THE SHIPWRECK ARCANA

Trapped in a drowned world, you and your allies are doomed — or are you? Using a mystical deck and a healthy dose of logic, you can predict each other's fates and escape unscathed.

This is a **cooperative deduction game for 2-5 players.** You and your friends are fortune tellers trying to prevent terrible fates from befalling each other. To win you must collectively make 7 correct predictions before your doom reaches 7.

COMPONENTS

20 Arcana cards (A)
1 *The Hours* card (B)
2 Score/doom trackers (C)
1 Token bag (D)
21 Fate tokens (E)
35 Number line tokens (F)



SETUP

1. Place ***The Hours*** card at the left edge of the central play area, with the green **score tracker** at 0. Place the red **doom tracker** according to your desired difficulty.
   - 0 doom — Easy
   - 2 doom — Normal
   - 4 doom — Hard
   - 6 doom — Doomed
2. Shuffle the **arcana cards** face-up and place the deck above *The Hours* card. Place the top **4** arcana cards in a row to the right of *The Hours* card.
3. Give each player a complete set of **7 number line tokens** in one color. If there are fewer than 5 players, put away any remaining number line tokens.
4. Place all **21 fate tokens** into the bag and shake it to shuffle them. Place the bag in the center of the play area.
5. Choose a starting player. Play proceeds **clockwise**.

THE HOURS CARD

The Hours is a special card that is **always in play face-up**. It has a dark background, as opposed to arcana cards. It includes a score track and lacks a duration. It has no ability on its back side, as it will never fade and cannot leave play or be cycled. *The Hours* card is **not** considered an arcana card.



Example setup for 5 players on Easy difficulty after several fates have been played.

ARCANA CARDS

The **front** of each arcana card depicts a unique name, image, and ability, while the **back** of each card depicts its faded power.

During the game, the arcana deck is always face up (the front of the top card is visible). There are always 4 face-up arcana cards in the central play area beside the special card ***The Hours***.

Over time, arcana cards in play will **fade**, which causes them to leave the central play area and flip (see: **Fading**).

FRONT SIDE FEATURES

- Card name (A)
- Ability title (B)
- Ability text (C)
- Card duration (D)

BACK SIDE FEATURES

- Power icon (E)
- Power title (F)
- Power text (G)



FATE TOKENS

Fate tokens are black. The front of each fate shows its **value** (numeral 1 through 7), and how many **hours** (pips) it consumes when played.

A fate's value is what the other players will try to predict (using the arcana cards). The hours on it determine how quickly that fate will cause arcana cards to fade from play.

- Fates with a value of 1, 2, or 3 consume 1 hour.
- Fates with a value of 4, 5, or 6 consume 2 hours.
- Fates with a value of 7 consume 3 hours.

Fates are drawn from the bag, and return to the bag whenever they are discarded or otherwise leave play.



NUMBER LINE TOKENS

Each player has a series of 7 number line tokens (numerals 1 through 7), which they arrange in front of them.



During your turn, your allies may ask you to flip some of your number line tokens to reflect what they think your hidden fate's value is or is not. You should **not** manipulate your own number line unless another player asks you to. Your number line allows your allies to store information about your hidden fate between your turns. **Don't reset your number line** at the end of your turn unless your allies make a prediction.

Other than their colors, number line tokens are identical to fates. The hour pips on them have no effect; however, they serve as a useful reminder of how many hours each fate has.

FADED CARD POWERS

When an arcana card fades (see: **Fading**), flip it over and place it below the central play area. The back of each arcana card has a helpful power that can be used once by the players; after using a card's faded power, place that card face-up on the bottom of the arcana deck.

Each faded power describes what it does and when and how to use it. Some powers can only be used by **the active player**, while some can only be used by **the group** of predicting players. **Only one faded power may be used per turn**. Using a faded power does not force the group to make a prediction that turn.

Faded power useable by the active player.



Faded power useable by the group of predicting players.

Some faded powers allow the group to ask the active player questions; the active player may only respond to these with "yes" or "no." There is no limit to the number of faded powers that can be available, and powers are not tied to any one player.



Place faded cards below the central play area. Move them to the bottom of the deck when they are discarded.



PLAYER TURN

During a player's turn, they are the **active player**, and take the following steps in order:

1. **Draw**
   - Draw fates from the token bag until you have **2** fates in your hand. You may not show these fates to your allies or look at the other fates in the bag.
   - Later in the game, you may start your turn holding a fate from your previous turn. In that case, you only draw 1 new fate.
2. **Play**
   - Play 1 of your fates face-up in front of 1 of the 5 cards in the central play area, obeying that card's ability text. If you can obey multiple cards, choose one to obey and ignore the others.
   - If 1 of your fates is from a previous turn, you may not give any indication whether the fate you are playing is the one you kept from your previous turn.
3. **Predict (optional)**
   - Your allies may make a single prediction, attempting to guess the value of the fate that is still in your hand (the one you did not play this turn).
   - Their prediction must be a statement about a single value, in the form "We predict your fate is ____." For example, "We predict your fate is 4."
   - If they decide not to make a prediction, keep your fate face-down, do not reset your number line, and proceed to the Fade step.
   - If they do make a prediction, proceed to the Resolve step.
   - The entire group gets a single unanimous prediction.
   - They can discuss amongst themselves what they think your fate is. They may tell you to flip some of your number line tokens to reflect what they think they have learned about your fate.
4. **Resolve**
   - If no prediction was made, skip this step.
   - If a correct prediction was made, you are freed from that fate! The players collectively **score 1 point** (move the green score tracker up 1 space).
   - If the prediction was incorrect, the players' **doom advances** (move the red doom tracker up 1 space).
   - After any prediction, correct or incorrect, discard your fate back to the bag and reset your number line.
5. **Fade**
   - At the end of each turn, check to see if any arcana cards fade (see: **Fading**).

COMMUNICATION

All players should try to avoid giving away any information about their hidden fates, verbally or nonverbally. It is recommended that the active player not talk to other players during their turn unless responding to a prediction.

FADING

An arcana card will **fade** when the number of **hours** in front of it (the sum of the pips from all its fates) is greater than or equal to its **duration** (the moons at the bottom of the card). When a card fades, do the following:

1. Discard all of the fates in front of it back to the bag.
2. Flip it over and place it below the central play area.
3. Advance the players' doom by **2 unless your allies made a correct prediction this turn**!
4. Refill the row of arcana cards by placing the top card of the arcana deck face-up in the empty spot.



Remember that *The Hours* is not an arcana card and never fades. Fates played in front of *The Hours* move to the arcana card to its immediate right.

ENDING THE GAME

The game ends when one of the score trackers reaches the 7th spot on *The Hours*' score track.

- The players win by making 7 correct predictions (green score tracker reaches 7).
- The players lose if their doom reaches 7 (red doom tracker reaches 7).

STRATEGY

When you are the active player, you'll need to carefully choose where to play (and where not to play) to convey information about your remaining fate to your allies. Your play will help them narrow down the possible values of your fate until they are able to confidently predict it (which may take more than one turn).

Pay attention not only to where you can play, but where the other players may assume you **could not** play. For example, if another player plays a fate with a value of 1 onto the *Midnight* arcana card ("If one of your fates is lower than the other, play the lower one here"), that player has not conveyed much information (they could still have a 2, 3, 4, 5, 6, or 7). You might conclude that they made this (uninformative) play because they couldn't play elsewhere.

So, if *The Deep* arcana card ("If the sum of your fates is 5 or less, play one of them here") is also in play, you can conclude that their fates did **not** sum to 5 or less. Since you know they played a 1, you can conclude that they did not have a second 1, a 2, a 3, or a 4, because any of those values paired with the 1 would have allowed them to play on *The Deep* and give more information. Now you're making progress — you've narrowed the possibilities down to 5, 6, or 7!

ADDING OR REMOVING PLAYERS

Players can easily join or leave the game after it has started.

- If a player joins the game, give them a set of number line tokens and choose a spot for them in the turn order.
- If a player leaves the game, discard any fate they were holding and put away their number line tokens.

2-PLAYER CHALLENGE MODE

If you wish to increase the difficulty of two-player games (instead of or in addition to starting with more doom), give each player two number lines (A and B). The turn order should go: player 1's turn A, player 2's turn A, player 1's turn B, player 2's turn B. Hidden fates for A and B turns are kept separate. The extra turns will put more pressure on arcana cards to fade.

FREQUENTLY ASKED QUESTIONS

- Q: If the group has an ability (such as the faded power "Twice") that allows more than 1 prediction during a turn, does each incorrect prediction incur the doom penalty?
  - A: No. If any of the predictions are correct, the entire prediction is treated as correct.
- Q: What if I play a fate in front of an arcana card, but then realize I played illegally?
  - A: Announce this to your allies. Leave the illegally played fate on the table, discard the fate in your hand, and proceed to the Fade step, skipping the Predict and Resolve steps.
- Q: What if I know someone can't have a particular fate because I'm holding the last copy of that token?
  - A: You may discard your fate to reveal its value to the group and influence their decision. If you don't discard it, you must refrain from directly or indirectly revealing its value, even if this means allowing the group to make a prediction you know is incorrect.
- Q: What are the "visible fates" that some powers refer to?
  - A: A visible fate is any fate that is currently in front of an arcana card with its number showing.
- Q: Does doom from an incorrect prediction stack with the doom from arcana cards fading that turn?
  - A: Yes. Doom advances by 1 for the incorrect prediction, plus another 2 for each card fading.

CREDITS

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PLAYTESTERS

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