

Legacy: Gears of Time

A game for 2 to 4 players by Ben Harkins. Condensed rules by Eric Postpischil, <http://edp.org/>.

Introduction

Goal: Get the most Legacy points. Points are awarded for having the most influence over successful Technologies.

Cards:

- The Technology cards and 6 Fate cards (one-time special actions) form one deck.
- There are 66 Technology cards in the base set (5 in the mini-expansion and some single promotional cards).
 - **Left gear:** Discard cost and initial influence. **Middle:** Name. **Right crown:** Reward in Legacy points.
 - **Main body:** Prerequisite technologies and their rewards (and, indented, prerequisites of prerequisites).
- Technology cards are played to various Timeframes, and the players will add Influence cubes to technologies.

All discards are face down. Shuffle when needed.

Errata and clarifications:

- On the Antibiotics card, the Hospital reward should be 4, not 6.
 - The Willed Into Existence card removes a dependency, as if were not printed on the chosen Technology card.
 - The Not What We Hoped For card changes a reward value to zero but does not affect the pursuit bonus.
 - The We Need More Time card is used in conjunction with the Establish a Technology action.
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Setup

Place the board on the table with room for nine card lengths descending from the time track.

Put the Present Day marker on the Timeline in the Timeframe marked II, III, or IV for the number of players.

Put the long Capacity marker in the track above the Present Day marker, but to the left of the Present Day.

- The Timeframe to the left of the Present Day has capacity for 1 Technology card. Capacity increases to the left.
- To the left of the long Capacity marker, add as many short Capacity markers as fit, in ascending order.

Put turn and round markers (black gears) on the initial spaces of the turn indicator and the round indicator.

Give each player a character card and any set of Influence cubes and the matching player marker.

- Each character card shows a pursuit Technology and a reward for having the most influence over it.
- Each player puts one cube by the Legacy scoring track and their player marker on the Present Day marker.
- Each player distinguishes two places (e.g., to the left and the right of their character card) to be a Supply and a Pool. All remaining cubes start in their Supply (the Supply is not token limited). The Pool is initially empty.

Shuffle the Technology cards and Fate cards together and deal 6 to each player. (Players make look at their cards.)

Choose a player to start choosing turn order. (Suggestion: The player whose watch shows the earliest time.)

- From that player clockwise, each player puts a cube into their choice of an empty spot on the turn order track.
- After choosing order, deal 1, 2, and 3 more cards to the players in 2nd, 3rd, and 4th places in turn order, respectively.

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Play

Play 4 rounds as described below.

Play 4 Turns

Players take turns clockwise until each player has played four turns. (Count with the turn marker.)

Each turn, a player takes 3 actions, in any order, with repetitions allowed, from these choices:

- **Travel to the Past:** Move their player marker back in time (left) any number of Timeframes.
- **Establish a Technology:**
 - Play a Technology card to the Timeframe where their marker is.
 - The Technology must not exist in that Timeframe, and the Timeframe must have capacity left.
 - Discard the number of cards in the discard cost.
 - Move the same number of Influence cubes from their Supply onto the played Technology card.
- **Influence Existing Technology:** Put any number of cubes from their Pool to a Technology in their Timeframe.
- **Draw a Card:** Draw 2 cards, keep 1, and discard 1.

The player may play Fate cards during their turn, which are not actions. They are played to the table or discarded.

End of Round Bureacracy

Return to Present:

- Move all player markers to Present Day.
- Move Present Day right.
- Move Capacity markers right one space and add the next marker. (The capacity of each Timeframe increases.)

Resolve Historical Disputes:

- Discard cards with no cubes on them.
- A Technology card succeeds if each of its prerequisites has a successful *earlier* card. Tilt failed cards.
- Discard duplicate cards, leaving the leftmost successful card of each Technology.
 - If all cards of a Technology failed, leave the rightmost.
 - Return cubes from discarded cards to each player's Supply.

Strengthen Your Legacy:

- Give each player the reward for their character's pursuit Technology, if they have the sole most influence over it.
- For each successful Technology card:
 - Give its reward to the player with the most influence over it. Ties split and round down.
 - For each of its direct prerequisites, give the prerequisite's reward again to the same player(s) as before.
- From each Technology card, remove 1 Influence cube of the player with the most (or 1 from each tied leader).
 - If the Technology succeeded, move the cube to their Pool. If it failed, move the cube to their Supply.
- Discard all Fate cards on the table.

Refresh (If not the fourth round)

Deal each player with fewer than 6 cards enough so they have 6.

Move the cubes off the turn order track (while maintaining order) and choose player order anew:

- Choice goes in order of fewer Influence cubes in Pool, then fewer Legacy points, then earlier previous order.
- Each player puts their cube into an empty spot on the turn order track. No additional cards are dealt.

Advance the round marker. Reset the turn marker. Reset tilted cards.

End

The player with the most points after four rounds wins. Ties go to larger Influence Pool, then earlier turn order.