Lost Legends

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Game components

- **5 Hero boards** – 1 hero for each player



Barbarian, Hunter, Warrior, Assassin and Sorceress

- **50 Level 1 cards –** 30 Equipment cards & 20 Monster cards



Level 1: Equipment card
Front *Back*



Level 1: Monster card
Front *Back*

- **50 Level 2 cards –** 30 Equipment cards & 20 Monster cards



Level 2: Equipment card
Front *Back*



Level 2: Monster card
Front *Back*

- **50 Level 3 cards –** 30 Equipment cards & 20 Monster cards



Level 3: Equipment card
Front *Back*



Level 3: Monster card
Front *Back*

- **38 Gold tokens –** 20x1, 10x2 and 8x5



- **24 Trophy tokens** – 4 tokens of each type



- **4 Challenge trophies**



- 35 **Legend markers** – 25x1 and 10x5



- 35 **Damage markers** – 25x1 and 10x5



- **5 Life tokens** – 1 for each player



- **5 Life markers** – 1 for each player



- **5 Mana tokens** – 1 for each player



- **5 Mana markers** – 1 for each player



- **5 Experience markers** – 1 for each player



- **1 rules booklet and 1 card explanation**

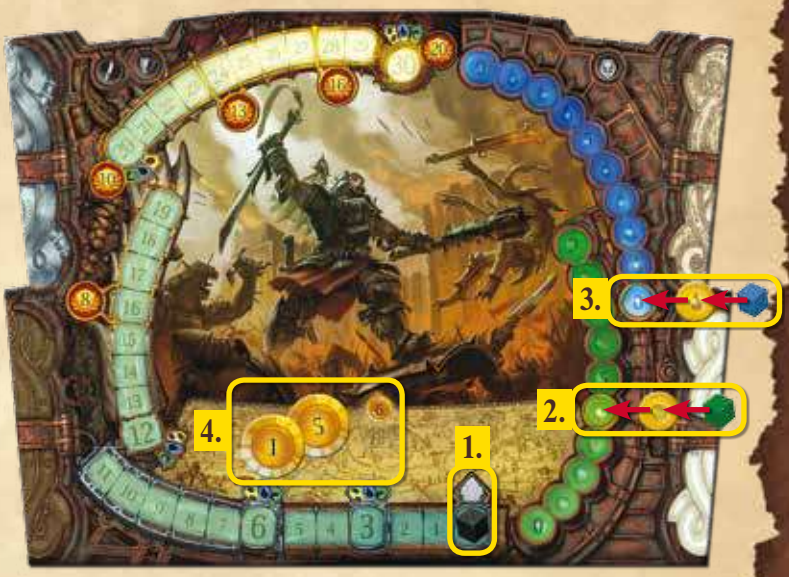
Set-up

Hero board set-up

Each player chooses a hero, takes the corresponding hero board and prepares it as follows:

1. Place one experience marker on space 0 of the experience track.
2. Place one life token on the gold-framed space of the life track, then place one life marker on top of the life token.
3. Place one mana token on the gold-framed space of the mana track, then place one mana marker on top of the mana token.
4. Take the specified amount of gold and place it on the player board.

Randomly determine a starting player.



General game set-up

Form 6 trophy stacks, with each stack containing 4 tiles with an identical front side. Sort these stacks in ascending order of their numbers.

Put the 4 challenge trophies next to each other on the table. Keep the common supply of legend markers, damage markers and gold in easy reach of all players.



Preparing the cards

Sort the cards into 3 piles, according to their back sides (levels 1 – 3). Then, proceed this way with each pile:

- Separate the monster and equipment cards.
- Depending on the number of players, remove the following number of equipment cards from the game:

3 players	*all cards with player numbers 4 and 5*
4 players	*all cards with player number 5*
5 players	*no cards are removed*

- Shuffle the monster cards. Deal 3 cards per player into a pile, creating the monster card pile. Place the remaining monster cards aside in a reserve pile.

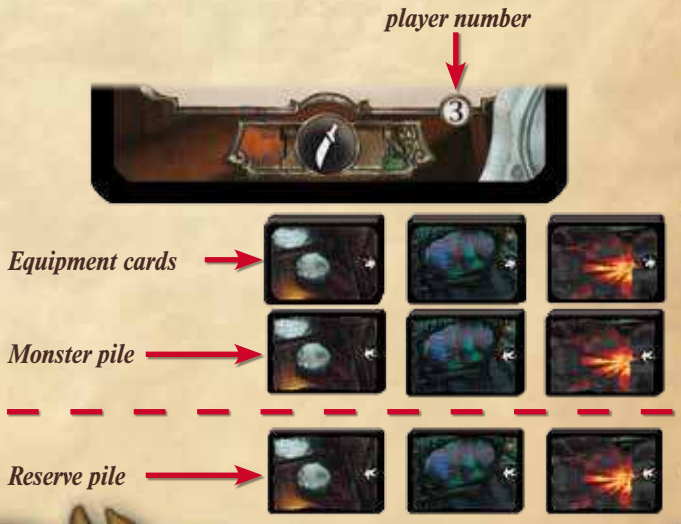
Put the three card piles of each level next to the game area.



Symbol for equipment cards



Symbol for monster cards



Sequence of Play and Game Objective

When playing Lost Legends, the players will experience three levels of exciting adventures as legendary heroes. They start in the Ruins (level 1), then explore the Caves (level 2) and finally must hold their ground inside the Demon Fortress (level 3).

Each level is played over 2 phases.

The players enhance their skills and arrange their equipment (phase 1), and then (hopefully now well-prepared) will face monsters (phase 2).

The players gain legend points for defeated monsters.

The player who has collected the most legend points after completing three levels is the most famous hero and wins the game!



Level 1: Ruins *Level 2: Caves* *Level 3: Demon fortress*



Equipment cards



Monster cards

Breakdown of a Hero Board

Skill section: Heroes can learn new skills, placing them here.

Trophy section: Place collected trophies here.



Life/Mana: The life/mana token depicts the maximum life and mana that a hero has. Adjust the life/mana marker to keep track of a hero's current life/mana during a level. The maximum life/mana can rise during the course of the game by acquiring certain equipment cards or reaching a new hero level.

A Level's Sequence of Play

Each level is played over 2 phases:

1st Phase: Gear-up

2nd Phase: Combat monsters

Shuffle the level's monster card pile, then place the cards face down in the center of the playing area. Beginning with the starting player and continuing in clockwise direction, each player reveals one monster card and places it directly in front of his hero board. Place one more monster card next to the monster card pile, face up.



1st Phase: Gear-up

Each player tries to prepare himself as best he can by selecting a good range of equipment cards.

Breakdown of an equipment card

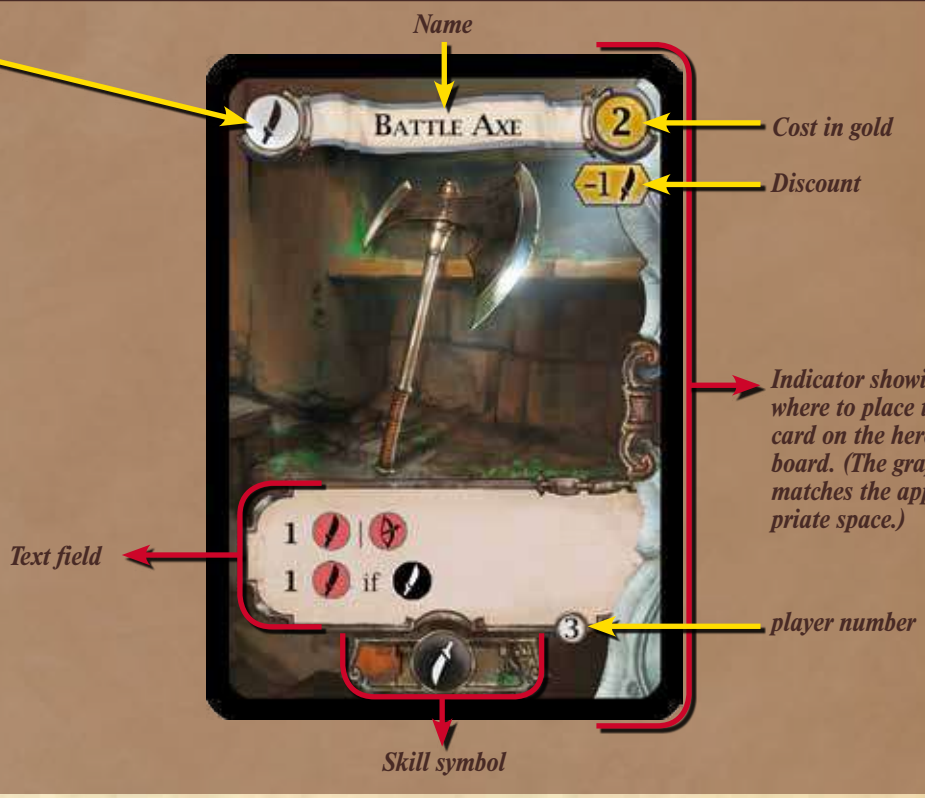
The card types

Weapons:
- Melee
- Range
- Magic

Armor:
- Armor

Spells:
- Scrolls
- Folios

Artifacts:
- Trinkets
- Healing



Shuffle the equipment cards for the current level, then deal a hand of 6 cards to each player.

Over 5 rounds, players assemble equipment and skills. At the start of each round, each player selects one card in hand and places it face down in front of him.

They then pass the remaining cards in hand to the player on their left, placing them face down above that player's hero board.



After all players have selected their card, the starting player reveals his card. He must attach the selected equipment card to his hero board in one of two possible ways:

- Enhance individual skills (for free), **or**
- Acquire equipment (possibly at a cost)

Enhance individual skills

Skills help players use their weapons more effectively and reduce the costs for new equipment.

The player turns the card 180 degrees and slides it under the skill section of his hero board in such a manner that only the skill icon is still visible.

For the rest of the game, this skill is at the player's disposal. If the player already has this skill, he now has this skill's next level.

The player also gains gold depending on the current level:

Level	Gold
Ruins	1
Caves	2
Demon fortress	3



Example: The player places the equipment card as a new skill in his skill section. He now has the long-range skill at his disposal.

Note: Some equipment cards require the player to master a higher level of a certain skill in order to use all effects of that card.



Example: The player's melee skill has reached the second level. He now inflicts 5 damage with his weapon instead of 2.

Acquire equipment

If the player wants to add this card to his equipment, he must pay the required gold to the general supply.

The amount that the player must pay equals the basic cost of the card minus any discounts the player has due to skills on the skill section of his player board.



Example: This equipment costs only 4 gold instead of 6 as due to this player's skills, he's eligible for 2 discounts that both reduce the cost by 1.

Discounts due to skills:

Each discount box specifies a certain skill and its level. If the player masters that skill at that level (or at a higher level), he receives this discount.



Example: The player has the required skill level, so the discount reduces the cost of the equipment to 0.

Treat each box separately. If the player meets the requirements of several boxes, he receives the combined discounts of these boxes.



Example: Since each discount box is treated separately, the player can use both discounts, reducing the equipment's cost to 0.

Some boxes show an **either | or** requirement. If the player meets one (or both) of these requirements, then he receives a discount; if a player meets both requirements, he still receives the discount only once.

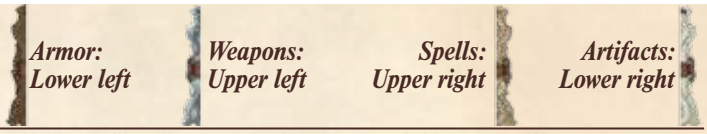


Example: Even though the player meets both requirements for the discount, he receives a discount only once, reducing the cost to 4 gold.

After paying the cost (if any), the player then adds the equipment to his hero board.

Add equipment cards:

Each of the 4 equipment types can be added to a hero board in only one location, with the indicator on the card matching a location on the board.



A maximum of 3 cards can be added to each location.



Players may not add identical cards.



A special rule for weapons:

Only one weapon of each type –  ,  and  – can be added to a hero board.



A special rule for armor:

A complete suit of armor consists of a breastplate, a shield, and a helmet; none of these armor pieces can be added to a hero board twice.



Turn equipment into skills:

Before paying for new equipment and adding it to his board, a player may use one or more equipment cards that he already owns to enhance his skills.

To do this, the player removes the card from its position beside his hero board, turns it 180°, then slides it most of the way under the skill section of his board. He receives no gold for enhancing his skills this way. The acquired skill can be used immediately to receive a discount on the new equipment card.



Example: The player chose the Long Sword as new equipment. Before paying the cost, he uses his previously acquired Short Sword to enhance his skills, placing the Long Sword in his skill section and thus reaching level 2 of the melee skill. Now the cost of the Long Sword is reduced to 0.

Then, the next player in clockwise order performs his turn, etc., until all players have added their card.

Subsequently all players pick up the cards placed above their board by their right neighbor and again select one of these cards. Repeat this process until each player has added 5 cards. Return the sixth card to the game box; it is not used during this game.

2nd Phase: Combat monsters

The players try to defeat as many monsters as possible appearing at this level in order to gain experience points and the sought-after trophy tiles.

Breakdown of a monster card

The monster types





All players, beginning with the starting player, then going in clockwise order, engage with the monster waiting for them in front of their own hero board. Combat proceeds as follows:

1. **Reveal a monster card**
2. **Select a monster**
3. **Attack the monster**
4. **The monster attacks**
5. **Combat result**

1. Reveal a monster card

If the monster card pile in the center has no face-up monster card next to it, draw a monster card and place it face up next to the monster card pile.



2. Select a monster

Two initial situations are possible:

a) If a monster is in front of the player's hero board, he must decide whether to:

Attack the monster

Continue with **3. Attack the monster.**

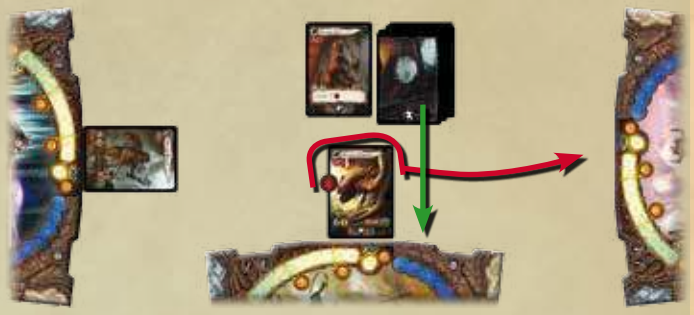
Pass the monster to another player

This option is possible only if at least one opponent has no monster card in front of his hero board. In this case, pass your monster to the first player in counter-clockwise order who lacks a monster, placing it in front of his player board.

After passing the monster card, either take the face-up monster card from the center or draw the top card from the monster card pile.

Then continue with **3. Attack the monster.**

Note: If the monster card being passed has damage counters, pass them along with the card.



b) If no monster is in front of the player's hero board, he must decide whether to:

Take the face-up monster card from the center

Continue with **3. Attack the monster.**

Draw the top card from the monster card pile

The player may attack the drawn monster or pass it to another player, subject to the same conditions as detailed above.

Note: If the monster pile is exhausted, the player must take the face-up monster.

If the player passes the monster, he must draw a new monster from the pile and attack it. Continue with **3. Attack the monster.**

Note: If in this case the draw pile is exhausted, the player's turn ends immediately.

3. Attack the monster

Now combat against the monster begins, with the player performing the first attack.

An attack proceeds as follows:

The player selects exactly one of his weapons to use against the monster, possibly boosting its impact with scrolls, folios and trinkets.

Determine damage against the monster, taking into account any modifications to damage it might have. Apply the inflicted damage by placing damage markers on the monster card.



The player chooses his Battle Axe, then boosts this attack with Arcane Energy to inflict only magic damage on the monster, with the damage being doubled due to its modifications. By doing this, he can defeat the monster with only one attack. (See page 10 for how to calculate damage.)

Is the monster defeated?

If the total number of damage markers equals or exceeds the monster's life points, the monster is defeated. Continue with **5. Combat result.**

If the monster survives

Continue with **4. The monster attacks.**

Damage types:

Lost Legends has 4 different types of damage: Melee damage, long-range damage, magic damage, and chaos damage.

The number preceding the icon is the amount of damage caused by this attack.



melee *long-range* *magic* *chaos*

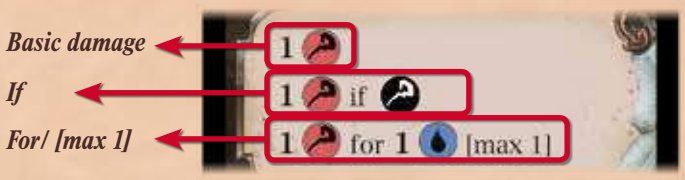
Damage by weapons

All weapons work the same way. The top line of the text box specifies the basic damage that a player can cause with this weapon, no matter what his skills.

Add the damage specified in the next text lines to the basic damage if the player meets the required conditions.

There are two conditions for causing increased damage:

If = the player must master the shown skill(s) at the required level (or higher) if he wants to inflict additional damage.
For = the player must spend the listed amount of mana in order to apply this effect; if the player owns sufficient mana, he can do this multiple times.
[max 1] = indicates that this effect can be used only once during each attack.
Important: *If the player doesn't own any weapons, he inflicts one melee damage.*





Example: With the Magic Crossbow, the player inflicts 2 long-range damage automatically and 2 magic damage if he has either the range or magic skill listed on the card. He can spend mana to increase the damage even further, but only if he has the magic, range, and armor skill.

Note: Record the spent mana on the mana track.

Damage by scrolls, folios & trinkets

The player may use these items only once at the current level in order to inflict damage. Once used, the card is exhausted. Turn the card upside down (180°).



Note: Card effects are explained in detail in the appendix.

Damage modifiers for monsters

You can suffer from 4 different types of damage, depending on the monster's type.

Monsters come with 3 different modifiers:

x2 = doubles the damage
/2 = cuts the damage in half, rounded up in favor of the player
0 = no damage

Total the inflicted damage points of all different types of damage and place the appropriate number of damage markers on the monster card.

Note: If a monster has no modifiere for a certain damage type, it receives full damage of that type.





Example: The player inflicts 1 long-range damage as basic damage and does 1 melee damage due to his melee skill. The monster halves each damage type – which is then rounded up to 1 damage each. In total the monster suffers 2 damage and is defeated.

4. The monster attacks

If the monster survives the attack, it attacks the hero in return and the player must defend himself. The amount and type of damage caused by the monster is indicated on the monster card by its attack damage.



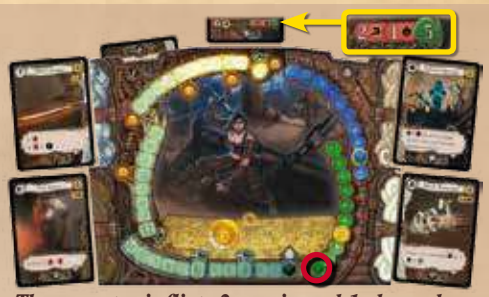
Example: The monster attacks the player with 2 magic and 1 chaos damage.

By means of armor, spells and artifacts the hero can parry the damage altogether or reduce it. Breastplates and shields do not exhaust and the player may always use them at the current level. Helmets do not exhaust as long as their effect is unused. Magic and artifacts always exhaust when used.

Use the life marker on the life track to record any damage suffered.

If the hero's life points drop to 0 the player may use healing artifacts in order to replenish life points. If this is not possible, that hero is defeated. Continue with **5. Combat result.**

If the hero ends up with at least 1 life point, then he successfully defended himself and the game proceeds with the next player taking his turn. This hero will continue combat on his next turn.



Example: The monster inflicts 2 magic and 1 chaos damage. The player cannot lower the damage with his Oak Shield and loses 3 life, which takes him to 0 life…



…but luckily he can exhaust his Magic Bandages, which heals him for 1 life, and he can continue the fight on his next turn.

Extra damage by monsters:

Monsters may have extra effects, as listed in the text box of the monster's card. These effects are triggered at different times depending on the effect's preceding key world.

When attacking

Each attack of the monster triggers this effect.

Level 3: Bone Fiend



Example: The Bone Fiend attacks and all players (including the one attacked) will suffer 1 chaos damage. Players can try to defend against this damage.

Charge

Charge is applicable in two situations:

a) When a player draws a monster card from the pile, he is subject to the charge effect once.

Level 2: Harpy



Example a): The player draws a Harpy. He now has to exhaust one of his scrolls or trinkets (without using it).

b) When a card is drawn and placed face up in the center, the player who holds the challenge trophy of the drawn monster's type is subject to the charge once. In case this trophy is not awarded, ignore the effect.



Example b): The Harpy is placed face up in the middle. The player in possession of the humanoid challenge trophy (dwarf, right) has to exhaust one of his scrolls or trinkets.

The Charge effect is not triggered, when the monsters are revealed at the start of a new level and when passing the card to another player.

Combat example: Assassin vs. Undead Ogre

1.

The player uses his Long Bow, even though the Undead Ogre cancels long-range damage.

His Arcane Energy allows him to turn long-range damage into magic damage, additionally increasing the inflicted damage by 1 magic damage point. Furthermore, he inflicts one more magic damage by using his Lightning Bolt. In all, the monster suffers 6 points of damage – but this is not enough to defeat the Undead Ogre. Before needing to defend himself, the player uses 1 mana to refresh the Lightning Bolt.



3.

The player parries 1 melee damage with his Oak Shield and uses Evasion for the remaining melee damage points. He cannot avoid the chaos damage, however, so he lowers his life marker from 3 to 2.



2.

The Undead Ogre now attacks and inflicts 3 points of melee damage on this player and 1 point of chaos damage on this player as well as on all other players.

4.

After **all other players** have defended themselves against the chaos damage and engaged their monster, the player can finally kill the monster with his Short Sword during his turn.

5. Combat result

There are two possible situations:

a) The monster was defeated:

The player advances his experience marker on the experience track according to the experience value indicated on that monster card.

Each time the marker reaches or exceeds the spaces 3, 6, 12, 20 or 30 the player's level rises by one and he immediately chooses one of the following rewards:

a)		Receive 2 gold from the general supply.
b)		Move his life token and life marker one space up on the life track.
c)		Move his mana token and mana marker one space up on the mana track.

Next, the player deals out the amount of gold shown on that monster card, taking the first gold for himself and giving the second gold to his left-hand neighbor and the third gold to his right-hand neighbor. With more than 3 gold, repeat this procedure until all the gold has been dealt to players.

Then, the player returns the damage point markers to the general supply, turns the monster card by 180° and slides it under the trophy section of his hero board in such a way that only the trophy remains visible.



Example: The player has defeated the Wyvern (Level 1) and gains 2 experience points, therefore reaching the next hero level. He decides to increase his life and moves his life token and life marker up one space.



Example: The player distributes the 4 gold among the players. The 1st and 4th gold go to him, the 2nd to his left neighbor, and the 3rd to his right. The player on the opposite side receives no gold at this time.



Example: The player turns the Wyvern 180° and places it as a trophy in the trophy section.

Next, all players check whether the active player gains the **challenge trophy** corresponding to the just gained trophy. There are 3 possible situations:

The challenge trophy is in the center of the playing area

The player takes the trophy, as well as one legend point marker from the general supply, and places it on his hero board.



Another player currently holds the challenge trophy

Both players compare the appropriate trophies in their trophy sections. If the active player owns at least as many trophies as the other player, he receives the challenge trophy – along with one legend point marker from the general supply – and places them on his hero board. If the active player owns fewer trophies than the other player, nothing happens.



The active player (at right) just defeated his first dragon. Since he has as many dragons as the player who holds the corresponding challenge trophy, he takes the trophy, along with one legend point marker from the supply.

The player already holds the challenge trophy

Nothing happens.

Finally the player checks whether he gains a **trophy token.**

Each trophy token is subject to a condition that the player must fulfill in order to gain that trophy token.

Each player may have only one trophy token only of each of the 6 trophy stacks.

Conditions of trophy tiles	
2	The player must own 2 of the required trophies.
3x	The player must own 3 of the same trophies of one of the 4 monster types.
4	The player must own at least 1 trophy of each of the 4 monster types.

Now the next player takes his turn.



Example: The player just gained his 3rd animal trophy and takes the corresponding trophy token. He is the first to accomplish defeating 3 monsters of a kind and so gets the token worth 8 points.

b) The player was defeated:

Remove the monster from the game, placing the card in the game box.

The player loses one of his skills, choosing one skill added to the game and placing that card back into the game box. The player loses no skill if he owns only the two initial skills on his hero board.

Until the end of the **2nd phase: Combat monsters,** the player must skip his turn, although he'll still receive gold from his left and right neighbors when they defeat monsters.

Now the next player takes his turn.



Example: This player was defeated by the Troll. He returns the Troll to the box and chooses one of his skills to discard.

Note: You cannot pass a monster to an already defeated player.

End of phase & end of level

As soon as a player takes the last monster card from the center of the playing area with the action **2. Select monster,** the end of this phase begins **after** that player's turn:

Each player performs one more turn, getting a final chance to defeat their monster.

Defeated players and anyone without a monster in front of his hero board must skip their turn.

Skip the actions **1. Reveal monster card** and **2. Select monster.**

If neither the monster nor the player is defeated at the end of a player's turn, the monster escapes and is returned to the game box. In that case also skip **5. Combat result.**



Example: The Barbarian has taken the last monster card from the middle and attacks it. After his turn the end of this phase begins. The sorceress passes on her turn because she has no monster in front of her. The Assassin, Warrior and Barbarian each have one more chance to defeat their monster.

The current level ends after each player has performed or skipped his turn. Players are awarded legend points for any challenge trophies they own at this instant:

Level	Number of legend points per challenge trophy
Ruins	1
Caves	2
Demon fortress	3

Now all players refresh their exhausted cards, therefore turning these cards back 180°. These cards can now be exhausted again for another attack or defense. Players place their life and mana markers back on their life and mana tokens, respectively.

Next, determine the starting player for the next level. The player owning the fewest legend tokens (disregarding legend points earned by experience and trophy tokens) is the new starting player. In case of a tie the tied player sitting closest to the former starting player in clockwise order will be the new starting player.

Alternative level end

The level immediately ends when every player is defeated. In this case no one gets an extra turn.

Note: Some equipment cards let you refresh other cards even during a level; these cards are explained in detail in the cards explanation.



Example: At the end of level 1 the player receives 2 legend points for still possessing 2 challenge trophies. He puts his life and mana markers back on the respective tokens and refreshes his two exhausted equipment cards Lightning Bolt and Magic Bandages.

End of the game and Final scoring

The game ends after the players have managed to stand their ground in level 3, the Demon Fortress. A final scoring takes place, during which each player counts the points for his legend tokens, then adds the following to his score:

a) Each player gains legend points depending on his accumulated experience:

Experience	16-19	20-23	24-27	28-29	30+
Legend points	8	10	13	16	20

b) Each player gains as many legend points as the total of his collected trophy tokens.

c) The player(s) owning the most gold gain(s) 6 legend points; the player(s) owning the secondmost gold gain(s) 3 legend points.

The player with the most legend points is the winner of the game and goes down in the history of Lost Legends as the most renowned hero. In case of a tie for the most legend points the tied players share the victory.



Example: In the final scoring the player gets 11 legend points for his accumulated legend point markers, 10 points for his experience, 24 points for his trophy tokens and 3 points for having the 2nd most money at the end. In total he has gained 48 legend points.

Special thanks to our Lost Legends testers:

David Eggers, Howard Lopez, Zak Kalles, Joe Pasini, Reilley Scott, Elisa Talbot, Daniel Nelon, Jake Waltier, Jocelyn Skillman, Stephen Ross, Tim Linnemann, Michael Sirtl, Anita Brown, Markus Schmitz, Wolfgang Panning, Anika Schröter, Captain Awesome

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