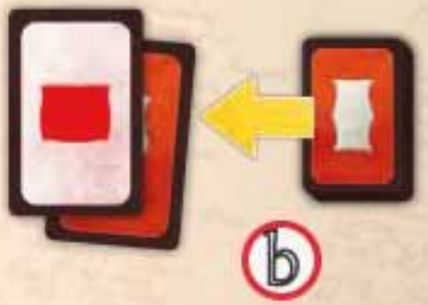
This action allows you to draw Mission cards (during Generations I and II) or activate an endgame scoring option on your Patron card (during Generation III).

Cost: Discard 1 Friend card from hand.



a) **During Generation I and II:**
Draw the top 2 cards from the Mission deck and choose one to keep, discarding the other. Place the card face up next to your player board.

Mission cards offer a challenge to fulfill and reward you with Honor points and other benefits for their completion. Missions have to be completed during the game rather than at the end of it (to receive Honor points and to profit from other benefits). You can complete a Mission at any time during your turn but before the final round ends.



b) **During Generation III:**
Draw the top card from the Mission deck and place it face down under your Patron card.

Do not read the card – Mission cards gained in Generation III are only to allow you to activate a chosen minor goal (scoring option) on your Patron card at the end of the game. One face down Mission card allows you to score one minor goal of your choice. Each minor goal may be activated only once.

Note: You cannot decide to use an unfulfilled Mission card gained during Generation I or II to activate a scoring option from the Patron card at the end of the game.



CONTRIBUTE TO COMMUNITY

The awe you experience in the presence of the Chateau de Versailles is something that has truly inspired you. To contribute to the community around you, for everyone to see the extent of your success, to think that now you are able to give whereas other nobles only take, is unimaginably satisfying. When you are standing in the city, marveling at the splendor that you have created, you sigh in contentment – your family will be a lasting legacy indeed.

This action allows you to gain various benefits.

Cost: Variable, always depicted on the Contribution card.

1. Select the Contribution card you wish to buy and pay the cost.

2. Receive all the benefits from the Contribution (Honor, Prestige, Friend cards).

3. Take the card and place it next to one of your single adult family members (or a couple).

Note: As with Titles, Mansions and Ventures, any family member (or a couple) cannot have more than one Contribution.



Example: During a round of Generation II, a player chooses the *Contribute to Community* action (which has not been taken yet) and selects the Court Ballet. He pays 2 Gold and decreases Income by 1, places the card next to one of his couples in Generation II and receives the benefits: +1 Honor point, +2 Prestige. No player (including the player who just used the *Contribute to Community* action) can take this action again this round. Since Contribution cards are limited to one Contribution for one family member (or a couple), this particular couple cannot have any more Contributions.

Each Generation there will be a new set of 3 Contribution cards available. Each card has a different cost and gives different benefits. They are not replenished when they are all taken.



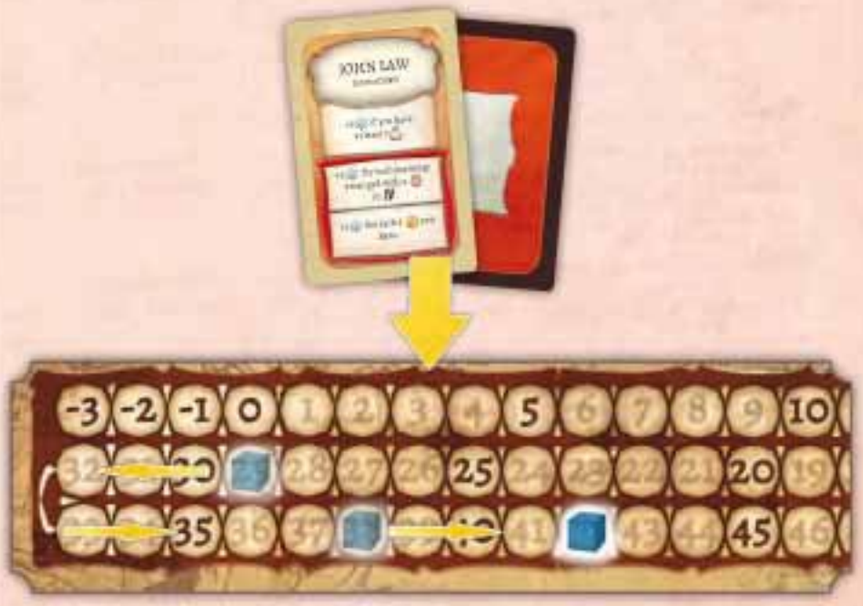
FINAL SCORING

The game finishes at the end of Generation III . Now the final scoring occurs.



Each player reveals their Patron card and scores points for:
- Their main goal.
- Any minor goals of their choice that they can activate.

Remember: In order to score any of the minor goals on your Patron card you must have gained a Mission card during Generation III. Each such face down Mission card allows you to score one minor goal of your choice.



Example: A player has the Patron card called John Law. His Income is 8, so he receives 9 Honor points and since he also has gained one Mission card during Generation III, he can score one of the minor goals on the John Law card as well. He only has one marriage arranged with a Craftsman for Generation IV. But he sees that he has 14 Gold, so he chooses to score for his wealth and gets 4 Honor points.

THE WINNER

The player with the most Honor points is the winner. In case of a tie, the tied player with the most Friend cards in his hand wins. If players are still tied, then the winner is the tied player with higher Prestige. If there is still a tie, then the tied players share the victory.

DID YOU KNOW THAT...

THERE WERE THREE MAIN WAYS TO OBTAIN A TITLE IN FRANCE? ONE COULD DO SO THROUGH BIRTH, USUALLY, BUT NOT ALWAYS FROM THE FATHER, THROUGH OFFICE, MAINLY POSITIONS IN GOVERNMENT OR MILITARY, OR BY 'LETTERS', MEANING A ROYAL GRANT.

Golden Rules

Note: Some of the rules listed in this section have already been stated previously, but are presented here once more for the purpose of gathering all the golden rules in one place.

CARDS IN GENERAL

- If the card effect contradicts the text of this rulebook, the rules on the card take precedence.
- There is no maximum number of cards players may have in their hand.
- Each type of card is discarded to its own discard pile.
- A family member (or couple) cannot have more than one Title, Mansion, Venture, or Contribution card, but they can have any combination of these cards.
- Patron cards and Friend cards in a player's hand are kept secret from other players. Everything else is public knowledge.

FRIEND CARDS

- Each time (no matter why) you are to take any Friend card from the face-up cards, you may always take the Friend card of your choice.
- You can never leave a single face-up Friend card. Any time (no matter why) you take Friend cards and only one card remains, you have to take this card for free. Afterwards draw a whole new set of face-up Friend cards.
- Replenishing: Face-up Friend cards are not replenished until they are all taken. Then Friend cards are drawn from the top of the face-down Friend deck and a new set of face-up Friend cards is exposed.

Note: If there are not enough face-up Friend cards to complete an action (e.g. the player pays to take 3 cards with the *Socialize* action, but there are only 2), the player takes as many as possible, then the Friend cards are replenished and the action is continued.

- If the Friend deck runs out at any time, reshuffle the discard pile and use this as the new deck.
- Unless stated otherwise, all special effects are resolved immediately when the Friend becomes a member of your family and are one-time effects only.

ACTIONS IN GENERAL

- All actions only apply to the current Generation (or its children in case of the *Arrange Marriage* action).
- Each action on the main board can only be used by one pawn per round.
- Actions on the Player board can be taken multiple times per round.

MARRYING AND HAVING CHILDREN

- You can only marry people of the opposite gender.
- Only couples can have children.
- Unless stated otherwise, any couple cannot have more than 3 children.

REMARRYING

- If a mother is discarded because of a Complication at Birth, an original family member can remarry, but a Friend cannot.
- If an original family member loses his wife and wants to remarry, his current children will count towards the couple's child limit.

  Example: If he has one child, he can only have two additional children after remarrying, because he already has a child from his former marriage.

HONOR, INCOME, PRESTIGE

- Prestige and Income are unlimited – players can have more or less than the tracks indicate (you will need to track this for yourself).
- Losing and gaining Honor points: Players can lose and gain unlimited Honor points (despite the track only showing values from -3 up to 50).

GOLD

- Unless stated otherwise, you always pay Gold to the bank and gain it from the bank.



Did you know that...

It was very popular to appoint foreigners to high state positions. One example is British born John Paul Jones, who during his time in France, befriended Benjamin Franklin, resulting in him joining the American cause. He is now known as "Father of the United States Navy". This didn't prevent him from becoming a Rear Admiral for the Imperial Russian Navy in later years, though.

Cards in Detail

Here you can find some more details and clarifications about various cards effects.

Friend Cards

Special Effects

Unless explicitly stated otherwise, all Friend special effects are resolved one-time only when the marriage is completed, immediately after you adjust Income/take Friend cards and adjust Prestige given by the Friend.

This gen.

The "This gen." tag means that the special effect is active throughout the current Generation.

Arranged Marriages

Friends in arranged marriages are also considered part of your family for certain other game effects (Friend/Patron/Mission cards) even though the marriage will not be completed until the beginning of the next Generation.

Comments for Specific Friend Cards:

Aleksandr



+1 and +1 if you have at least 2 other in your family.

You have to meet the given condition to gain both benefits.

Arianne



Marry/Arrange Marriage with her without using an action.

This special effect may be used before she becomes a member of your family.

You don't have to use a pawn to use this card for the *Marry/Arrange Marriage* action, doing so still uses up your turn.

Bernadette



Draw 2 instead of 1.

When she gets married and you draw a Child card for the couple, draw 2 cards (instead of 1) and keep/resolve both.

Carlos



Gain and +1 if you have another in your family.

You have to meet the given condition to gain both benefits.

Claire



This gen.: Each time you *Socialize*, take 1 more.

This effect takes precedence over the rule giving you the last face-up Friend card for free, so when you *Socialize*, first take the cards that you paid for, then take 1 more provided by Claire's ability and only then check if there's a single card left to take.

> Example: There are two face-up Friend cards. You decide to *Socialize* and take only one, so you get the other one because of Claire's ability. Afterwards you reveal a new set of face-up Friend cards.

Erich



This gen.: *Buy a Mansion* costs 1 less if you have another in your family.

The discount is in effect not only when you *Buy a Mansion* for Erich, but for each action of that type you take during the current Generation.

Eustachy



Each time you draw a for him, draw 2, keep one of your choice, and discard the other.

In the case of the *Hire Fertility Doctor* action you draw 4 cards and choose 1 from the first two and 1 from the next two, so you still gain 2 cards.

Fehmi



Discard all from the board, draw a new set and take 1 .

Fehmi gives you a standard benefit of 1 Friend card after you marry her plus another one from the new set of face-up Friend cards. If it happens that you have to draw a new set anyway after you take the first card, you still discard these cards and draw another 5 from which you choose.

George



Draw 1 Mission card and put it under your Patron card.

No matter what the current Generation is, draw the top card from the Mission deck and place it face down under your Patron card. At game end this card will allow you to score one of the minor goals on your Patron card.

Hans Heinrich



Ask Friends for Money without using an action if you have another in your family.

If you have another Craftsman in your family, than you can immediately take the *Ask Friends for Money* action. You don't have to use a pawn but you still have to pay any cost, if required.

Isabella



Discard any number of from your hand and draw the same number of .

You may choose to discard none.

Jan



Gain and +1 if you have another in your family.

You have to meet the given condition to gain both benefits.

Leonid



Marry/Arrange Marriage with him without using an action if you have another in your family.

This special effect may be used before he becomes a member of your family.

If you have another Russian in your family, then you can use this card for the *Marry/Arrange Marriage* action without using a pawn, but doing so still uses up your turn.

Lucienne



Gain and +1 if you have another in your family.

You have to meet the given condition to gain both benefits.

Maria



If you have another in your family, then you can use this card for the Marry/Arrange Marriage action without using a pawn, but doing it so still uses up your turn.

This special effect may be used before she becomes a member of your family.

Only if you have another Spaniard in your family can you use this card for the *Marry/Arrange Marriage* action without using a pawn, but doing so still uses up your turn.

MARGARETHE



Each time you draw a for her, draw 2, keep one of your choice, and discard the other.

In the case of the *Hire Fertility Doctor* action you draw 4 cards and choose 1 from the first two and 1 from the other two, so you still gain 2 cards.

MIRANDA



This gen.: Each time you *Ask Friends for Money*, gain 2 more.

Pay the regular cost (if required), but gain 2 more Gold.

NANCY



Draw 2 instead of 1.

When she gets married and you draw a Child card for the couple, draw 2 cards (instead of 1) and keep/resolve both.

NICOLAS



Gain and +1 if you have another in your family.

You have to meet the given condition to gain both benefits.

ROBERT



Ask Friends for Money without using an action if you have another in your family.

If you have another Brit in your family, then you can immediately take the *Ask Friends for Money* action. You don't have to use a pawn but you still have to pay any cost, if required.

ROGER



This gen.: Each time you have to take you may draw instead.

When you are about to take any number of Friend cards, you have to decide either to take them all from the face up set or all from the Friend deck.

SOPHIE



+2 if you have at least 12 .

Remember that the requirement is to have 12 Gold after you receive her dowry.

THOMAS



Gain and +1 if you have another in your family.

You have to meet the given condition to gain both benefits.



Child Cards

Comments for specific Child cards:

HANDSOME

+2 when he gets married.

You receive the Gold after the *Marry* action is resolved completely.

BRAVE

+1 .

Gain the Honor point immediately when he grows up.

DON JUAN

Take 1 female .

Take the card immediately when he grows up. If there are no female Friend cards you take none.

GOSSIP QUEEN

Draw 2 .

Draw the cards immediately when she grows up.

BEAUTIFUL SMILE

This gen.: Each time you *Ask Friends for Money* gain 1 more.

Pay the regular action cost (if required), but gain 1 more Gold.

A TRUE BEAUTY

Marrying her costs 2 less.

You can only reduce the wedding cost for the male Friend, but you don't gain any Gold if the initial wedding cost is less than 2 Gold.

SURPRISE TWINS

Immediately draw another (ignore child limit).

When this child is born, draw one more Child card, even if it would exceed the child limit for the couple.

Once placed it does count towards the child limit for future births.

If you are already drawing more than 1 Child card (i.e. through the *Hire Fertility Doctor* action), you can still draw one more Child card.



Mission Cards

Additional information for particular Mission cards.

NEW STEAM ENGINE

Keep this card and for the rest of the game treat it as a .

ESTABLISH A CRAFT GUILD

Keep this card and for the rest of the game treat it as a .

Place these cards next to your family tree. For the rest of the game treat this card as a card of the given occupation for any future purpose (i.e. effects of Friend/Mission cards).

If you need a specific occupation in a certain Generation (i.e. to complete a Patron's goal) you can assign the above cards to the chosen Generation.

RENOVATE THE OLD CATHEDRAL

This gen.: Each time you *Contribute to Community* pay 4 less.

You can only reduce the cost of the Contribution card, you do not gain any Gold if the initial cost is less than 4 Gold.

Did you know that...

French fashion in the 18th century saw everyone trying to be fashionable, imitating the styles of the king and his court? It was a time of brocade dresses with corsets to accentuate the hourglass shape and plunging necklines, powdered wigs and heels. All of this ended with the French Revolution which brought a more sober style.



Single Player Game

Standard Solo Variant

It is possible to play Legacy without any opponents if you want to get familiar with the rules or just to practice. In such a case, follow the standard multiplayer rules with three changes:

- Use only two Mansion and two Venture cards during setup;

- Remove the following Friend cards (Friedrich, Katherine, Laurent, Manuel, Nathalie, Vera) and the following Mission cards (Found a political party, Preparing for the Revolution, Unrest at the court, Strengthen the Royal Navy) from their respective decks, as they normally affect other players.

- Actions on the Main boar, that share a corresponding color with the current face up Friends, are unavaiable. You can't take actions on these unavaiable action fields, until such time as the corresponding Friends cards are removed.

Occupation	Corresponding action
	Acquire the Title / Contribute to Community
	Hire Fertility Doctor
	Buy a Mansion
	Initiate Venture
	Undertake a Mission

Example: The face-up Friend cards are: 1 Scientist, 3 Artists, 1 Diplomat. As long as these cards are exposed below the main board the following actions are unavailable: *Hire Fertility Doctor*, *Buy a Mansion* and *Undertake a Mission*. If the player takes the Scientist and one Artist Friend card into his hand via the *Socialize* action, the *Hire Fertility Doctor* action becomes available again and could be taken with the next action. The *Undertake a Mission* and *Buy a Mansion* actions remain unavailable due to remaining face up Friend cards of the corresponding occupation.

The Testament Variant

If you know the game well, you can play the challenging The Testament solo variant, in which you will discover your ancestors from previous Generations by recreating the family tree from bottom up.

It was announced that the last living member of an old aristocratic family died. It appears that he died childless, and apparently there's no one to inherit the huge estate he left. Nevertheless, you've heard rumors that the descendants of the late lord can still be found somewhere in the world.

Your task is to find your family roots and prove that you are the last living descendant of the deceased nobleman. Can you uncover your family tree?

Setup

Follow the setup steps for a normal multiplayer game from page 6 with the following changes:

- **Remove Complication cards** from the Child deck.

- Use only **3 Mansion** and **3 Venture cards**.

- Remove the following cards from the Mission deck: Found a Political Party, Preparing for the Revolution, Unrest at the Court, Strengthen the Royal Navy.

- Remove the following cards from the Friend deck: Angelique, Constant, Friedrich, George, Katherine, Laurent, Manuel, Nathalie, Patrick, Vera.

- Don't use Patron cards.

- Instead of drawing a random Head of the Family card **take** the removed **Patrick** or **Nathalie** Friend card - this card represents you (your Starting card). Place it in front of you. Do not pay the cost/take the dowry nor take any of the benefits provided by it.

- **Take** the **Laurent** and **Angelique** Friend cards and place them over your Starting card - these are your Parents. Do not pay the cost/take the dowry nor take any benefits provided by these cards.



- For each of the Parents take one Son and one Daughter card from the Child deck and place them over the Parent cards - these are your Grandparents but you don't know their identities yet.

In this variant Friend cards will represent your known ancestors while Child cards will represent your unknown relatives - you only know that they existed but don't know their Occupation nor Nationality. During the game you will be able to replace the unknown family member

Child cards with known family member Friend cards using the *Who Were they?* action (for more details, see next page).

- Place any Player board with the side for the single player variant in front of you.

- Adjust the tracks on your Player board and take Friend cards and Gold according to the gender of your Starting card:

a) 2 Income, 6 Gold, 5 Friend cards in hand for Nathalie.
b) 1 Income, 9 Gold, 5 Friend cards in hand for Patrick.

- Separate the Hint cards for each Generation, shuffle them and place them face down near the main board.

Hint cards give you some details about the family members whom you have to discover to win the solo game. Fulfilling each Hint gives you 1 Prestige point, so the sooner you complete it, the more points you can score. In order to win you have to fulfill all Hint cards from all three Generations.

ACTIONS ON THE PLAYER BOARD

Note: All actions can affect any family member in the family tree, except for you (the Starting card) and your Parents.

WHO WERE THEY? (SIMILAR TO THE MARRY ACTION)

This action allows you to either place a Friend card from your hand next to one of your single known/unknown family members or replace a Child card (the unknown family member card) with a Friend card (known family member card) from your hand.



1. Choose one of the following:

- Place a Friend card from your hand beside one of your single family members (of the opposite gender).
- Replace any Child card with a Friend card of the same gender from your hand.

2. Pay for the wedding or receive the dowry.

3. Adjust Income (on your Player board's Income track) or choose cards from the face-up Friend cards (from below the board).

4. Adjust Prestige (on your Player board's Prestige track).

5. Resolve the special effect.

6. Take one Son and one Daughter card from the Child deck and place them over the Friend card (these are the parents of the newly discovered family member).

7. Only when you create a couple with 2 known family members do you draw the top card from the Child deck and place it below the couple (adult-side up).

> Example: The player has the Friend card Michael in his hand, and wants to play it. Using the *Who Were they?* action he can replace any Son card representing his unknown family member. If he decides to place it as Angelique's father, he takes one Son and one Daughter card from the Child deck and places it above the Michael card. If the Player decides to play Michael as Lucienne's spouse, he not only takes cards representing Michael's parents but he also draws a Child card for the couple as they are both now known, and he places it under Lucienne and Michael.

HOW BIG WAS MY FAMILY? (SIMILAR TO THE HAVE CHILDREN ACTION)

This action allows you to draw a Child card for any of your family's married couples.

1. Select the couple whose child you want to discover.

You can choose any couple you want (except your parents). It doesn't matter if the couple consists of known or unknown family members or both.

2. Choose one of the following:

- Draw the top card from the Child deck.
- Decrease your score on the Honor track by 1 Honor point to draw cards from the Child deck until you draw a Child of the desired gender.

> Example: The player chooses his great grandparents to discover their child. He draws a card from the Child deck. It's a Son, so he places it adult-side up under the couple and next to Lucienne - it's her brother.

3. Place the Child card adult-side up below the couple.

HOW WEALTHY WERE THEY? (SIMILAR TO THE ASK FRIENDS FOR MONEY ACTION)

Follow the rules of the *Ask Friends for Money* action from the multiplayer game.

WHOM DID THEY KNOW? (SIMILAR TO THE SOCIALIZE ACTION)

Follow the rules of the *Socialize* action from the multiplayer game.

Single Player Game

GAMEPLAY

Use the multiplayer game rules with the following changes and adjustments:

- At the beginning of each Generation draw 3 Hint cards of the current Generation.
- All the actions from both the Main and the Player boards can affect any family members in the family tree, except for you (the Starting card) and your Parents.
- There is no Child limit for couples.



SCORING RULES

Score Honor points for your Prestige at the end of each Generation as in a multiplayer game.

Do not score Honor points for Children at the end of a Generation.

During the game you can score fulfilled Hint cards. Each completed Hint card gives 1 Prestige point.

At the end of the game adjust Honor Points for the following achievements:

- Gain 1 Honor point for each non-French descendant whose nationality matches either of its parents' nationality.
- Lose 1 Honor point for each non-French descendant whose nationality matches none of its parents' nationality.
- Gain 1 Honor point for each Aristocrat descendant that has a parent with the Craftsman occupation.
- Lose 1 Honor point for each Craftsman descendant that has a parent with the Aristocrat occupation.
- Lose 1 Honor point for each unfulfilled Hint card.

Example: A player loses 1 Honor point for Laurent being a Craftsman born to the Aristocrat Lucienne. Although Angelique is also a Craftsman who has an Aristocrat in the family (Roger), the player does not lose any Honor point because she's not his direct descendant.

The player gains 1 Honor point for Michael who is Prussian and one of his parents (Rowena) has the same nationality. As Rowena's parents are unknown, the Player cannot establish if her non-French nationality matches of her parents, so he neither gains nor loses any points.

WINNING CONDITIONS

In order to win the game in the solo variant The Testament, you have to fulfill every Hint card from all three Generations. If you fail to do this, score the points anyway to keep track of your results.



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Dear Customer, our games are assembled with the greatest care. However, if your copy lacks anything - we apologize for it. Please, let us know: **wsparcie@portalgames.pl**.

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