

Arcane Knowledge

by Glenn Cotter

You are all apprentice wizards collecting spells. You've been instructed to work together, but each secretly desires to become more powerful than the rest. Get the most diverse and powerful collection.

Game Setup:

- Shuffle the Knowledge deck (45 cards), then deal 2 cards to each player face up in front of them. This is the start of each wizard's collection.
- Shuffle the Rounds deck (6 cards). Remove one card and place it back into the box without revealing it. Flip the top card and begin the first round.

1

Setup Example: 4 players



2

Gathering Knowledge:

- Deal 3 cards face down to every player. Each chooses how to split and pass the cards to their neighbor, as indicated on the current Round card. The split will be: 1 face up / 2 face down OR 2 face up / 1 face down.
- Each player may choose a face up card, or discard the face up card(s) to look and choose a face down card. This is their 1-card "hand" for the current round.
- Once everyone has chosen their card, players call out their numbers. Then each play their card into their collection, from highest value to lowest (If tied use letter). Resolve card abilities as played.
- Repeat for 5 rounds. Shuffle discard pile whenever there are not enough cards for all players (or if there is any confusion about which pile is discard)

3

Card types / effects:

Blessed High card scores positive points

Stolen Take a card from another collection

Given Give a played card to another collection

Lost Remove a card from any collection

Cursed High card scores negative points

4

End Game score:

Score for each type of knowledge:

= 7 Single card scores at face value

= 0 If you have 2 of the same type, the set is worth 0 points.

= -7 If you have 3 or more of the same type, the highest value card in the set scores the set as negative points.

**Note that the cards Blessed and Cursed have exceptions.

5

Score (cont)

Generalist Bonus: +5 points if you have at least 1 of each type.

-7 **0** **9** **8** **-2**

Total 8 + 5 = 13

Specialist Alternate Scoring: If you have 4 or more of the same type, you may sum the total for that set and discard the rest. +1 for each discarded set.

22 **+1** **+1** **= 24**

If scores tie, wizard with most spells wins

6