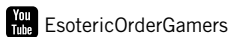




THE ESOTERIC ORDER OF GAMERS

ORDEROFGAMERS.COM

High quality materials for the dedicated devotee of immersive, thematic tabletop games.
Game rules summaries, foamcore box plans, articles, interviews, reviews, videos, tutorials, forums – and lots more.



v1.2

May 2018

Game: **TALES OF THE ARABIAN NIGHTS**

Publisher: **Z-Man Games (2009)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **FAQ**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Arabian Nights

SETUP

Each player takes a **player board**, chooses a **character stand-up** and a matching set of matching markers and 3 **quest markers**.

Place your character token on your player board, and your character on the board in the Baghdad space.

Place your **destiny** and **story points markers** on the starting spaces of the matching tracks on the board, and your **wealth marker** in the *Poor* box of the wealth track.

Shuffle the deck of **quest cards** and deal 1 faceup to each player. The rest are placed in a facedown deck.

Quests do not have to be fulfilled linearly, nor at all. Once a quest is completed (or lost), draw another and remove any of your quest markers from the board. If the quest deck is finished do not form a new deck.

Shuffle the **encounter cards** and place the deck facedown. Place the **morning marker** next to the deck.

When there are no more cards in the encounter deck, reshuffle the discards and re-use them, replacing the morning marker with the noon marker. If you reshuffle a second time, replace the noon marker with the night marker.

Shuffle the **treasure cards** and place the deck facedown.

Sort the **status cards** by type and place them faceup near the board.

Each player secretly records how many destiny points and story points they need to win by placing the appropriate **victory tokens** under their player board. The two numbers must add up to 20.

Each player rolls 2 dice (re-roll ties). The highest roller goes first and the other players follow in clockwise order.

Sort the **skill markers** by type. Each player in turn chooses 1 marker. Repeat this step twice more, so that each player has 3 different skills.

Alternatively, random skills can be taken, however each player should exchange any duplicates drawn.

All skills begin at *Talent* level. During the game, skills can increase to the *Master* level; in which case flip the marker over to the Master side.

TURN SEQUENCE

On your turn, take the following phases in order:

1. Pass the Book of Tales

Give the **Book of Tales** to the player on your left, who will be the **reader** for your turn.

Give the **reaction matrix** to the player on your right, who will be the **matrix reader** for your turn.

In a 2-player game, the same player reads both the *Book of Tales* and the *reaction matrix*.

2. Check treasures and stat uses

If you have any **treasures** or **statuses**, announce their effects before you move.

3. Move your character

You may move your character up to the number of spaces your **wealth level** allows.

4. Resolve your encounter

After moving your character or remaining at your location, **draw the top card from the encounter deck** and resolve the encounter indicated on the card.

5. Play cards and resolve quests

After resolving your encounter:

If you are in a city, you may play a matching **city encounter card**.

Check to see if you have completed the requirements for your **quest**. If you have, take the reward listed on the card and draw a new quest card.

6. Check for victory

If you are in **Baghdad** and have met number of points you require, you may declare that you can win. All the other players will have one more turn.

MOVEMENT

The **wealth track** determines your *land movement rate* and your *sea movement rate*, depending on the box your wealth marker is in.

You may move up to as many spaces on the map as your movement rate. Land moves are between spaces connected by a land route (dashed line), and sea moves are between spaces connected by a sea route (solid line).

If you combine movement, the total distance you move cannot exceed the *faster* of your movement rates. But you also cannot move more spaces along slower routes than your slower movement limit.

Places of Power

You may not enter a **Place of Power** with normal movement. If you have an encounter which rewards you with an *"opportunity to enter"* a Place of Power, place your **destination marker** there.

While your destination marker is on a Place of Power, you may move there with normal movement. In which case, your movement for the turn ends immediately, and the marker is removed from the board.

You may only have one destination marker on the board at a time. Old *"opportunities to enter"* are lost when new ones are gained.

If you are told to move directly to a Place of Power, move there and have an encounter immediately. Then move to the space indicated by the arrow (unless the encounter indicates otherwise).

You cannot end your turn on a Place of Power.

If your destination marker is on a Place of Power and a treasure or other effect allows you to move to any "normal" space, you may choose to move to the Place of Power with your destination marker as though it were a normal space.

ENCOUNTER

Draw the top card from the **encounter deck**.

If an encounter gives you a free move, do not check for a second encounter unless the new space is a Place of Power. If you move to a Place of Power, then the reader continues with the Place's paragraph.

Encounter cards

Character and **terrain encounter cards** are discarded after your encounter is resolved, but you may choose to keep a **city encounter** card to play on a future turn.

Character encounter cards and terrain encounter cards

If you draw a **character encounter card**, the card will direct the reader to paragraphs in the *Book of Tales* based on the number showing on the deck marker card (morning, noon, or night).

If you draw a **terrain encounter card**, determine what kind of terrain your character is in and find the matching paragraph number. The reader finds the paragraph number shown in the *Book of Tales*.

City encounter cards

If you draw a **city encounter card**, immediately go to the paragraph printed on the bottom of the card to have an encounter. You may choose to keep the card to play later, or you may discard it.

If you keep the card, and you are in the named city at the end of a future encounter phase, you may play the card. **Roll a die** to find the award you receive, apply the result immediately and then discard the card.

A result that names another encounter either lists a paragraph number from the *Book of Tales*, or a letter matching a table in the *reaction matrix*. You must resolve this special city encounter even if you already had a normal encounter in the same turn.

Encounters in Places of Power

If you are in a Place of Power, do not draw a card. The reader finds the paragraph number shown on the board in the *Book of Tales*.

RESOLVING ENCOUNTERS

1. Discover who or what you have encountered

The reader usually first turns to a 12 entry **encounter chart**. Roll a die and total the result and any number printed inside the icon your character is on. Also add +1 if you have 3 or 4 destiny points or +2 if you have 5 or more destiny points. Any total above 12 is resolved as a 12.

The reader finds the result of your modified roll on the chart and reads the description next to that number.

2. Choose your reaction

The encounter chart directs the matrix reader to one of 15 **reaction matrices**, labeled with from A to O.

Some encounter charts use a single matrix for the entire chart, in which case the matrix letter is listed by the paragraph number. Other charts direct you to a different matrix depending on the roll, and the matrix letter will be listed next to each result on the chart.

You may also be directed to a reaction matrix *directly* by an encounter card.

Once you locate the correct matrix, find the **adjective** shown on the encounter chart in the lefthand column.

You must choose one of the **reactions** listed at the top of the matrix as your reaction to the encounter. The matrix reader reads the options aloud, and you must choose how you will react (the player board details the possible reactions for each matrix).

Each option has a paragraph number for each line of the matrix. This paragraph number matches one of the paragraphs in the *Book of Tales*.

You may only choose the *Court* option if your character is of the opposite gender from the person you have encountered.

3. Determine your destiny

Once you have chosen your reaction, the matrix reader notes the number and you roll the **destiny die**. If you roll:

– (**minus**): subtract 1 from the paragraph number; the reader turns to that paragraph in the *Book of Tales*.

Blank: the reader finds the paragraph with the same number shown on the matrix in the *Book of Tales*.

+ (**plus**): add 1 to the paragraph number; the reader turns to that paragraph in the *Book of Tales*.

4. Resolve the encounter

The reader reads the result paragraph aloud to the players.

At the end of the paragraph, in brackets, is the **award code**. **D** refers to the number of destiny points gained or lost; **S** the number of story points gained or lost; **W** the number of wealth levels gained or lost (and the maximum or minimum level this award can give).

You can never drop below 0 destiny or story points.

Skills and/or **statuses** may also be named in the results (statuses are in *italics*). These are gained immediately.

Skills are received at the *Talent* level unless otherwise noted. If you already have the skill, then turn the marker over to indicate that you now have the skill at *Master* level.

If a paragraph instructs you to “*gain a level*” in a skill and you do not have that skill, then receive the skill at the *Talent* level.

The award may include a **treasure**. If it is a specific treasure, find it in the deck and place it faceup in front of you; if someone else already has the treasure, take it from him.

If it is a random treasure, draw a random treasure from the deck and place it faceup in front of you.

When you earn a treasure, read the treasure card aloud. As long as you own the treasure, you receive the benefit described on the card.

If the paragraph lists additional special effects, simply do what the paragraph tells you.

SKILLS

Most paragraphs are divided into several sections.

As the reader, begin by reading only the first part of the paragraph. Then read off the list of skills, etc., but don't read the text after the skills yet.

The other player must *choose* which skills (if any) they are going to use before they know the results of their choice.

If you (the player) don't have any of the skills, etc. listed: you must choose the **NO SKILL** section. The reader reads that section aloud, and you gain the awards or penalties listed. (The reader will read this section if you do not want to use any of your skills.)

If you have one or more of the listed skills, etc.: You may choose to use any **ONE** of them, or choose to use no skill at all. The reader reads the appropriate section and the awards or penalties listed.

Mandatory skills: If a heading is noted as “(mandatory)”, you *must* use that section if you have any of the skills, treasures, or statuses listed for that section, even if other choices are available.

Master skills

If you have skills at the **Master** level, do not immediately roll the destiny die to determine your paragraph.

Instead, the reader checks all 3 possible paragraphs first, to see whether one or more of your Master skills are listed. If they are *not* listed, resolve the encounter in the normal way.

If one of your Master skills is listed in any of the 3 possible paragraphs, you may choose to go *directly* to that paragraph (starting with the first part, then reading the section for the Master skill) without rolling the die. (You may still roll instead, if you prefer.)

Losing skills

Paragraphs may instruct you to *lose* a particular skill. If you have that skill at the *Talent* level, put it back in the pool of skill markers. If you have the skill at *Master* level, turn it back to its *Talent* side.

Skills may also be lost due to the effects of a status. Such losses are temporary. Place all affected skill markers underneath the appropriate status card; when you lose the status, you regain the skills.

STATUSES

You must obey the instructions on any **status cards** you have at all times, not just on the first turn that you acquired the status.

If a player takes an action that ignores the effects of a status, and no one catches the error before the end of that player's turn, then it is too late to change and the action stands.

WEALTH

Your wealth level may never exceed *Fabulous*. If you have *Princely* wealth and own any treasure, then the next time you gain a wealth level, regardless of the stated maximum gain, your wealth becomes *Fabulous*.

You may not have a wealth level of *Fabulous* unless you also own a treasure.

If you have *Fabulous* wealth and you lose your only treasure, your wealth level drops to *Princely* immediately.

Your wealth level may never fall below *Beggar*. If you are at *Beggar* level, any instruction to lose a wealth level is ignored. You may not choose to voluntarily spend a wealth level if you are a *Beggar*.

Selling Treasures

You can sell any treasure you possess whenever you end your turn in any city, after your encounters (if any) or playing a city encounter card (if any).

If you sell a treasure, you gain the wealth indicated on the treasure card (noting the maximum wealth level you can gain on the bottom of the card) and return the card to the deck.

DEATH

If your character dies, move back to **Baghdad**, remove your origin, quest, and destination markers from the board, reduce your wealth level to Poor, and lose all statuses and treasures.

You do get to keep your skills, story points, and destiny points. You may then start again with a new character.

If you have obtained your secret number of points, you may announce that you are going to win.

GAME END

If you have collected enough destiny and story points to meet your secret goal you must return to **Baghdad** in order to win.

Once you reach Baghdad (*and remain there after surviving an encounter*), you announce that you are going to win.

All of the other players each have one last turn to try to complete their goals and reach Baghdad. At the end of this 'last turn' any player in Baghdad who has filled their victory conditions can win the game.

At the end of the 'last turn,' it is possible for one, several, or all players of the game to be in the running to win the game. If you are still the only eligible player at the end of that last turn, you are victorious.

If more than one player with enough destiny and story points to win ends their turn in Baghdad during that 'last turn,' the tied player with the most **statuses** wins. If there is still a tie, the tied player with the most **skills** wins. If there is still a tie, the win is shared.

SHORTER GAMES

You can lengthen or shorten the game by playing to a victory point total other than 20 points.

For a quicker game, play with a limit of one status. In awards where more than one status is listed, gain only the *last* status listed. If you already have a status and gain another, you lose the previous one and gain the new one instead.

Arabian Nights

THE GOLDEN RULE

Whatever makes for the most entertaining story, makes for the best game.

STATUSES

Receiving a status twice

You can't have the same status twice at the same time. So, if you already have the status *Married*, and something—an encounter, a city card, a quest, whatever—directs you to receive it again, you don't end up with 2 *Married* statuses. You do receive all the other results due to you, though.

The only exception to this is that if you are already *Sex-Changed*, and you receive *Sex-Changed*, the second one cancels out the first, and you are no longer *Sex-Changed*.

Note that this rule also means that you can't **choose** to take a status you already have—so if you're given a choice, say, between taking *Wounded* and *Diseased*, and you're already *Diseased*, you must take *Wounded* instead. This means that if you're *On Pilgrimage*, you can't choose to take another *On Pilgrimage* to get rid of the *Scorned* or *Envious* statuses until you've finished the first pilgrimage.

Status cards

If you receive a status and there aren't any cards left because everyone else already has that status, you still get the status. The number of cards provided is not a limit on the number of statuses available; everyone can have the same status at the same time. This is also true of skills.

Statuses and the Destiny Die

Statuses that allow you to change a numeric die roll (e.g., *Blessed*) do not affect the Destiny Die. Broadly speaking, nothing affects the Destiny Die, though Master skills will allow you to avoid rolling.

The Destination and Origin markers

Many things in the game will instruct you to place your destination or origin marker in a location. For instance, if you get the *Married* status, you will mark your home by placing your origin marker on the nearest city.

If some other game effect forces you to move your destination or origin marker, you lose the effect (i.e. the status) associated with that marker. (If you are playing with the storytelling variant: If you can cleverly work the loss of the earlier status into your story, you should certainly claim a small reward for your cleverness.)

Married, Sex-changed, and Beast Form

There is nothing on any of these 3 cards that indicates that *Sex-Changed* and *Beast Form* will prevent you from having children when you return home to your spouse. So, by default, these curses don't prevent

the blessed events. However, many players will find that the game flows more smoothly if you assume that no children can be born while the player is suffering either of these statuses.

Envious and Insane

If you are *Envious* and *Insane*, another player gets to choose your response in an encounter. However, if one of the options available is Rob, the other player must choose Rob.

Imprisoned

If you are imprisoned in a city, you cannot sell a treasure or play a city card. Also, if you are imprisoned in any location, encounters in that location are not 'successful' unless you are no longer *Imprisoned* after the encounter.

Under Geas

This status goes away after you gain 3 destiny points more than what you had when you gained it. So, if you were at 7D before you gained the geas, you fulfill the obligation and lose the status when you reach 10D.

THE BOARD

For purposes of quests, **Arabia** consists of any space without a number printed in it.

Europe is any space north and west of Arabia, stretching east to Bulgars and the '5' forest east of Yalta. All the spaces in the Mediterranean are part of Europe.

Africa includes the forest space between Damascus and Alexandria and all land spaces south and west from there.

India starts at Shiraz and the '2' forest space between Shiraz and Hamadan, and all the land spaces south of the word **India** on the map, including Serendib and P'an-P'an.

Asia is all the land spaces east of Europe and north of India, including Samarkand, Lhasa, and the mountain spaces west of Heart.

Baghdad, the City of Peace, is a city for all game purposes.

The City of Brass is not; it is a Place of Power.

MOVEMENT

Seamanship and Crippled/Diseased

Having the *Seamanship* skill automatically increases your normal sea movement rate to 4. Any status or other effect that reduces your movement rate (for instance, the *Diseased* and *Crippled* statuses) still reduce it.

Example: You have a wealth of Poor, the Seamanship skill, and the Crippled status. The base movement for Poor is 3 by land, 2 by sea. Seamanship would change

that to 3 land/4 sea. Crippled then reduces your total movement to 2 land/3 sea. Thus, you would be able to move across 3 paths, no more than 2 of which are land paths.

Magical movement

If you are *Imprisoned* or *Lost* and you move to another location due to a game effect such as the *Ebony Horse* or an encounter result, you automatically lose the *Imprisoned/Lost* status unless the result specifies otherwise.

TREASURES

The *Celestial Planisphere* can destroy any 'unoccupied' city except for Baghdad and Mecca. This means a city with no markers of any sort—quest, origin, destination, players, whatever.

QUESTS

When does a quest begin

A quest begins at the start of the next turn after you receive your quest card, either at the beginning of the game or when you have completed an earlier quest. A couple of quests move you to another space when they begin; you should do this at the start of your next turn (or at the start of your first turn if it is your first quest.)

Successful encounters

You have a successful encounter in a location if you finish your turn in the same space as the encounter, unless you end up *Lost*, *Imprisoned*, or *Dead*.

MISCELLANEOUS

Giving wealth to another player

Two players can trade a wealth level if they occupy the same space at the end of either player's turn. If you give a wealth level to another player, you automatically drop one level and they gain one.

(Optional rule: The other player can only increase to the level you started at. That is, if you are Poor and give wealth to another player, you drop to Penniless, but they will only go up one level if they are at Beggar or Penniless.)

Gaining skills for story points

Hitting certain levels of story points brings additional rewards—for instance, an additional wealth level if you reach 3 story points. Even if you lose the story points in a later event, you keep this reward. You should not collect this reward repeatedly, however—it should only come once per game.

Starting gender

Regardless of the character you choose, you can start as either gender. Doing so may make it slightly harder to remember your gender in encounters and when sex-changed, but please, feel free.