

Arcane Realms

Rulebook

TABLE OF CONTENTS

Objectives	3
Components	4
Setup	6
Player Setup	8
Game Overview	10
Detailed Gameplay	12
Realms Overview	16
Explanation of Card	17
Powers	
Endgame Scoring	22
and Win Condition	
Rule Reminders	23
Icon Guide	24

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Arcane Realms

INTRODUCTION

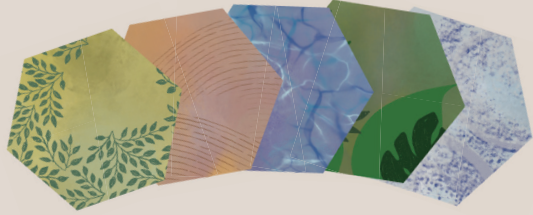
Welcome to Arcane Realms! A group of new realms has just been discovered whose flora and fauna are disconnected from the Aetheric Web of magic that unites all magical beings and facilitates the presence of magic in the world. As magicians and their apprentices, players will explore these realms, gain skills, and reconnect the magical flora and fauna to the Aetheric Web, restoring harmony to these lands.

OBJECTIVES

The aim of Arcane Realms is to be the player with the most Victory Points (VP) at the game's end. Points are gained by reconnecting plants and animals, using skills learned in the realms and magic energy called Celestial Aether, and bonus points will be given at the end of the game to players who complete specific scoring objectives (see *End-Game Scoring* section for details).

COMPONENTS

40 realm tiles

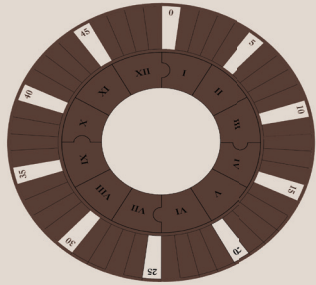


1 golden gate

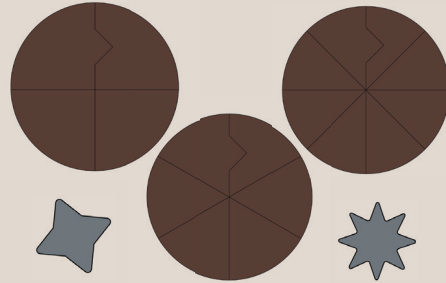


8 each of Misty Vale, Shifting Dunes, Crystal Caverns, Verdant Everglades, and Eternal Frostlands

1 round and victory tracker



3 turn tracker inserts



1 round tracker token



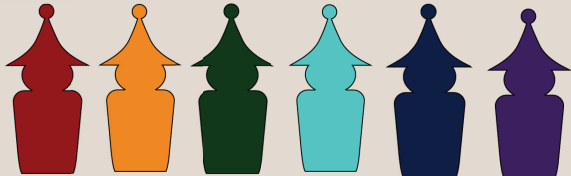
3 turn tracker tokens



6 victory tracker tokens



6 magician meeples



6 obstacle tokens



1 of each color

18 apprentice meeples

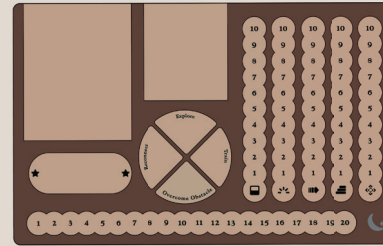


3 of each color

18 apprentice tokens



6 player boards



6 Celestial Aether star tokens



48 action tokens



30 skill tracker tokens



6 in each color

6 magician cards



6 familiar cards



16 apprentice cards



2 of each type

95 being cards



95 gold being star tokens



20 Misty Vale, 15 Shifting Dunes, 20 Crystal Caverns, 25 Verdant Everglades, 15 Eternal Frostlands

6 mini card binders



46 obstacle cards



10 Misty Vale, 10 Shifting Dunes, 8 Crystal Caverns, 10 Verdant Everglades, 8 Eternal Frostlands

SETUP

1. Shuffle and then place the 8 Misty Vale tiles **A** face-up towards the center of the playing area, as shown, and designate one tile with a skill icon as the entry tile. **B**

2. Place the golden gate **C** adjacent to the entry tile. **B**

3. Shuffle and then place the 8 Shifting Dunes tiles **D** face-down adjacent to the Misty Vale, as shown.

4. Shuffle each of the other 3 realms' tiles individually and then place them face down on the table, with all 3 adjacent to the Shifting Dunes and to each other, as shown. **E**
For a shorter version of the game, try playing with only 3 total realms.

5. Count out 20 gold being stars for the Misty Vale. Place one star on each tile that does not have a skill icon, and then distribute the rest randomly. **B**

However, do not place any being stars on the entry tile. **B**

6. Shuffle each realm's being and obstacle decks, **F** and place them next to their respective realms.

7. Draw 4 cards from the **G** Misty Vale being deck and place face up next to the deck. This will form the Misty Vale being tableau.

8. Place the round and victory tracker **H** in easy reach.

9. Determine which turn tracker insert **I** to use. We recommend 8 turns for a 2 player game, 6 turns for a 3-4 player game, and 4 turns for a 5-6 player game. You can choose to play a longer or shorter game if you wish. Insert your chosen turn tracker circle into the center of the round tracker.

10. Place the turn tracker token **J** on the first slot on the turn tracker insert, and place the round tracker token **K** on the first month of the round tracker.



GAME OVERVIEW

Arcane Realms is played over 12 rounds, called months, during which each player takes 8, 6, or 4 turns. Each month, players' Celestial Aether will recharge by 3 points, and will recharge by 6 points at the Solstices and Equinoxes. Players will use their 4 types of actions, **explore**, **train**, **overcome obstacle**, and **reconnect**, to venture into the realms, reconnect the flora and fauna to the Aetheric Web, and earn victory points to win the game.

TURN SEQUENCE AND ACTIONS OVERVIEW

The Mancala:

Every turn except the first, players must begin their turn by redistributing the action tokens in the action mancala on their player board. This means that you must pick up all the tokens currently in one section of the mancala, and move them clockwise around the circle, dropping one token in each successive section until you have placed them all.



Fig 1. The mancala begins with one token in each section.

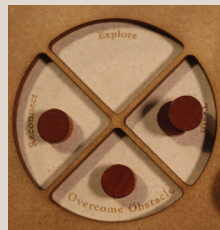


Fig 2. The token in **explore** is picked up and moved to the **train** section.



Fig 3. The two tokens in **train** are picked up. One is moved to the **overcome obstacle** section, and the other is moved to the **reconnect** section.

After this distribution, players can then take any number of their available actions in any order.

The Actions:

Explore - Move 1 meeple (magician or apprentice) one tile over

Train - Level up 1 skill level of a skill available at a tile on which you have a meeple present, represented by moving the corresponding skill token on your player board up one space on the tracker

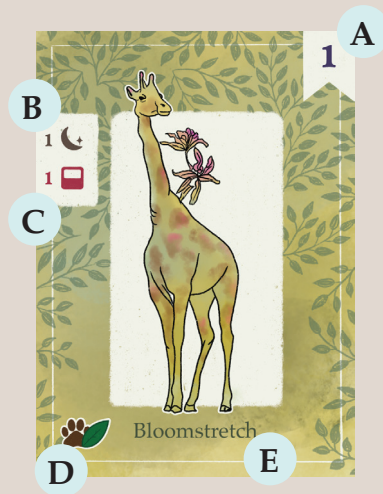
Overcome Obstacle - Attempt to overcome an obstacle card attached to any being level 2 or above (more details below)

Reconnect - Reconnect a being whose requirements you meet, whose presence is represented by a star token on a tile on which you have a meeple present. After successfully reconnecting a being, remove the star from the board and the card from the being tableau. Add the star to your player board and the card to your binder, and move your scoring token up the number of victory points listed on the being card.

ROUND SEQUENCE OVERVIEW

Each time all players complete one turn in order, move the turn tracker token one section forward (in the innermost circle of the tracker). When the turn tracker reaches the first section again (after 8, 6, or 4 turns), move the round tracker one month (the next section in the middle circle of the tracker, marked with Roman numerals). When the game advances one month, all players receive a recharge of 3 Celestial Aether. When the game reaches the Spring and Fall Equinoxes (III and IX), and the Summer and Winter Solstices (VI and XII), all players receive a recharge of 6 Celestial Aether. When the final round of turns is complete, or when all beings are reconnected, whichever occurs first, the game ends, and end-game scoring should be counted.

DETAILED GAMEPLAY



Being Cards:

- A. Victory Points gained for reconnecting
- B. Celestial Aether cost to reconnect
- C. Skill level requirements to reconnect
- D. Being type icon (Plant, Animal, or Plant/ Animal Hybrid)
- E. Being Name



Obstacle Cards:

- F. Skill level requirements to overcome
- G. Penalty if fail to overcome
- H. Obstacle Name

Before reconnecting a being that costs 2 Celestial Aether or more, you must use an overcome obstacle action to successfully get past an obstacle blocking your way. To use an overcome obstacle action, you must note which being you will be attempting, then draw the top card from the obstacle deck of that realm. If you have the skill requirements listed on the card, you have successfully overcome the obstacle and can move on to reconnecting the being with no difficulties.

Failing Obstacles:

However, if you do not meet the skill requirements, you become stuck and will need to be rescued. You must pay the penalty listed on the obstacle card, place the obstacle card on top of the being card you chose, place your obstacle token on top of the obstacle, and then your turn ends immediately. You may not perform any remaining actions that turn, even with other magician or apprentice meeples.

In order to become unstuck and be able to perform actions with that meeple again, you must be rescued. There are two ways for a meeple to be rescued from a failed obstacle:

1. On later turns, build up the requisite skills for the obstacle using your other, unstuck meeples. Then, you move one of those pieces to the tile where your meeple is stuck, and use an overcome obstacle action to rescue the stuck meeple and successfully overcome the obstacle, clearing the way to be able to then reconnect that being.
2. Another player who has the requisite skill levels to overcome the obstacle may choose to come rescue your meeple. To do so, they must move one of their pieces to the tile your meeple is stuck on and use an overcome obstacle action to overcome the obstacle and clear the way to reconnect the being. However, the player doing the rescuing steals one Celestial Aether from the player whose stuck meeple they are rescuing as a reward for helping them. The rescuing player also then has the opportunity to reconnect the being that they have now cleared the obstacle from before the stuck player is able to do so.

Opening Realms:

The game begins with only the Misty Vale realm tiles face-up, meaning only that realm is open and available for players to move within. Once a player has successfully reconnected 4 beings in the Misty Vale realm, they may use an explore action to move their magician meeple (not apprentices) to the Shifting Dunes realm, triggering the opening of that realm.

When a new realm opens, flip over all the tiles of that realm, and distribute the correct number of gold being stars onto the tiles like you did at set up for Misty Vale (see *Realms Overview* section for the number of beings in each realm). Start by placing one star on each tile without a skill icon, then distribute the rest randomly onto all the tiles. Then, draw 4 cards from that realm's being deck and lay them out as that realm's being tableau. This realm is now open!

The player who opens the new realm gets a reward of 1 Celestial Aether.

The player who opened the realm with their magician can now move any of their pieces into it and perform actions there. Other players must have reconnected at least 2 beings in the current realm before being able to move to a new realm, and must move their magician into the new realm before they can move any apprentices into it.

When a player's magician enters a new realm, they take an additional action token and add it to their action mancala on their player board, placing it in the explore section. Players now have an extra action for the rest of the game that they can distribute and use like normal. This happens for every new realm: opening the second realm gives you a 5th action, opening the third realm gives you a 6th action, etc.

For the three other realms adjacent to the Shifting Dunes realm, players who have reconnected 4 Shifting Dunes beings may choose to open whichever of the three they want, and players who have reconnected 2 Shifting Dunes beings may follow them. However, other players who have reconnected 4 Shifting Dunes beings may choose whether to follow the first player into the realm they opened or to open a different realm adjacent to the Shifting Dunes. However, once any of a player's meeples have entered one realm, they must reconnect 4 beings in that realm to open another realm or 2 beings to move into an already open realm.



Fig 1. The red player has reconnected 4 Shifting Dunes beings and decides to open the Verdant Everglades realm.



Fig 2. The purple player has connected at least two Shifting Dunes beings and decides to follow the red player into the Verdant Everglades realm.



Fig 3. The teal player has reconnected 4 Shifting Dunes beings. Instead of following red and purple into the Verdant Everglades, teal decides to open the Crystal Caverns. Red and purple must now reconnect at least 2 Verdant Everglades beings before being allowed to follow teal into the Crystal Caverns realm.

Powerful Beings:

In the final three realms, the Crystal Caverns, Verdant Everglades, and Eternal Frostlands, there is one being in each realm that is worth 6 Victory Points, the highest-point cards in the game. However, in order to reconnect these beings, you must have two of your meeples together on a tile that work together to reconnect these more powerful beings.

These cards are indicated by this symbol: 

REALMS OVERVIEW

Misty Vale:

20 Beings

Strength, Wisdom, and Agility Skill Training

Shifting Dunes:

15 Beings

Control, Perseverance, and Agility Skill Training

Crystal Caverns:

20 Beings

Agility, Control, and Wisdom Skill Training

Verdant Everglades:

25 Beings

Agility, Strength, and Perseverance Skill Training

Eternal Frostlands:

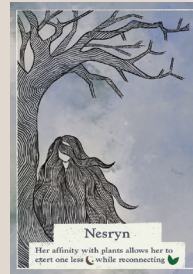
15 Beings

Perseverance, Strength, and Wisdom Skill Training

EXPLANATION OF CARD POWERS

Magician Powers:

These powers are written on the card for each magician character that are placed in the player board. This power is applicable only to the magician meeple, not the apprentice meeples.



Nesryn: Spend 2 less Celestial Aether when reconnecting a Plant being

If the cost to reconnect a Plant type being is 3 Celestial Aether, this player can pay only 1 Celestial Aether when doing a reconnect action with their magician (not apprentices). However, this does not change the actual cost of the being, only the amount you have to pay, so you would still need to overcome an obstacle in order to connect a being whose original cost is 2 Celestial Aether or higher. If the cost is 1 or 2 Celestial Aether, this player would not have to pay any Celestial Aether.



Kanoa: Once per game, move to any tile on the board
Once in the entire game, this player can use an explore action to move their magician to any tile on the entire board, in any realm, not only those adjacent to its current location.



Fen: May spend an additional 2 Celestial Aether when reconnecting a being to gain an additional Victory Point, can only be used once per realm

Once per realm, when this player does a reconnect action with their magician, they can choose to spend 2 extra Celestial Aether in addition to the cost listed on the being card and then receive one extra victory point in addition to the points listed on the being card



Elowen: When the moon recharges Celestial Aether, gain an additional Celestial Aether

When all players receive a recharge of 3 Celestial Aether at the start of each new round, this player would receive 4 Celestial Aether. Likewise for the Equinoxes and Solstices when everyone else recharges 6, this player recharges 7.



Alaric: Spend one less Celestial Aether when reconnecting an Animal being

If the cost to reconnect an Animal type being is 2 Celestial Aether, this player can pay only 1 Celestial Aether when doing a reconnect action with their magician (not apprentices). However, this does not change the actual cost of the being, only the amount you have to pay, so you would still need to overcome an obstacle in order to connect a being whose original cost is 2 Celestial Aether or higher. If the cost is 1 Celestial Aether, this player would not have to pay any Celestial Aether.



Nova: At game start, Nova drafts one additional apprentice.

During setup, when all other player draft two apprentices, Nova drafts three. After drafting two as usual, this player gets to choose a third apprentice from two randomly chosen apprentices.

Familiar Powers:

These powers are written on the familiar cards that are placed in the player board. The familiar powers only apply when using the magician meeple, not the apprentice meeple.



Sol: Spend one less Celestial Aether when reconnecting a Plant/Animal Hybrid being

If the cost to reconnect a Plant/Animal Hybrid type being is 2 Celestial Aether, this player can pay only 1 Celestial Aether when doing a reconnect action with their magician (not apprentices). However, this does not change the actual cost of the being, only the amount you have to pay, so you would still need to overcome an obstacle in order to connect a being whose original cost is 2 Celestial Aether or higher. If the cost is 1 Celestial Aether, this player would not have to pay any Celestial Aether.



Gwyn: Magician may move 2 spaces for an explore action

When using one explore action with the magician meeple, this player may move the magician 2 adjacent tiles instead of only one. This power cannot be used on the first turn.



Ivi: Move to any tile within the current realm

When using one explore action with the magician meeple, this player may move the magician to any tile within the same realm that it is currently in, even if it is not adjacent to the magician's current tile.



Ymnon: Overcome any obstacle for a level 3 being once

Once per game, when attempting to overcome an obstacle for a being that costs 3 Celestial Aether and is worth 4 Victory Points with the magician meeple, this player may overcome the obstacle freely despite not having the required skill levels. This means they do not get stuck, the obstacle is considered to have been overcome, and they may move on to reconnecting the being.



Thistlesprout: Spend one less Celestial Aether when reconnecting a Plant being

If the cost to reconnect a Plant type being is 2 Celestial Aether, this player can pay only 1 Celestial Aether when doing a reconnect action with their magician (not apprentices). However, this does not change the actual cost of the being, only the amount you have to pay, so you would still need to overcome an obstacle in order to connect a being whose original cost is 2 Celestial Aether or higher. If the cost is 1 Celestial Aether, this player would not have to pay any Celestial Aether.



Aurora: Once per game, bring any of your apprentices to your location

Once in the entire game, this player may choose to bring any number of their apprentices to the same tile as their magician.

Apprentice Powers:

These powers are listed on each apprentice card. There are two copies of each type of apprentice. These powers apply only to their corresponding apprentice meeple, not the magician or the other apprentice(s).



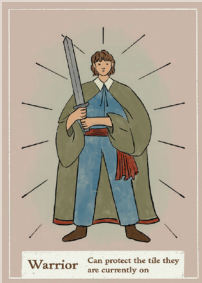
Musicians: Spend one less Celestial Aether when reconnecting Animal beings

If the cost to reconnect an Animal type being is 2 Celestial Aether, this player can pay only 1 Celestial Aether when doing a reconnect action with their musician apprentice (not magician or other apprentices). However, this does not change the actual cost of the being, only the amount you have to pay, so you would still need to overcome an obstacle in order to connect a being whose original cost is 2 Celestial Aether or higher.



Thinkers: Can escape failed obstacles alone

If this player attempts to overcome an obstacle with this apprentice and fails to meet the skill level requirements, this apprentice does not get stuck. They still have to pay the penalty and their turn ends immediately, but on their next turn this apprentice meeple is allowed to move and perform actions, it does not need to be rescued.



Warriors: Protect the tile they are on, preventing other apprentices from entering

Other apprentices cannot move onto the tile this apprentice is currently occupying. This includes the same player's other apprentices. This does not include the magicians of any players, all magicians can still move onto the tile. This power does not apply to the entry tile - all pieces can always be moved onto the entry tile.



Builders: Once per game, upgrade one skill without training

Once per game, move up one skill token one level on its tracker without using a train action or needing to be on a tile where that skill training is available.



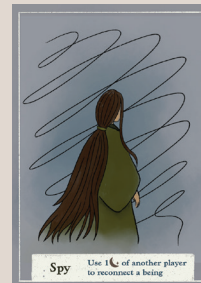
Painters: Spend two less Celestial Aether when reconnecting Plant beings

If the cost to reconnect a Plant type being is 3 Celestial Aether, this player can pay only 1 Celestial Aether when doing a reconnect action with their painter apprentice (not magician or other apprentices). However, this does not change the actual cost of the being, only the amount you have to pay, so you would still need to overcome an obstacle in order to connect a being whose original cost is 2 Celestial Aether or higher.



Peacemakers: May move an extra space in one action

When using an explore action with this apprentice, you may move the meeple 2 adjacent tiles instead of only one.



Spies: Use another player's Celestial Aether to reconnect a being, only 1 per use

When doing a reconnect action with the spy apprentice, you may use 1 Celestial Aether belonging to another player that is in the same realm as your spy to help pay the being's reconnection cost.



Scholars: Provide a temporary wisdom boost when reconnecting

When doing a reconnect action with the scholar apprentice, you temporarily count as having one higher skill level of wisdom than you currently have. Example: You have 2 Wisdom, but want to reconnect a being that requires 3 Wisdom. Using this scholar apprentice to perform the reconnect action, you temporarily count as having 3 wisdom and are able to reconnect the being. Your skill tracker on your player board does not go up, and this temporary boost does not apply to your magician or other apprentice(s).

ENDGAME SCORING AND WIN CONDITIONS

The game ends when either all 12 rounds have been completed or all 95 beings have been reconnected. At that point, players should count up the following:

- ◇ VP on tracker gained during gameplay for reconnecting beings
- ◇ +1 VP to the player who has reconnected the most beings in each realm
- ◇ +1 VP to the player who has reconnected the most beings total from all realms
- ◇ +2 VP to the player who has reconnected the most Animal type beings
- ◇ +4 VP to the player who has reconnected the most Plant/Animal Hybrid type beings
- ◇ +6 VP to the player who has reconnected the most Plant type beings

The player with the most victory points wins!

RULE REMINDERS

- ◇ You must redistribute the action mancala at the beginning of every turn except the first.
- ◇ You must redistribute the action mancala by picking up all the tokens in one section and dropping one in each successive section moving clockwise.
- ◇ Once redistributed, you may take the available actions in any order you wish, and you do not need to use every action you have available each turn.
- ◇ You must reconnect 4 beings in your current realm before you can open a new realm. Once a new realm has been opened, other players must have reconnected 2 beings in the current realm to follow the player who opened it and move into the new realm.
- ◇ You must always move your magicians into a new realm first, before any of your apprentices can enter.

ICON GUIDE



Strength



Wisdom



**Animal
Being**



Agility



**Plant
Being**



Perseverance



**Animal/
Plant Hybrid
Being**



Control



**Celestial
Aether**



**Powerful Be-
ing; requires
2 meeple**