

Here is a concise and structured English summary of the core rules and concepts of **Kingdom Legacy** based on the text you provided.

Kingdom Legacy – Core Rules Summary

Overview

Kingdom Legacy is a single-player legacy card game about developing your kingdom through multiple rounds and card upgrades. Cards represent lands, buildings, people, and events. Over time, you upgrade, rotate, and modify them with stickers, shaping your kingdom's story and final fame score.

Golden Rules

1. Never rotate or flip a card unless a rule or effect explicitly allows it.
 2. You may inspect cards in play or in your discard pile, but not undiscovered cards in the box.
 3. Any card that changes orientation (rotation or flip) is immediately discarded.
 4. Upgrading a card ends your turn.
 5. You cannot add a resource sticker to a card that already has 9 or more production.
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Setup

1. Take cards **#1–10** from the box. These form your **starting kingdom**.
 2. Leave the remaining cards in the box as your **discoverable cards**.
 3. Shuffle your 10 starting cards (do not rotate or flip them).
 4. Place them **face up** as a draw deck to your left. You always see the top card.
 5. Create space for your **play area** (in front of you) and **discard pile** (to your right).
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Game Flow

- The game is played in **rounds**, each consisting of multiple **turns**.
- When your deck runs out, the **round ends**.
- At the start of each new round (except the first), you **discover** 2 new cards in serial number order, add them to your kingdom, then shuffle your deck again.
- Continue until you discover **card #70**, then calculate your **final fame score**.

You cannot lose the game; your fame score measures your success.

Turn Overview

1. Play the top **4 cards** from your deck into your play area (or all remaining cards if fewer than 4).
2. You may then perform any number of actions until your turn ends.

Available Actions

1. **Produce** – Discard a card to gain the resources shown under its name. You cannot use or upgrade that card afterward.
 2. **Upgrade (ends turn)** – Pay the cost in the brown box and rotate or flip the card according to the arrow. Then discard it (Golden Rule #3).
 3. **Use Card Effect** – Activate a card's special effect (often requires discarding the card).
 4. **Advance** – Play 2 more cards from the top of your deck into your play area.
 5. **Pass (ends turn)** – Voluntarily end your turn.
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End of Turn and End of Round

- **End of Turn:** Resolve all end-of-turn effects, then discard all cards in play except those that “stay in play.”
- **End of Round:** Discard all cards, including those that stayed. Resolve any “end of round” effects.

Start the next round by discovering new cards (unless the first discovered is a parchment card, which must be resolved and destroyed immediately).

Cards and Upgrades

Each card shows:

- **Serial number** (top seal)
- **Name, keywords, and production**
- **Upgrade cost and direction (rotate or flip)**
- **Effect icons** and possible alternate stages (shown upside down on the card bottom)

Cards often have multiple stages that represent progress or transformation.

Resources

Six base resources exist:

- Coin
- Wood
- Stone
- Metal

- Sword
- Trade good

Resources are **temporary** and must be spent before your turn ends or before a new card enters play. They vanish automatically afterward.

Effects and Timing

- Effects may occur when played, discarded, upgraded, or at specific times (e.g., “end of turn”).
 - If multiple effects happen simultaneously, you decide the order, but all must resolve.
 - Some effects are **optional**, others **mandatory**.
 - **Permanent cards** remain active at all times, are not shuffled or discarded, and stay visible above your play area.
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Stickers

Some effects let you **add stickers** (numbered) to cards, usually to increase production.

- Only add stickers to the active stage of a card.
 - If a required sticker is missing, ignore the effect.
 - Stickers 9, 12, 14, and 15 are not used in *Feudal Kingdom*.
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Blocking and Destroying

- **Blocking:** A card placed on top of another blocks it. The blocked card has no effect and is discarded with the blocker at the end of turn/round.
 - **Destroying:** When a card is destroyed, it is permanently removed from the game (rip, burn, etc.). Before discovering card #23, you may reset the game; afterward, destroyed cards are gone forever.
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Expansions

After finishing the base game, you may continue with expansions:

- Up to 10 different expansions (mini or large).
- **Mini expansions (cards #136–138)** add 4 new rounds each but do not introduce new discoverable cards.
- Before starting an expansion, perform a **Purge**.

Purge:

Go through your deck 12 cards at a time, selecting one friendly card per batch to destroy.

Sum their fame and record it on your box using sticker 16. Purged fame contributes to your final score.

End of the Game

After discovering card #70 and completing that round, total your **fame** from:

- Cards in your kingdom
- Stickers and upgrades
- Purged fame (from expansions)

Your total fame represents the success and legacy of your kingdom.

Would you like me to make a **one-page reference sheet** (showing turn flow, actions, and icons) based on this summary next?