



Lost CHAPTERS

RULES OF PLAY

THE AMERICAN HISTORY SET · DUELS AND CONVENTION FOR 3 TO 5 PLAYERS



ROBERTS BROS GAMES · DEVBERRI

WELCOME, CHRONICLER

HISTORY HAS LOST SOME PAGES

A crystal rang like a bell in a little DevBerri lab, and history cracked. Heroes who touched the falling shards were pulled into Marginalia, a realm in the margins of the past. Lead one of them, gather crystals and write the lost chapters back.

1 PICK A LEADER

Your Leader is always on the table and brings a 40-card deck in its colours.

2 GUARD YOUR LIFE

Five face-down Life cards stand between your Leader and defeat.

3 HIT TO WIN

Charge the enemy Leader. Hit it when it has no Life left and you win.

WHAT YOU NEED

- A Leader and a 40-card deck each (up to 2 copies of any card).
- Crystal counters, or a die, to track crystals (up to 10).
- A few tokens for damage, Tinkers and the Shard.
- Or just open the app: it tracks everything for you.

TWO WAYS TO PLAY

Duel. One on one: ranked, with a friend, or against the AI.

Convention. A free-for-all for 3, 4 or 5 players. Last Leader standing wins (see page 8).

THE FIVE COLOURS



GOLD

Inventors & Industry
Leader: Nikola Tesla



COBALT

Thinkers & Dreamers
Leader: Dr. King



EMERALD

Frontier & Explorers
Leader: Amelia Earhart



GARNET

Rebels, Pirates & War
Leader: Blackbeard



QUARTZ

Founders & Revolution
Leader: George Washington

ANATOMY OF A CARD

Every character, event, item and location shares the same layout. Learn it once and you can read any card at a glance.



- 1 **NAME.** The hero, event or thing. Signature cards show a ★ in the app.
- 2 **COST.** Crystals you spend to play it. Here: 3.
- 3 **ART AND FRAME COLOUR.** The frame shows the card's colour (its set). Blue is Cobalt. Your deck may only hold your Leader's colours.
- 4 **TYPE LINE.** Card type, then subtype: *Character • Leader*. Subtypes (Inventor, Pilot, Founder...) matter to other cards.
- 5 **KEYWORDS.** Short rules in bold. **Explore:** can only be blocked by characters with Explore (page 7).
- 6 **ABILITIES.** What the card does. The italic word says when: *On play, Charge, Start of your turn, Counter, Equip.*
- 7 **FLAVOUR.** A line of real history. No rules effect.
- 8 **POWER (RED).** Damage it deals in a fight.
- 9 **HEALTH (BLUE).** Damage it can take. Damage wears off at the end of each turn.
- 10 **EDITION LINE.** Printing details. Every card also has a rarity: Common, Uncommon, Rare, Ultra-Rare or Legendary.



YOUR LEADER

- A **LEADER TAG.** Leaders start face up and never leave play. They can charge like a character.
- B **POWER.** Leaders have power but no health: they can't be destroyed, only lose Life.
- C **NAME PLATE.** The Leader's name, under a row of stars.

Every Leader has a **passive** that is always on, a once-per-match ★ **Command** you can use from your second turn by paying its crystals, and three **Signature** cards that cost 1 less in their deck.



Promo cards like Collin's count as their frame colour.

FOUR KINDS OF CARD

CARD TYPES

Characters fight, Events happen, Items help, and Locations change the ground you stand on.



CHARACTER

YOUR FIELD, MAX 5

Goes to your field. It can't charge the turn it arrives unless it has **Swift**. When damage reaches its health it is destroyed and goes to your trash.



EVENT

RESOLVE, THEN TRASH

Do what it says, then put it in your trash. Play events on your own turn.



COUNTER

INSTANT SPEED

A Moment event marked **Counter**. You may also play it when you are charged, paying with crystals you saved from your own turn.



ITEM

EQUIP OR ONE-SHOT

Weapons, Vehicles and some Inventions **Equip** to one of your characters and stay with it. Treasures and Edibles are used once.



LOCATION

ONE AT A TIME

Stays in play and powers up your side. You can have one; a new Location replaces the old one.



TRIUMPH

FREE FROM YOUR LIFE

When a Triumph card is revealed as a lost Life card, you may play it for free right away. A lost chapter can come back to save you.

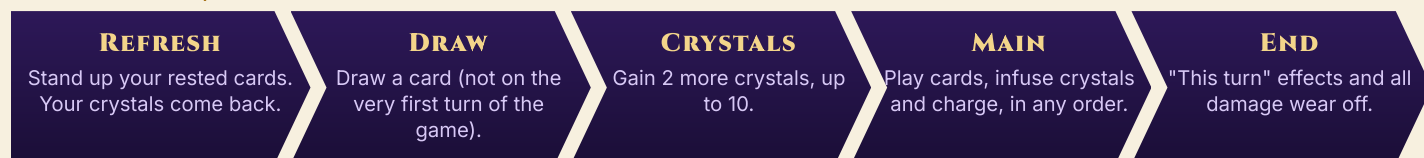
GETTING READY

SETUP AND YOUR TURN

- 1 **Leader.** Place your Leader face up. It stays in play all game.
- 2 **Life.** Shuffle your deck, then put the top 5 cards face down as your Life. A few Leaders say they start with 1 more or 1 fewer.
- 3 **Hand.** Draw 5. You may mulligan once: shuffle the hand back and draw 5 new.
- 4 **Who starts.** Flip a coin. The first player skips their first draw and can't charge on their first turn. The second player gets a bonus crystal (that turn only) on each of their first three turns.



EVERY TURN, IN ORDER



CRYSTALS

Crystals are your resource. Spend them to play cards: the cost is the number on the gem.

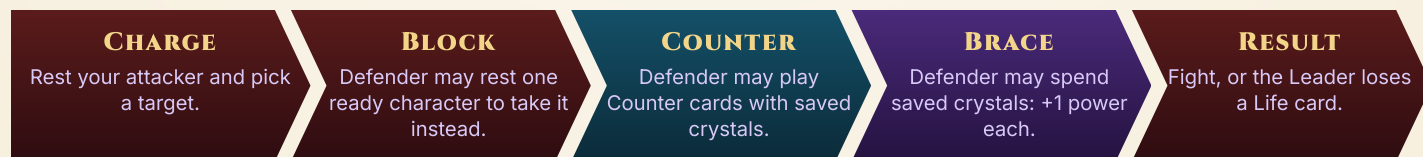
Infuse: spend a crystal on your Leader or a character for +1 power this turn.

HOLD SOME BACK

Crystals only come back at the start of your own turn. Any you don't spend stay ready during your rival's turn for **Counters** and **Brace**. Spend now or hold up a response: that choice is the heart of the game.

CHARGING

Rest a ready character, or your Leader, to charge. You may target the enemy Leader, or an enemy character that is **rested**. Characters standing up are ready to defend and can't be targeted.



- 1 Block.** The defender may rest one active character to take the charge instead. **Guard** characters block without resting. An attacker with **Explore** can only be blocked by characters with Explore.
- 2 Counter.** The defender may play Counter cards, paying with crystals they saved.
- 3 Brace.** When a character charges a character (a blocker counts), the defender may spend unspent crystals: +1 power each to their defending character until the charge ends. Brace does nothing for a Leader.
- 4 Fight.** Two characters deal their power to each other at the same time. A character whose damage reaches its health is destroyed.

HITTING A LEADER

The Leader loses 1 Life card (2 with **Double Chapter**). The lost card goes to its owner's **hand**, so a lost chapter can come back to help. If it's a **Triumph**, they may play it for free right away.

WINNING AND LOSING

Hit a Leader that has **no Life left** and its player loses.

You also lose if you have to draw from an empty deck.



EXAMPLE

John Laurens (2 power, 1 health, **Swift**) arrives and charges right away. Your Lincoln Ellsworth (1/2) blocks. You saved 2 crystals, so you **Brace** both: Ellsworth hits back with 3 power and destroys Laurens, while Laurens deals 2, exactly Ellsworth's health, so both are destroyed. Brace adds power, not health. To keep Ellsworth, spend those 2 crystals on the Counter **Zap** instead: it destroys Laurens before any damage is dealt.

DECKS, LEADERS AND KEYWORDS

THE COLOUR RULE

A deck is **40 cards**, up to **2 copies** of any card. Your Leader decides your colours: a deck holds **only cards of its Leader's colours**. A card's colour is its set; a promo card counts as its frame colour; tokens have no colour. A Leader's own Signature cards are always allowed.

The historical Leaders have one colour. The Travelers from DevBerri have two.

EVERY LEADER HAS

A passive, always on.

A ★ Command, once per match, from your second turn, paid in crystals.

3 Signatures, which cost 1 less while that Leader leads your deck.

THE 14 LEADERS • COMMAND AND COST



TESLA



Wardenclyffe Tower · 4



DR. KING



The March · 3



ARMSTRONG



Giant Leap · 2



EARHART



Across the Atlantic · 3



BLACKBEARD



Broadside · 5



WASHINGTON



Continental Army · 2



DEVIN



Attempt Forty-Seven · 4



COLLIN



First Through the Door · 2



BEKAH



Write It Down · 3



BRODY



Scale for Sale · 4



ANDY



Front Page · 4



JARED



Radio Home · 3



JOSH



The Mending Room · 3



PHILLIP



Objection! · 3

KEYWORDS

- E Explore.** Can only be blocked by characters that also have Explore.
- G Guard.** Blocks without resting.
- 2 Double Chapter.** Hitting a Leader takes 2 Life.
- R Resolve.** When it survives damage, it gets +1/+0 for the rest of the game (once per turn).
- + Recover X.** Put the top X cards of your deck into your Life (max 5).
- C Charge:** triggers when this card charges. **Counter:** may be played when you are charged.
- S Swift.** Can charge the turn it comes into play.
- P Protest.** Can't be chosen as the target of a charge (it can still block).
- T Tenacious.** The first time each turn it would be destroyed, it survives with 1 health.
- B Build X.** Create X tokens: Tinker (1/1 Inventor), Lightbulb (0/1, draw when destroyed), Steel Golem (1/1 Guard).
- ★ Triumph.** Free to play when revealed from your Life.
- L Legacy.** Legendary and Ultra-Rare characters. Some cards count them.

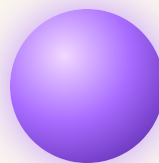
CONVENTION: THE FREE-FOR-ALL

Everyone plays for themselves and the last Leader standing wins. All the duel rules apply, with these changes. It all works at a kitchen table with physical cards.

- 1 Setup.** Each player sets aside **6 Life** (with 3 players, seats 2 and 3 take 7), draws 5 and may mulligan once. Play goes clockwise from a random first player. Set a Shard token aside.
- 2 Peaceful first round.** Nobody may charge until every player has taken a turn. Seats 4 and 5 get 1 extra crystal on their first turn.
- 3 Charge anyone.** Any opponent's Leader or rested character. Only the player you charge may block. Different attackers may charge different opponents.
- 4 Mass effects.** "All enemies" and "your opponent discards" hit **each opponent**. "One enemy" may pick from any opponent.
- 5 Knockouts.** A Leader hit with no Life left is knocked out and its cards leave the game. The player who dealt the finishing hit **draws 2**.

INTERJECT

After the defender has blocked, countered and braced, each other player (not the attacker) may play Counter cards **to help the defender**, paying with their own crystals. "I'll save you if you don't hit me."



THE SHARD

At the start of round 3 it goes to the player with the most Life (ties: latest in turn order). The holder draws 1 at the end of their turn. Take a Life from the holder and the Shard is yours.

	DUEL	CONVENTION (3 TO 5)
Life	5	6 (3 players: seats 2 and 3 take 7)
First charges	Turn 2	Round 2
Catch-up crystal	Second player, first three turns	Seats 4 and 5, first turn
Who responds to a charge	The defender	The defender, then everyone except the attacker
"All enemy" effects	The opponent	Each opponent
Knockout reward	None	Draw 2
The Shard	No	Yes, from round 3
Places	Win or lose	Last standing is 1st; others place in reverse order of knockout

QUICK REFERENCE

YOUR TURN

1. Refresh: stand up, crystals come back.
2. Draw 1 (not the very first turn).
3. Gain 2 crystals (max 10).
4. Main: play, infuse, charge.
5. End: damage and "this turn" effects wear off.

A CHARGE

1. Rest the attacker, pick a target: the Leader or a rested character.
2. Defender may Block.
3. Defender may Counter.
4. Defender may Brace (+1 power per crystal).
5. Convention: others may Interject.
6. Fight, or the Leader loses a Life to hand.

DECK

- 40 cards, max 2 copies.
- Only your Leader's colours.
- Signatures cost 1 less and are always allowed.
- Max 5 characters on your field, 1 Location.

WIN AND LOSE

- Hit a Leader with no Life left.
- Drawing from an empty deck loses.
- Convention: last Leader standing is 1st.
- Lost Life cards go to your hand; Triumph plays free.



Play it in the app at lost-chapters-game.nellify.app, or at a table with friends.