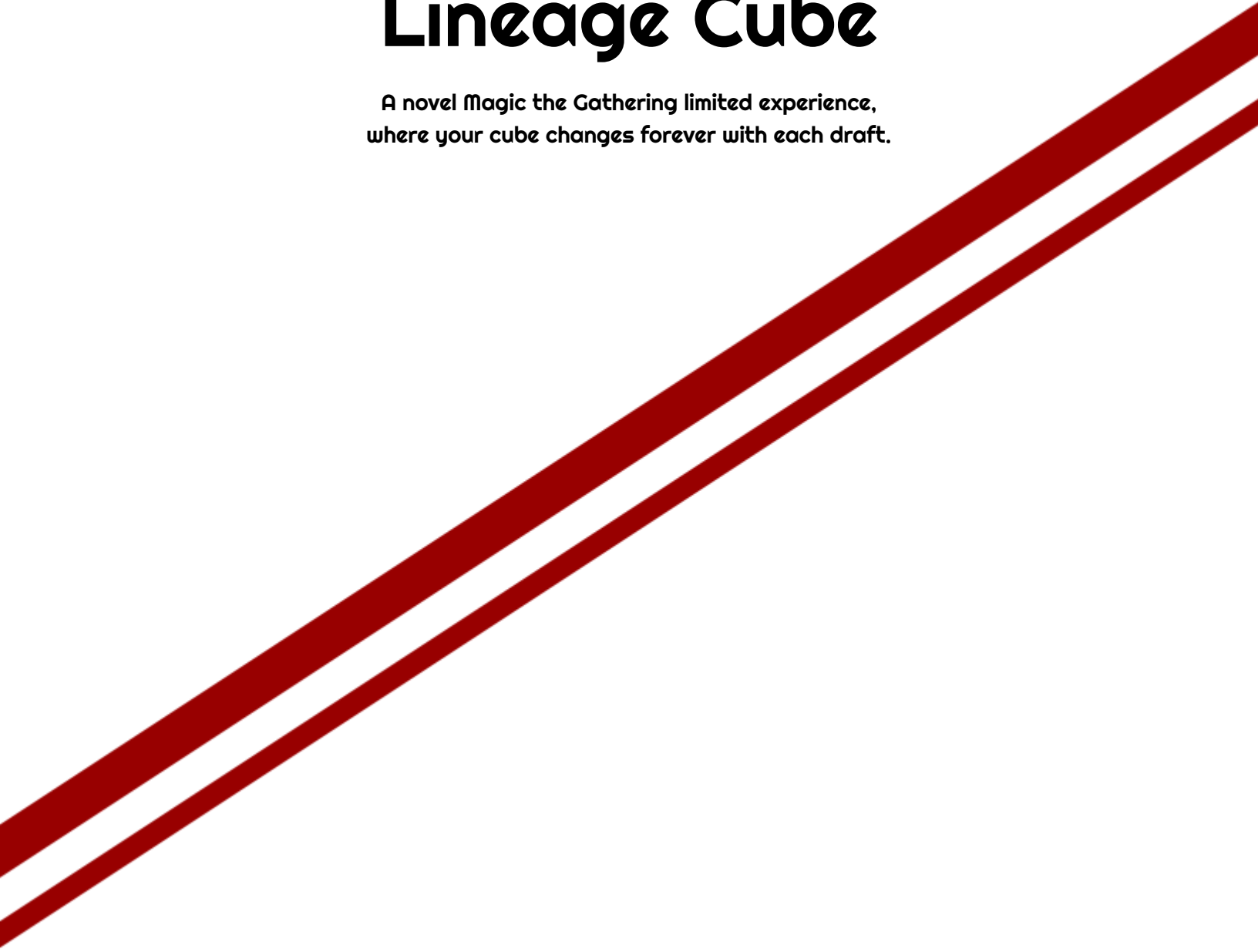


Lineage Cube

A novel Magic the Gathering limited experience,
where your cube changes forever with each draft.



The Lineage Cube incorporates mechanics similar to Legacy board games. You will mark up cards with stickers, add, and remove cards. It's a great way to get use out of boxes of unused commons that are collecting dust.

This rulebook and the associated PDF of card images will allow you to build your own Lineage Cube.

Creating Your Cube

Supplies

- A pile of bulk Magic: the Gathering cards you have no other use for
- Blank white stickers (I recommend label stickers from your local office supply store)
- Pens
- Scissors
- Sleeves in two colors. around 400 of each color. You can get the cheap ones.
- (Optional) Envelopes, cardboard deck boxes, or other small containers

The Edit Cards

You have several options, listed from least to most expensive

- **Home Printer.** Print the PDF of edit cards. Cut out each card and put it into a sleeve with a magic card behind it for stiffness.
- **Cardstock.** You can print the PDF on cardstock and sleeve them without backing. These cards will not be put into decks with normal

cards, so an exact stiffness match is unnecessary.

- **Printing Service.** An office supply store can print (And even sometimes cut) these images for you.
- **Proxy Printers.** Custom card communities use services such as makeplayingcards.com, they can print and cut the entire set for you on high quality cardstock.

Once you have your cards, sleeve them in one of your two colors of sleeves.

Which Cards to Print

The Full Legacy Experience. Print everything. Once they're sleeved up, sort the cards by which pack they belong to. Sort the Main Set by rarity. Put each pack in an envelope or deck box, and label the outside.

The Basic Set. If you want a simpler experience, without quests and opening new packs over time, just print the Basic Set. Sleeve it up, sort it by rarity, and you're ready to play.

The Magic Cards

Now you need to build the actual cube, the cards you'll be playing with. If you're here looking for a new drafting experience, you almost certainly have what you need. This cube will be built out of your bulk commons that otherwise would have no other use. If you don't have a pile of cards like that, many local game stores sell boxes of "1000 Cards for \$10!" that will work well for this. Some players may even be willing to give you their extra commons after a draft night.

Your cube will consist of 360 cards. The following is a guideline for building the cube, but it is only a guideline. You should default to using what you have on hand.

Creatures. 35 of each color. For each color, try to get a wide range of mana values. Focus on simple cards with no abilities, only keywords, or a single activated or triggered ability. It can be fun to include multiple of the same vanilla creature, to see how it evolves over time.



Lands. 20 two-color lands



Noncreature Spells. 28 noncreature spells of each color. Try to get a mix of instants, sorceries, and enchantments. Colored artifacts are also good here. About 10-12 per color should be removal spells.



Artifacts. 25 colorless artifacts



Playing Cube: Legacy

Setup

1. Shuffle your cube, and deal out packs of 15 cards. Create three packs per drafter.
2. Your edit cards should be sorted by rarity. Create a pile of the edits you'll be using during this draft.
 - 2.1. If you have more than four drafters, deal 24 commons, 14 uncommons, 8 rares, and 2 mythics.
 - 2.2. Otherwise, deal half as many. 12 commons, 7 uncommons, 4 rares, and 1 mythic.
3. Shuffle that pile, and deal 2 cards from it onto each pack. Put the rest back in the box.

Draft

Draft as normal: Each player takes one pack, pulls a single card from it, and then passes it to their left. The next player takes a single card from it, and passes it. This continues until each pack is empty. Each pack is a single Draft Round (*In the second draft round, pass to the right*)

Edit Cards. Edit cards are used to modify the cards you draft permanently. They are drafted as normal, but kept separate from your draft pile, face down. As you draft another card, you may turn one or more edit cards face up to edit the card you just drafted. Take a blank sticker and place it on the card you're editing.

If you're adding a new ability, place the sticker in a blank space on the card (*You may need to cover flavor text or art*). If you're replacing or changing something about the card, cover the old text with the sticker. Then, write in the new text with a pen.

If this is the third edit card used on this card, it can no longer be edited. Name it, by covering up its original name and writing in a new one. Named cards cannot be edited.

Hint: To save time at the table, you may wait until the end of the draft round to apply stickers. Put the card you're going to edit face up on top of the edit cards you used on it.

Warning: At the end of each draft round, you must discard any unused edit cards. Use them or lose them.

Draft Actions. These cards are also drafted as normal. They will tell you when to take the action listed on the card. These are not discarded at the end of each draft round.

(Quests and Public Quests do not exist in the Basic Set)

Quests. These cards are drafted as normal. If you complete the requirement, you may flip the quest to reveal your reward.

Public Quests. These quests are not part of the cube proper. They are left face up during the draft and gameplay. All players' actions contribute to these quests.

Example of a typical edit adding a keyword and changing the cost



Example of a modify card changing the trigger for an ability



Example of a card receiving a third edit and being named



Full Rules

Alternate Packs

Alternate packs are sets of 48 cards meant to replace the main set when drafting. They each have a theme, meant to take the cube in a different direction (Such as Tribal or Enchantments). You do not need to sort these by rarity, use the entire set.

Once you've unlocked a new pack, you may choose to use it whenever you like. Groups should decide who gets to make that choice:

- Popular Vote
- The Owner of the Cube
- The Winner From the Last Draft

Sometimes an effect will say, "Use this pack for your next draft". If two of these activate during one draft, choose between them as normal.

Shorthand

Because card space is limited, and handwriting is generally larger than print, it is helpful to develop a shorthand for certain text. Here are some suggestions

- "Enters the battlefield" to "etb"
- "Mana value" to "mv"
- "Sacrifice" to "sac"
- Magic cards list out the full card's name when they refer to themselves. Shorten to "this"

Editing Rules

The Golden Rule: The chaotic nature of this format means ambiguities are impossible to fully avoid. When in doubt,

go for the most fun option for the whole table. Take the most reasonable, spirit of the rules interpretation possible.

General

- Text in (parenthesis) on edit cards is removed when editing an instant or sorcery.
- Text in [Brackets] is meant to be replaced by text chosen elsewhere on the edit card. (*i.e. Choose a creature type, and give a card, "[Type]s you control". If you chose Bears, that text would read "Bears you control"*)
- A card cannot be given redundant downsides (Such as two counts of defender or "enters tapped")
- You can only remove colored mana from a cost if it is not the last mana of that color in the cost.
- Auras and equipment can be edited as if they were creatures. They give any new abilities to the creature they're attached to.
- If you would reduce a card's cost but cannot, the cost reduction is wasted
- Cost adjustments affect all alternate costs (*Such as ninjitsu or suspend*)
- If an edit adjusts costs, it cannot be put on a land
- If an edit would make a card nonfunctional in a rules sense, it cannot be put on that card
- However, if an edit would simply make a card useless, you are free to do so (*such as reducing a creature's toughness to 0*)

Modify

- Modification is a subtype of Edit cards
- Modify changes an activated or triggered ability to have a different activation cost or trigger.
- For example, it might change “When this enters the battlefield, draw a card” to “Sacrifice a creature: draw a card”
- You cannot modify an ability that requires information from its trigger (*Such as “When this deals damage to a creature, destroy that creature”*)
- Modified abilities cannot trigger themselves.

Numbers

- Numbers is a subtype of Edit cards
- Numbers Edits change numbers on a card.
- Any number or number word can be changed (“2” and “two”). “a” counts as one in some circumstances (ex. “draw a card”). Generic mana costs cannot be changed this way (i.e. 3)
- Power and toughness are numbers
- Often they change a number to X. If X is already defined, the Edit can still change any number to X, but it will not change the definition.

Major

- Major cards create new cards or majorly change cards in the cube.
- Once a card has been created or changed by a Major card, it is named immediately.

Pack Rules

Certain draft packs come with additional rules while drafting with that pack. These rules are not optional, as many are required for the edit cards in that pack to function.

Optional Rules

Certain draft packs unlock optional rules for the draft, deckbuilding, or play. Store all of the opened optional rules together. You can choose to include any or all of them, but you must decide before the draft starts.

It is recommended to use those options whenever you’re drafting with the pack it came from.