

TALES OF ARCA

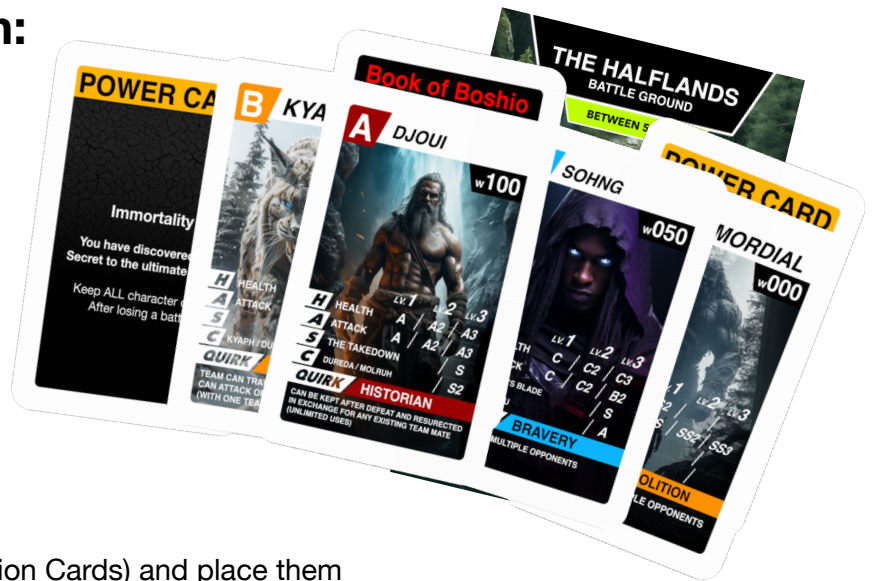
The Official Board Game
(Primordial Edition)

Based on the stories themes and characters from the original Novel Novella series. Go head to head against family and friends in a race to acquire Arca's ultimate power hidden in the ancient Books of Boshio.

Build a team of heroes, anti-heroes, or a combination of both and lay waste to your enemies as you journey the lands of Greater Arn in search of allies, power and fortuitous fate.

Included in this edition:

- 1 Greater Arn Game Board.
- Character Cards.
- Character Upgrade Cards.
- Fate Cards.
- Power Cards.
- Location Cards.
- Battle Ground cards.
- Boshio Cards.
- 8 Game pieces.
- 2 Dice.



Set up

1. Shuffle each card deck (exc. Location Cards) and place them face down beside the game board.
2. Leave room for Character cards to be placed either side of the board or use a card holder.

How to Play

Players move their game piece around the board collecting Characters and Power Cards. Each turn uncovers a Fate Card or Locations Card as players navigate the board in search of the 8 Books of Boshio.

To win the game you must acquire all the (in play) **Books of Boshio** and return to the Sacred Temple or eliminate all other players from the game.

Character Card Key.

Movement Score (C,B,A,S): How many spaces a Character/Team may move per turn.

C=1 B=>2 A=>3 S=>4 (Spaces per turn)

Classes (C,B,A,S): The class of a character shows their base power level for reference.

Wisdom Score (w0-w100): Used to indicate a characters ability to claim Sacred Temple rewards.

Power Values (Low to High): C-B-A-S

Attack: AAA = May attack three characters with A

Health (H): Health power values protect characters from attacks.

Attack (A): Attack power values deliver damage to an opponents character/s in battle.

Signature Attack (S): Delivers damage to an opponents character in battle.

Combination Attack (C): Delivers damage to an opponents character in battle.

Quirks: Attribute specific to characters that effect gameplay.



Beginning the game.

Each player chooses 1 game piece and places it in the **Sacred Temple** at the centre of the board.

Each player takes a **Character Card** from the deck and places it in front of them (face up) outside of the game board. This is your **Team Leader!**

Your team leader may be exchanged for another character on your team before a turn, by moving the preferred character card to the left of all other character cards.

Players may have a maximum of **Five** characters per team. This is to be agreed on prior to beginning the game by all players.

The player with the strongest Team Leader goes first.

Movement.

Players up to the number of spaces indicated on their **Team leader character** per turn.

Players must move in the previous direction.*

Cards.

Character Upgrade Cards may replace existing Character, or be kept as an additional Character if original Character is not in your team.

Players pick up 1 **Fate Card** each turn unless you land on a **Location space**.

Fate Cards must be placed face up on the board when in play.

Any action on the fate card must be performed before the next player takes their turn.*

Power Cards MUST be assigned to a character (unless a Team Card).

Power Cards should remain **concealed** (face up) beneath associated Character. Team Power Cards may be placed face down beside your team.

Power Cards may be used during battle.

Characters cannot possess duplicate **Power Cards** that exceed their capacity. (i.e. 3x Attack +1 or 2x Signature Attack.)

A **Boshio Card** is won by various actions as stated on **Fate Cards** and **Location Cards**.

Boshio Cards must be assigned to a **Character Card** and should be placed face up behind it and any assigned **Power Cards**. **When a Boshio Card is claimed by a specific character, it must be assigned to that character.**

Boshio Cards may be used during battle. Used **Boshio Cards** must be discarded.

Location Cards.

When moving around the game board, players **MUST** stop on **Location Spaces**.^{*} The die must be rolled, and the action on the **Location Card** must be completed before the turn ends. These actions add exciting location relative situations to gameplay, based on the original novels.

Players must only pick up **Location Cards** when arriving at a location, or as stated on any **Character Card** or **Fate Card**.

Items placed in cities must be placed atop the **Location Card**.

Players must battle upon occupying the same space.

City Spaces/Cards

Cities are places of opportunity, risk, and consequence.

The longer a team remains within a City, the more attention they draw and the more unpredictable events become.

When a player enters a City Space, they must roll the die and play the outcome before moving on.

Mandatory First Roll

The player must roll the City die once and resolve the corresponding outcome.

Some outcomes are mandatory. Others may be optional as stated on the City Card.

Additional Rolls

If a player chooses they may make an additional die roll for each additional character on their team in adherence to the following rules.

- Each additional roll must be made using a different character from the player's team
- No character may roll more than once per City visit unless a character ability allows it
- All City rolls must be completed during the same turn
- Outcomes already resolved cannot be claimed again
- Rolling a number whose outcome has already been resolved results in no effect

Each additional roll increases risk, as fewer outcomes remain available.

Once a player has made all their desired die rolls, their turn is over.

Playing Safe

There is a Power Card that allows any player to Play Safe when they arrive in any City Space.

When using a Play Safe card, the player must declare a number from 1 to 6 before rolling the City die.

If the rolled number matches the declared number, the outcome is resolved as normal.

If the rolled number does not match, no outcome is resolved.

Playing Safe may prevent negative outcomes, but it may also result in losing a positive opportunity.

Play Safe does not remove the mandatory first City roll. It modifies how that roll is resolved.

The Sacred Temple

The Sacred Temple is a place of judgement. It is a special Location and does not use the numbered City die.

When a player arrives, they choose 1 Character to enter. That Character chooses any reward on the Sacred Temple Card permitted by their own Wisdom score, then rolls the Temple die.

The Temple Die has 4 outcomes:

- Win (Tick): The chosen reward is granted.
- Power Payment (PP): The reward is granted after discarding exactly 2 Power Cards. If the player cannot pay, the reward is denied with no further penalty.
- Death (Skull): The Character inside the Temple is immediately killed.
- The Keeper (Shield): Begin the Keeper encounter below.

The Keeper

The Keeper is one unique, reusable card kept outside every deck. It enters play only when the Temple die shows the Keeper.

- One Character may challenge the Keeper normally. If that Character defeats the Keeper, they claim their chosen Temple reward.
- Before the Keeper card is revealed, the player may send a second Character into the encounter. Each chooses a reward permitted by their own Wisdom.
- Each Character makes one attack. If either defeats the Keeper, the Keeper is defeated and both Characters claim their chosen rewards.
- If neither Character defeats the Keeper, no reward is claimed and both Characters are immediately killed. There is no escape comparison.

Sentries replace the former Occupied Locations rule

Characters may no longer be left voluntarily at a Location without a card. A Character is stationed only by playing a Sentry Power Card. The complete Sentry rules appear later in this rulebook.

Battles

Players must Battle in order to pass another player on the board or to occupy the same space at the same time.

The player whose turn it is is always the **attacking player** and attacks first.

Declaring a Battle

The attacking player may choose how many characters will engage in the Battle by placing the chosen **Character Cards only** face up on the board.

The number of attacking characters may not exceed the number of defending characters.

Each character may only participate in one Battle at a time.

Power Cards and Preparation

Before the Battle begins, both players may secretly choose any Power Cards they wish to use for the Battle and place them face down.

Power Cards that are **not specific to a character** may be played earlier in the turn by placing them face up on the board.

Once both players are ready, the Battle begins.

Attacks

Each Battle is resolved character by character.

Attack Types

A Attacks

Level One Attacks may always be used.

Level Two and Level Three Attacks require the appropriate Power Cards.

S Attacks

Signature Attacks may only be used when a Power Card allows.

C Attacks

Combo Attacks may be used when the required Combo Character is in the same team or when a Power Card allows.

Battle Resolution Sequence

1. The attacking player reveals and resolves their Power Cards first and declares their Attack.
2. The defending player reveals and resolves their Power Cards second and declares their defence.
3. Compare the attacking character's Attack value to the defending character's Health value.

Battle Outcomes

Overpower and Kill

If the attacking Character's Attack value is greater than the defending Character's Health, the defending Character is defeated.

- The defeated Character Card is permanently removed unless a specific effect says otherwise.
- Used Power Cards are discarded.
- Any associated Boshio is normally acquired by the winning Character.

Equal Attack

If the attacking Character's Attack value is equal to the defending Character's Health, the defender survives. No cards are taken. The defender may retaliate once.

Failed Attack

If the attacking Character's Attack value is lower than the defending Character's Health, the attack fails and no Character is defeated. The defender may retaliate once.

Retaliation

A surviving defending Character may retaliate once against the Character paired with them. Resolve the retaliation using the same Battle Resolution Sequence. The original attacker cannot counter-retaliate.

Deadlock

A Deadlock occurs only when the initial Attack equals the defender's Health and the retaliation equals the original attacker's Health. Before either player draws a card, the original attacking player chooses:

- Withdraw: The Battle ends. Both Characters survive. No Power Cards are drawn and no cards are taken.
- Continue: Each player draws exactly 1 Power Card, beginning with the original attacker. Each card is assigned immediately under the normal capacity rules and may be used at once. The original attacker begins one final attack-and-retaliation exchange.

After that final exchange, the Battle ends even if neither Character is defeated. No further cards are drawn.

Final Battle in the Sacred Temple

Withdrawal is not permitted. A Deadlock automatically continues with 1 Power Card drawn by each player, original attacker first, followed by one final exchange. If no Character is defeated, compare: total remaining Health; total Attack; highest single Signature or Combo; Class; then a die roll.

End of Battle

After every engagement and triggered effect is resolved, the Battle ends and the attacking player's turn ends. Surviving Characters remain in play. Used Power Cards are discarded normally.

Discarding Cards

All discarded Power Cards are placed face up in a discard pile beside the remaining deck. When the deck is exhausted, the discard pile is shuffled and reused.

Turn End

A player's turn ends once all Battle actions and effects have been resolved.

Winning!

When all Boshio Cards have been collected by one player, that player wins the game by successfully returning to the **Sacred Temple** with all Boshio .

If all Boshio Cards are collected by more than one player, **all** remaining players must immediately make their way directly to the temple at the centre of the board.

They must move the **maximum** number of spaces.

They must stop in any **Location Spaces**.

They may still collect **Fate Cards** and **Power Cards**.

The second player to reach The Temple **MUST** attack the First!

As the third and fourth player's reach the temple, they may attack the team of their choice.

Players then take turns to attack remaining teams in original order of turn.

When a player's final Character Card is eliminated from the game, the player is eliminated.

The last remaining player wins by default.

There may be exceptions to these rules as stated in the **Character Card Quirks**.

*Unless otherwise stated on any other card.

NEW Battle Grounds.

When you claim your fifth team member and have a full team, you have the opportunity to claim your current sector as your battle ground.

A Battle Ground Card represents a sector of the board between specific land marks. When you, your opponent, or both land within this sector, specific actions may be triggered.

Battle Grounds provide a collective boost for team attacks and health, plus geographical quirks that may effect your team or your opponent/s.

Each Player may posses only 1 Battle Ground. Battle grounds may be discarded, but may not be exchanged.* Discarded Battle grounds may not be reclaimed.

*When a player defeats another player's entire team in battle, the Battle Ground may be claimed by the winning player.

Mardern Encounters

The Mardern Patrol, Camp and Hold are separate encounters. They are not Character Deck cards.

Mardern Patrol

Out of the Shadows normally triggers the Mardern Patrol. If the Patrol defeats a Character, that Character is captured beneath the off-board Mardern Hold together with all associated cards.

If a Patrol captures a player's final active Character, that player is eliminated unless a returning reserve prevents elimination.

Mardern Camps

- A Camp is created only by the Mardern Camp Power Card. Place its token on an eligible adjacent, unmarked, non-City space.
- When an opposing team reaches an active Camp, the Camp makes one A2 attack. The defending team chooses which Character faces it.
- A surviving Camp remains in play for later opponents until defeated, even if the player who created it is eliminated.
- If the Hold contains prisoners, a team reaching a Camp may choose to face the Hold instead. It does not have to defeat the Camp first.

Mardern Hold

- If at least one Character is imprisoned, a player resolving Out of the Shadows may face the Hold instead of the Patrol. Out of the Shadows never triggers a Camp.
- The Hold makes one A3 attack. The defending team chooses which Character faces it.
- Without Prison Break, defeating the Hold rescues exactly one imprisoned Character chosen by the victor. The Character and all associated cards return to their original player's team.
- If the original player has been eliminated, that Character remains imprisoned unless Prison Break is used.

Rescue and Prison Break

Defeating any Mardern encounter allows the victor to rescue one imprisoned Character for its original owner. During a Hold Battle, the attacking Character may instead play Prison Break like any other Power Card. Choose any prisoner and add that Character to the rescuing player's team without engaging them; the Battle then ends.

Location 9.2: Halfland Gangs

Battle with up to 3 Characters. If the player has fewer, draw the same number of gang Characters. Surviving gang Characters return to the Character Deck and are reshuffled.

Sentry

The Power deck contains 2 Sentry cards. A Sentry may be stationed only by using one of these cards.

- Play the card to secretly station one non-Leader Character at any City. Assign the Sentry card to that Character and keep it until the Character attacks.
- Remove the stationed Character from the active team count. Other players know a Sentry exists, but do not know its identity or City.
- One player may have both Sentries active. Multiple Sentries belonging to the same or different players may occupy the same City.
- A Sentry placed in a City already occupied by an opponent waits until an opponent enters later. It does not attack immediately.

When an opponent enters the guarded City

- 1 The Sentry's owner chooses whether to attack. If they decline, the Sentry remains hidden and stationed.
- 2 If the owner attacks, reveal the Sentry before the entering player resolves the City outcome. The entering player chooses which of their Characters defends.
- 3 Resolve the Sentry Battle normally. If the Sentry's attack fails, the entering Character may retaliate immediately.
- 4 Resolve every Sentry that elects to attack before the City outcome. If different owners both want priority, use normal player turn order.
- 5 If the entering player survives, they continue and resolve the City normally.

After the Sentry is used

- Discard the Sentry Power Card after it is used to attack.
- A surviving Sentry immediately rejoins its team if there is space. If the team is full, replace and discard one Character, or discard the Sentry Character.
- The owner may voluntarily recall a stationed Sentry during their own turn without attacking. The Sentry card remains assigned and may be used to station that Character again.
- A Sentry's out-of-turn attack does not affect its owner's next turn.

Sentry as the final team member

If every active Character is defeated while the player still has a stationed Sentry, that player is not eliminated. Move the game piece to the chosen Sentry's City, reveal that Sentry and make them Team Leader. Any other Sentry remains hidden and stationed.

Rules Updates and Clarifications

These entries supplement the existing rules without replacing unrelated text.

Using and revealing cards

- When a Quirk or Power Card is actively used during normal play, reveal it to all opponents. In the digital game, record the use in the public action log.
- Secretly committed Battle Power Cards remain hidden until their normal reveal point. Sentries and concealed Characters remain hidden until triggered.
- Duplicate-card limits do not apply to Health+ or Attack+ cards up to the Character's quota.
- Boshio Cards must be assigned immediately. A Character may hold more than one Boshio unless a card says otherwise.

Leader and team

- A player may change Team Leader before their turn. The selected Leader is fixed once the turn begins.
- If a Leader is defeated, captured or otherwise removed, immediately choose another active Character as Leader.
- A player must retain at least one active Character when voluntarily giving up, exchanging or losing Characters, unless the effect expressly states otherwise.

Cities and special Locations

- Replace every occurrence of Hidden City with Hidden Village. The Hidden Village is not a position on the board.
- A Boshio or abandoned Character left in a City is collected by the next player who enters, before that player resolves the normal City outcome. If several have accumulated, collect all of them.
- During a City visit, the player decides whether to make each optional additional roll only after resolving the previous roll.
- Play Safe applies to every City roll during that visit. It does not apply in the Sacred Temple.

Reserved Characters

- A Character reserved by Native Customs or Lost City of Gold cannot be claimed or attacked. Their cards stay attached but unavailable. They rejoin before the owner next resolves that City; if the team is full, the owner chooses whom to keep.
- Concealed Phiece does not count toward the public team total. He may be revealed as a defender after attackers are declared and may conceal again after Battle. If the visible team is wiped out, he becomes the sole Leader.
- Oukha may be removed before or after defensive pairing, but not once declared as an attacker. He returns on the owner's next turn; if the team is wiped out, he returns after Battle as the sole member.

HOSTAGE - KERIDA

Kerida's Hostage Quirk is optional and may be used only while Kerida is alive and does not already hold a hostage. Kerida may hold a maximum of one hostage.

After winning a Battle

- If Kerida participated in the winning team and survived, her player may take one eligible disengaged opponent.
- A disengaged Character is an opposing participant who was not paired against another Character when the Battle ended.
- Taking a hostage is optional. If no eligible Character exists, or Kerida already has a hostage, no choice is offered.

TAKE HOSTAGE

- Take Hostage is Kerida's B3 attack and uses the normal Battle and Power Card process.
- If it defeats Kerida's engaged opponent, choose TAKE HOSTAGE or resolve that Character's defeat normally.
- The Character still counts as defeated for the Battle result. Only that defeated engaged opponent may be captured.

Hostage state

- The hostage remains owned by the original player and does not join Kerida's team or count toward its size.
- A hostage cannot fight, use Quirks, Specials or Combos, contribute to movement or team abilities, or receive or use Power Cards.
- The hostage is temporarily unavailable to its owner, but retains its persistent Character and card data.

Release

- When Kerida is defeated or permanently removed, release the hostage immediately to its original owner.
- Release is not recruitment. The returning Character retains original ownership and returns through the safe Character-return process.
- Defeat-triggered Character rules and Team Leader elimination are resolved in their established order and are never bypassed by Hostage.