What am I trying to do?

Build a Legacy worthy of remembrance. · 3–4 players (2 as a teaching game) · One Going Medieval deck

> **Win the Chronicle by earning Recognition from all three Estates: Noble House** (Nobility), **Holy Order** (Clergy) and **Guild** (Peasantry).

THE ONE BIG IDEA

You always hold five cards. Your goal is to turn those five cards into a Legacy. Most Legacies are a **run** of three face cards with consecutive ranks from one Estate, plus a **pair** of identical faceless cards:



A **Clergy** Legacy, so it competes for the **Holy Order**. When someone claims a Legacy, the Chapter heads to its finish, and the best Legacy in each Estate earns that Estate's Recognition.

WHAT YOU NEED

- One 54-card Going Medieval deck.
- The **Kingdom Mat** (optional — shows where every pile goes).
- The **Chronicle Record**, or paper and pencil, to track each player's Recognitions and Prestige.
- A **Player Aid** for each player (optional).

SET UP THE KINGDOM

1. Choose the first **Steward** any way you like. The player to the Steward's left goes first.
2. Shuffle all 54 cards. This is the **Fate Deck**. Deal 5 cards to each player.
3. Each player secretly keeps 2 and contributes the other 3 **face down** to a **Kingdom Pool**. Then each player draws 3 from the Fate Deck, back to 5.
4. Add cards from the Fate Deck until the Kingdom Pool holds 12. Shuffle those 12.
5. Deal them out: **Castle** 4 face up · **Monastery** 4 face down · **Village** 4 face up.

CASTLE SETUP EXCEPTION

Faceless and Destiny cards dealt to the Castle during setup (or a Kingdom Catastrophe) stay there and may be taken. During play, only face cards may be given to the Castle.

Leave room for **Lost to Time**: a public, face-up pile of cards removed from play (until a Kingdom Catastrophe). It is not a discard pile.

What do I do on my turn?

Four steps, always in this order.

> **Your hand returns to five cards after every step.** A **Round** is every player taking one turn, starting with the player to the Steward's left.

1. **Optional Destiny** — you may reveal one Destiny card (see page 4). New players can ignore this at first.
2. **Kingdom Action** — visit one place below.
3. **Check Legacy** — if your five cards form a Legacy, you may claim it (page 3). You never have to.
4. **End Turn** — play passes clockwise.

KINGDOM ACTIONS · ALWAYS GIVE BEFORE YOU TAKE

CASTLE — *influence*
GIVE: one face card from your hand, face up.
THEN TAKE: one face-up Castle card (even the one you just gave).

MONASTERY — *hidden knowledge*
GIVE: one card, face down.
THEN TAKE: look privately at every Monastery card and keep one. The rest stay face down.

VILLAGE — *rumor*
GIVE: one faceless card from your hand to Lost to Time.
THEN TAKE: any one face-up Village card.

DRAW FROM FATE — *the Town Square*
TAKE: the top card of the Fate Deck.
THEN GIVE: one card from your hand to any location, following the placement rules.

PLACEMENT RULES

You can only visit a place if you can pay its price (no faceless card, no Village visit). Castle — face cards only, face up · Monastery — any card, face down · Village — any card, face up. Destiny cards count as face cards.

A WORKED TURN

Mara holds:



The face-up Village shows a **Bishop 6** — exactly the card her Clergy run needs.

She visits the **Village**: first she sends her **Serf** to Lost to Time, then she takes the **Bishop 6**. Her hand is now:



She has her run — but **Knight + Flock is not a pair**, so it isn't a Legacy yet. One more Flock would make it a Prosperous Legacy.

How do I win a Chapter?

Make a Legacy, claim it, and win Royal Judgment.

THE FIVE LEGACIES

Run: three face cards with consecutive ranks from one Estate (0–1–2 counts; runs never wrap, so 9–0–1 does not). **Pair:** two identical faceless cards. A **matching** pair comes from the run's Estate; an **off-suit** pair from another Estate.

Legacy	Example	Prestige
Exalted 9–8–7 of **any** Estate + matching pair	9 Emperor · 8 Empress · 7 King · Knight · Knight	5
Prosperous any other run + matching pair	6 Bishop · 5 Abbess · 4 Priest · Flock · Flock	3
Borrowed 9–8–7 of **any** Estate + off-suit pair	9 Pope · 8 Cardinal · 7 Archbishop · Serf · Serf	2
Anonymous five identical faceless	Serf · Serf · Serf · Serf · Serf	2
Humble any other run + off-suit pair	5 Carpenter · 4 Baker · 3 Mason · Knight · Knight	1

Every Estate has its own 9–8–7: Emperor–Empress–King, Pope–Cardinal–Archbishop, Bailiff–Reeve–Blacksmith. The run's Estate decides which Recognition a Legacy competes for (for Anonymous, the faceless cards' Estate). A Destiny card used in a Legacy is not activated.

CLAIM IT — THEN FINISH THE ROUND

1. On step 3 of your turn, say **"I claim my Legacy"** and place your five cards face down. **Your five cards are now locked:** you cannot take part in Destiny Rites or receive their effects for the rest of the Chapter.
2. Finish the Round: players who haven't taken a turn this Round take one last turn, and may claim too. Players who already went cannot. *Waiting with a Legacy is a risk!*
3. Reveal every claimed Legacy at once.

ROYAL JUDGMENT — EACH ESTATE SEPARATELY

The Legacy higher in the table above wins — **Borrowed beats Anonymous**, even though both score 2. Same Legacy? The higher top card of the run wins. No rival? It wins automatically.
The winner earns that Estate's **Recognition** — unless they already hold it. Then nobody earns it this Chapter (a **block**).
Prestige: a Legacy that earns new Recognition scores its Prestige. Every other claimed Legacy scores 1.

Next Chapter: return every card to the Fate Deck and shuffle. Recognition and Prestige carry over (write them on the Chronicle Record). The Steward passes clockwise; set up again.

What else can happen?

Read each box when it first comes up.

Winning the Chronicle: at the end of a Chapter, if you hold **Noble House** + **Holy Order** + **Guild**, you win. If several players do, the highest Prestige wins; still tied, the victory is shared.

DESTINY CARDS — LEARN AFTER YOUR FIRST FEW TURNS

The **Page**, **Sinner** and **Beggar** are rank-0 face cards. Keep one for a 0–1–2 run, or reveal it at the start of your turn:

1. Other players who want the effect perform its Social Rite.
2. You choose which of them also receive the effect; you always receive it yourself. Resolve it starting with you, going clockwise.
3. Put the Destiny card in Lost to Time, draw a replacement, and continue your turn.

Page	**Rite:** a compliment to the Noble House. **Effect:** draw 1, then place 1 card in a legal location.
Sinner	**Rite:** propose a minor sin. **Effect:** carry out your sin — send exactly one Kingdom card to Lost to Time (a Monastery card is picked at random, unseen).
Beggar	**Rite:** beg for alms. **Effect:** you may swap one card from your hand with one face-up Village card, ignoring the Village cost.

Rites can be sincere, silly or role-played — keep them lighthearted and respectful.

TRADING DAY

After every two completed Rounds — **but never once a Legacy is claimed** — shuffle the Village into the Fate Deck. Starting with the player to the Steward's left, each player draws 1 card and places 1 card face up in the Village.

KINGDOM CATASTROPHE

Your hand and any claimed Legacy are never affected. When a card must be drawn and the Fate Deck is empty: gather the Castle, Monastery, Village and Lost to Time (used Destiny cards stay out), shuffle, and rebuild — Castle 4 face up, Monastery 4 face down, Village 4 face up. The rest is the new Fate Deck. Finish the draw and carry on.

YOUR FIRST GAME

- Play the Core game only. Keep the Kingdom Mat and a Player Aid on the table.
- Most turns are simply: visit one place, check your hand, pass.
- Watch which Estate your rivals need — sending a key card to Lost to Time or hiding it in the Monastery is fair play.

Ready for more? The Legacy Rulebook v1.3 adds optional Advanced modules: Ducats, Patronage, Court Intrigue, Kingdom Authority, Shadows of the Court and All In.