

The logo for 'Legacy: Forbidden Machines' features the word 'LEGACY' in large, green, serif capital letters with a metallic, slightly distressed texture. Below it, 'FORBIDDEN MACHINES' is written in smaller, blue, serif capital letters. The text is set against a dark, textured background that looks like stone or metal, with several bright blue light flares emanating from the corners and between the letters.

**MACHINE OPERATOR'S GUIDEBOOK**  
**VOLUME II**  
**COMPENDIUM OF FORBIDDEN CONTRACTIONS**

EXPANSION REQUIRES



TO PLAY

## STORY

In the world of *Legacy*, the course of history is maintained by the operators of the Ancient Machine. As Antiquitects, the operators are bound to the present by the Machine while they travel back through time to ensure the technological advancements of the world remain intact.

*Vesper*, the dark energy fueling the Ancient Machine, is growing out of control, eroding the timeline and causing it to crumble faster than ever. Restoring balance is imperative. To do so, the Antiquitects must break their oath and create the Forbidden Machines - powerful contraptions they were sworn to never bring into existence!

Experience the rise of powerful new technologies in *Legacy: Forbidden Machines*.



## OVERVIEW

*Legacy* is a game of time travel and technology. Players will travel along the timeline into the past, stopping to build up elaborate chains of technologies and vie for influence over existing ones. At the end of each round, players return to the present day to claim their rewards of Legacy Points and Influence Cubes; the player with the highest Legacy Point total at the end of the game is the winner.

## FORBIDDEN MACHINES OVERVIEW

*Legacy: Forbidden Machines* uses all the familiar components and rules from *Legacy: Gears of Time*, but is played with a new set of Technology cards. Although the game setup is the same, the Technology and Fate cards from *Gears of Time* are not used when playing this expansion.

## TECHNOLOGY ABILITIES

*Forbidden Machines* introduces two new abilities:

- Several Fundamental Technologies have “**When Established**” abilities that must be performed immediately after a player establishes the Technology. Some are optional (using the words “you may”), and some include an additional cost (such as discarding cards).

When established, draw two cards.

- Some Technologies have an **Activation** ability, indicated by a  icon. Players may Activate the Technology to perform the ability that follows (limited to one Activation of one Technology per turn).

 Gain  Legacy Points.

## ACTIVATION

To Activate a Technology:

- The player must be in the same Timeframe as the Technology
- The player must have the most Influence over the Technology (excluding ties)
- The Technology must be **successful**

## COMPONENTS

- Technology Cards (79)
- Failed Technology Markers (12)
- Reward Value Modifier Tokens (7)
- Extra Turn Token (4)
- Spliced Timeframe Marker (1)
- Capacity "X" Marker (1)
- Character Cards (4)
- Rule Book (1)

## FAILED TECHNOLOGY MARKERS

These markers are used to keep track of which Technologies are not successful during the round. Marking failed Technologies helps determine which ones can be activated during a turn, and expidites end of round scoring.



## REWARD VALUE MODIFIER TOKENS

Two of the new Technology abilities can modify the reward up or down for other Technologies. These help indicate the change.



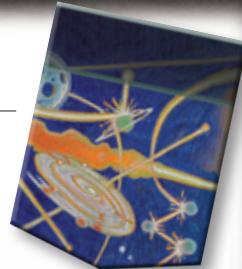
## EXTRA TURN TOKENS

When Activated, Destiny Grafter provides an extra turn. Players receive one of these tokens to indicate who gets a 5th turn that round.



## SPICED TIMEFRAME MARKER

When Activated, the Season Splicer Technology adds this new Timeframe to the left of the Timeline.



## CAPACITY "X" MARKER

This marker is used to indicate a capacity of ten Technologies for the Spliced Timeframe, if needed.



## CHARACTER CARD

**1** **Amariana Paradox**  
COUNTESS ANTIQUITECT

**2** I pushed open the heavy double doors to the tower hall. The candle room was dark. My top hat lit the floor in a useless pile as I collapsed into a nearby chair. The ropes and rows of long, oak tables had been draped with the dust of dozens' traced steps in the sediment. Instinctively, How could one time... spring back to life? Suddenly the brass candle sticks which lined the meeting tables sparked and lit those selves. Like a row of glasses, tiny flames swept to the front of the hall. And there sitting in my doorway was a woman. Plunked on either side by heralds, her elegance preceded her. Investigated her immediately. Amariana Paradox, the digitized and confident Antiquitect. We walked the empty streets and I shivered for the quiet shell of a broken town. As we spoke, I recalled a long history of the glorious times that accompanied her study. With gentle civility and a smile she told me that the town would become again once we learned how to craft stones just like hers.

**Possible Actions (3 per turn)**  
*(You cannot travel forward in time)*

- Travel to the Past, any number of Timeframes
- Establish a Technology in your current Timeframe
- Influence a Technology in your current Timeframe
- Draw the top two of the draw pile, keep one and discard the other. *(There is no hand size limit)*

**3** **Gemcutting**

**2**

**4**

**5**

**Activation (1 per turn, optional)**  
At any point during your turn, you may Activate a Technology with a **Q** to perform the effects that follow. Limited to once per turn.

To Activate a Technology:

- It must be in your current Timeframe
- You must have the most Influence Cubes on it (excluding this)
- It must be **successful (rank of its dependencies not less than or equal to the Timeline, and one each successful. Fundamental Technologies are always considered to be successful)**

- 1. CHARACTER NAME** - The name and title of this Antiquitect.
- 2. STORY** - A little bit about their background.
- 3. PURSUIT TECHNOLOGY** - At the end of each round, if a player has the most Influence over this Technology and it's successful, that player gains bonus Legacy Points equal to the number in the crown icon.
- 4. POSSIBLE ACTIONS** - A list of the choices for actions a player can perform on their turn. Three actions must be performed every turn; they may be repeated and taken in any order.
- 5. ACTIVATION DESCRIPTION** - The conditions that must be met in order to Activate a Technology. If all conditions are met, the Technology may be Activated at any point during the turn.

## TECHNOLOGY CARD



1. **ARTWORK** - A rare look at the powerful and mysterious contraption.
2. **NAME** - The name of the Technology. This name may be referenced as a dependency by more advanced Technologies.
3. **DISCARD COST** - The number of other cards that must be discarded in order to establish this Technology. When established, this number of Influence Cubes is placed onto the Technology from the player's supply.
4. **REWARD** - The number of Legacy Points awarded at the end of a round to the player with the most Influence Cubes on the Technology. Rewards are only given for **successful** Technologies (each of its dependencies exist in the past relative to it on the Timeline and they are also successful).

5. **DEPENDENCIES** - The names of each Technology that must exist in the past (relative to this Technology) on the Timeline for this Technology to be **successful**. Fundamental Technologies have no dependencies and are always considered to be successful. Direct dependencies are in bold text and have a reminder of their reward value (*bonus Legacy Points are given to the player with the most Influence over each direct dependency when this Technology is successful*). Indirect dependencies are also listed as a reminder, although no bonus Legacy Points are given for them.

6. **DEPENDENCY ICONS** - A visual representation of the direct dependencies needed for this Technology to be successful.

7. **DEPENDENT TECHNOLOGY ICONS** - These icons provide a hint of the Technologies that depend on this one. (The icon for Meridian Timerrails, which depends on Season Splicer, is shown in the example)

8. **TECHNOLOGY ABILITY** - Some Technologies have Activation abilities indicated by the gear icon. Several Fundamental Technologies have "When Established" abilities that are listed here.

## SUCCESSFUL TECHNOLOGIES

- A Technology is only considered successful if all of its dependencies exist in the past relative to it on the Timeline (not in the same Timeframe), and are each considered to be successful.
- Fundamental Technologies are always considered to be successful.
- Technologies do not require Influence Cubes to be successful.
- Whether or not a Technology is successful may change during a round. The **Failed Technology Markers** are used to track this as the state of the game changes.
- After each new Technology is established, check the Timeline for Technologies that may now be successful and remove their Failed Technology Markers.
- At the end of the round, check for Technologies that fail if their dependencies have been removed and add Failed Markers to them.

## SETUP



## BOARD SETUP

This setup example is for a **two-player game**.

1. **Shuffle all of the *Forbidden Machines Technology Cards* together to form the draw pile.** All players will draw cards from this pile. If the draw pile is ever depleted, shuffle the discard pile and it becomes the draw pile.
2. **Place one Gear Marker on the leftmost square of the Round Indicator Track.** This marker moves to the right after each round.
3. **Place one Gear Marker on the leftmost square of the Turn Indicator Track.** This marker moves to the right after all players take a turn.
4. **Place the Present Day Marker** under the center Timeframe for a two-player game, or to the right one Timeframe for each additional player.
5. **Place Technology Capacity Marker(s) on the Technology Capacity Track over each Timeframe to the left of the Present Day.** For a two-player game, place the IV-I marker. Add the V marker to its left for a three-player game. Add the VI marker to the left of the V marker for a four-player game. Each Timeframe has a Technology capacity equal to its distance in the past.

**Note:** It is recommended that players sit toward the bottom of the game board since Technology cards are played below the Timeline.

## PLAYER SETUP

- **Each player selects a Character Card, Player Marker and matching colored cubes.** Players start the game with no Influence Cubes in their Influence Pool. Cubes gained to the Influence Pool should be kept on that player's Character Card.
  - **Randomly select a player to have first choice for player order position.** One suggestion is for all players to check their watches and whoever is currently the furthest back in time (earliest time) has first choice.
  - **Deal six cards to each player** from the draw pile. These cards form the players' hand and should be kept secret. Players may immediately look at their cards.
6. **Place each Player Marker on the Present Day marker.**
  7. **Each player places one of their cubes near the Legacy Point track.** All players start with zero points.
  8. **The player with first choice places a cube in the desired position on the Player Order Track.** Player order selection proceeds clockwise with the remaining players.
- Deal **one additional card** to the second and third players and two additional cards to the fourth player. **This bonus is only given before the first round.**

## GAMEPLAY

Each game consists of four rounds. Each round contains the following phases:

- I. Player Turns
- II. Resolve the Timeline
- III. Award Legacy Points
- IV. Return Influence Cubes
- V. Prepare for the Next Round

### I. PLAYER TURNS

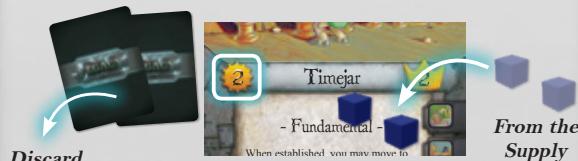
Each round consists of players taking four turns each. Players take turns in the order indicated on the Player Order track, beginning with the first player.

Each player must perform three actions, and may activate one Technology (if possible). The following actions are available and may be repeated and taken in any order:

- **Travel to the Past (left), any number of Timeframes** (Travelling forward in time (right) with this action is not permitted)



- **Establish a Technology in the current Timeframe.**
  - Pay the discard cost, place the Technology under the Timeline and place cubes from the supply equal to the cost on the Technology.
  - If this causes any Technologies to be successful, remove the Failed Technology Markers from them.
  - If the Technology has a “When Established” ability, the effect must be resolved before continuing the turn.
  - Technologies may only be established in a Timeframe with less Technologies than its capacity.



- **Influence a Technology in the current Timeframe.**

- Place any number of cubes from the Influence Pool onto one Technology.

(Players begin the game with empty Influence Pools and will gain cubes at the end of each round)



- **Draw the top two cards from the draw pile, keep one and discard the other.**

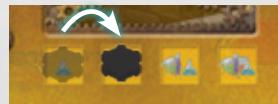
- There is no hand size limit (If the draw pile is empty, shuffle the discard pile to form a new draw pile)



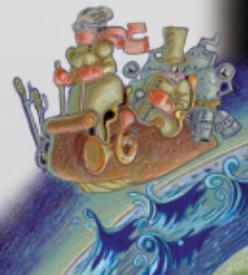
- **Optional: Activate a Technology in the current Timeframe.**

- Activation is optional, does not count as one of the three mandatory actions and may be performed at any point during the player's turn.
- To Activate a Technology, the player must be in the same Timeframe as it, must have the most Influence on it (excluding ties), and it must be **successful**.
- The ability must be resolved before continuing the turn.
- Only one Technology may be Activated per turn.

At the end of the last player's turn, advance the Turn Marker Gear one square to the right.



The first player will then begin their next turn and so on. If this is the end of the fourth turn, instead proceed to phase II. **Resolve the Timeline.**



## II. RESOLVE THE TIMELINE



1. Return all player markers to the Present Day.
2. Discard all Technologies without Influence Cubes (A). Check to see if this causes any remaining Technologies to fail and place a Failed Technology Marker on them.
3. Discard any duplicate copies of Technologies.
  - The oldest (furthest left) successful copy will remain, discarding all other copies (B).
  - If no copies are successful, discard all but the most recent (furthest right) failed copy (C).*Any Influence Cubes on discarded Technologies are returned to the supply, not to players' Influence Pools.*

## III. AWARD LEGACY POINTS

1. Players with the most Influence over their Pursuit Technology (listed on their Character Card) gain the bonus Legacy Points indicated in the crown icon.
2. For each **successful** Technology, Legacy Points are awarded to the player with the most cubes on it. Points are also awarded each time a **successful** Technology in the future directly depends on it. Ties for the most cubes split the reward value (rounded down).



*Example:* The red player gains from Anima, another from the Antiquator dependency, and from

Antiquator itself. Blue gains from Gearcrafting and another from the Antiquator dependency. No points are gained from Gaslight Beacon since it is not successful.

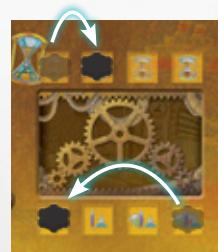
## IV. RETURN INFLUENCE CUBES

1. For each **successful** Technology, return **one** cube for the player with the most cubes on it to their **Influence Pool**.
2. For each **failed** Technology, return **one** cube for the player with the most cubes on it to the **supply**.  
*In the case of a tie for most cubes, all tied players return one cube. If returning cubes causes a Technology to have no cubes left on it, it still remains for the next round.*

## V. PREPARE FOR THE NEXT ROUND

If it is not the end of the fourth round:

- **Advance the Round Marker Gear one square to the right.**
  - **Return the Turn Marker Gear to the leftmost square.**
  - **Players draw back up to six cards in hand.** Players who already have six or more cards receive none. If the draw pile is empty, shuffle the discard pile to form a new draw pile.
  - **Move the Present Day Marker one Timeframe to the right.**
  - **Move the Technology Capacity Markers one Timeframe to the right.** Add the highest capacity marker above the leftmost Timeframe.
  - **Determine player order.** Beginning with the player with the least number of Influence Cubes in their Pool, players chooses their position in current player order for the next round. Ties are broken by lowest score, then ascending player order from the previous round.
- Note: The Spliced Timeframe Marker and all Reward Value Modification Tokens are not removed.*



## VICTORY!

At the end of the fourth round, **the player with the highest Legacy Point total is the winner**. Ties are broken by least number of cubes in Influence Pools, then by ascending player order (I-IV) on the Player Order Track.

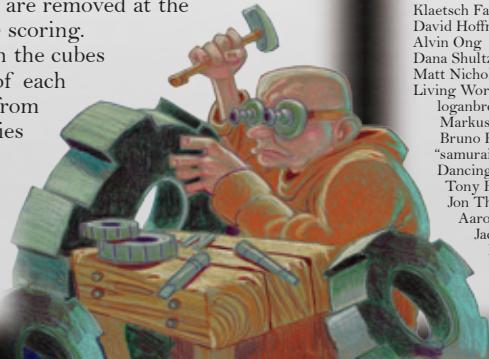


## CLARIFICATIONS AND REMINDERS

- It is only possible to travel back in time (to the left) with the **Travel to the Past** action.
- A Technology may be established without its dependencies pre-existing on the Timeline. Place a Failed Technology Marker on it until it becomes successful.
- A Technology may not be established in a Timeframe that already has another copy of it, although it may be established in another Timeframe.
- Influence cubes are not limited by the Supply. Use a suitable replacement if players need more Influence Cubes.
- Some Technology abilities may cause a player's score to go below zero. Place a **-1 Reward Modifier Token** under the player's cube on the Legacy Point Track to indicate this.
- All discarded cards are placed **face down** in the discard pile.

## RECOMMENDATIONS

- New players should play games with only two or three players until all players are familiar with the rules.
- Including the Pursuit Technology bonus is optional and is recommended only after all players are experienced with the basic gameplay.
- Don't travel too far into the past too early. It's not possible to travel forward in time during a round and the capacity of the later Timeframes will be needed.
- Try to establish Fundamental Technologies in the early rounds as much as possible since gaining Influence Cubes is very important.
- Remember to Influence the Technologies that are needed for others to be successful. Technologies without Influence Cubes are removed at the end of the round **before** scoring.
- One player should return the cubes for everyone at the end of each round; returning cubes from all successful Technologies first, then all failed.
- Carefully choose which Technologies to activate, they can be the key to victory.



## ACKNOWLEDGEMENTS

**Design:** Ben Harkins

**Development:** Justin Stone and Ben Harkins

**Illustrations:** Steve Maggart

**Graphics:** Peter Wocken

**Stories & Flavor Text:** Jeremiah Cheney

**Playtesting:** Craig Vollmar, Tim Norris, Nate Anderson,

Ken Stovovich, Josh Slivken, Mark Maruska, Benny

Sperling, Jax Sperling, Chris Heuer, Fir, Jon Frederiksen

**Published By:** Floodgate Games, LLC.



## KICKSTARTER BACKERS

Sincerest gratitude goes out to all of our Kickstarter Backers for making this game a reality. Thank you, internet friends!

Smoox Chen	William Johnston	Kancze
Scott "Aldie" Alden	Richard "Doc" Diosi	J. Heidenreich
Joel Y.S. Huang	John Morrow	Anton Schnackenburg
Nate Anderson	Rosendo Hernandez	Ryan Lorence Syfargo
Lance Menthe	Jason Chen	Doug Weinstein
G�rard Kraus	Roy Tan	Johnnyfive
Jason Hsu	Marwan Marwan	Rainer Nehuis
Benny Sperling	Darragh Rapple	Dennis Allman
Amber Becvar	Faelligts	Daniel Valdez
Tim Fowler	Malakis	Jihyun Choi
J. Quincy Sperber	Justin Ashley Powell	Scott Rieck
Mathew A Howell	E.W.	Nick "Mud" Schreuder
Steven Lee	brian peters	George Breden
Amie Lin	Geoffrey Ford	Kyle Kennedy-LeBlanc
Shaun Duggan	Mark A. Jimenez	Christopher Bird
Casey Lent	Trent "ax_kidson" Boyd	Michael Lattanzia Jr
Wang Ming Jen	A J. King	Aubrey Kuefner
Lutomes	Brad Johnson	Erik Fischer
Camden Ford	Aaron Landers	Steven Zukowski
Patrick K.	Jack Hernandez	J. S. McCauley
Brian Bagenstose	Dartia & Darkly	Anatrok
Joerg Mueller	Kristina Masica	ngeunit1
Souhei	David Turcz	Jane Maggart
John Drake	RIK	J Brandon Messengill
David Poppel	Yuhui H	John Lockard
Elliot Kravitz	Dan Lew	Antoine BERTIER
TBGL: COQ	Yardy	Odds Bodkins
Brian J Nocenti Jr	Paul Anderson	Andrea Sargon Cupido
Klaetsch Family	Anonymoose	Lami Lee
David Hoffman	Tom McDonald	Dave Tancredi
Alvin Ong	Michael Smythe	Russell Dilley
Dana Shultz	Eleon	Bret Fogel
Matt Nichols	C. Bauernfeind	Sarah Hicks
Living Worlds Games	Ro Sato	Brian Thomas
loganbreath	Alex and Bill Gurski	Darrick Hom
Markus Ellenberger	Casey Fiesler	"Stu" Thomas
Bruno Pires	Pat Mitchell	Randall Smith
"samurai"	William Crispin	Cristiano Cozzolino
Dancing Sister T	WOM Interactive	Spooky Chen
Tony Brown	David Levy	Robert Eichinger
Jon Theys	Andrew Bare	Aaron Hartman
Aaron Seymour	Heino Treib	Joseph Louis
Jacob Martin	Michael Holst-Olesen	
Kevin Schantz	Ken Grazier	

...and many others, thank you!

# TECHNOLOGY CARD FAQ

---

The Technologies encountered in *Forbidden Machines* are powerful, and (at times) unwieldy. The clarifications below should aid in returning to the present day in one piece!

**ANIMA - Tome of the Origin** does not need to be successful in order to move to its Timeframe. If it is not on the Timeline, activating this does nothing.

**ARCH-FIRE** - May cause a player to have a negative Legacy point score, place a -1 Modifier token under the cube on the Legacy Point Track as an indicator.

**DESTINY GRAFTER** - Each player with an Extra Turn Token will take a 5th turn in player order after the 4th turn of the last player. These are the same as normal turns and must be taken during the round this was activated.

**EXPANSION DOME** - The player may only move their own Influence Cubes. However, they may be moved to any Technology in a past or future Timeframe, but not the current Timeframe.

**GILDING CANNON** - This effect applies to regular and dependency Rewards. Increasing the Reward for a Technology that is currently decreased causes both Reward Value Modifier Tokens to be removed.

**MERIDIAN TIMERAILES** - When activated, it's as if the activation text on this Technology is identical to the selected Technology.

**NULL SPIRE** - All cubes from **Null Spire** may be returned.

**ROCKET SLED** - Only actions from the current turn (not from future turns) may be forfeited to pay the additional cost.

**RUSTIFIER** - This effect applies to regular and dependency Rewards. Decreasing the Reward for a Technology that is currently increased causes both Reward Value Modifier Tokens to be removed.

**SEASON SPLICER** - The Spliced Timeframe works the same as any other Timeframe (players may travel to it, establish Technologies in it, and its capacity is equal to its distance from the Present Day). Since there is only one Spliced Timeframe Marker, activating this ability additional times does nothing.

**STARSCRIBING** - The player must discard all cards in hand and then draw three cards. An empty hand may be "discarded".

**STORM AUGER** - Regardless of the number of cards drawn, only two cards are kept.

**TIMEGEARS** - This action is the same as the standard actions available and it must be taken during the turn this was activated.

**TOME OF THE ORIGIN** - All players' Influence Cubes count toward . Legacy Points are awarded in the normal way.