

Uncharted Legacy

Game Systems and Objectives

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Game System

Uncharted Legacy is a fantasy card game for 2 players.

In fable place of crisis – ridden with death, that swallows all lives who dare to step in, an ancient folklore exists. It says that there are five types of fragments of five arcane hidden gems, which store the unlimited fierce power. The Explorer, Pirate and Wizard, who come from different parts of the world and claimed to find the uncharted legacy, unfortunately, one out of the three characters was killed at the very beginning, only the other two have made it to the place. They see each other as enemies and the only way to defeat the other is to hold three gems out of five.

Game System and Objectives

At the beginning of the game, each player randomly chooses one Character from card pile. (Pirate and Explorer have their own initial weapons but the wizard does have his own monsters to start with)

Place 12 back-oriented cards on the table in two rows; the number in each row is 1, 2, 3, 4, 5, and 6 respectively. As the cards are flipped, the aligned cards create a conflict. The person who wins one conflict would

obtain fragments from the pile of fragments.

1. The same cards have the power to nullify one another.
2. The winner of each fight would use the difference of strengths divided by 5 and take that number of fragments from pile of fragments.
3. When only six cards left on the table, new back-oriented cards would fill the gaps.
4. The player who has 3 gems out of 5 would win the game and capture the relic. If not, a draw would be the result.
5. After all the cards are distributed, an evitable battle would activate.
6. Pirate and Explore have to defeat the monster once they have encountered, followed by battle with rivalry (may or may not). Wizard has to give up 5 points in order to domesticate monsters, or give up the card – no need to fight.
7. Explorer: she has two potions with her before entering battle each with 10 points of defense.
8. Pirate: he has ability to plunder one weapon from his opponent (weapon only)
9. Wizard: he has to give up 5 points each time he find a monster (not include initiative weapons) in order to domesticate monsters.
10. When two players are fighting, always calculate sum of points of attack and points of defense. Spells is instantaneous attack.

Set-ups

1. Place 5 gem stone on the side of the desk (Tesseract, Gem of flame, Aether, Chaotic gemstone and soul stone, they cannot stay inside the card pile). Use 4 same types of fragments to conjure corresponding gemstone and first come first serve. Moreover, soul stone could obtain only by giving up 30 points of attack.
2. Prepare cards pile of 12 fragments (they are trophy for winner of the battles) and make sure they are in random order.
3. Prepare initiative hand cards (Out-Of-Body *1 for Pirate and Explorer)
Explorer and Pirate would select 2 out of 6 cards from their initiative weapons piles (Ancient Sword*2, Ghost axe*2 and Sword of Flame*2)
Wizard would select two out of 6 cards from monster piles (Treant*4 and Zombie*2)
4. Set two of Sword of Flame beside, could obtain by composing inferno fragments and ancient sword.
5. Players randomly pick up a character card from pile. Secondly, shuffled rest of the card pile.
6. Place 12 back-oriented cards on the table in two rows; the number of the each card in a row is 1, 2, 3, 4, 5 and 6 respectively. If the cards flipped lined up in a turn, and then the conflict will start. The person who wins the conflict would take fragments from fragments card pile as trophy. New cards will fill the gaps if only 6 cards left on the table.

7. Special case: if there is no card left in the card pile but no one gather 3 gem stone, an inevitable battle would activated.

Components of the Game

The game consists of 3 character cards, 5 gem stone, 20 gem fragments, 8 arcane fields, 11 monsters, 18 game props, 6 arcane spells.

Character cards: different character has different privileges



Explorer is able to choose to flip the Card with the number +1 or -1 he/she gain in the dice game.



Pirate is able to plunder the non-permanent weapons from his competitor.



Wizard is able to control monsters.

Gem Stone: the ultimate weapons, the target of collecting





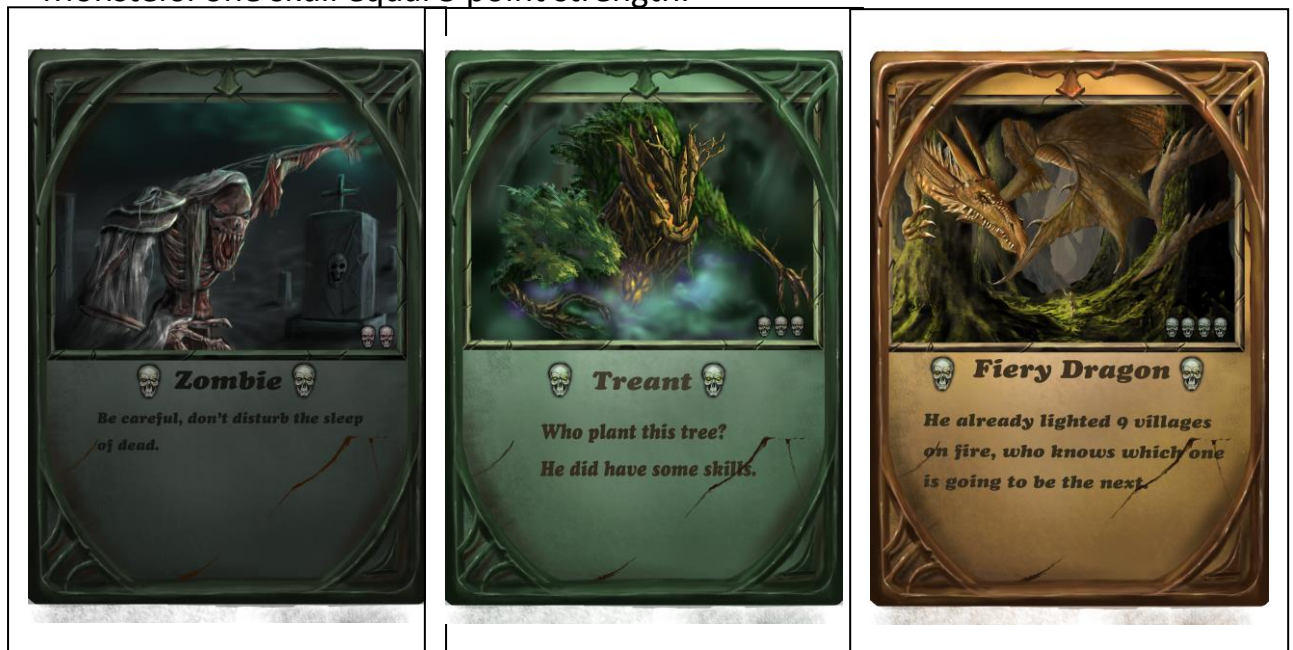
Fragments of gems: Fragments are used to conjure gems



Arcane field:



Monsters: one skull equal 5 point strength.



(note: For monsters, one skull represent 5 points of attack)

Game Props: including weapons and potion.





Spells: the Arcane Spell is a way of attack besides using weapons, enables characters to gain power to turn the battle over.

