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**LEGACY**  
THE TESTAMENT  
OF DUKE DE CRECY

# FIVE FAMILIES

*Despite of all your effort, careful planning, and hours of cunning plots, the day may come, when suddenly you realize, how the best of plans may be ruined. You were never the only fish in the sea. Paris is full of noble families with the very same desires: wealth and prestige. With five new noble families starting their own plots in Paris, you will need to rethink your plans, and redesign your strategy. The rules of social life have forever changed.*

## LIST OF COMPONENTS

60 Family cards (12 cards in each of 5 Families), 20 Birth Event cards, 8 Patron cards, 5 Great House cards (used only in the solo game), 6 Daisy Track cards (used only in the solo game), 6 blank cards, so you can invent your own Friends, 60 Favor tokens (12 tokens for each of 5 Families), 1 Favor board

## WHAT IS THIS EXPANSION?

This expansion consist of 4 parts. Although they work well together, you may decide to use one, some, or all together in your games.

This expansion introduces a new icon to the game:  – Mission card

## PART ONE: FIVE FAMILIES



*This part of the expansion will allow you to directly interact with the other players. You will offer members of your family and trade with your assets to receive the favor of your opponents. Favor earned will be spent on powerful new actions, so spend it wisely!*

*This expansion contains 60 new Family cards divided into 5 families (Politte, Travaux, Jolie, Auguste, Sage) of 12 cards each. Family cards represent both family Cousins and the family Assets. Each family also has a set of 12 Favor tokens and there is a central Favor board to spend them on.*

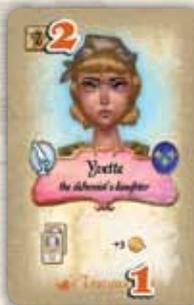


## SETUP:

1. Prepare the game according to the base rules.
2. At the start of the game, randomly determine which Family each player will use and place any unused families back in the box.

3. Each player takes the 12 Family cards and favor tokens of their Family. Shuffle your Family deck and place it face down beside your player board. Place the Favor Board next to the main game board to provide easy access for all players.
4. When using Five Families, always use 7 Mansions and 7 Ventures regardless of the number of players.

## FAMILY CARDS OVERVIEW



Cousin card



Asset card



Asset card with triggered ability

- 1 – **Family Name**
- 2 – **Favor Cost** – the cost you must pay with your family's Favor tokens to the owner of the card. The cost is equal to the number of envelopes shown.
- 3 – **Triggered ability** - You may use the special ability from the lower part of the card once you use the Additional Action pawn gained from the upper part.

Some cards are designed to become part of your player board. Slide this card partially underneath the player board.



## RULES

### Offering cards:

At the end of each Income phase, each player draws 3 Family cards from his Family deck. Starting with the first player, and continuing clockwise, each player chooses 1 of the 3 cards to offer to any opponent player. If that player refuses to accept the card, the active player continues until all players have had an opportunity to take the card.

When a player accepts an offer, he must pay the card owner the number of Favor tokens shown on the card from his supply. Favor tokens used to purchase cards must come from his Family only. He may not use any other families Favor tokens (which were paid to him by other players)!

Purchased Family cards are added to player's hand. There is no limit of the opponent Family cards that a player may purchase.

*Note: Family cards may never be taken from your hand with an opponent's action. Additionally, you may neither use the Cousin nor Asset card to pay for actions that require Friend cards to be discarded.*

After the card was accepted or refused, discard the 2 remaining cards into a face-up discard pile beside your Family deck. If your Family deck runs out, reshuffle your discard pile to create a new Family deck.

If all opponents refuse your card, take that card into your hand. You may not marry your own Cousin! Instead, you may pay an amount of money equal to their Favor cost to replace one of your Child cards that have not grown up. Place the Cousin card upside down. When the Cousin grows up, you receive the benefits provided as usual. This action may be taken during any Income phase. You may even perform this the same turn the offer was refused.

### Using Asset cards:

You may play Family Asset cards on your turn at any time before or after taking an action.

Unless stated otherwise, each Asset card is only resolved when played and is returned to the game box afterwards.

### Using Family cards:

Cousin cards acquired from your opponents are used in marriages and arranged marriages in the same way as Friend cards. Notice, however, that you will not pay or receive dowry for marriages with your opponent's Cousins.

### Using Favor board and Favor tokens:

At any time during your turn, before or after taking an action, you may perform a Favor Action from the Favor board. Each Favor Action has a price displayed on the left of the action space that must be paid in Favor tokens of other Families. All Favor tokens paid for an action must come from the same opponent Family. You may never use your own Family's Favor tokens to pay for an action!



Each Favor Action may only be used once per round. Once a player has used a particular Favor Action, no other player may use it in the current round. When you use a Favor Action, place the spent Favor tokens on the action to mark that it has been used (do not use any pawn for this purpose). Favor tokens are cleared from the Favor board at the end of the round and are given back to the original Family.

**Reference:** Choose the player whose Favor tokens you used to pay for this action. That player must give you one Friend card of their choice. You may not take this action if the chosen player has no Friend cards.

**Allowance:** Choose the player whose Favor token you used to pay for this action. That player must give you 1 Gold. You may not take this action if the chosen player has no Gold.

**Connections:** You may use an Action space from the main board that is occupied by an opponent Player pawn. You may not use an Action that is blocked by an Additional Action pawn. You must have an action pawn to take the occupied action and must still pay any costs.

**Prerogatives:** You may take an additional Action this turn. You must have an action pawn to take this action and must still pay any costs.

**Privilege:** You may perform any action on your player board without using an Action pawn. You must pay any other cost of that action.

**Representation:** Take one Additional Action pawn from the reserve.

### ADDITIONAL RULES:

The opponent Cousin cards which become part of your family through marriage are considered to be Friends for the purpose of card effects. Your own Cousins which end up in your family are considered the original family members.

## CARDS IN DETAILS:

### AUGUSTE

**Word of mouth:** Gain 2  for contributions you make this generation. Discard this card at the end of the Generation.

**Alice:** Draw cards from the Friend deck until you draw a . Take this card into your hand, and shuffle back other cards.

**Emmee:** When she gets married and you draw a Child card for the couple, draw 5 cards (instead of 1), choose 1 to keep and discard the others.

**Recommendations:** Take all  from beneath the main board. If there are no , playing this card will have no effect. If after resolving this card there is only one Friend remaining (of any Occupation) take this last card and refill the Friends area as normal.

**Connections:** You may search the discard pile and select two  cards (if there are any) to take into your hand.

**Audience:** You may not pay more than 2  to receive more than 2 points for each Contribution.

### JOLIE

**Lucille:** You may not pay more than 2  to receive more Additional pawns.

**Alcinia:** This benefit lasts for the remainder of the game.

**Eustacio:** During the 3rd Generation, place all drawn Mission cards under your Patron as normal.

**William:** This benefit lasts for the remainder of the game.

**Diplomatic institution:** You receive a green Additional Action pawn. Once used, you receive a special effect that rewards you for completing Missions.

**Carcassonne:** You receive a green Additional Action pawn. Once used, you receive a special effect that rewards you for buying Mansions.

**Parisian Mansion:** You receive a green Additional Action pawn. Once used, you may choose to gain 3 face up Friends or a yellow Additional Action pawn.

**Aristocrats in the making:** This benefit lasts for the remainder of the game. Each Friend card that has a Mansion also counts as a . You immediately receive 1 Honor point for each Friend card already with a Mansion, and you will receive 1 Honor point for each Friend card which receives a Mansion on later rounds.

**Splendid Weddings:** You may use this ability whenever you use the Marry/ Arrange marriage action.

**New ballroom:** This card replaces your Socialize action, gaining you an additional Friend when taking the action.

**Museum:** You score this benefit only when playing the card and then it is discarded.

### POLLITE

**Ruediger:** During the 3rd Generation, place the Mission card under your Patron as normal.

**Orlina:** During any Generation, draw the top card from the Mission deck and place it under your Patron card, without looking at it.

**Super secret missions:** These Missions may be kept face down till the end of game, or the moment you resolve them. Ignore effect of this card in 3rd generation and place Missions underneath Patron card.

**Dirty Tricks:** Ignore effect of this card during the 3rd generation and place new Missions underneath your Patron card.

**Broad network:** You may not look at other cards in the discard pile while taking this action!

**Lured away:** Play to take a discarded Friend, then discard this card.

**Diplomatic residence:** This ability may only be used once.

**Baby talk:** Once you use this card, keep it underneath the chosen couple as a reminder of effect.

### SAGE

**Jacques:** All current and future Ventures increase your Income by 2. If Jacques leaves your family for any reason, reduce your Income accordingly.

**Science Debate:** This ability may only be used once.

**Private Doctor:** You may use this ability whenever you use the Have Children action.

**Margot:** You may not pay more than 2  to receive more Additional Action pawns.

**Medical Practice:** Discard this card at the end of the Generation.

**Timely Intervention:** You may play it during any opponent's turn before or after they take an Action.

**Medical Advice:** Keep this card as a reminder until the end of a game.

### TRAVAUX

#### Influencing the Stock

**Market:** If there are fewer Friend cards available than you receive, take as many as you can, replenish the cards, and then take the rest.



## PART 2: BIRTH EVENTS



*Birth events bring new challenges to your family. These events may affect your entire family, not only the new child.*

*There are 20 Birth Events cards. To use them, remove all Complications from the Child deck and shuffle in the Birth Events in their place.*



### RULES:

Do not resolve Birth Events during the 1st Generation. If you draw a Birth Event, discard it and draw replacements until you receive a Child.

Return the resolved Birth Event card to the game box. It will not be used again in the current game.

If a Birth Event instructs you to draw a Child, keep drawing cards from the Child deck until you receive a Child. Discard any drawn Birth Events.

When you draw more than one Birth Event from the Child deck (for example, when you Hire a Fertility Doctor), resolve each card separately. Resolve the first card completely before drawing the second card.

### ADDITIONAL RULES:

As you have noticed, the Birth Event cards have different back. This is a way for you to know when you should be prepared for them. When a birth event card is on top of the deck, maybe you'll wait to have a child... but remember, with most of events, there will come opportunity!

Cards which allow you to discard Complication cards drawn (like Child with **Broad Hips** ability), also allow you to discard a Birth Event. You may read the card before deciding to discard it.

### CARDS IN DETAILS:

**Desperate Friends** – Once the information about your Desperate Friends got out, you lost a bit of Prestige... but now, you can arrange a marriage with them! Place the Child card in the regular way. If you decide to Arrange Marriage, do not use an action pawn but you must still pay the wedding cost or receive dowry.

**Father Drafted** - If a father is discarded, an original family member may remarry, but a Friend may not. If the original family member remarries, her current children will count towards the new couple's child limit.

**Legal Issue** – You were asking for trouble when you tried to buy yourself a title from that shady street vendor... If you choose to discard a  Friend card from your family, you always receive  or one , regardless of that card's abilities or negative wedding cost. If the Friend brought you any Income, Prestige or Honor, do not reduce it for losing that Friend. If you have no  friends in your family tree, nothing happens. Be careful with this event! If you break up the only marriage in your family, which leaves you with no children at the end of the generation you lose the game at the start of the next generation!

**I'm your sister** – First, draw a regular Child card for the current couple. Then, choose if you draw another child. If you decide to draw a daughter, continue drawing until you receive a female child and place her adult side up in the current generation.

**Separation** – Losing a Friend in marriage should be a tragedy... but it is a lovely time to remarry! Remember, however, that  and  shown on your discarded Friend card should be adjusted once the marriage ends. If the family member remarries, his

or her current children will count towards the new couple's child limit.

**I'm your brother** – First draw a regular Child card for the current couple. Then, choose if you draw another child. If you decide to draw a son, continue drawing until you receive a male child and place him adult side up in the current generation.

**Jealousy** – Remember, however, that  and  shown on your discarded Friend card should be adjusted once the marriage ends. If the new marriage is to a woman, this marriage is 2  more expensive. You do not pay this cost if the bride is a Cousin from the Five Families expansion.

**The Last One** – you may rotate the couple 90° degrees to indicate they may no longer have children.

**Adventurous Child** – If you choose to keep this card, you may not Arrange Marriage with it.

## PART THREE: PATRONS



*Patrons are the most vital persons in Paris. I saw careers being built and lives being destroyed at the whim of a Patron's mood.*

*This expansion contains 8 new Patron cards. They work exactly as those from the base game. You may use the new ones, the old ones, or shuffle them all together!*



If you follow the suggestion to play with a mix of new and old Patrons, you may notice that in some editions of the game they have different backs. Yes. I have notice that too. Although it may seem shocking, it plays well in practice.

You may be able to conclude what sort of Patron your opponent has, but it is not enough to determine which particular Patron they have.



### CARDS IN DETAILS:

**Voltaire** and **Mozart** both require you to have pairs of given nationalities. You need to have 1 of each individual nationality to make a pair. These pairs can come from anywhere in your family. For example: you have 2 Russians and 4 Spaniards in your family. Mozart will grant you 6 points ( $2 \times 3 = 6$ ) for having 2 pairs. The extra 2 Spaniards do not have a Russian pair so they provide no additional points.

**Voltaire** provides you for having the most children possible in the 3rd generation. There are some unique instances which can arise: if someone cannot have children they do not count. The couple must have children in order to score. Couples which are allowed to have a higher maximum number of children (than 3) must meet that number to qualify.

**De Fontenelle** rewards you for having pairs of Titles and Contributions. This means you must have 1 Title and 1 Contribution to make each pair. If you unlock the additional quests on De Fontenelle, you are required to have pairs of the same non-French nationality. These pairs can come from anywhere in your family. For example: if you have 4 Prussians, 2 Poles and 3 Englishmen and 1 Spaniard, You will receive 2 points for Prussians, 1 for Poles and 1 for the English.

**De Juigne** rewards for Titles and Contributions the same as De Fontenelle, but provides more points. Follow the same rules as De Fontenelle above.

**Vorontsov** may reward you (if unlocked) for having pairs of Mansions and Ventures similar to De Fontenelle and De Juigne above. For Example: 2 Mansions are worth no points, but a 1 Mansion and 1 Venture would be worth 2 points.

**De Neufchateau** rewards you for each family member which shows an Action Pawn of any color on his card. You score for De Neufchateau regardless of whether you received the Action Pawn or not.



## PART FOUR: SOLO VARIANT



*Oh, I see you are doing some research about your family? Maybe I can tell you something about the other Parisian families from long ago? They may be related to your family. All the families influenced and mingled with each other. Relations with these other families is an important part of your family legacy.*

*This expansion consists of 11 cards: 5 Great Houses, and 6 cards that form the Daisy Track and it is designed to be used in Testament variant of solo game.*



### SETUP

1. Form the Daisy Track near to your player board. Place the 6 Daisy Track cards in the form of a fan starting with the “-2” card, and proceeding in ascending order to “3”. Take any unused Action Pawn of any color and place it on the “o” space.
2. Shuffle the 5 Great House cards and place them face down next to the Daisy Track.



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### RULES:

#### Drawing new House cards:

Draw one Great House card at the beginning of the 1st, 4th, and 7th turn. When a new Great House card is drawn, discard the previous card. Only 3 Great House cards will be used each game.

#### Using House cards:

The Great House card currently in play symbolizes the house you are influenced most by during this period of time. The Great House card summarizes the actions this house is in Favor of and actions this house Objects to.

When you perform an action listed in the “in Favor of” section, move the pawn on the Daisy Track one space to the right (increasing its level). The pawn may not move beyond level 3 and remains there instead.

When you perform an action listed in the “Objects to” section, move the pawn one space to the left (lowering the level). The pawn may not move below level -2.

In rare cases an action may trigger both the “in Favor of” and “Objects to” section, do not move the pawn on the Daisy Track then.

#### Resolving the Daisy Track:

After the 3rd, 6th, and 9th round end, after receiving points for Prestige, you resolve the Daisy Track. Follow the instructions on the card with the pawn on it, then place the pawn on the “o” space before beginning the next round.

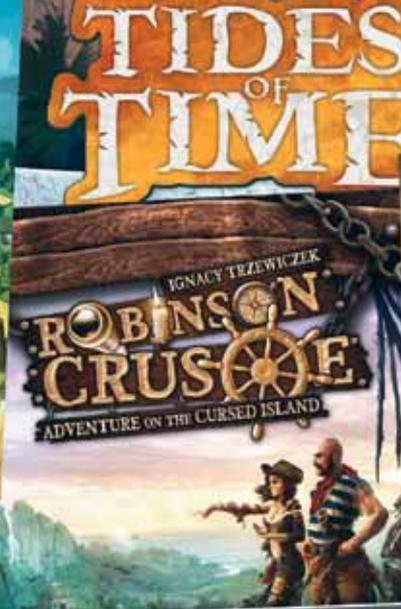
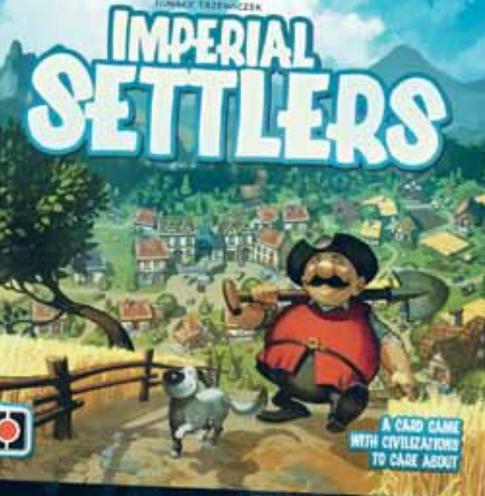
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