

Legends and Lies

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Version 4.2

Description

In Legends and Lies each player is a Cryptozoologist mounting expeditions in an attempt to prove the existence of certain unknown creatures such as Bigfoot, The Loch Ness Monster or Extraterrestrials. Each ultimately hopes to gain fame and fortune by being credited with the actual discovery of a new species. While searching the globe for solid proof of these creatures existence each Cryptozoologist can attempt to discredit their competitor's discoveries by leaking wild stories to the tabloid press. Turnabout is, of course, fair play....

Legends and Lies is a card game for 2 to 4 players that can be played in 30 minutes to an hour.

Two or Three Player (Four player rules are addressed at the end of the basic rules)

- The player most likely to be the subject of a tabloid story hands the deck to the player on their right. The player who receives the deck is the first dealer. You may also just roll a die, arm wrestle for it or any other method you desire.
- The dealer should deal each player ten cards and then turn over the top card of the draw deck (hereafter referred to as the **Unknown**) to start a discard pile (hereafter referred to as the **Tabloids**).
- Play starts with the player to the left of the dealer and goes clockwise.

Summary of Play

Each player's turn will consist of the following:

1. They must draw a card from either the top of the Unknown or the top of the Tabloids.
2. They may mount expeditions (play melds,) add to their existing expeditions or play cards of expeditions played by their opponents.
3. They may play one Anomaly Card (cards with the black cat).
4. They must discard one card to the Tabloids.

Steps 2 and 3 may be done in any ordered. Step 2 may be repeated as many times as a player wishes.

Drawing

At the beginning of their turn a player must draw a card.

- They may draw either the top card from the Unknown or the card that is on top of the Tabloids.
- The first time that a player is required to draw a card and there are no cards left in the Unknown, that player should set aside the top card of the Tabloid pile and then shuffle all the remaining cards from the Tabloids to create a new Unknown deck. They should then place the card they had set aside next to the Unknown deck to form a new Tabloids pile, then make their draw and continue their turn.
- Should the Unknown deck run out a second time, the hand ends using the same rules used as when a player goes out.

Mounting Expeditions (Melding)

By melding sets of cards the players are accumulating points, which will count towards convincing the scientific community of the validity of the creature they are melding. When a hand ends all creatures with ten or more points worth of cards showing are acknowledged as legitimate scientific discoveries and as a result all points on those cards are doubled. It does not matter which or how many players have cards from a particular meld in front of them, they all count towards validating the creature.

- Initial melds must contain at least three cards for a single creature type. These cards can be three Expedition cards or two Expedition cards and a Proof! Card. Playing a Proof! card in this manner counts as a player's one Anomaly card play for the turn.
- Both types of wilds, the "Expert" Opinion Expedition cards and the Blurry Photo Proof! cards, may be part of the initial meld.
- Once a player has played a meld they may on that turn or future turns add one or more Expedition cards or Proof! cards to that meld as long as they do not violate the one Anomaly card per turn rule.
- Cards may be added to any number of a player's existing melds in a single turn.
- Once a meld is in play all other players may, on their turns, play cards in front of them of that meld type. This may be a single card or several. Keep in mind however that though the player playing the card scores the points for that card regardless of who made the initial meld, the points on all cards played for a creature, regardless of who owns them, are totaled when determining if the creature will be acknowledged as legitimate by the scientific community.
- The Bigfoot/Yeti meld is a special type of meld. An initial three card meld of this card may be played normally to represent a Bigfoot Expedition or upside down to represent a Yeti Expedition. Expedition cards can be added to these melds once they are in play as normal, however a player may also start a new meld of whichever creature is not in play. In other words if someone has a Bigfoot meld in play anyone can play cards towards that meld or start a new Yeti meld if they have three cards to create the new meld.

Anomaly Cards

During each player's turn they may play one Anomaly card following the directions on it. All Anomaly cards have a black cat symbol on them to help distinguish them from Expedition cards. There are four types of Anomaly cards.

- **Proof!** – These are used to add additional points towards making an Expedition successful. They may be used to help create a new meld though playing them in this manner counts as the player's one Anomaly card play for the turn. Most Proof! cards can only be played on the melds that match their color. *Example - the Broken Horn Proof! card can only be played on a Jersey Devil meld since it is red.* The Blurry Photo Proof card however can be played on any meld except for Piltdown Man.
- **Strange Occurrences** – These cards represent un-witnessed mysterious events that are only known about from the hard physical evidence they leave behind. Once a Strange Occurrences is played and its directions have been followed, it remains on the table in front of the player who played it and adds or subtracts additional points to that player's score. The "Crop Circles" Strange Occurrences are yellow in color and therefore are counted when scoring the Extraterrestrial Life Forms at the end of the hand. They do not, however, count towards creating an initial Extraterrestrial Life Forms meld.
- **Phenomenon** – These cards represent fleeting supernatural. Once a Phenomenon card is played and its directions have been followed, it is placed in the Tabloids pile.
- **Hoax!** – By playing a Hoax! card a player is revealing that some of an opponent's information has been falsified. Once a Hoax! card is played and its directions have been followed, it remains on the table in front of the player who played it and adds three points to their score.

Discarding

The last action each player must take at the end of their turn is to discard one card from their hand to the top of the Tabloids. A player may not perform any action that would leave them with no cards to discard at the end of their turn. This even includes when you are going out, your last action **must** be to discard a card to the Tabloids.

Going out

At the end of a player's turn, after they have made the required discard, if they have no cards left in their hand they have gone out which ends normal play. After a player goes out each other player starting with the player to the left of the player that went out must discard one card to the Tabloids.

Scoring

- Once every player has made their final discard the player who went out picks up the Tabloid pile and separates it by colors.
- Each card in the Tabloid pile that is the same color as a meld that has been played represents a sensationalistic story like “Bigfoot Fathered My Child!” that has appeared in the tabloid press discrediting the evidence found by the cryptozoologist’s expedition. For each card of the same color in the Tabloids, remove a card from the largest meld of that type. *Example – At the end of a hand one Loch Ness Monster Expedition card and the Underwater Flipper Photo, which is a Loch Ness Monster specific Proof! card, are found in the Tabloid pile. This would cause two cards to be discarded from the largest meld of the same color on the table.*
- If two or more played melds are the same size, a card is removed from each for every card of the same color in the Tabloids.
- All Bigfoot/Yeti cards in the Tabloids count against the largest meld of *both* creatures. *Example - if one player has a four card Bigfoot meld and another has a three card Yeti meld at the end of a hand with one Bigfoot/Yeti card in the Tabloids, a card must be removed from both melds.*
- When all of the discredited cards are removed, total the points for all cards of the same creature type melded by all players. If the number is ten or greater then all points for cards of that creature are doubled for all players who played them. If the number is less than ten, the cards are counted at face value.
- Each player totals the cards in front of them and then subtracts from that number any points for cards left in their hands.

Shutouts

At the end of a hand after the discredited cards have been removed, if any single player has ten or more points total for the Extraterrestrial Life Forms and they are the player who went out, the Alien’s mother ship lands. Impressed with their expertise the Aliens request that player for their liaison between earth and their planet. For this great accomplishment that player scores all of their points following the above rules while all the other players score zero.

Continuing Play

If no player has greater than 100 points at the end of scoring the hand, the player who has the highest score becomes the dealer. In the event of a tie for highest score the player to the left of the last dealer becomes dealer.

Winning the Game

At the end any hand if any player has reached 100 points or greater, the player with the largest total wins the game. In the event of a tie, play another hand. At the end of the extra hand if a tie still exists the game is considered a draw.

Four Player Partners Game

The four player version of Legends and Lies is played with two teams of two partners each. Much of the game is exactly the same with the following exceptions.

Setup

- The dealer should deal each player **eight** cards and then turn over the top card of the draw deck (hereafter referred to as the Unknown) to start a discard pile (hereafter referred to as the Tabloids).
- Once the cards are dealt each person selects a card from their hand and passes it face down to their partner. No communication is allowed between partners.

Game Play

In place of a player's drawn action which would normally be from either the Unknown or the Tabloids, **a player may instead pass a facedown card to their partner.** Simultaneously, that player's partner must pass a card back to them.

Shutouts

At the end of a hand after the discredited cards have been removed, if either team has **fifteen** or more points total for the Extraterrestrial Life Forms and one of the team's players is the person who went out, the Alien's mother ship lands. Impressed with their expertise the Aliens request that team for their liaisons between earth and their planet. For this great accomplishment that team scores all of their points following the above rules while the other team scores zero.

Continuing Play/Winning the Game

At the end any hand if either team has reached 150 points or greater, they win. If no team has greater than 150 points at the end of scoring the hand, the player to the left of the last dealer becomes the dealer. In the event of a tie, play another hand. At the end of the extra hand if a tie still exists the game is considered a draw.

Card Breakdown

Anomaly Cards (21)

- 8 - Proof! cards
- 5 - Strange Occurrences
- 6 - Phenomenon
- 2 – Hoax! cards

Expedition Cards (41)

- 7 -Bigfoot/Yeti
- 5 - Loch Ness Monster
- 5 - Feegee Mermaid
- 5 - Jersey Devil
- 5- Giant Snakes
- 5 - Extraterrestrial Life Forms
- 4 - El Chupacabras
- 3 - Piltdown Man
- 2 – “Expert” Opinion (Wild)

Card Explanations

Crop Circles – Upon playing a Crop Circle you must either draw two cards from the top of the Unknown or take any card from the Tabloids. A card taken from the Tabloids in this manner may be played immediately as long as playing it would not violate the melding rules. Anomaly cards can be played immediately if drawn with a Crop Circles card. This is the one exception to the one Anomaly card per turn limit. *Example – A player can retrieve a Proof! card from the Tabloids and use it to add to a existing meld or as part of a new meld.*

ESP – Once you have played the ESP card you must set your hand face down in front of you before drawing the top three cards from the Unknown. After you have selected the card you wish and replaced the remaining two back on top of the Unknown you should then pick up your hand adding your selected card to it.

Expedition cards – Depending on the number of cards in the set of the meld that they are associated with, Expedition cards are valued at 2, 3 or 4 points a piece. Expedition cards are at the heart of Legends and Lies and their use is covered under the Melding section of the rules.

Fish Falls – When played you must discard 1, 2 or 3 cards from your hand to the Tabloids. These cards can be of any type.

Hoax! – A Hoax! card can target any Expedition or Proof! card in play, even your own. It can not target any other type of card.

Proof! (Blurry Photo) – The Blurry Photo Proof! cards can be added to a meld or used to create a meld with two or more Expedition cards of the same type. A Blurry Photo card can never be played alone (to add to another player’s meld for example) it must always be associated with a meld. Should a situation occur that a Blurry Photo Proof! card is left unattached to a meld due to a Hoax! card being played or cards lost due to removal at the end of hand by the Tabloids, it must be immediately discarded to the Tabloids. The Blurry Photo Proof! card can not be used as a part of a Piltdown Man meld since Piltdown Man was an archeological “discovery”.

Proof! (colored) – The colored Proof! cards can be added to a meld, used to create a meld with two or more Expedition cards of the same type or played alone if another player has already played the matching meld. Colored Proof! cards exist only for the meld sets which contain cards valued at 2 points each. This means that no Proof! cards exist for either El Chupacabras or Piltdown Man.

Resurrection – The Resurrection card can only be used to retrieve Expedition cards from the Tabloids, never Anomaly cards. The card which is discarded to the Tabloids upon playing the Resurrection card, however, can be any card in your hand regardless of type.

“Expert” Opinion – The “Expert” Opinion Expedition cards must always be associated with a meld and can not be played alone (to add to another player’s meld for example). They can be added to any of your melds or used to help create a new meld. A new meld therefore could consist of two matching Expedition cards in addition to an “Expert” Opinion Expedition card; or one Expedition card with a matching Proof! card plus an “Expert” Opinion Expedition card; or two “Expert” Opinion Expedition cards and one Expedition or Proof! card; or lastly, one Expedition card with a Blurry Photo Proof! card and a “Expert” Opinion Expedition card. These last two choices are dangerous however since a single Hoax! card could eliminate an entire group of cards. *Example – A player has a meld consisting of one Feegee Mermaid Expedition card, one “Expert” Opinion Expedition card and one Blurry Photo Proof! card in play. A Hoax! card is played against that meld to remove the Feegee Mermaid Expedition card. This would leave both the “Expert” Opinion Expedition card and the Blurry Photo Proof! card unassociated with any meld causing them both to immediately be discarded to the Tabloids.*

Thanks to:

Special Thanks to my son's Harry and Alex Hutchinson for putting up with playing the game hundreds of times while it was developed and to Alex for coming up with the name "Legends and Lies". I'd also like to thank my Sunday gaming group Jim Ferdetta, Jerry Ferdetta, Tom Stokes, Laurel Stokes and our dearly missed member Bill Hourihan. All of you have made me not only a better gamer but, also a better person. Also I'd like to thank all of many people who have play tested the game especially Rob Mitchell, Zack McAtee, Mike Fitzgerald, Chris Weeks, Cathy Weeks and the Long Island game crew all whose ideas and suggestions helped make this a better game. Last, but not least I want to thank my husband Nick Sauer for his help, amazing insights and for putting up with me bouncing random ideas off him anytime or place I had them. I love you Hon.

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