

CLANK! Legacy

SETUP

1. Choose a side of the Game Board to use.
2. Select 1 Patron Card at random. Follow any instructions on the Card that modify setup.
3. Place the Franchise Board below the Game Board, follow any setup instructions on it.
4. Place the Market items in the Market Area on the Franchise Board.
5. Place the Dragon Marker on the Rage Track according to the player count.
6. Shuffle the Mysterious Tome Cards. Place them faceup with the Mercenary Cards, Explore Cards, and the Cultist Card.
7. Shuffle the Adventure deck and deal 6 Cards faceup to form the Adventure Row. If you reveal an Event Card, or a Card with a Dragon Attack symbol, replace these then shuffle them back into the Adventure deck.
8. Place the Mug Tokens near the HQ space; 1 per player.
9. Place 1 Wight Cube on each Ruin space.
10. Shuffle the Dran Agent Tokens face down. Place 1 on each Dran Agent space.
11. Shuffle the Major and Minor Secret Tokens face down. Place 1 Major Secret at random on each Major Secret space.
12. If playing with less than 4 players, take all Artifacts with spaces on the Game Board and shuffle facedown. Discard the following number from the game:

3 players: 1 Artifact

2 players: 2 Artifacts

Place remaining Artifacts faceup on each marked space.

13. Place the Mystic Fruit on their marked spaces, whole-fruit side up.
14. If playing on the Underworld side, place the Shrine Tokens on their marked spaces.
15. Place all 24 Black Cubes in the Dragon Bag.
16. Each player chooses a colour and takes:

30 Clank! Cubes

1 Disk - attach to the base of the Figure of your choice then place on the HQ.

6 Bungle Cards

2 Stumble Cards

1 Sidestep Cards

2 random Role Cards - choose 1 to keep and discard the other.

17. Determine player order, play proceeds clockwise from the 1st player.
18. The 1st player places 3 of their Clank! Cubes in the Clank! Area on the Franchise Board. The 2nd player places 2, and the 3rd player places 1.
19. In turn order, each player draws 3 random Vault Cards, chooses 1 and carries out its Acquire text, then places it into their discard pile. Shuffle the unchosen Vault Cards back into the deck for the next player.
20. Each player shuffles their deck and draws a hand of 5. The 1st player starts.

GAME PLAY

1. Play ALL Cards from your hand to perform any number of the following Actions (or any Actions indicated on the Cards). Each Action may be performed multiple times:



MOVEMENT

Each  allows you to move along 1 path on the Game Board.



• A path with multiple footprint icons requires at least that many  to move through.



• Mountain paths require at least the indicated number of  to move through. Unless you have a Pickaxe, then they only require 1 .



• Deals 1 damage if you move through. You may either spend 1 Sword icon or Sacrifice an Intern to negate this.



• You cannot move across an Open Water space unless you possess a Canoe Token.



• Paths with arrows may only be crossed in the direction of the arrow.



BUY A CARD

Use Skill Points to buy Cards from below the Franchise Board.

Pay the cost as indicated against blue on the bottom right of the Card. Place bought Cards into your discard pile.



FIGHT A MONSTER

Use Swords to fight Monster Cards below the Franchise Board.

Pay the number of Swords indicated on the bottom right of the Card, gain the reward for defeating it, then discard the Card.



You may fight the Cultist multiple times per turn, this Card is not discarded.



BUY FROM THE MARKET

If you're on a Town space you may buy Tokens from the Market for 7 Gold each. You may only possess 1 Market Item of each type.



HIRE A COACH

If you're on a Coach space you may hire a Coach to teleport to another Coach space. You must spend 1  and pay the sum of any Gold indicated on the departure and arrival Coach spaces.



TAKE AN ARTIFACT

If you're on a space with an Artifact, you may choose to gain it and then move the Dragon Marker right 1 space. You may only carry 1 Artifact at a time and may not discard an Artifact in order to exchange it for another.

2. Discard all played Cards and draw 5 Cards into your hand. If you need to draw Cards but have none remaining in your deck, shuffle your discard pile and make a new deck.
3. If there are fewer than 6 Cards in the Adventure Row, refill it. If you reveal an Event Card carry out its effects then discard it.
4. If any of the new Cards in the Adventure Row have a Dragon Attack symbol, the Dragon attacks (it attacks only once, regardless of the number of symbols).



DRAGON ATTACK

1. Place all player's Clank! Cubes from the Clank Area into the Dragon Bag.
2. Draw a number of Cubes equal to the number shown on the current space of the Rage Track, and any additional from Danger Cards in the Adventure Row.
3. Each Clank! Cube drawn deals 1 damage to its owner. Place the Cube on the player's Health Meter.
4. Each Intern Cube drawn is returned to the supply.
5. Each Wight Cube drawn deals 1 point of damage to every player. If a player has no available Cubes, place a set aside Black Cube onto their Health Meter.
6. Each Black Cube drawn is set aside.
7. If the Dragon Bag is ever empty after an attack, the game ends immediately and all players still on the Game Board are Knocked Out.

CLANK!



If you gain Clank!, add that many Cubes from your supply to the Clank! Area on the Franchise Board

If you lose Clank!, remove that many Cubes from the Clank! Area back to your supply. If you are to lose Clank! but don't currently have any in the Clank! Area, you may remove any gained later this turn. Any leftover negative Clank! is lost when your turn ends.

HEALTH

When you take damage, place 1 of your Cubes on the lowest available space on your Health Meter. If your Health Meter is ever completely filled, you are Knocked Out.

- You can't voluntarily take damage if you have no Cubes in your supply, or if it would knock you out.
- When you heal, take back Cubes from your Health Meter to your personal supply.



If an Intern Cube is ever SACRIFICED, place it into the Dragon Bag.



You "expend" a Mystic Fruit by flipping it to its expended side. Each Mystic Fruit may only be used once per game.



When the Dragon Marker reaches the Patron Seal space of the Rage Track, carry out the Seal effect of the Patron.

GAME END

The game ends when all players are "off the clock"; either by being Knocked Out or by Escaping with an Artifact.

- If a player reaches the HQ with an Artifact, they have ESCAPED. Remove their Figure from the Game Board and all of their Clank! Cubes from the Clank area. The player gains their Mug Token.
- If a player is KNOCKED OUT, they are out of the game. If they have not yet picked up an Artifact, or they're in the "Danger Zone" (the bottom section of the Game Board) they score 0 points.



If a player is "off the clock", they are no longer affected by anything in the game. On their turn they perform a Dragon Attack for exactly 4 Cubes (or 6 in a 2 player game) ignoring Danger. Once all players are "off the clock", perform final scoring as follows:



The VP value of your Artifact (you can't score without one!). The 20/40 Artifact is worth 40 VP if you have at least 1 Dragon Egg.



Each Gold is worth 1 VP.



VP awarded by Cards in your deck (according to the top right of the Card).



VP from any other Tokens.



10 VP for each set of 3 Seals of Excellence on Cards and Tokens you own.



Any VP awarded by the Patron.



Gain VP according to the number of Clank! Cubes you've placed on Shrines.

The player with the most VP is the winner. Ties are broken by most valuable Artifact.

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ICONS



Gain 1 Major Secret.



Gain 1 Minor Secret.



Gain 1 Mystic Fruit, uneaten side up.



Gain 1 Gold.



Gain 1 Intern Cube.



Draw 1 Card.



Heal 1 damage.



Increase the Rage Level by 1.



Seal of Excellence - keep for scoring at the end of the game.

MAJOR SECRETS



DARK DRAGON EGG

All other players gain 3 Clank!. Worth 3 VP.



FLASH OF BRILLIANCE

Discard to immediately draw 3 Cards.



GREATER TREASURE

Worth 5 Gold.



POTION OF GREATER HEALING

May be discarded during your turn to heal 2 damage.



GRAND SEAL OF EXCELLENCE

1 Seal of Excellence. Worth 7 VP.

MINOR SECRETS



GOLD DRAGON EGG

Advance the Rage Level by 1. Worth 3 VP.



POTION OF HEALING

May be discarded during your turn to heal 1 damage.



POTION OF STRENGTH

May be discarded during your turn to gain 2 Swords.



POTION OF SWIFTNESS

May be discarded during your turn to gain 1 ⚡.



TREASURE

Worth 2 Gold.



TWO INTERNS

Immediately discard to gain 2 Interns.



TRASH A CARD

Immediately discard to trash 1 Card from either your discard pile or your play area from the game.

MARKET ITEMS



CANOE

You may use paths that cross Open Water. Worth 5 VP.



CROWN

Worth the number of VP shown.



LIFESTONE

Immediately heal 1 damage. Worth 7 VP.



BACKPACK

You may pick up an additional Artifact. Worth 5 VP.



PICKAXE

Each Mountain path only requires 1 ⚒ to cross. Worth 5 VP.

GAME BOARD FEATURES



If you enter a space with a Dran Agent, take 1 damage unless you Sacrifice 1 Intern or choose to defeat it by spending 2 Swords. If you defeat the Dran Agent, gain the reward on the Token and discard it.



If you enter a Forest space you become exhausted and cannot move any more this turn. You may still Teleport but then may still not move any further from the new space you Teleport to.



If you enter a Ruin space with a Wight Cube, place that Cube into the Dragon Bag and gain 2 Gold.



If you enter a Volcano space, you may immediately trash 1 Card in either your discard pile or your play area from the game.



MAGIC CIRCLE

Some Cards have text allowing you to interact with a Magic Circle.

SHRINES

1. If you enter a space with a Shrine Token, you may gain the Token.
2. Regardless of whether you take it or not, you then teleport to the Pyramid space.
3. Place 1 Clank! Cube from your supply on the Shrine you left. Each player may have only 1 Cube per Shrine. At the end of the game you receive VP according to the number of Clank! Cubes you've placed on different Shrines.

Each Shrine Token provides the following benefit on each of your turns. You may only possess 1 Shrine Token at a time. If you gain a new one, return the previous Shrine Token to its space on the Game Board.



1 Skill.



1 Gold.



1 Sword.



-1 Clank!.



Gain 1 ⚡.



Ignore all Monster icons on paths.

CARD EFFECTS

ACQUIRE - A Card's Acquire text is carried out once, immediately when you gain it.

ARRIVE - A Card's Arrive text is carried out once, immediately once it is added to the Adventure Row.

DANGER - For each Danger Card in the Adventure Row, draw 1 additional Cube from the Dragon Bag during a Dragon Attack.

DISCARD - You may only discard a Card from your hand which you haven't yet played. A discarded Card is not activated.

EACH PLAYER - Begin with the player taking their turn and proceed clockwise.

TELEPORT - Move directly from 1 space to another, ignoring any icons on paths.

TRASH - When you trash a Card, choose 1 Card from either your discard pile or your play area. Remove it from the game completely.