

The Shipwreck Arcana

PnP Component Directions

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How to assemble the components needed for your print-and-play copy of the game:

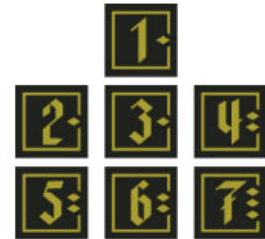
Cards

The 36 cards (35 arcana cards plus The Hours card) should be printed double-sided, with page 2 going on the back of page 1 (example: the back of “The Beast” should be “Twice”, and the back of “The Lord” should be “5-6-7?”).

Fate tokens

Create 21 “fate” tokens in the same color (see example to the right).

- The back side of each token should be blank.
- The front side of each token should have a number written on it.
 - + There are three copies each of the numbers 1-7 (three “1” tokens, three “2” tokens, etc).
- The front side of each token also needs one to three “time symbols”; these can just be dots.
 - + Each 1, 2, and 3 token gets a single dot.
 - + Each 4, 5, and 6 token gets 2 dots.
 - + The 7 tokens get 3 dots.



Number line tokens

Create 35 number line tokens in 5 player colors (colors are optional).

- Each player will need seven number line tokens, with the numbers 1-7 written on them.
- Tokens do not need to be in different colors, it just makes setup faster.
- One side of each token should be blank.
- One side of each token should have a number written on it.
- These tokens are never shuffled or randomized.

Bag

You will need a bag large enough to hold the 21 fate tokens, with room to “shake shuffle” them and easily draw single tokens from the bag.

Score trackers

You will need two tokens to move along the score track on The Hours card. One is for the players’ score (green is recommended), one is for tracking doom (red is recommended).

Component alternatives

Fate tokens are used to avoid needing to constantly shuffle when returning them to the “deck” (in this case the bag). You may use a deck of numbered cards instead.

THE BEAST

± 1

If one of your fates is exactly 1 more or 1 less than the other, play one of them here.

THE BELLTOWER

$\times 3$

If the sum of your fates is a multiple of 3, play one of them here.

THE BLIND MAN

free

Play one of your fates here. I don't further your doom when I fade.

THE CHALICE

tell

Play one of your fates here. If you do, say whether your remaining fate is higher than the one you played.

DAWN

higher

If one of your fates is higher than the other, play the higher one here.

THE DEEP

≤ 5

If the sum of your fates is 5 or less, play one of them here.



1-4-7?

Before making a prediction, the group may discard this to ask "Is your fate 1, 4, or 7?"



discard lower

After playing their fate, the active player may discard this to discard one visible fate that is lower than their remaining fate.



twice

Before making a prediction, the group may discard this to make one extra prediction this turn.



higher than?

Before making a prediction, the group may discard this to pick a number X and ask "Is your fate higher than X?"



higher than?

Before making a prediction, the group may discard this to pick a number X and ask "Is your fate higher than X?"



1-4-7?

Before making a prediction, the group may discard this to ask "Is your fate 1, 4, or 7?"

THE ENGINE



factor

If one of your fates is double or triple the other, play one of them here.



THE HUNTRESS



± 2

If one of your fates is exactly 2 more or 2 less than the other, play one of them here.



THE JUDGE



even

If the sum of your fates is even, play one of them here.



THE KEY



7 to 9

If the sum of your fates is 7, 8, or 9, play one of them here.



LEVIATHAN




≥ 11

If the sum of your fates is 11 or more, play one of them here.




THE LORD



5-6-7

If one of your fates is 5, 6, or 7, and the other is not, play the 5, 6, or 7 here.





3-4-5?

Before making a prediction, the group may discard this to ask "Is your fate 3, 4, or 5?"



twice

Before making a prediction, the group may discard this to make one extra prediction this turn.



5-6-7?

Before making a prediction, the group may discard this to ask "Is your fate 5, 6, or 7?"



5-6-7?

Before making a prediction, the group may discard this to ask "Is your fate 5, 6, or 7?"



discard lower

After playing their fate, the active player may discard this to discard one visible fate that is lower than their remaining fate.



old?

After playing their fate, the active player may discard this to say whether they had that fate during their previous turn.

MIDNIGHT

lower

If one of your fates is lower than the other, play the lower one here.

THE MIRROR

same

If both of your fates are the same, play one of them here.

THE NOBLE

3-4-5

If one of your fates is 3, 4, or 5, and the other is not, play the 3, 4, or 5 here.

THE PROPHET

match

If one of your fates matches a visible fate, play your other fate here.

THE RIDER

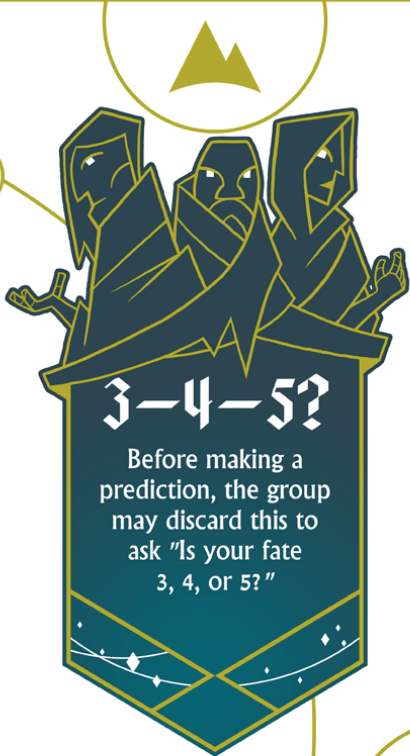
unique

If both of your fates are unique from each other and all visible fates, play one of them here.

THE SERVANT

1-2-3

If one of your fates is 1, 2, or 3, and the other is not, play the 1, 2, or 3 here.



3-4-5?

Before making a prediction, the group may discard this to ask "Is your fate 3, 4, or 5?"



twice

Before making a prediction, the group may discard this to make one extra prediction this turn.



higher than?

Before making a prediction, the group may discard this to pick a number X and ask "Is your fate higher than X?"



1-2-3?

Before making a prediction, the group may discard this to ask "Is your fate 1, 2, or 3?"



cycle

Before playing their fate, the active player may discard this to replace an arcana card (with no fates) with the top card of the deck.



cycle

Before playing their fate, the active player may discard this to replace an arcana card (with no fates) with the top card of the deck.

THE SHORE

4 apart

If the difference between your fates is 4 or more, play one of them here.

THE STRANGER

odd

If the sum of your fates is odd, play one of them here.

ASUNDER

difference

If the difference between your fates is equal to a visible fate, play your higher fate here.

THE CAPTAIN

1-4-7

If one of your fates is 1, 4, or 7, and the other is not, play the 1, 4, or 7 here.

THE FEAST

draw

Play one of your fates here, draw a fate, and continue your turn. You may not play here again.

FORTUNE



high odds

If your fates are unequal and both odd, play your higher fate here. If only one is odd, play your lower fate here.




same?

Before making a prediction, the group may discard this to pick a visible fate and ask "Is your fate the same?"



1-2-3?

Before making a prediction, the group may discard this to ask "Is your fate 1, 2, or 3?"



discard lower

After playing their fate, the active player may discard this to discard one visible fate that is lower than their remaining fate.





+1

Before playing their fate, the active player may discard this to treat the fate they don't play this turn as 1 higher this turn.




relocate

Before playing their fate, the active player may discard this to move one visible fate to a new arcana card.



1-4-7?

Before making a prediction, the group may discard this to ask "Is your fate 1, 4, or 7?"



THE GHOST



alone

If no visible fate is exactly 1 more or 1 less than either of your fates, play one of them here.



IRON



rising

If one of your fates is higher than my highest visible fate, play your other fate here.



THE LANTERN



all ×4

If the sum of your fates plus all visible fates is a multiple of 4, play one of your fates here.



THE PALLBEARERS




within 2

If the difference between your fates is 1 or 2, play one of them here.




THE PASSAGE



between

If exactly one visible fate value falls between your fates, play one of them here.



THE WISH



guess

Play one of your fates here. If you do, your allies may make one extra prediction this turn.





relocate

Before playing their fate, the active player may discard this to move one visible fate to a new arcana card.



+1

Before playing their fate, the active player may discard this to treat the fate they don't play this turn as 1 higher this turn.



+1

Before playing their fate, the active player may discard this to treat the fate they don't play this turn as 1 higher this turn.



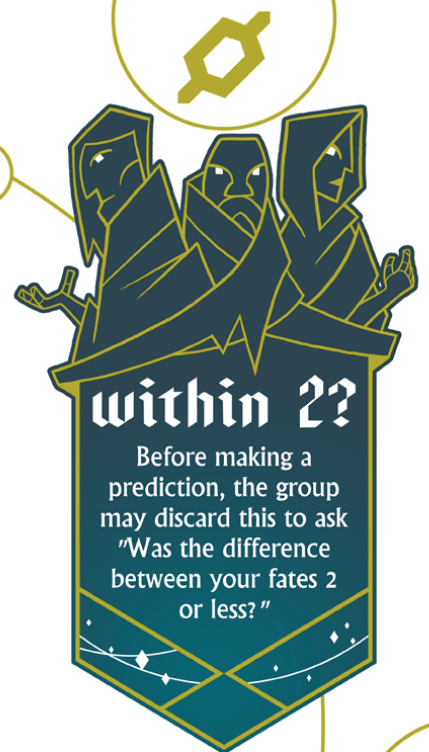
old?

After playing their fate, the active player may discard this to say whether they had that fate during their previous turn.



same?

Before making a prediction, the group may discard this to pick a visible fate and ask "Is your fate the same?"



within 2?

Before making a prediction, the group may discard this to ask "Was the difference between your fates 2 or less?"



THE MUSICIANS

make 11

If the sum of your fates plus up to one visible fate is 11, play one of your fates here.

THE NORTH WIND

tiers

If one of your fates has exactly 1 more than the other, play one of them here.

THE THIEF

steal

After playing somewhere else: Move a visible fate higher than your unplayed fate from another card to this one, if possible.

THE ASH

fragile

Play a 7 here. Each turn: I fade if a 1 or 2 was played anywhere this turn.

THE FALL

inevitable

Play one of your fates here. Each turn: I fade if the sum of my visible fates is at least double your unplayed fate.

VI VII 0

THE HOURS

IV III II

If you cannot play anywhere else, play one of your fates here. Then move it one card to the right.




help

Before making a prediction, the group may discard this and another faded power to ask "Is your fate 2 or 6?"





slow

Before making a prediction, the group may attach this to an arcana card. Fates in front of that card are only worth 1.





exile

After making a correct prediction, the group may discard this and another faded power to remove a visible fate from the game.


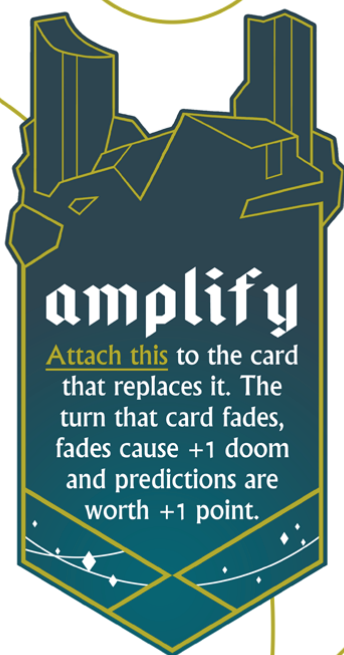


setup

- ◆ Place *The Hours* in the play area. Place a row of 4 arcana cards to the right of it. Place the deck nearby.
- ◆ Give each player 7 number line tokens.
- ◆ Shuffle the fate tokens into the bag. Choose a player to go first.


turns

- ◆ Draw until you have 2 fates.
- ◆ Play a fate.
- ◆ Allies may make a prediction.
- ◆ Check for cards fading.

amplify

Attach this to the card that replaces it. The turn that card fades, fades cause +1 doom and predictions are worth +1 point.





help

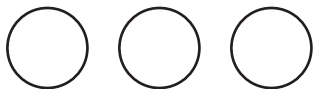
Before making a prediction, the group may discard this and another faded power to ask "Is your fate 2 or 6?"



THE MUSICIANS

MAKE 11

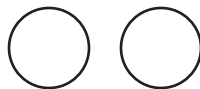
If the sum of your fates plus up to one visible fate is 11, play one of your fates here.



THE NORTH WIND

TIERS

If one of your fates has exactly 1 more $\langle \rangle$ than the other, play one of them here.



THE THIEF

STEAL

After playing
somewhere else:

Move a visible fate higher than your unplayed fate from another card to this one if possible.



THE ASH

FRAGILE

Play a 7 here.

Each turn:

I fade if a 1 or 2 was played anywhere this turn.



THE FALL

INEVITABLE

Play one of your fates here.

Each turn:

I fade if the sum of my visible fates is at least double your unplayed fate.



GROUP POWER

HELP

Before making a prediction, the group may discard this and another faded power to ask "Is your fate 2 or 6?"

GROUP POWER

SLOW

Before making a prediction, the group may attach this to an arcana card. Fates in front of that card are only worth 1 <>.

GROUP POWER

EXILE

After making a correct prediction, the group may discard this and another faded power to remove a visible fate from the game.

PASSIVE POWER

AMPLIFY

Attach this to the card that replaces it. The turn that card fades, fades cause +1 doom and predictions are worth +1 point.

GROUP POWER

HELP

Before making a prediction, the group may discard this and another faded power to ask "Is your fate 2 or 6?"

Alternate rules for "doomed" difficulty.

Setup:

1. Shuffle the deck of arcana cards
2. Remove all but 15 cards from the game
3. Begin play as normal, but without the doom tracker

Gameplay:

- * Whenever doom would be accrued, instead remove that many cards from the bottom of the deck
- * When a faded power is used, remove it from the game instead of returning it to the bottom of the deck

Winning/losing:

- * Players win when they reach 7 points
- * Players lose if no deck remains when a card fades or doom is accrued