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| Game: ARCANA Pub: ©2009 Alderac Entertainment Group | v1.1 Apr 2010 |
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ARCANA

SETUP

Each player chooses a **Guild** (**Blades**, **Ferrymen**, **Thieves** or **Usurers**) and places their **Guild card** in front of them.

Takes your 11 **Guild cards** (9 **Agents**, 1 Headquarters **Location** and 1 **Relic**). Shuffle the 11 cards and place them facedown in a pile to the side of your Guild card as your **Main Deck**.

You will have also have a **Resource Deck** on the other side of your Guild card that will build up as the game progresses.

Each player draws 4 **Objective (green) cards**, discards 2 cards back to the box without showing them to the others, and keeps the 2 remaining cards facedown in front of him.

The 6 **Militia (red) cards** are shuffled facedown into a Militia Deck.

Shuffle the **Stake** cards and place 5 decks (4 decks in a 3 player game) or **zones** of 12 cards each at the center of the table.

Each player will have 2 zones in front of them (the zones they *control*), and a central **Free zone**. Remaining Stake cards go back in the box.

The *Game Over* card is shuffled with the last 5 cards of the pile in the central Free zone. Turn the first card of each zone faceup; these are the **Stakes** for the first round.

Choose a first player and give him the *First Player* card.

THE ARCANA OF POWER



Military



Political



Spiritual



Financial

The value written in **gold** is the Stake card's **main arcanum**.

GAME ROUND

Players draw 4 cards from their Main Decks (or how ever many are left if there are not enough cards).

If your Main Deck is empty, shuffle your Resource Deck into a new Main Deck and immediately draw cards from it.

Players take turns in clockwise order.

During your turn, you can perform one of the following actions:

- Place an **Agent** *faceup* next to one of the Stakes in a zone you do not control, or in the Free zone;
- Place an **Agent** *facedown* next to one of the Stakes in the zones you control;
- Play a **Location**. Once the card's effects have been resolved, it goes to your Resource Deck;
- Place a **Relic** on an Agent to corrupt a Personality Stake card;
- Send a Relic to your **Resource Deck**, then draw a card from the Militia Deck and place it next to one of the Stakes.
- Send a card to your **Resource Deck** without applying its effects.

Cards are placed on the side of the Stake closest to you.

RESOLVING THE ROUND

Once all players have played their 4 cards, facedown cards are revealed and a **power struggle** is resolved for each Stake card, one at a time, starting with the zone furthest to the left of the first player.

The **arcanum** values of each player's Agents that match the Stake's **main arcanum** are totalled.

If one player's total is higher or equal to the Stake card's main arcanum, he wins the Stake card and places it in his Resource Deck. All Agents are sent to their respective Resource Decks.

If several players' total is higher or equal to the Stake card's main arcanum, the player whose total is the highest wins the Stake card. All Agents are sent to their respective Resource Decks.

In case of a draw, the Stake card stays where it is (unless the tie is broken by a Guild card special ability) and all the Agents stay (*faceup*) where they are.

If all players' total is lower than the Stake card's main arcanum, nobody wins. All the Agents stay (faceup) where they are.

END OF THE ROUND

New Stake cards are flipped faceup in the empty zones.

Militia cards used during the round are shuffled back into the Militia deck.

The first player hands the *First Player* card to the player to his right, and a new round begins.

OPTIONAL RULE

TACTICAL REMOVAL

When a Stake card is won, the victorious player has 2 options:

- Add it to his Resource Deck as usual;
- Remove the card from play by putting it under his Guild card. The Stake card stays there until VPs are counted at the end of the game.

This rule allows a player to make his/her deck smaller in order to optimize strategy.

STAKE CARDS

PERSONALITIES

A Personality in your Resource Deck is now your **Agent**.

LOCATIONS

Playing a Location card triggers its effects immediately. Once played, the Location card goes to your Resource Deck.

A Location can never be played in a zone to win a Stake card.

RELICS

Relics are played on one of your Agents as a bribe, adding the Relic's **Ducat value** (ie, the *Financial* arcana) to the Agent's arcana value.

If the total is higher or equal to the Stake card's Ducat/Financial value, the Stake card is won immediately. The Relic and your Agent(s) go to your Resource Deck and all Agents are sent to their respective Resource Decks. A new Stake card is flipped faceup on top of the zone.

If the total is lower than the Stakes card's Ducat value, nothing happens. The Relic goes to your Resource Deck.

It is impossible to bribe a Relic or a Location.

It is possible to use a Relic on several Agents. The total value is calculated by adding together the Agents' arcana values and the Relic's Ducat value.

HINTS

If a Stake Card has several gold numbers and thus several arcana values (i.e. *Penthow* or *Harlequin*), players may decide, on an individual basis, on which arcana value they will bid.

The highest value will win (for *Penthow*, the winning bid has to have a minimal value of 2).

END OF THE GAME

Once the *Game Over* card is revealed, the current round continues until its end. Then the game is over.

Each player adds the **Victory Points** (VPs) of the cards in his Main Deck, Resource Deck, and of his Agents currently in play.

Players reveal their **Objectives** and check if they were fulfilled. If so, they score the appropriate amount of VPs.

The player with the most VPs wins.