

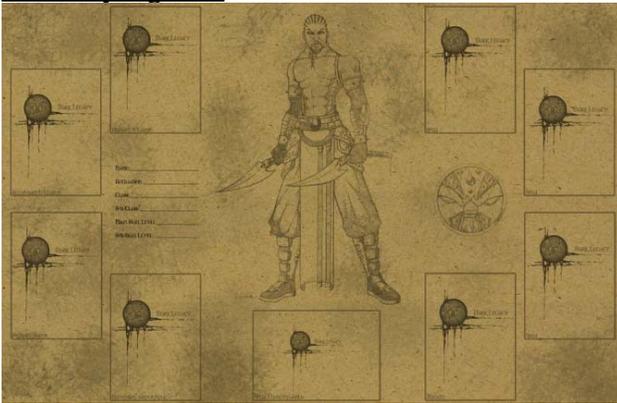
Dark Legacy: The Rising

Getting Started

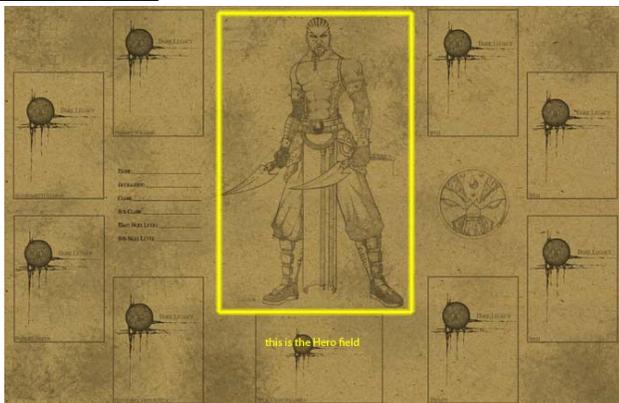
In order to play Dark Legacy: The Rising, a player will need

- One Dark Legacy: The Rising playing mat
- At least one twenty-sided die (d20), but more would be better.
- At least 20 counters
- A deck of Dark Legacy cards
- A way to keep track of Life Points, Casting Points, Armor Defense Points - calculator, paper and pencil, etc.

The Playing Mat



The Hero Field

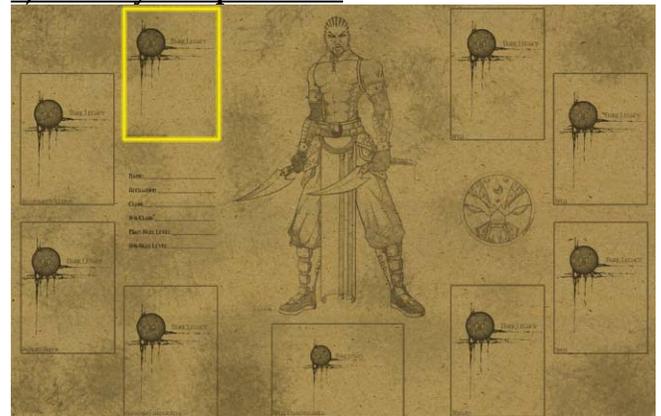


In the middle of the playing mat is the **Hero Field**. This area represents you - the Hero in Dark Legacy: The Rising. The hero you create is a playable Character in the game, and will be able to use equipment, attack your opponent, defend against incoming attacks, and cast spells. This is where you place **Enhancements** - Cards that provide your hero with new skills and abilities.

On the left side of the playing mat are the **Hero Equipment Fields**. These areas are where you place the Weapons, Armor, and Relics that are being used by your Hero

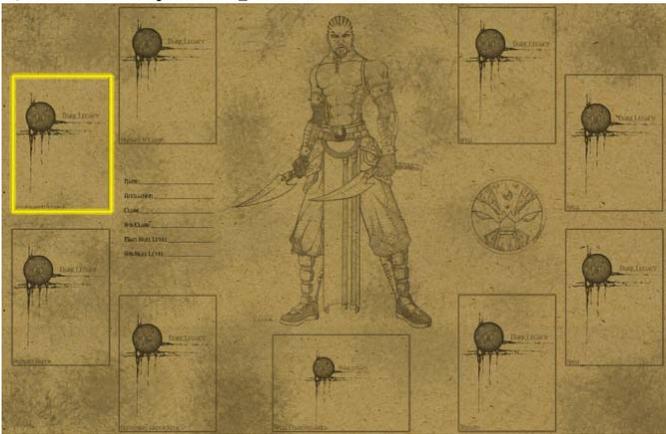
- In order put Equipment Cards in play, your Hero must have a Skill Level equal to, or greater than the Skill Level on the card.
- Once an Equipment Card is placed on the playing mat, it cannot be removed until it is destroyed, or a card in play states otherwise.
- You may only have one Weapon or Armor Card in each field, though you may attach any number of Enhancement Cards to Weapons you have equipped.
- You are allowed to stack multiples of the same Relic Card on the Secondary Armor / Relic field.

1) Primary Weapon Field



This is where you place the Primary Weapon your Hero will use when making attacks and defending him/herself against your opponent's attacks. You will always use your Primary Weapon for attacking or defending unless you indicate otherwise.

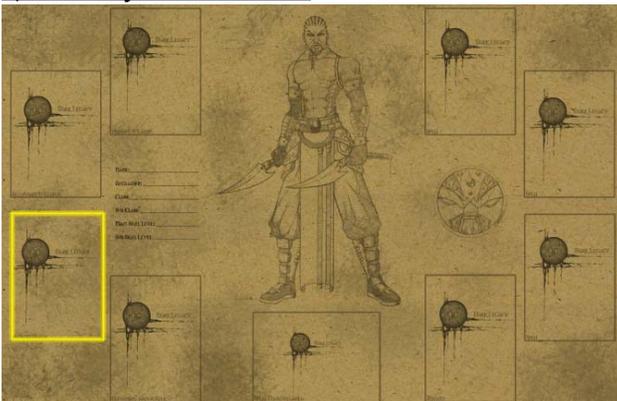
2) Secondary Weapon Field



This is where you place your 'back up' weapon.

- In order to use your Secondary Weapon, you must declare it before making an attack or attempting to defend.
- As with the Primary Weapon Field, you may not 'stack' multiple weapons in this field, but you may attach any number of Enhancements to a weapon you have equipped.

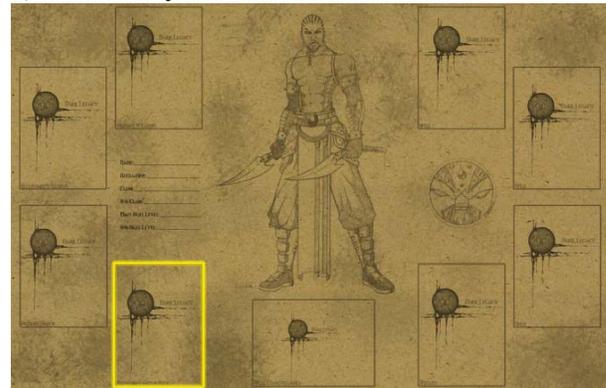
3) Primary Armor Field



This is where you place the Armor card you have equipped for your Hero.

- Any damage that would be applied to your Hero's Life Points will be applied to the Defense Points of the primary Armor card equipped in this Field first.
- You may not have more than one Armor card equipped in this field at a time.

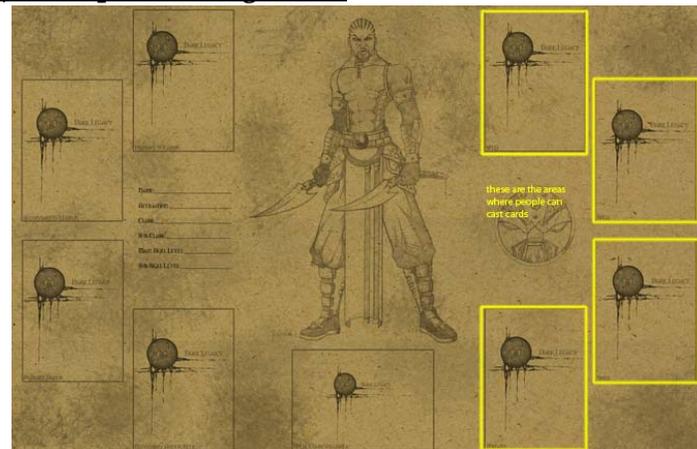
4) Secondary Armor / Relic Field



This is where you place any additional Armor, or Relics that are capable of being equipped once they have been successfully cast. Relics are spell cards, and must be cast in order to be brought into play.

- Any damage that would reduce your Hero's Life Points will be deducted from the Defense Points of the Armor equipped in this field before your Hero's Life Points.
- If this field is empty, you may cast a Relic and equip it immediately by placing on the Secondary Armor / Relic Field.
- You may not equip a Relic Card if there is already an Armor card equipped in this field.
- You are allowed to stack multiples of the same Relic Card on the Secondary Armor / Relic field.

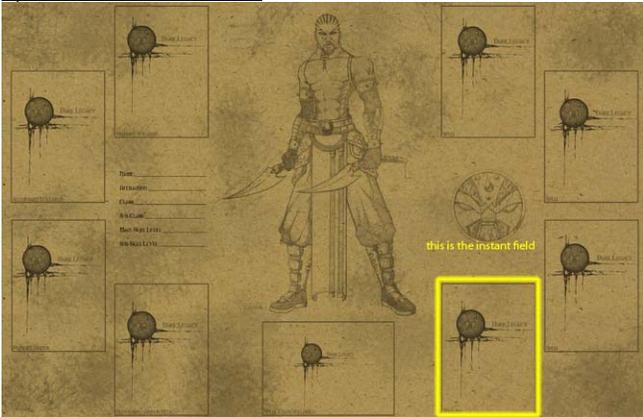
5-7) The Spell Casting Fields



On the right of the playing mat is where you will find the Spell Casting Fields. This is where you would place all of your Magic, Creatures, Relics, and Instants that are being put in play.

- You must have an open Spell Casting Field to cast a spell card.
- You are allowed to 'stack' up to three of the same card in each Spell Field.

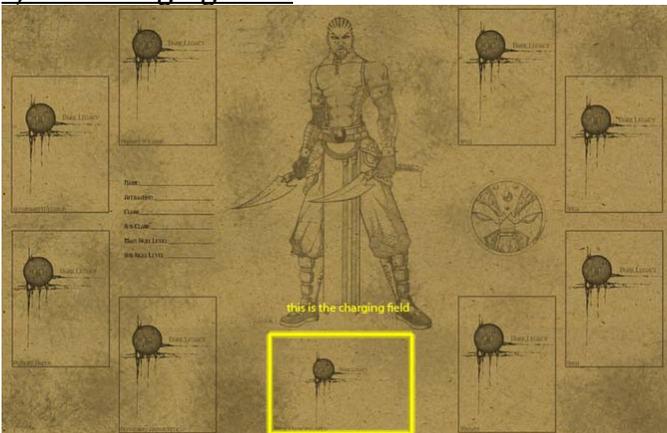
8) The Instant Field



Instants are cards that can be played at any time – even during your opponent’s turn – as long as you have the Casting Points and Skill Level to cast the card, and an open Instant Field. The Instant Field is a Spell Casting Field, and can also be used to cast Creatures, Relics and Magic cards.

- You may not use the Instant Field to cast Creatures, Relics, or Magic cards as Instants.
- If your Instant Field is covered by with a Creature, Relic, or Magic card you may not cast an Instant.
- Once effects from an Instant have been resolved, move it from the Instant Field to your Boneyard.

9) The Charging Field



This field is used to cast a spell that has a higher Skill Level than your Hero. Place the card you want to cast face-down in the charging field –

it is now ‘charging’. The card must ‘charge’ for a number of turns equal to the difference between the card’s Skill Level and your Hero’s Skill Level before it can be cast. (Example: A Hero with a Skill Level of 8 wants to cast a Spell Card with a Skill Level of 17. He must charge the card for 9 turns before being able to cast it.)

- At the beginning of your turn place a token on the charging card. Once you have waited enough turns and have enough tokens on the charging card you will be able to cast the card.
- To cast a ‘charged’ card, the player must pay the casting cost, and must have an open Spell Casting Field to put the card in play.

The Boneyard

The Boneyard is your discard pile, where all cards that have been used, destroyed, or dispelled go. Your Boneyard should be off your playing mat, but nearby. The cards should be placed in the Boneyard face-up.

- Cards that are ‘removed from the game’ do not go into your Boneyard. They should be placed face-down near the Boneyard so that they won’t be mistakenly returned to the game.

The Dark Legacy: The Rising Card



- 1) Card name.
- 2) Card affiliation (Chaos, Tech, Darkness, Holy Order, Wind or Earth)
- 3) Casting Cost (# of Casting Points needed)
- 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/ Defense Points

Your Dark Legacy: The Rising Deck

- Every player's deck must include 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).
- You can have as many Armors in your deck as you like but you can only play two Armor cards from your deck per game.
- Cards with a Skill Level of five or lower can be cast by all factions, as long as your Hero has a high enough Skill Level. If you Hero is a level six and above they can only play faction specific cards.
- Cards with a Skill Level of 6 or higher must be cast from Spell Cards available to your Hero's faction(s).
- When the text on a card contradicts the rules, do what it says on the card.
- When attacking or activating a card you must turn the card 45 degrees to the left. This signifies that the card has been used to make an attack, or an ability or effect has been activated.
- Any card that state "Target" Hero or Creature can affect your creatures and Hero as well as your opponent's. If the card doesn't state "Target" then the card's ability is meant for your Hero or creatures only.

Your Hero

- Your Hero starts the battle with 50 Life Points, and an Attack Skill of 1 – these can be improved

by equipping Weapons, Armor, and Enhancement cards.

- You will need to keep track of your Hero's life points because, unlike other Creatures, your Hero will not regain Life Points between turns.
- Heroes are able to Attack and Defend in the same game round.
- Your Hero is the only creature in the game capable of blocking more than one attacker in the same turn.
- Your Hero must represent one of the factions from Dark Legacy: the Rising. You will need to choose a primary faction for your Hero. Once you choose a faction that will be the faction that your Hero will remain until you can double faction. (You can double faction once you reach level ten in your primary faction)
- As you gain Skill Levels in your faction, you will be able to use more powerful Weapons, Armor, and Spell Cards associated with your Faction.

Enhancements

Enhancements are cards that provide your hero with new skills and abilities.

- Enhancement cards are 'stackable' - you can attach more than one of the same type of Enhancement for a cumulative bonus, unless there is a card in play that states otherwise.
- There is no limit to the amount of different Enhancement cards that can be placed on your Hero, unless there is a card in play that states otherwise.
- If your Hero is destroyed, all Enhancements, Weapons, Armor, Relics are removed from the playing mat and placed in your Boneyard.

Weapons

- You do not have to equip your Hero with a Weapon, but if you do not, his Attack Points will remain one.

- When you equip a weapon, replace your Hero's Attack Points with the Attack Points listed on the Weapon card.
- All weapons must go into the Primary Weapon space unless there is an Armor card already there.
- To equip a Weapon, make sure your Hero has a high enough Skill Level to use the weapon; then place the card in either the Primary Weapon Field, or the Secondary Weapon Field of your playing mat.
- You will always use your Primary Weapon for attacking and defending, unless you declare otherwise.
- You must declare that you are using your Secondary Weapon BEFORE attempting to Attack or Defend.
- Weapon cards can be equipped to the Hero with/without declaring a Casting Phase.
- If your Hero attacks with a distance weapon (gun, bomb, etc), he/she cannot be damaged by a blocking Creature or Hero, and he/she as the ability to damage Flying creatures.
- You may not 'stack' (have more of the same card in the same Field) Weapons, but you may 'stack' Enhancements on Weapons you have equipped.
- There is no limit to the number of Enhancements you may place on a Weapon you have equipped.
- Enhancements are attached to a Weapon or Armor by placing the Enhancement on the playing mat, on top of the Weapon or Armor card in a Hero Equipment Field.
- If your Hero is destroyed, all Weapons, Armor, and Relics - along with any attached Enhancements - are removed from the playing mat and placed in your Boneyard.

- If your weapon has an ability on it you will have to declare an Attack Phase before you can use it.
- If your weapon is a distant weapon that weapon has the ability to hit flying creatures and a Hero with flying.
- If you are attacking with distance weapon the blocking opponent or creature cannot return damage.

Armor

Armor absorbs damage that would otherwise be applied to your Hero's Life Points.

- Any damage to your Hero is first applied to the Defense Points of your Primary Armor, then to the Defense Points of your Secondary Armor (if equipped), and finally to your Hero's Life points.
- Armor cards can be equipped with/without declaring a Casting Phase.
- All Armor must go into the Primary Armor space unless there is an Armor card already there.
- When your Armor's Defense Points are all gone, it is destroyed and removed from play.
- The effects of the same type of Armor do not stack or trigger at the same time.
- Damage on Armor is cumulative, and will have to be kept track of separately from your Hero's Life Points.
- If there is an ability connected to your armor, it only affects your Hero.
- If your Hero has Armor equipped, he/she cannot be affected by poison.

Casting Spell Cards

- All cards that are cast are considered Spell Cards - this includes Creatures, Enhancements, Relics, Magic, and Instants.

- Instant cards can be played during any phase and anyone's turn, if proper casting points are available.
- Magic, Creature, Relic, and Enhancement cards all can be played during the owners turn, only during the Casting Phase.
- To cast Spell Cards you must first generate Casting Points. At the start of your turn, roll a d20 – the result will be the number of Casting Points you have to cast cards from your hand for that turn.
- Unless they are all used up during your Casting Phase, Casting Points last until the start of your next turn, when you will start over from 0 (Unless there is a card in play that says otherwise). This allows you to cast Instant cards during your opponent's turn.
- You can cast any numbers of Spell Cards as long as you have the proper Skill Level, enough Casting Points, and an open Spell Casting Field on your playing mat to put the card in play.
- If you have the ability to counter an opponent's Spell Card, you can do so immediately after the Spell Card is cast.
- If there is a card with a Casting Cost of 0, that is not an Instant, you will still have to declare a Casting Phase to put it in play.
- To cast a Spell Card
 1. Make sure your Hero has the appropriate Skill Level to cast the card - it must be equal to or greater than the Skill Level of the card. (If charging a card, make sure the card has charged for enough turns.)
 2. Pay the Casting Cost.
 3. Place the Spell Card face-up in a Spell Casting Field on your playing mat. It will remain in this Field until it is Destroyed, Dispelled, or used up (unless there is a card in play that states otherwise).
 4. Apply the effects of the Spell Card, and, if the card is an Instant, place the Spell Card in your Boneyard.

Attacking and Defending with your Hero

Your Hero is a playable character that is able to attack your opponent's Hero and army, or defend himself against your opponent's attacks.

Attacking

- During the Attack Phase of your turn, you will decide if your Hero will attack.
- Roll a d20, and apply the result of the roll by consulting the Attack Roll Result Table.
- Your Hero's Attack Points are either 1, or the Attack Points of the equipped weapon he is using to attack.

Defending

- During your opponent's Attack Phase you will choose which of your opponent's attacking Creatures your Hero will defend against.
- Apply the result of the attacking Creature's Attack Roll by consulting the Attack Roll Result Table.
- Your Hero is able to defend against multiple attackers.
- Your Hero is able to defend against attacks even if he made an attack this round.

Attacking and Blocking with Summoned Creatures

Attacking

- During the Attack Phase of your turn, you will decide which of your summoned creatures will attack.
- All attacks will be directed at your opponent's Hero, unless there is a Creature that will attempt to block the attack.
- Creatures cannot attack on the same turn they were cast, but they may block attacks.

- Creatures that attack during your Attack Phase cannot be used to block during your opponent's Attack Phase
- Roll a d20 for each attacker and apply the result of the roll by consulting the Attack Roll Result Table

Blocking

- During your opponent's Attack Phase you will decide which of your summoned Creatures will block, and choose which of your opponent's attacking Creatures will be blocked.
- You cannot block with a Creature that attacked during your Attack Phase.
- Creatures can only block one creature per turn unless there is a card in play that say otherwise.
- If you do not have any Creatures that are able to block, your Hero must defend against all attacks himself.
- When you block an attack, your blocking Creature intercepts one of your opponent's attacking creatures.
- Compare the Attack Points and the Defense Points of both Creatures, and apply the damage to both simultaneously.
- If a blocking Creature intercepts an attacker with an Attack Points that are higher than its Defense Points, it is destroyed.
- If the blocking creature's Attack Points are higher than the attacker's Defense Points, the attacker is destroyed.
- When a Creature is destroyed, remove its card from the Spell Casting Field it occupied, and place it in your Boneyard.
- Flying Creatures cannot be damaged or blocked except by a Hero or Creature that has the flying ability or have an ability that allows them to damage flying Creatures.

- A flying Creature may block a non-flying Creature, but will suffer normal damage as a result

Playing the Game:

The Objective

The objective is to destroy your opponent's Hero and his army by reducing the Hero's life to 0 and destroying all the Creatures under his control.

- The battle continues even if your Hero is destroyed.
- The Creatures that he summoned will remain in play until destroyed - they will not be able to cast Spell Cards, even though you still draw a card, but will be able to attack and block.

Before the battle begins

- Choose one Equipment Card (Weapon, Armor, Relic) from your deck that has a Casting Cost of 0, and that your Hero has the Skill Level to use. Equip the card by placing it in an open Hero Equipment Field on your playing mat, then shuffle you deck.
- Decide who will go first - roll the dice, rock/scissors/paper, birthday - your choice.
- Draw five cards from your deck - this your Casting Hand
- Beginning with the player who will make the first turn, players will alternate taking turns until one of them is defeated.

Turn Sequence

1. At the beginning of your turn, your casting points empty out. (unless stated otherwise on a card)
2. All of your creatures gain their full Defense Points back and then un-activate.
3. Draw 1 card from your deck and add it to your hand.
4. Add a charging token from a card (if any) in the Charging Field.

5. Declare Casting Phase or Attack Phase (one or the other, not both) *Note - Attacks are not permitted during your first turn.
6. Resolve the effects of your Casting Phase or Attack Phase.
7. Pass the turn to your opponent.
8. End of your turn.

- Once you complete your Attack Phase, your turn ends, unless there is a card in play that state otherwise.

The Battle is over when player's Hero has 0 Life Points, and all the creatures that were under his control are destroyed.

Poison

- If your Hero has 20 poison counters on it, it is destroyed.
- Once your creature has as many poison counters on it equaling its casting level then it is destroyed. That number can't exceed 20.

Casting Phase

- Roll a d20 to determine your Casting Points for the turn
- Use your casting points to cast any of the cards from your hand as long as you have enough Casting Points, a high enough Skill Level, and an open Spell Casting Field on your playing mat. - You must declare a Casting Phase to cast a card, even if it has a Casting Cost of 0.
- If your opponent has the ability to counter a Spell Card he can do so immediately after the card is cast.
- Once you complete your Casting Phase, your turn ends, unless there is a card in play that states otherwise.

Attack Phase

- Declare which of your creatures will attack, and if your Hero will attack. All attacks are directed at your opponent's Hero.
- *Creatures cannot attack in the same turn they were cast, unless there is a card in play that states otherwise.*
- Creatures that attack during your Attack Phase cannot be used to block during you opponent's Attack Phase.
- Once you have declared your attackers, your opponent will declare which of his Creatures will block, and/or if his/her Hero will defend.
- Roll a d20 for each attacker and apply the results of the roll using the **Attack Roll Results Table**.

Attack Roll Result Table
1 - 3: Critical Miss. Your attacking creature inflicts no damage, and suffers full damage from any blocking Creature or Hero.
4 - 8: Clean Miss. Your attacking Creature inflicts no damage, and suffers no damage from any blocking Creature or Hero.
9 - 17: Hit. Compare the attacking Creature's Attack and Defense Points to a blocking Creature or Hero's Attack and Defense Points. <ul style="list-style-type: none"> • If no blocker is declared, your opponent's Hero suffers damage equal to the attacking creatures Attack Points. Damage is applied first to the Defense Points of any armor the Hero has equipped, and then, once the Armor's Defense Points are used up, to the Hero's Life Points. • If the attacking creature's Attack Points are higher than the blocking creature's Defense Points, the blocking creature is destroyed. • If the blocking creature's Attack Points are higher than the attacking creature's Defense Points, the attacking creature is destroyed.

*Attacking and Blocking creatures damage each other simultaneously, and it is possible for both to

be destroyed at the same time.

18-19: **Direct Hit.** The attacking Creature inflicts damage on any blocking Creature or Hero, but does not suffer any damage in return.

20: **Critical Hit.** The attacking Creature gets +5 Attack Points, and does not suffer any damage in return.

Advancing Your Hero's Skill Level

After the battle is over, both players will have the chance to earn Skill Points that will allow them to advance their Hero's Skill Level. This will allow your Hero to use more powerful Weapon and Spell Cards, as well as unlocking some special abilities. To determine how many Skill Points your Heroes are awarded, each player will roll a d20.

- The winner doubles his roll (example: roll 10 = 20 Skill Points), and that is the number of Skill Points he will earn for this battle.
- The loser divides his roll by 2 (example roll 10 = 5 Skill Points)
- You Hero's Skill Points are cumulative, and you should keep track of them between battles.

Skill Level Advancement Table

Level	Points Needed	Special Effects
1	Start Here	At this level cards level 5 and lower can be cast by all factions
2	20	At this level cards level 5 and lower can be cast by all factions
3	40	At this level cards level 5 and lower can be cast by all factions
4	60	At this level cards level 5 and lower can be cast by all factions
5	80	At this level cards level 5 and lower can be cast by all factions
6	100	Your Hero now starts with 100 Life Points. Now you can only play faction specific cards, unless you have a card that states otherwise.
7	200	
8	300	
9	400	
10	500	You may choose a second faction for your hero to cast Spell cards from. The Skill Level of the second faction will start at 1.
11	700	
12	900	
13	1100	
14	1300	
15	1500	At the end of your turn you have the ability to look at the next two cards in your deck.
16	1800	
17	2100	
18	2400	
19	2700	
20	3000	At the Beginning of your turn, your Hero generates 1 Casting Point.