Legacy: Gears of Time

A game for 2 to 4 players by Ben Karins. Condensed rules for the first edition by Eric Postpischil, https://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 (various expansion and promotional cards are available).
- **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.
Erratum: On the Antibiotics card, the Hospital reward should be 4, not 6.

Setup

Place the board on the table with room for nine card lengths descending from the time track.
Put the Present Day tile on the Timeline in the Timeframe marked II, III, or IV for the number of players.
Put the long Capacity marker (labeled I-IV) in the track above the Present Day tile, 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 from V.

Put turn and round markers (black gears) on the initial spaces of the turn indicator and the round indicator.
Give each player a set of Influence cubes, the matching player pawn, and a character card (random or chosen).
- 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 pawn on the Present Day tile.
- Each player distinguishes two places (*e.g.*, to the left and the right of their character card) for a Supply and a Pool. All remaining cubes start in their Supply (the Supply is not token limited). Their Pool is initially empty.

Shuffle the Technology cards and Fate cards together and deal 6 to each player. (Players may 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 1/2/3 more cards to the players in 2nd/3rd/4th places in turn order, respectively.

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Play

Play 4 rounds. Each round consists of 4 turns for each player, then End of Round Bureaucracy and Refresh.

Play 4 Turns

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

You may play Fate cards during your turn, which are not actions (We Need More Time is played with an action).

- Play the Fate card to a Technology card or discard it, as appropriate.
- You do not need to be in the same Timeframe as the Technology card it affects, except for We Need More Time.

Each turn, a player takes 3 actions, in any order, with repetitions allowed, from the following choices.

Travel to the Past: Move your player pawn back in time (left) any number of Timeframes.

Establish a Technology:

Play a Technology card to the Timeframe where your pawn is.

- The Technology must not already exist in that Timeframe.
- The Timeframe must have capacity left. The Roman numeral in the Timeframe's Capacity marker shows how many cards may be in that Timeframe.

Discard facedown the number of cards in the card's discard cost.

Move the same number of Influence cubes from your Supply onto the played Technology card.

- (Game play is not limited to the number of Influence cubes provided; you can add other tokens to the game.)

Influence Existing Technology: Add any number of cubes from your Pool to a Technology in your Timeframe.

Draw a Card: Draw 2 cards, keep 1 of them, and discard the other facedown.

- When the deck is empty and a player is to draw a card, shuffle the discards.

End of Round Bureaucracy

Return to Present:

Move all player pawns to the Present Day.

Move the Present Day right one space.

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 or distinguish failed cards.

Discard duplicate cards:

- Keep the earliest (leftmost) successful card of each Technology or, if none, the latest (rightmost) failed card.
- Discard the other cards of that Technology. Return cubes from them 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 failed card, move 1 Influence cube of the player with the most to their Supply, or, if tied 1 of each leader.

From each successful card, move 1 cube of the player with the most to their Supply, or, if tied, 1 of each leader.

Discard facedown all Fate cards on the table.

Refresh (except in the last 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 failed Technology cards.

End

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

Fate Card Reference

Bloodline Influence: Place an Influence cube from your Supply on any Technology.

Not What We Hoped For: The reward for any one Technology becomes 0. (A player's pursuit bonus is unaffected.)

Perfectly Laid Plans: Protect one Technology you Influence from other players' Influence and Fate Actions.

Time Folds Around Us: Move a Player back or forward one Timeframe.

We Need More Time: You may Establish a Technology in a Timeframe that has reached its limit.

- This is played with an Establish a Technology action, and you must be in the affected Timeframe.

Willed Into Existence: Remove a single dependency from any Technology.

- The Technology behaves as if the dependency were not printed on it. (No points are awarded to the prerequisite.)