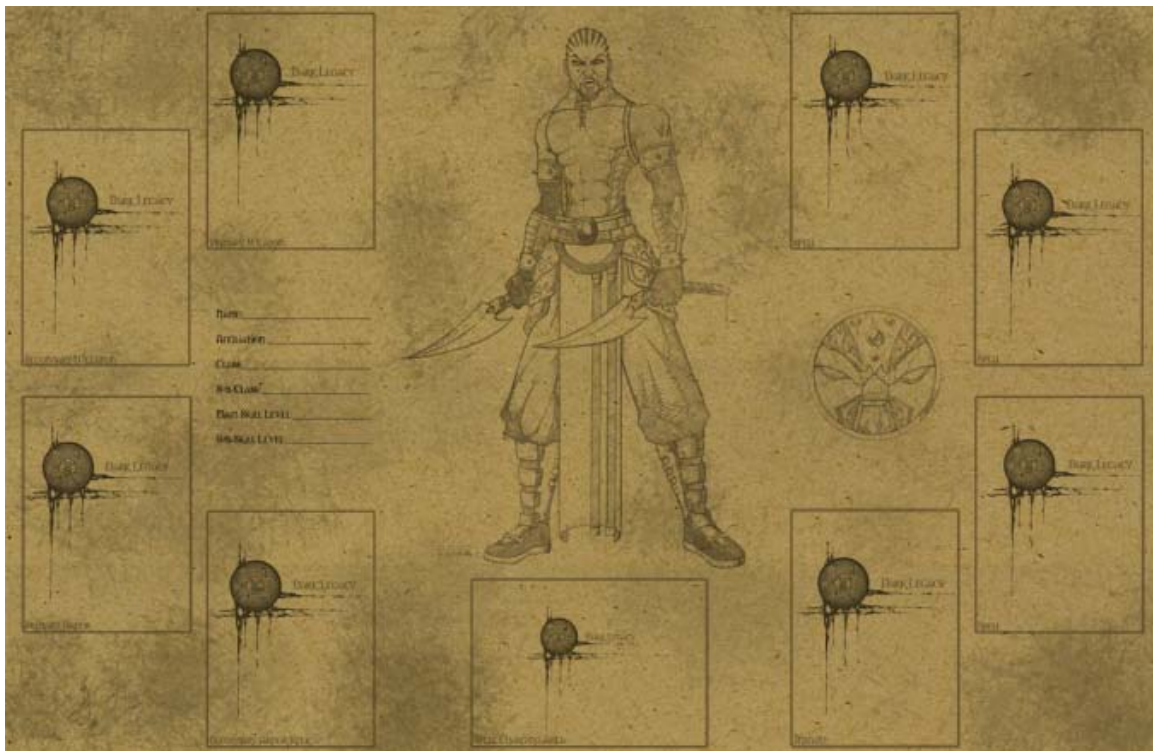


# Rules and Important Information

In order to play Dark Legacy: The Rising a player will need

- One playing mat that is compatible with Dark Legacy: The Rising
- At least one d20 die
- A number of counters, at least twenty
- A deck of Dark Legacy cards
- A way to calculate life points, i.e. calculator, paper and pencil

Every player is required to have a playing mat that is Dark Legacy: The Rising compatible. This mat will consist of nine open card areas, a character image area and a character description area. The nine open card areas will be designated for the following things.



- |                       |   |
|-----------------------|---|
| Primary weapon        | (This is where the primary weapon would go.)        |
| Secondary weapon      | (This is where the secondary weapon would go.)      |
| Primary armor         | (This is where the primary armor would go.)         |
| Secondary armor/relic | (This is where the secondary armor/relic would go.) |
| Spells                | (This is where the spell cards would be played.)    |
| Spells                | (This is where the spell cards would be played.)    |

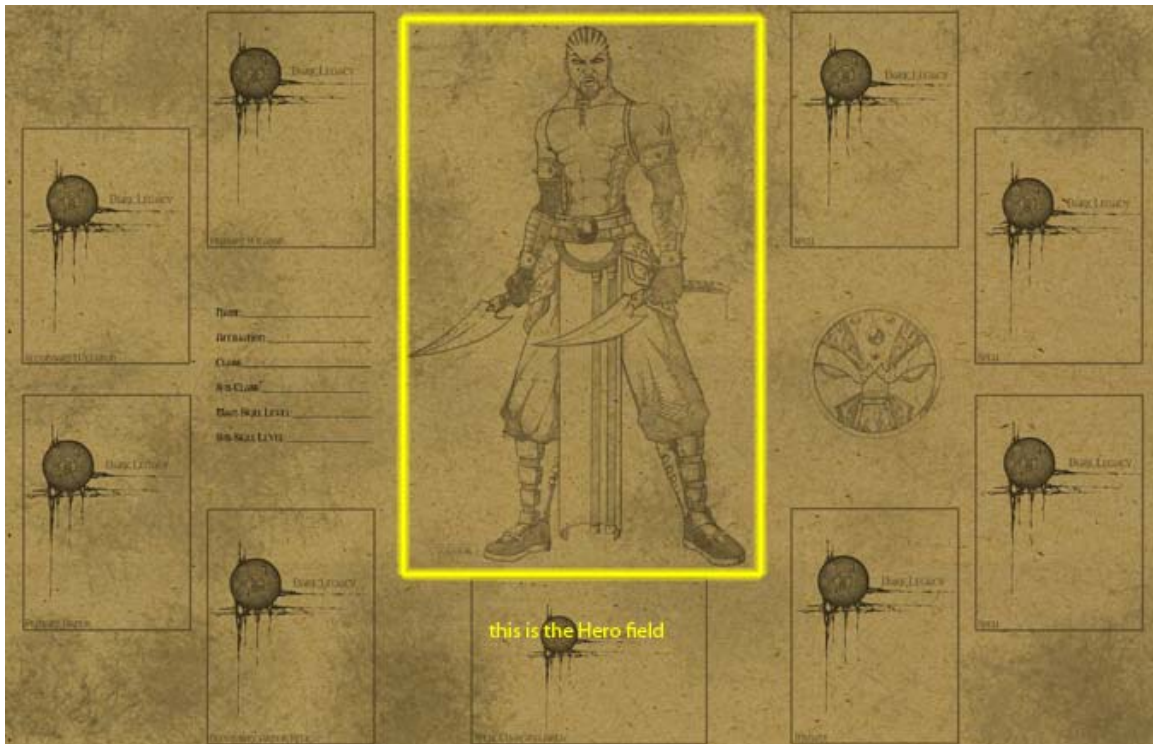
Spells (This is where the spell cards would be played.)  
Instant (This is where instants would be played.)  
Charging area (This is where the charging of cards would go.)

Here are special instructions to be noted about the playing mat.

### a. Layout

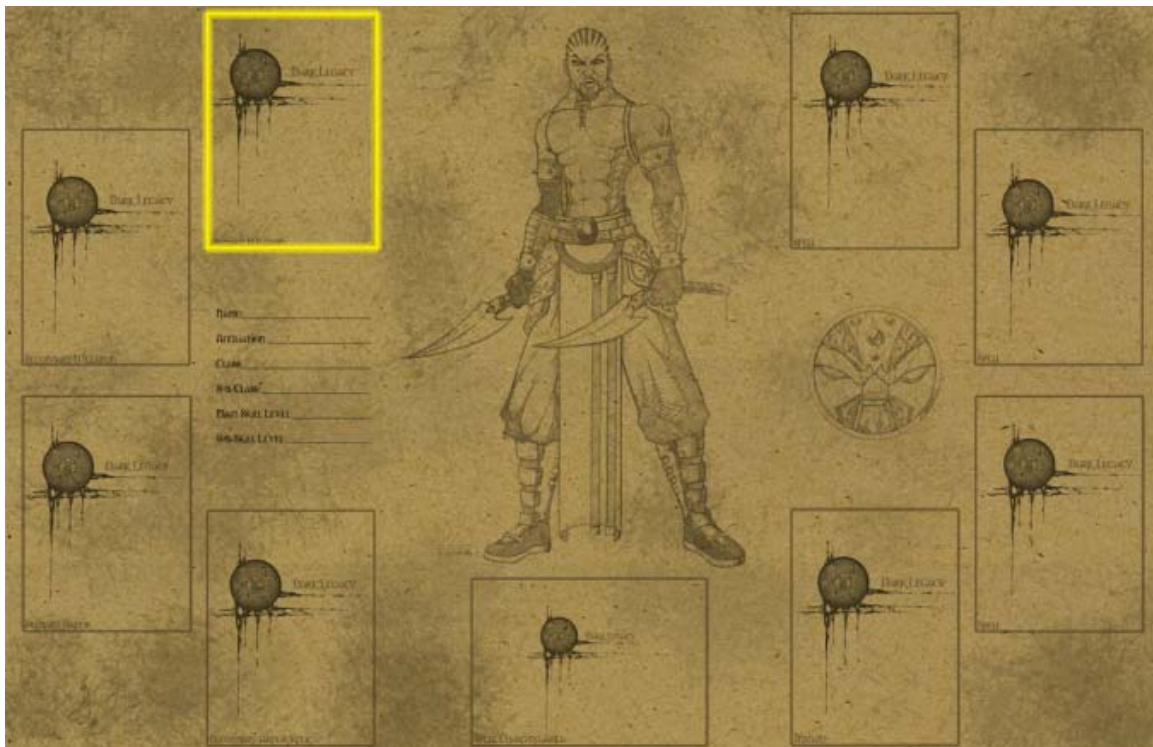
- i. On the left side of the playing mat is where the Hero equip fields are. It is here you would place such things as armor, weapons and relics.
- ii. You are not allowed to stack multiples of armor or weapons on the Hero equip section.
- iii. You are allowed to stack multiples of the same relic on the Hero equip section.
- iv. In the middle of the playing mat you will find where your Hero is. On your Hero is where the Hero enhancements would be placed.
- v. On the right of the playing mat is where you will find all of the spell casting fields. This is where you would place all of your magic, creatures, relics, global enhancements, and instants.
- vi. In the bottom middle you will find a charging field. This is where you will be able to charge cards.

### b. Hero Field



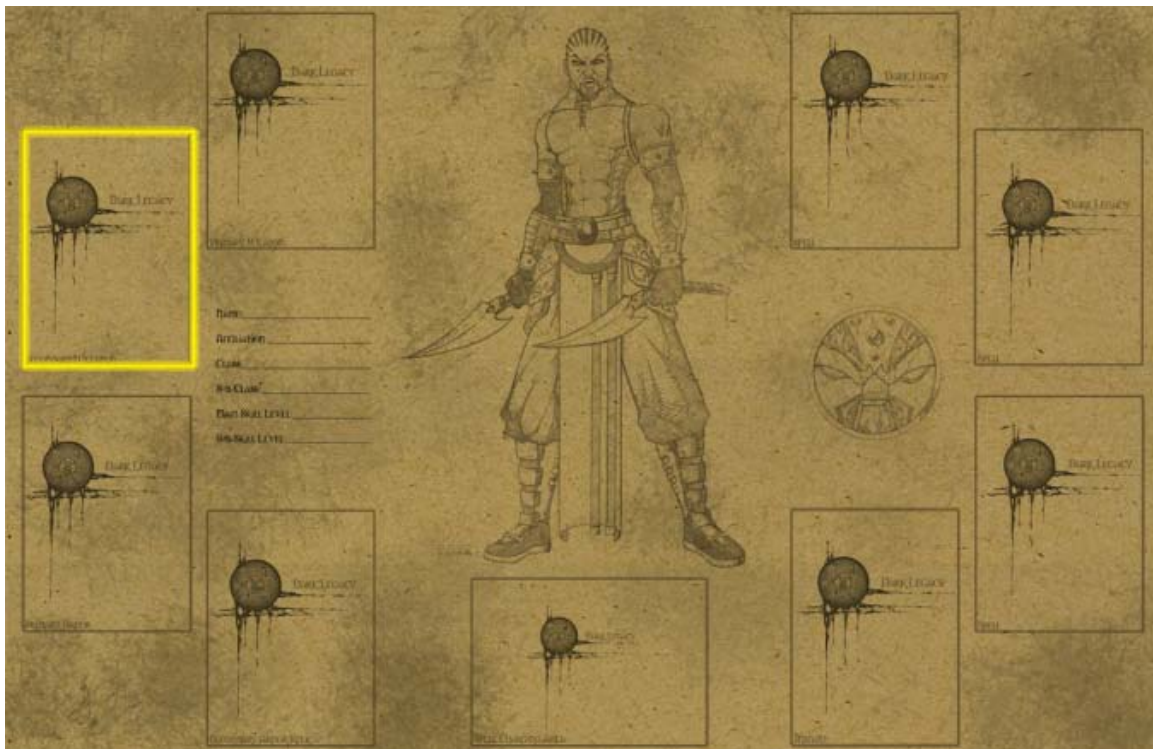
- i. You are the Hero in Dark Legacy.
- ii. Your Hero is a playable entity in this game.
- iii. Your Hero starts off with 100 life points.
- iv. This is where you will be able to put your Hero enhancement cards.
- v. Hero enhancement cards are stackable.
- vi. There is no limit to the amount of different Hero enhancement cards that are on the Hero.
- vii. All Hero enhancements, both negative and positive, are to be placed on the Hero Field.
- viii. If the hero has been destroyed, the army can go on to win the battle without its Hero, but no magic cards can be casted.
- ix. The Hero is the only one on the playing mat that can block multiple creature attacks.
- x. If the Hero attacks during your turn, he/she is able to block during the opponents attack.
- xi. If your Hero is destroyed then all of the cards that are on the Hero equip side will be placed in the Boneyard.

### c. Primary Weapon Field



- i. You do not have to equip your Hero with a weapon at the beginning of battle.
- ii. If you choose not to equip your Hero; your Hero will only do 1 damage during attacks/defense until a weapon is equipped to the Hero.
- iii. Once you equip a weapon make sure that your Hero has the appropriate skill level to use the weapon.
- iv. If a weapon states it is a dual handed weapon, then you cannot equip your hero with another weapon, because it uses both primary and secondary weapon spaces to wield; unless there is a card in play that states otherwise.
- v. There is no stacking of weapons.
- vi. If not declared beforehand, you will always be attacking and defending with your primary weapon.
- vii. If you have equipped your Hero with a primary and a secondary weapon, you cannot use both at the same time unless there is a card in play that allows you to do so.
- viii. Before you attack or defend you have to declare if you are using your primary or secondary weapon.
- ix. Distance weapons allow you to hit an opponent without them being able to attack back. If you are defending with a distance weapon this is not the case.
- x. Distance weapons have the ability to hit flying.
- xi. If your weapon has an ability on it that does not deal damage this counts as an instant.
- xii. The abilities on your weapon, that deal damage, can only be used when attacking instead of the actually melee attack.
- xiii. Stacking of enhancements is allowed on the weapons.
- xiv. There is no limit to the amount of different enhancements that can be stacked on a weapon.

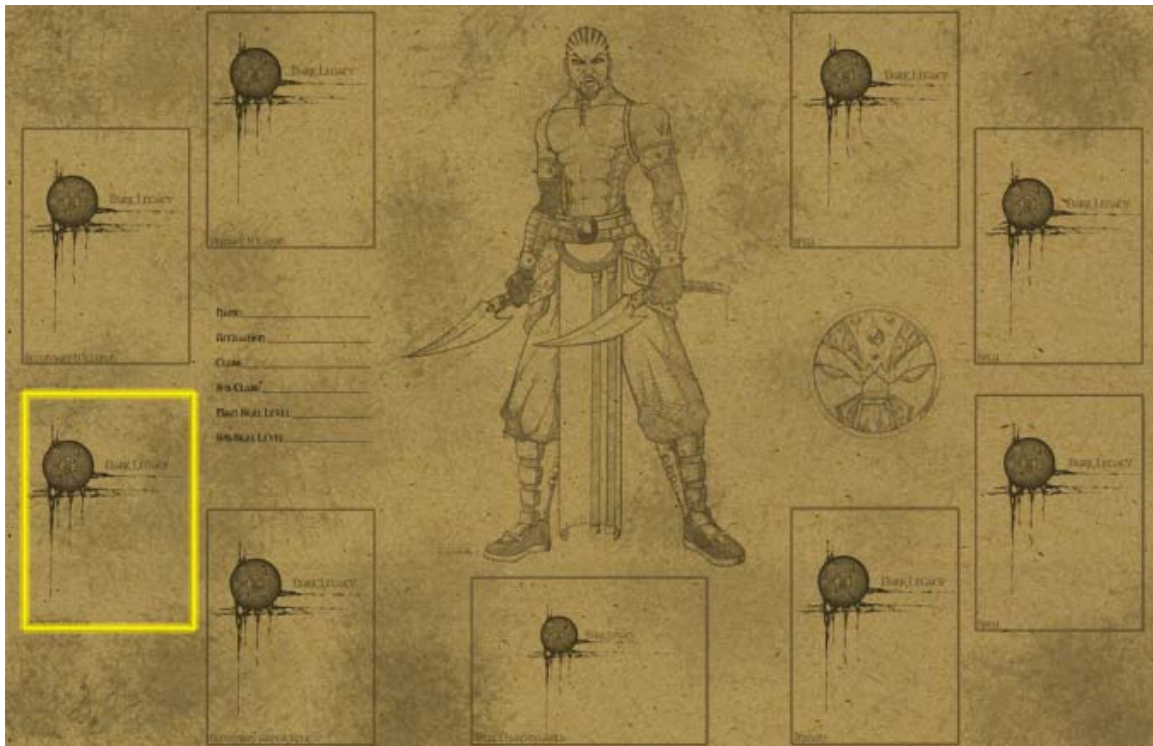
#### d. Secondary Weapon Field



- i. You do not have to equip your Hero with a weapon at the beginning of battle.
- ii. If you choose not to equip your Hero; your Hero will only do 1 damage during attacks/defense until a weapon is equipped to the Hero.
- iii. Once you equip a weapon make sure that your Hero has the appropriate skill level to use the weapon.
- iv. If a weapon states it is a dual handed weapon, then you cannot equip your hero with another weapon, because it uses both primary and secondary weapon spaces to wield; unless there is a card in play that states otherwise.
- v. There is no stacking of weapons.
- vi. If not declared beforehand, you will always be attacking and defending with your primary weapon.
- vii. If you have equipped your Hero with a primary and a secondary weapon, you cannot use both at the same time unless there is a card in play that allows you to do so.
- viii. Before you attack or defend you have to declare if you are using your primary or secondary weapon.

- ix. Distance weapons allow you to hit an opponent without them being able to attack back. If you are defending with a distance weapon this is not the case.
- x. Distance weapons have the ability to hit flying.
- xi. If your weapon has an ability on it that does not deal damage this counts as an instant.
- xii. The abilities on your weapon, that deal damage, can only be used when attacking instead of the actually melee attack.
- xiii. Stacking of enhancements is allowed on the weapons.
- xiv. There is no limit to the amount of different enhancements that can be stacked on a weapon.

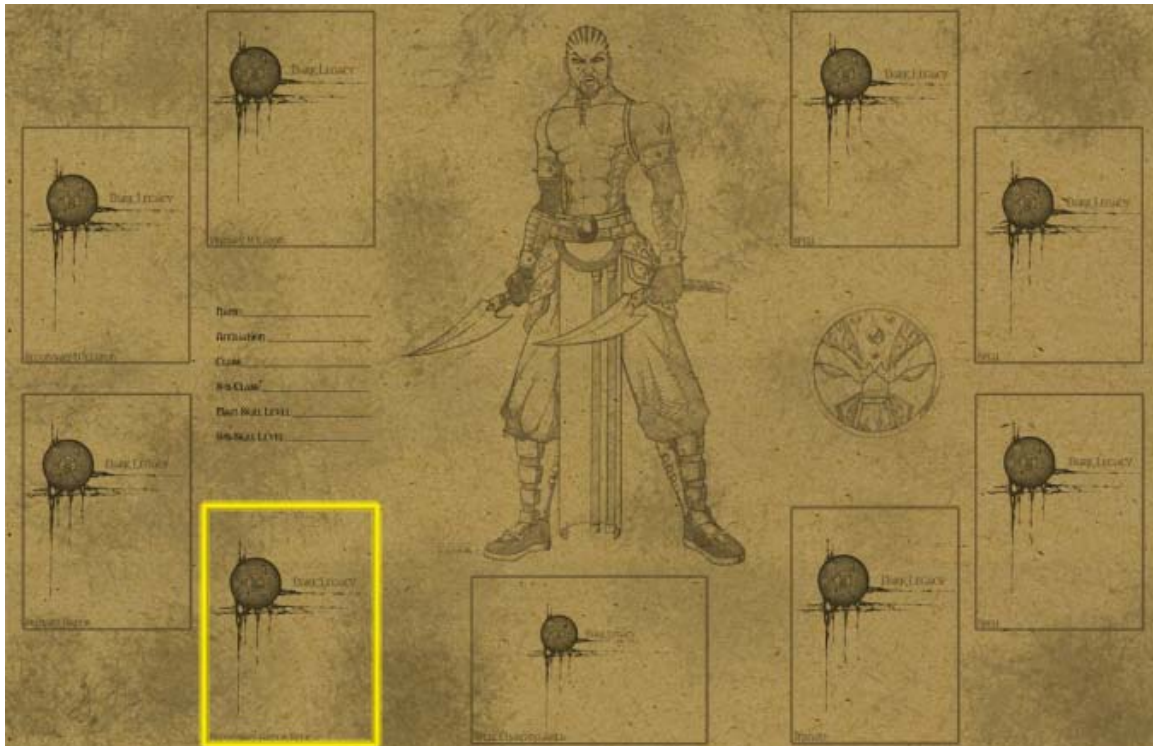
### e. Primary Armor Field



- i. Armor adds to the Hero's life points.
- ii. This is your first line of defense. All damage goes to your primary armor before it goes to your Hero's life points.
- iii. If you have both primary and secondary armor on your Hero, all damage will go to the primary armor before it goes to the secondary armor.

- iv. Once there are no more defense points on your armor, it is removed from the game. You will have to keep track of the hit points on the armor.
- v. You can only have two different armor cards in your deck.
- vi. If there is an ability connected to your armor, it only affects your Hero.
- vii. If a Hero has armor on, then the Hero cannot be affected by poison until all the armor has been destroyed.

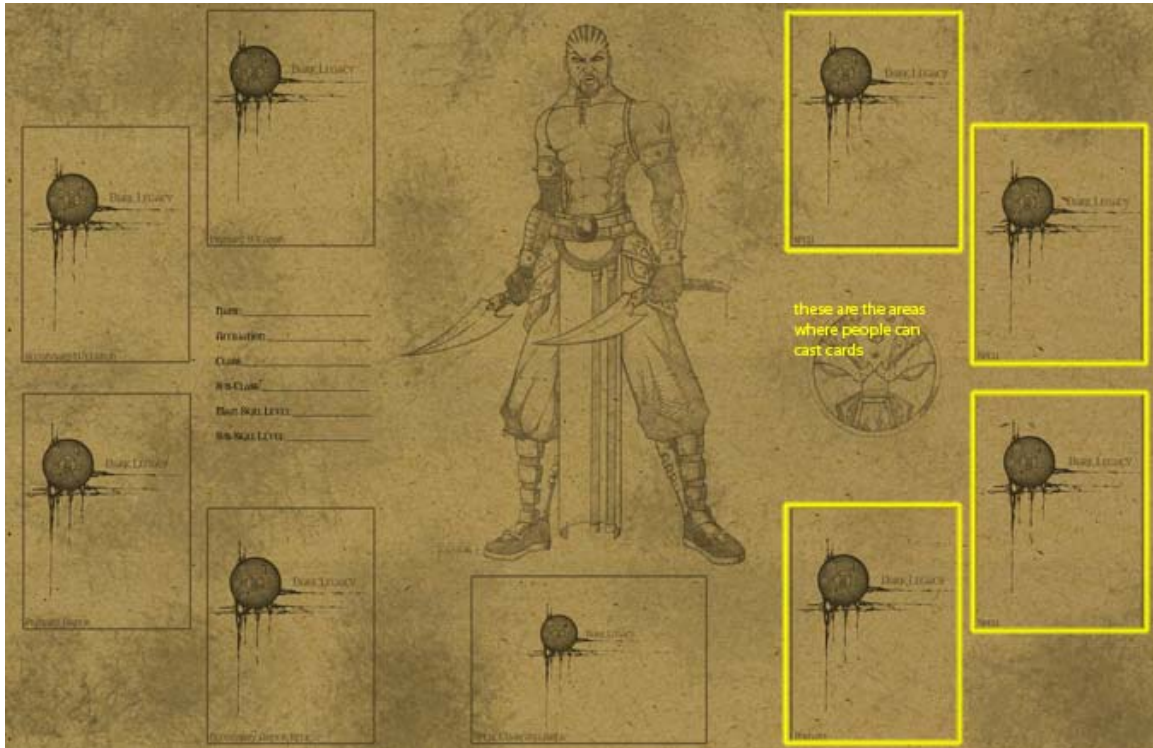
#### f. Secondary Armor/Relic Field



- i. Armor adds to the Hero's life points
- ii. This is your second line of defense.
- iii. If you have both primary and secondary armor on your Hero all damage will go to the primary armor before it goes to the secondary armor.
- iv. Once there are no more defense points on your armor, it is removed from the game. You will have to keep track of the hit points on the armor.
- v. If there is an ability connected to your armor, it only affects your Hero.
- vi. You may also place a relic in this field instead of a secondary armor.
- vii. You can only have two different armor cards in your deck.

- viii. If a Hero has armor on, then the Hero cannot be affected by poison until all the armor has been destroyed.

### g. Spells Field

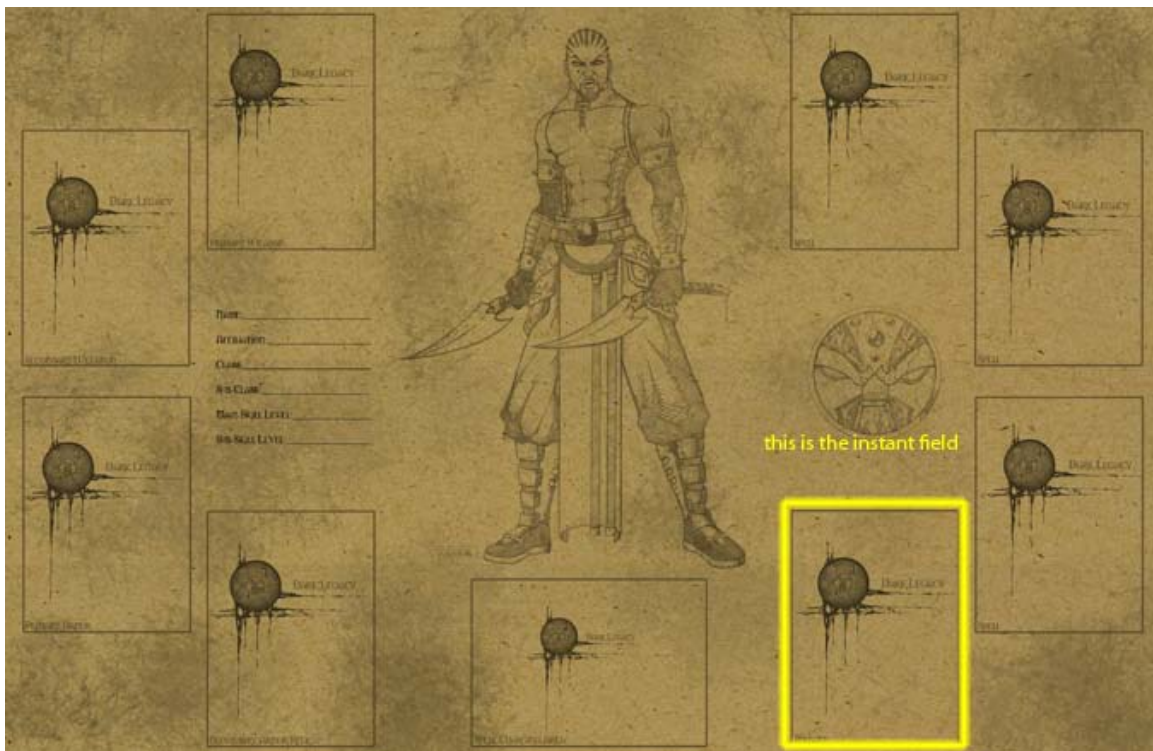


- i. All cards that are cast are considered spell cards. (Relics, Creatures, Enhancements, Magic, and Instants)
- ii. Stacking of similar cards, i.e. 3x ninjas or 3x torture rack is permitted in a single spell field.
- iii. Once a creature card has been cast, it will have casting paralysis and cannot attack until it is the caster's turn again. They can however defend against attacks before it is the caster's turn again.
- iv. In order to cast spell cards you have to roll the d20. The number that you rolled is your Casting Points.
- v. You are allowed to cast as many cards as you have casting points, skill level and open spell fields.
- vi. If you do not use all of your casting points during your casting phase, they will stay with you until it is your turn again. This allows you to play instants during your opponents turn. Once it is your turn again, you will have 0 casting points again, and will have to roll the d20 again if you

want to cast more cards, unless you have a card in play that will allow you to store casting points. IE a casting container

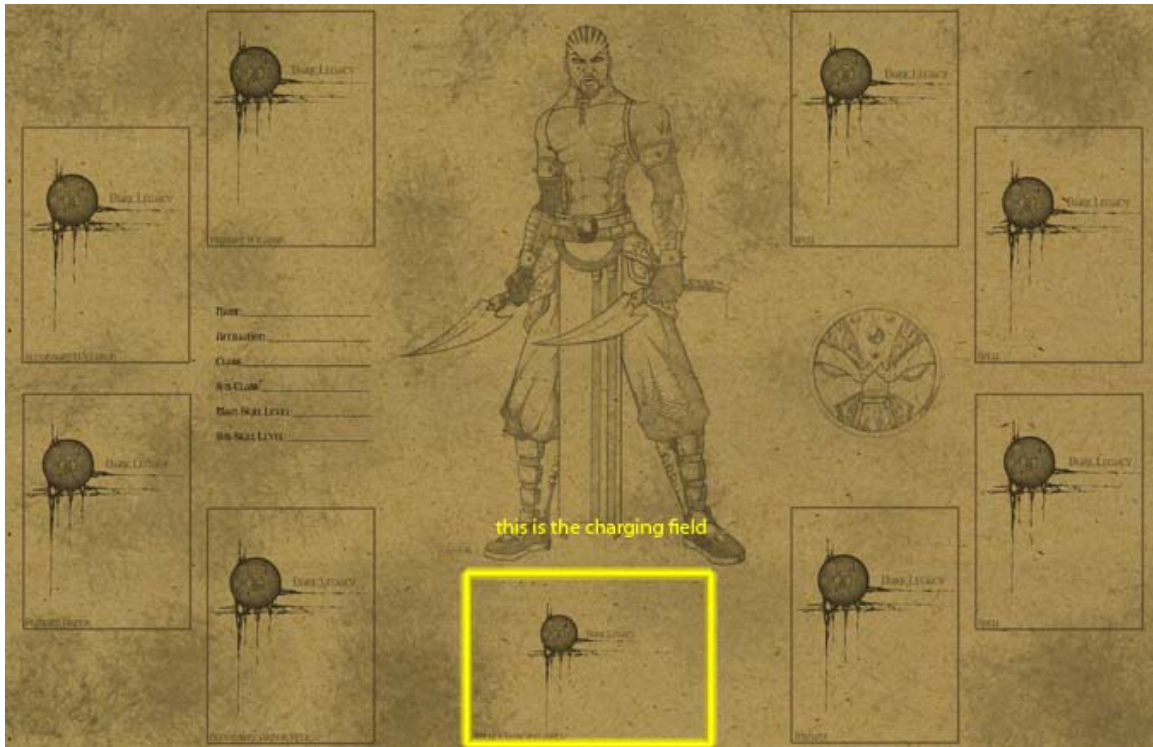
- vii. When a card is placed on the playing mat that is where it will stay. It can't be moved to a different field on the playing mat, unless there is a card in play that allows for that type of action.
- viii. The only time cards can be cast is during a turn where casting has been declared. Even if the card has a casting cost of 0, a casting turn has to be declared. Armor, Weapons and Instants are the only cards that can be played without declaring a casting turn.

## h. Instant



- i. Instants are spell cards that can be played at any time.
- ii. If your instant field on the playing mat is covered with a creature, relic, or enhancement you cannot play an instant at all.
- iii. If the instant field is open, this doesn't mean that you can cast creature, enhancement, relic or magic cards as instants.
- iv. You have to have enough casting points and skill level to cast instants.
- v. Once an instant is played it is then placed in the Boneyard.

## i. Charging Field



- i. This field is to be used to cast a spell that has a higher skill level requirement than the current player has. In the charging field a player may put any card here face down. This card is now charging. In order to cast this card it must charge for the difference of the skill level the player has and the skill level required for the card. For example:

If a player has a skill level of 8, and the player puts a level 17 card into the charging area. The player must wait 9 turns before being able to cast this card. The player must still pay the casting cost to bring the card into play and have an open spell area.

## j. Boneyard

- i. The Boneyard has no official place on the playing mat. So place the cards that have to go into the Boneyard off to the side or in an open space on the playing mat.

- ii. The Boneyard is where all cards that have been used, destroyed or dispelled go.
- iii. All instants that are played go here once they are played.
- iv. Cards that are removed from the game do not go into the Boneyard. They have to be placed face down in a separate area.

Breakdown of the Dark Legacy card



- 1 Name of the card.
- 2 Card affiliation (Chaos, Tech, Darkness, Holy order, Wind or Earth)
- 3 Casting Cost
- 4 Name of the illustrator
- 5 Type of card (Creature, Magic, Instant, Weapon, Armor or Enhancement)
- 6 Card Image
- 7 Skill Level needed
- 8 Card's ability
- 9 Attack Points/ Defence Points

Here are special instructions for the decks to be used with this system.

- Every player's deck has to have at least 50 playable cards.
- You are only allowed three of a single card in your deck (i.e. 3 x ninjas, 3 x zombies, 3 x holy grenades).
- Skill levels are determined by what faction you have chosen to be in and the skill points that you have acquired in that faction.
- When attacking or activating a card you must turn the card slightly to the left. This signifies that the creature card has either attacked or a card's ability has been activated.
- Cards with a level of 5 and under can be cast by all factions as long as they have the proper level to do so.
- Flying creatures cannot be hit or blocked unless your Hero or creatures are flying or have the ability to hit flying. (If a flying creature decides to block a non-flying creature then damage will be dealt as though the flying creatures doesn't have flying)
- You can only have two different armor cards in your deck.
- Weapon and Armor cards are the only cards that can be put into play without declaring a casting phase.
- If there is a card that cost 0, besides an instant, you will still have to declare a casting phase.
- Even if your Hero has been destroyed you have to draw a card every turn. You just are not allowed to cast any spells.
- The ability on the cards takes priority over pervious rules that are set.
  - (i.e. the rule set is to draw one card, if there is a card in play that says draw two cards then you will draw two cards instead of one)

## The Evolution System for battle:

- At the beginning of battle you get to pick one equip card from your deck that has a casting cost of 0 and you have the proper skill level for. Either a weapon, a piece of armor or a relic. This happens before anything else.
- Then players must decide who is going first.
- At the beginning of every battle each player draws five cards.
- Then whoever is going first will draw a card. A card will be drawn every time it is that person's turn.
- There is no attack permitted for the first round of battle, meaning that no one can attack or deal damage to anyone else until it is the first person's turn again.
- In order to cast any of the player's cards they must roll the d20. There is only one roll per turn, unless there is a card in play that allows for another roll. The number that you roll will be the number of casting points you have to cast cards from your hand.
- In order to cast spells you have to have a high enough SKILL LEVEL (SL) and have enough CASTING POINTS (CP) as well as have an open spell area.
- The player can then cast any numbers of cards as long as they have the proper SL and CP as well as have an open spell area.
- If the opponent has the ability to counter the spell they can do so after the card is cast.
- This process will be the same for every player until it is the player's turn that started the battle.

## Now begins the second round of battle.

- The player has to draw a card.
- ***At this point the player must decide whether to attack or cast and use the cards abilities to help you win the battle.***
- If the player decides to cast then the following rules apply.

- In order to cast any of the player's cards they must roll the d20. There is only one roll per turn, unless a card is in play that allows for another roll. The number that you roll will be the number of casting points you have to cast cards from your hand.
- In order to cast spells you have to have a high enough SKILL LEVEL (SL) and have enough CASTING POINTS (CP) as well as have an open spell area.
- The player can then cast any number of cards as long as they have the proper SL and CP as well as have an open spell area.
- There is no storage of rolled casting points unless there is a card in play that allows for such a thing. (i.e. Storage Chamber)
- If the opponent has the ability to counter the spell they can do so after the card is cast.
- If you have cast a card that doesn't use all the casting points that you rolled those points will stay with you until your next turn.
- All summoned creatures cannot attack until your next turn, but they can block before you next turn.
- Once the player has used their entire CP or can't cast any other cards their round is over unless there is a card in play that allows for another casting or attacking phase
- Now it is the other player decides whether to cast or attack.
- If the player decides to do a melee attack instead of casting, the following rules apply.
  - The player has to determine what summoned creatures and if the Hero will attack.
    - (i.e. if a player has the Hero and three other creatures on the playing mat and decides to attack they can attack with either the Hero alone, the Hero and one, two or all three of the creatures. The player could also decided to not attack with the Hero and only let the creatures attack one, to or all of them at once)

- Once the player has determined what creatures are going to attack the opponent has to decide who is going to block the attackers. The only time an attack does direct damage is with magic, an instant or an ability. Then the attacking player has to roll the d20 once for every creature.
  - Here is the number breakdown and what effects happen.
  - If the player rolled a 1-3, the player critically misses and the opponent creature or Hero that is blocking gets the opportunity to counter attack. The attacking creature does not deliver any damage and the blocking creature or Hero that is blocking does full damage to the attacker.
  - If the player rolled a 4-8, the player misses and neither the attacking nor blocking creature does any damage.
  - If the player rolled a 9-17, the player hits and then it is Attack Points versus Defense Points.  
(i.e. if there is a creature of 2/2 that attacks and it is blocked by a 3/3 creature, the 2/2 creature dies and the 3/3 creature has 1 Defense Point left until it is that player's turn again. At the beginning of the player's turn where the creature had 1 defense point left, that creature will regenerate to full defense points)
  - If a player rolled an 18 or 19, it is considered a direct hit and you deal damage to the blocker but the blocker can't deal damage back to you.
  - If the player rolled a 20, it is considered a perfect hit and the attacker gets +5 added to their attack points, and the blocker can't deal damage back to you.
- If the opposing player doesn't have sufficient forces to block all of the attacking creatures, the Hero has to block each creature one at a time.
- All damage that is inflicted to the Hero will first go to the destruction of that Hero's armor, and once the armor has been destroyed, then all damage will affect the Hero's life points.  
(i.e. if a hero has 100 life points and 50 defense points on his/her armor and is attacked by a 10/12. Once blocked, the Hero will still have 100 life points but his/her armor will now have 40 defense points instead of 50).

- If a creature has attacked, they are not allowed to block creatures that would be attacking during their opponent's turn.
- The battle is over when the Hero and all of his/her army have been destroyed.

## Leveling up

1. Now that the battle is over players must roll the D20 in order to get skill points so that they can level up. The skill points never go away. So once you have achieved the next level you just add on to that for the next level.
  - i.e.: If you make it to level 2 which is 50 skill points, then the next level is 100 skill points, you only have obtain another 50 skill points to reach the next level.
  - a. The winner will roll their D20 and whatever number they rolled they double. Once a player has accumulated enough points to level up, they will move to the next level. Obtaining a new level unlocks a number of cards that were not be available for play by this player.
  - b. The loser will roll their D20 and they have to divide it in half. If the number is a fraction round up to the nearest number. Once a player has accumulated enough points to level up, they will move to the next level. Obtaining a new level unlocks a number of cards that were not be available for play by this player.

Here is the chart breakdown.

	Points needed	Special Effect
Level 1	Start Here	All cards that are level 5 and under can be cast by all factions.
Level 2	50	
Level 3	100	
Level 4	150	
Level 5	200	At the end of your turn look at the top two cards of your deck and put them back on top of your deck in any order.
Level 6	300	

Level 7	400	
Level 8	500	
Level 9	600	
Level 10	700	You now have the ability to double faction.
Level 11	850	
Level 12	1000	
Level 13	1150	
Level 14	1300	
Level 15	1500	At the beginning of battle your Hero starts out will 150 life points instead of 100.
Level 16	1700	
Level 17	1900	
Level 18	2100	
Level 19	2300	
Level 20	2500	At the beginning of your turn, your Hero generates one casting point.