Another game aid by **Universal Head**

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Game: **ARCANA REVISED EDITION** Publisher: **Fantasy Flight Games (2011)**	**v1** **Feb 2012**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

Arcana™

Setup

Set aside all cards not marked with the letter A. Optional rules and their corresponding cards may be added as desired.

Each player chooses—or is assigned randomly—a **Guild** (**Blades**, **Thieves**, **Usurers**, **Ferrymen**, **Fortune-Tellers**, or **Architects**), and takes his 11 Guild cards marked with the letter A.

Each player places the **Guild Crest** card for his guild in front of him.

Shuffle your cards and place them facedown in a pile to the right of your Guild Crest card: this is your **deck**.

To the left of your Guild Crest card is your **discard pile**.

Shuffle the **Stake** cards (icon in upper-left) and place them facedown in piles of 12 cards in the center of the table.

See the diagrams in the rules for the number of districts according to the number of players. Remaining Stake cards are returned to the box.

Shuffle the *Ducal Jubilee* event card with the bottom 5 cards of the central pile of Stake cards.

Flip the top card of each Stake pile faceup.

Each pile of Stake cards represents a **District** in the city of Cadwallon.

Each guild has two **Friendly Districts** (which it may share with another guild), and in the center is a single **Neutral District**.

All other Districts in play are considered **Enemy Districts** for that guild.

Randomly determine the first player and give him the *First Player* card.

The Arcana of Power

Political (Staff) | Military (Sword) | Spiritual (Cup) | Financial (Ducat)

The value in a yellow circle is the card's **Main Arcanum.**

Game Round

Each player draws 4 cards from their deck.

If there are not enough cards, draw all of them, shuffle your discard pile to create a new deck, then continue to draw until you have 4 cards (or how ever many are left if there are not enough cards).

The Intrigue Phase

Players take turns, starting with the first player and proceeding in clockwise order.

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

- Assign one **Agent** card from your hand *faceup* to any one Enemy District or the Neutral District;
- Assign one **Agent** card from your hand *facedown* to any one Friendly District;
- Play one **Location** card from your hand and resolve its effect. Then place the card on your discard pile;
- Place one **Relic** on one of your Agents to bribe a Personality card;
- Discard one card from your hand to your discard pile without applying any effects.

To indicate which cards belong to you when played in a District, orient the card so it faces you.

If an action allows you to immediately win a Stake card this phase, flip over the next Stake card in that District. There should always be one Stake card faceup at each District.

If a played Agent is moved to another District, the card is played faceup or facedown as if it was played directly from the hand.

Players continue taking turns performing actions until all players have played all 4 cards from their hands.

Then the Intrigue Phase ends.

The Resolution Phase

Districts are resolved one at a time, with the first player choosing the order of resolution.

Each Stake card has one **Main Arcanum**. Each Agent has an **Arcana** value for **Staffs**, **Swords**, and **Cups**. Only the Agent's Arcanum that matches the Stake card's Main Arcanum is used.

To resolve a District, each player adds up the matching Arcanum for all of his Agents assigned to that District:

- **If only one player's Arcana total is higher than or equal to the Main Arcanum**, he wins the Stake card;
- **If more than one player has a total Arcana higher than or equal to the Main Arcanum**, the player with the highest total wins the Stake card;
- **If the total Arcana value of each player is less than the Main Arcanum**, nobody wins that card this round. All cards in the District stay faceup;
- **If there is a tie for the highest Arcanum total**, the Stake card stays where it is (unless another card says otherwise). All cards remain in that District until the next round.

If you win a Stake card place it on your discard pile. All other cards in the District are then sent to their respective discard piles.

Some cards give a player the ability to win a Stake card when there is a tie. If 2 or more players have such a card that affects a District, they cancel each other and the District remains a tie. All cards remain in the District until the next round.

The Ducat value on a Personality card is only used when that card is on top of a District pile to bribe a Personality. Once you gain the Personality card (and plays it from your hand), the Personality is treated as an Agent card; the Ducat value has no further effect.

The Arcana values on a Location card are only used when that card is on top of a District pile. Once you gain the Location card (and plays it from your hand), only the card's ability is used.

The Sword, Staff, and Cup values on Relic cards are only used when that card is on top of a District pile. Once you gain the Relic card (and plays it from your hand), only its Ducat value is used.

The phase is complete when all Districts have been resolved.

The End of the Round

Flip over the top card of any District that does not have a faceup Stake card. If there are no more Stake cards in a District, it remains empty for the rest of the game.

The first player hands the *First Player* card to the player to his left and the next round begins.

The Stakes

When you win a Stake card, place it on top of your discard pile. After you reshuffle your deck, you may play these cards when your draw them into your hand.

Personalities

All Personality cards in your deck are considered **Agents**.

When you win a Personality card and add it to your deck, you can later play that card as an Agent to try to win Stakes.

A Ducat value on a Personality card is only used when a guild attempts to bribe that Personality.

After you win a Personality card, the card becomes an Agent of your guild and the Ducat value has no further effect on play.

If a Personality card has more than one Main Arcanum value, the player who has the highest value in any of the Main Arcana wins the Stake, as long as that player has at least the minimum value needed.

Locations

A Location card played from your hand takes effect immediately. The Location card is then discarded.

The Arcana values on a Location card have no effect when it is played from your hand. These values are only used when it is a Stake card. A Location card cannot be assigned to a District.

Relics

A Relic card can be used to bribe a Personality.

A Relic can only be played on a player's Agent who is already assigned to the same District as a Personality Stake card. If an Agent is facedown, it is then turned faceup.

The Ducat value of the Relic is added to the Agent's Arcana value that matches the Stake card's Main Arcanum:

- I**f the total is higher than or equal to the Personality card's Ducat value, the Stake is immediately won**. The Relic and all other cards assigned to that District are placed in the discard pile, and a new Stake card is turned faceup at that District.
- **If the total is less than the Personality card's Ducat value, nothing happens**. The Relic and all cards assigned to that District remain there and can be combined with another Relic or Agent on a future turn to bribe the Personality card.

You cannot bribe a Relic or a Location card.

You may use a Relic with multiple Agents at the same District. The total value of the bribe is calculated by adding together the Agents' matching Arcanum values and the Relic's Ducat value.

If the Ducat value on a Personality card shows a '–' sign, that Personality cannot be bribed.

The Harlequin

The *Harlequin* can be won using any type of Arcana, but each guild can only count one type of Arcana. The highest total Arcanum value wins the Harlequin.

The Harlequin's Arcana values match the values of any other Agent in the same District. When the District is resolved, the player who owns the Harlequin chooses one other Agent in that District. The Harlequin's Arcana values are equal to that Agent's Arcana.

End of the Game

When the *Ducal Jubilee* card appears, the players play one final round. The *Ducal Jubilee* card remains in place, and the players have just one more chance to try to win the last visible Stake cards.

After the final round, adds the **Victory Point** (VP) value of all cards in your deck and discard pile.

The player with the highest VP total wins.

On a tie, the tied player who has the most Stake cards wins the game. If there is still a tie, the game ends in a draw.

Optional Rules

Customizing Your Guild ('B' Cards)

Before the game begins, take all 20 cards that belong to a guild and **choose 11 to create a deck**.

Place the rest of the Guild cards back in the box.

Objectives ('C' Cards)

Before the game begins, deal **4 Objective cards** facedown to each player.

Players only look at their own cards. Each player discards 2 cards without showing them to the other players and keeps the 2 remaining cards facedown in front of him.

Objective cards require a player to collect a number of Stake cards from a specific fiefdom. The fiefdom of a Stake card is listed beneath the card title.

Each Stake card can only be used to complete a single Objective.

Stake cards displaying *All Fiefdoms* belong to all fiefdoms of Cadwallon and can be used to fulfill any Objective card.

At the end of the game, players reveal their Objective cards and check if they were fulfilled. If a player has completed the requirements, he adds the VPs shown on the Objective card to his final score.

The Militia ('D' Cards)

Before the game begins, shuffle the **6 Militia cards** and place them facedown in an independent pile in reach of all players.

During a player's turn, he can discard a Stake card (Relic, Personality, or Location) from his hand to obtain the support of the Militia. This player then draws the top Militia card and assigns it to any District (faceup or facedown, following the same rules as Agent cards). The Militia card is treated as an Agent of that guild for the round.

At the end of the Resolution Phase, return all Militia cards to the Militia pile, and reshuffle them.

The Guild Masters ('E' cards)

Before the game begins, each player chooses **one of the 3 Guild Masters** for his guild.

Your chosen master is placed below your Guild Crest card and the other two are returned to the box. Each Guild Master has a unique ability.

If the symbol is shown, the ability can be used only once each round. After using the ability, rotate the card sideways as a reminder. These abilities become available again at the beginning of the next round.

Rotate the card to its upright position at the beginning of the next round.

If no symbol is shown beside the text, the ability can be used any number of times during a round.

Random Events ('F' cards)

Before the game begins, shuffle the 12 Event cards facedown.

Instead of adding the *Ducal Jubilee* card to the Neutral District, randomly take 3 Event cards and mix them with the *Ducal Jubilee* card. Place these 4 cards at the bottom of the Event card pile. Flip over the top Event card and place it on top of the pile.

At the beginning of each round, the first player moves the top Event card to the center of the table. Its effect applies for the whole round.

Flip over the next card and place it on top of the Event pile. The effect of this card won't apply until the following round, but this allows the players to foresee the upcoming effect.

When the *Ducal Jubilee* card is flipped over, the players know that there is only one final round of play.

Tactical Discards

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

When a player wins a Stake card, he has 2 options:

- Add the Stake card to his discard pile (as usual);
- Place the Stake card under his Guild Crest card. It stays there for the rest of the game.

At the end of the game, each player adds the VP value of all cards in his deck, in his discard pile, and under his Guild Crest card.

Game Round

Each player draws 4 cards from their deck.

The Intrigue Phase

Take turns, starting with the first player and going clockwise.

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

- Assign an **Agent** card *faceup* to an Enemy District or the Neutral District;
- Assign an **Agent** card *facedown* to a Friendly District;
- Play a **Location** card, resolve its effect, then place it on your discard pile;
- Place a **Relic** on one of your Agents to bribe a Personality card;
- Discard one card to your discard pile without applying any effects.

If you immediately win a Stake card, flip over the next in that District. There should always be 1 Stake card faceup at each District.

Continue taking turns until all players have played all their 4 cards.

The Resolution Phase

Resolve districts are resolved one at a time (first player chooses order).

To resolve a District, each player adds up the matching **Arcanum** for all of his Agents assigned to that District:

- **If only one player's Arcana total is higher than or equal to the Main Arcanum**, he wins the Stake card;
- **If more than one player has a total Arcana higher than or equal to the Main Arcanum**, the player with the highest total wins the Stake card;
- **If the total Arcana value of each player is less than the Main Arcanum**, nobody wins that card this round. All cards in the District stay faceup;
- **If there is a tie for the highest Arcanum total**, the Stake card stays where it is (unless another card says otherwise). All cards remain in that District until the next round.

If you win a Stake card, place it on your discard pile. All other cards in the District go to their respective discard piles.

If 2 or more players have a card that allows them to win a Stake card in a District on a tie, they cancel each other and the District remains a tie. All cards remain in the District until the next round.

The End of the Round

Flip over the top card of any District that does not have a faceup Stake card.

Pass the *First Player* card to the next player clockwise.

Game Round

Each player draws 4 cards from their deck.

The Intrigue Phase

Take turns, starting with the first player and going clockwise.

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

- Assign an **Agent** card *faceup* to an Enemy District or the Neutral District;
- Assign an **Agent** card *facedown* to a Friendly District;
- Play a **Location** card, resolve its effect, then place it on your discard pile;
- Place a **Relic** on one of your Agents to bribe a Personality card;
- Discard one card to your discard pile without applying any effects.

If you immediately win a Stake card, flip over the next in that District. There should always be 1 Stake card faceup at each District.

Continue taking turns until all players have played all their 4 cards.

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Resolve districts are resolved one at a time (first player chooses order).

To resolve a District, each player adds up the matching **Arcanum** for all of his Agents assigned to that District:

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- **If more than one player has a total Arcana higher than or equal to the Main Arcanum**, the player with the highest total wins the Stake card;
- **If the total Arcana value of each player is less than the Main Arcanum**, nobody wins that card this round. All cards in the District stay faceup;
- **If there is a tie for the highest Arcanum total**, the Stake card stays where it is (unless another card says otherwise). All cards remain in that District until the next round.

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Pass the *First Player* card to the next player clockwise.