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Game: **LEGENDARY ENCOUNTERS:
THE X-FILES DECK BUILDING GAME**

Publisher: **Upper Deck Entertainment (2018)**

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LEGENDARY ENCOUNTERS THE X-FILES

SETUP

Each player selects an **avatar card** and place it in front of them.

Place all **belief** and **doubt cards** faceup. Shuffle and place all **special agent cards** facedown. Shuffle and place all **strike cards** facedown.

Randomly select (without revealing) 1 each of **priority 1, 2 and 3 evidence** and place them facedown in the evidence spaces (priority 1 at the top, 3 at the bottom)

Construct the **conspiracy deck**:

Standard Mode

1. Choose either **season 1-2-3, 4-5-6 or 7-8-9 cards** and separate into 3 piles (A/B/C). Randomly draw cards equal to 6 + the number of players from each pile to form the A, B and C decks.
2. Shuffle 1 random **lead** and **informant** into each created A, B and C deck. For easier games, use 2 informants in each deck.
3. Place a randomly selected **end game card** (excluding the *Clone*) facedown on the conspiracy stack. On top of this, place the C deck, then the B deck, then the A deck, all facedown.

Random season mode

As for standard mode, except that in creating the A, B and C decks, you choose any A season, then any B season, then any C season.

Every season mode

As for the standard mode, except that you form the A, B and C season decks from all possible A, B and C season cards. This mode has the same resulting number of cards in the conspiracy deck, but cards from any season may show up.

Construct the **Academy deck**:

1. Select any 4 of the 9 **characters** (at random or by choice) and collect all their cards (14 each).
2. Add 6 (or less than 6 for an easier game) random **syndicate cards**, then shuffle and place all 62 cards face down on the academy stack.
3. Draw 5 **Academy cards**, placing them facedown on the 5 Bureau spaces.

Create and shuffle the player decks (7 **field agents** + 5 **assault teams** each). Each player draws a 6 card starting hand.

THE GAME TURN

The player with highest **rank** goes first, then each player in clockwise order takes a turn. Each turn has 4 **phases**:

1. CONSPIRACY PHASE

Draw a conspiracy card (keeping it hidden) and place it facedown in the rightmost **shadows** space.

If any card would enter a space with a card in it, push the existing card 1 space to the left, which may cause another card to be pushed, etc. Only push a card forward if it needs to move to make room for another card. Cards move the same way whether they are facedown or faceup.

If a card is pushed from the leftmost shadows location it goes to the **field**, and if facedown it is turned faceup (revealed). The field can hold any number of cards. When a new card is added to the field, slide existing cards to the right.

2. ACTION PHASE

Play cards

Play any cards from your hand, one at a time. Cards are put 'in play' faceup in front of you, and are not discarded until the Cleanup phase.

As cards are played, immediately resolve any text on them (except for **ACTIVATE** abilities). Their **RECRUIT** (★) and **ATTACK** (🔪) points are added to a pool for each type, which is available until the end of your turn to spend on the following actions in any order and as many times as you like:

1. **Scan the shadows**, using the number of 🔪 listed below the card, to flip the scanned card faceup. If an **event** is revealed, resolve it then defeat it. If an **ally** is revealed, choose a player to gain it. **Enemies, informants and leads** remain in place and move the same way as unrevealed cards in the shadows.
2. **Scan the bureau**, using the number of ★ listed below the card, to flip the scanned card faceup. If a **Syndicate enemy** is revealed, leave it in place.
3. **Recruit a revealed character** in the Bureau by spending the required cost (circled in the lower right corner of each card) in ★ to gain the card and use the Bureau power listed below it. Immediately refill the Bureau space (facedown) from the Academy deck. You may also recruit an **agent**; pay 3 **recruit points** and gain the top agent card.
4. **Fight a faceup card in the shadows, field or Bureau** (Syndicate enemy) by spending the required 🔪 or ★ (lower right corner of each card), then defeat that card. If an enemy has 0 🔪, you defeat it immediately when you fight it. Resolve any **defeat** or **first defeat** abilities.

Note of any special **keyword abilities** that may be triggered by your actions.

Resolve activate abilities

You may resolve a text effect on a played card with the keyword **activate**. Once activated, rotate the card to show that it cannot be activated again this turn. If an **activate** text is preceded by a **class** icon, then a card of that class (the icon in the upper left corner) must have been played before this card in order for the **activate** ability to be triggered.



Intellect



Leadership



Scientific



Tech



Will

Beliefs, doubts and collecting evidence

Belief cards are played the same way as other cards, allowing the player to immediately draw a card. Later in your turn you may **activate** the belief, triggering your avatar's **belief** ability, then defeat the belief. Only 1 belief card may be activated per turn (although several may be played for their *draw a card* effect).

If you have a doubt card in your hand (including any drawn during your Action phase) you must resolve your avatar's **doubt** ability and then defeat the doubt. Only 1 doubt card may be resolved this way per turn; excess doubt cards remain in your hand. Resolving a doubt card does not count as *playing* a card.

Evidence is discovered and then collected by following **leads**. When a lead card is revealed in the shadows, if you fulfill its **discover** requirement, you may reveal the topmost evidence card.

Once a lead has been discovered, if you fulfil the **collection** requirement on the lead, the revealed evidence card is collected (placed to the left of its evidence space) and it is not added to the **End Game** once the **End Game** card is revealed.

Coordinate (other players)

Other players may set aside a **coordinate card** faceup on your turn. They then immediately draw a new card. The set aside card is not considered *in play*. You may now play a virtual copy of the set aside card (this counts as if you *played* that exact card). At the end of your turn, any set aside cards are placed in their owners discard pile. Each other player may play only 1 coordinate card on your turn.

3. STRIKE PHASE

Each enemy in the field strikes, one at a time from right to left. When an enemy strikes you, draw 1 card from the **strike deck** and apply the damage by placing the card under your avatar card. Enemies with **Strike**: abilities are triggered when that enemy would strike.

If an effect causes you to *avoid* a strike, don't draw a strike card. If an effect cancels a strike, draw the strike card and discard it.

If your avatar ever has **DAMAGE** equal to or greater than its **HEALTH** (heart icon), you are defeated and the team loses the game (unless the end game has begun, in which case the team carries on without you). Some strikes have additional text effects you must carry out.

4. CLEANUP PHASE

Discard your hand (played and unplayed cards) and **draw 6 new cards**. If your draw deck is empty when you need to draw a card, shuffle the discard pile to form a new draw deck and continue drawing. Trigger any **cleanup**: card abilities.

OBJECTIVES AND GAME END

The players lose if any 1 player is defeated (if **End Game** is revealed all players must be defeated)

The players win if they reveal and defeat the end game. The **End Game** card is treated as any other card from the conspiracy deck, except that it always moves left 1 space through the shadows during the Conspiracy phase. As soon as it is revealed the **End Game** is triggered; follow these steps:

1. Defeat all **leads** (including any leads revealed while an **End Game** is revealed) for each defeated lead, if you didn't discover evidence with it, gain a doubt
2. Reveal each undiscovered **evidence**.
3. Put each evidence that wasn't collected above the shadows and all the **end**: abilities are now in effect (including those on Syndicate enemies)

Once in the field, the **End Game** will strike players as a normal enemy would. To defeat the **End Game**:

1. Spend **ATTACK** (🔪) equal to the end game **DEFENSE** (vest icon) To draw a strike card and apply the damage to the **End Game**.
2. Once strike damage equals or exceeds the **End Game HEALTH** (heart icon), You have defeated the **End Game** and you win.

PLAYING A SERIES OF 3 GAMES

Game 1

Use seasons 1, 2 and 3 in the conspiracy deck. Play as usual.

If you win: Randomly select 1 of the 2 *Got Too Close* cliffhanger cards for each player's avatar. Some cliffhanger cards have an immediate effect for the next game and some stay in play throughout game 2.

If you lose: Randomly select 1 of the 2 *Unexpected Help* cliffhanger cards for each player's avatar. The card may have an immediate effect or stay in play throughout game 2.

Scoring: 1 pt per discovered evidence, 3 pts per collected evidence, 7 pts for a win.

Game 2

Use seasons 4, 5 and 6 in the conspiracy deck. Keep your avatar from the first game, but heal all **strikes** and **scars** (for a harder game, keep all scars). Reset your deck to the basic 12 cards.

If you win: Randomly select 1 of the 2 *Got Too Close* cliffhanger cards for each player's avatar (if you won the first game, choose the card you didn't draw last time).

If you lose: Randomly select 1 of the 2 *Unexpected Help* cliffhanger cards for each player's avatar (if you lost the first game, choose the card you didn't draw last time).

Scoring: 2 pts per discovered evidence, 6 pts per collected evidence, 14 pts for a win.

Game 3

Use seasons 7, 8 and 9 in the conspiracy deck. Keep your avatar from the previous game, but heal all **strikes** and **scars** (optionally, keep any scars). Reset your deck to the basic 12 cards.

If you win this game, you win the series (it doesn't matter if you lost either or both of the previous games).

Scoring: 3 pts per discovered evidence, 9 pts per collected evidence, 25 pts for a win.

Total your scores from all 3 games:

0-49 points *"Skinner wants to see you"*

50-74 points *"I want to believe... you can do better"*

75-99 points *"The truth is nearby"*

100+ points *"Trust no one... to play this well"*

KEYWORDS

Ally: If revealed in the shadows, one player gains it. If revealed anywhere else, defeat it.

Attach: Put the designated card in the attached space. It does not move unless a game effect says so.

Avoid: If an effect allows you to *avoid* strikes, you can skip drawing a strike once during that turn. It could be from an enemy striking during the strike phase or from another effect like an event. If you choose to avoid a strike from an enemy with a **strike** ability, that ability won't occur; you don't have to avoid the next strike you would draw. If an enemy has double or triple strike, and you avoid a strike, you still take the additional strikes.

Beneath: Unless the card says otherwise, cards don't have any text while they're beneath another card, and if the card on top leaves play or gets hidden, all the beneath cards are defeated. (An exception is *Jeffrey Spender* whose card specifically has rules for when he's beneath other cards.)

Cancel: If an effect allows you to *cancel* a strike, you still draw and see the strike card, and if you want to cancel it, you immediately discard the strike without applying its damage or following its instructions.

Characters: Starting cards, special agents, allies and Academy characters (any cards from the 4 chosen character card decks).

Defeat: Place the defeated card in its respective discard pile; Characters (including allies) go to the character discard pile; enemies (including Syndicate snemies), leads, informants and events all go to the conspiracy discard pile (keep this pile in order, as some effects refer to the top defeated enemy); beliefs and doubts to the top of their respective piles. Cliffhanger cards return to the box.

If you need to defeat a card in play, you still get the **RECRUIT POINTS** and **ATTACK** from that card but you cannot trigger any **activate** abilities (you may still count it for the purposes of triggering another card's class ability). You cannot defeat a virtual copy of a card another player coordinated to you.

Discover: Evidence is first discovered (turned faceup), then collected (moved off to the left).

End Game: Does not count as an **enemy**. Cards in shadow spaces cannot be to the right of the *End Game* unless the *End Game* says otherwise.

Enemies: Enemies come in 5 types; Alien, Construct, Creature, Human and Spirit. If card text refers to one of these types, it refers only to that type.

Gain: Take the gained card and put it in your discard pile.

Hide: Turn a card facedown.

Leads: Cards used to collect evidence.

Outside the Game: Each card not currently in the game you are playing.

Scar: A facedown strike on your avatar that counts as 1 damage. If you gain a scar, take the top card from the strike deck and place it facedown on your avatar without looking at it. If an effect turns an existing strike card into a scar, flip the strike card facedown; it now counts as 1 damage.

Team: If a card refers to the team doing something, it should be discussed, but the current player has final say.

Top: If an effect says to do something to the top character of the Academy, reveal cards one by one from the top of that deck until you find the right character, then shuffle the rest of the revealed cards into that deck. Do the same for any other deck or discard pile.

Vigilant: When you play this card it stays in play at the end of your turn instead of getting discarded. It will typically have a *discard* ability. You can play such a card and use its discard ability on the same turn.

Your cards: Cards in your hand or in play.

CARD ABILITY KEYWORDS

Cleanup: Resolve during the Cleanup phase.

Defeat: Resolve when the card is defeated.

Draw: Resolve when you draw the card. It doesn't resolve when the card is looked at or revealed (unless you then draw it).

Defeat: Resolve when the card is defeated.

Ferocious: When this card, if the strike is a miss, it strikes again. This applies to each strike, so if the second strike is a miss, it strikes again, and so on.

First Defeat: Resolve only the first time the card is defeated this game.

Field: Ability is only active while the card is in the field.

First Reveal: Resolve only the first time this card is revealed this game.

Lethal: If this card deals damage, you are defeated.

Ongoing: This ability is always active as long as the card is revealed.

Reveal: Resolve any time this card is revealed.

Reveal-Shadows: Resolve any time this card is revealed in the shadows.

Sacrifice: Defeat this card.

Shadows: Ability is only active while the card is in the shadows.

Stationary: Doesn't move normally in the shadows (only moves if pushed by an *End Game* or card effect).

RULES CLARIFICATIONS

Ability timing: If multiple abilities resolve simultaneously, resolve them left-to-right in the Bureau or shadows and right-to-left in the field. If multiple players are doing something simultaneously, the current player goes first, then other players in clockwise order. If an effect order is not clear, the current player chooses the order.

Academy deck is empty: If the Academy deck runs out, play continues, except that you cannot add cards to the Bureau.

Bureau powers: You only resolve the text on a Bureau space when you gain a character from that space.

Can't vs can: If one card says you can't do something and another says you can do it, 'can't' beats 'can'.

Card abilities: If a card tells you to do something, but you cannot do all of it, do as much as you can.

Fighting another player: If required to do this, pay **ATTACK** (👊) equal to the player's **DEFENSE** (vest icon).

Looking through a deck: If you ever need to look through your deck, shuffle the deck afterwards.

Running out of strikes: If the strike pile is empty, reshuffle the discarded strikes into a new draw pile.

Running out of beliefs or doubts: If there are no beliefs or doubts left, ignore any effects that would cause you to gain them.

You: Refers to the current player.

ADJUSTING DIFFICULTY

To make the game easier, do one or more of these:

- During setup, add an extra informant to each season.
- During setup, add in fewer Syndicate enemies.
- During setup, give each player a **belief** in their starting deck.
- During setup, before adding Syndicate cards to the Academy, put 5 random Academy cards from the Academy deck in the Bureau and reveal them. Then shuffle the Syndicate cards into the Academy.
- When a player is defeated due to damage, you don't lose the game. Instead, end your turn, turn all your strikes into scars, lose your next turn, and rejoin the game after that. You can still be defeated by effects that defeat you without dealing fatal damage. During the *End Game*, using this rule, death is still final.

PLAYING SOLO

There are a few minor changes for solo play:

- **Body Swap** (Event): Switch your avatar with a random one from outside the game.
- **Coordinate:** You may discard 1 coordinate card per turn to simply draw a card.
- **Fear** (Strike): You may cancel this strike if you played a belief this turn.
- **Fox Mulder** (Avatar): Resolving his doubt means you can't play coordinate cards.
- **Paranoid Delusions** (Event): You must fight yourself instead.
- **Professional Colleagues** (Pendrell Academy card): You are allowed to play this on your turn.
- **Protector** (Reyes Academy card): You can cancel a strike that you drew.
- Next player refers to yourself.