

# Arcana Cards

This booklet explains the special keywords and symbols that appear on Arcana Cards.

## **FOR THE REST OF THE GAME**

Purple Arcana Cards have effects that are relevant for the rest of the game. Usually, they give you an extra power whenever something else happens.


All other Arcana Cards have a one-time effect and you don't need to pay attention to them after.

## **RECLAIM 1 CRYSTAL**

After paying for this Arcana like normal, and after using the rest of its powers, reclaim the Crystal you spent. This power will let you play more than just 3 Arcana total.


If you have already spent all your Crystals, you won't be able to play one of these Arcana, even though it would give you a Crystal back after.


## EYE SPACE



If you start a turn on a space with a , before or after (your choice) you play any Arcana, choose any Clue.

The Spirit who wrote that Clue adds the next letter to it. If there are no more letters, they add a period.

## BONUS EYE

When you get a bonus  from an Arcana, do the same thing as you would for an Eye space—choose any Clue, then the Spirit who wrote that Clue adds the next letter to it.

Some Arcana will give you bonus  with special rules, like whispering the letter instead of revealing it.

Some Arcana will give you an extra power whenever you use a . These extra powers happen both on when you use a Eye space, and when you use a bonus  from an Arcana.

## **OFFER**

When you *ASK* on a normal turn, you always

*OFFER*:

Choose 2 Question Cards from your hand and give them to your spirit. They choose 1 to answer, and discard the rest.

Some Arcana let you *OFFER* additional Question Cards to give to your Spirit when you *ASK*. Your Spirit chooses the Question to answer from among the ones you offered, and discards any Questions they didn't choose.

The Hanged Man has you *OFFER* normally, plus add in 1 additional Question Card from the top of the deck.

In rare cases, you may not have enough questions in your hand to *OFFER*. In that case, *OFFER* as many as you have left.

## **IF YOU ASK**

Some Arcana say “If you *ASK* this turn.” These Arcana make *ASKING* better in some way. If you choose to *GUESS*, the power does nothing.

## **ASK IN A BONUS SPACE**

You get to *ASK* an extra time: *OFFER* your Spirit 2 Question Cards from your hand, they choose 1 to answer, and discard the rest. You can call Silencio as they write the Clue.



It’s exactly the same as choosing to *ASK* on your turn, except it happens in an extra space. Use a scrap of paper for the bonus space, or divide the current space on the Pad in half and use the other half.

These Arcana prevent you from *GUESSING* this turn—after resolving the Arcana card’s bonus *ASK*, you take your normal turn and *ASK* again.

## WHISPER A LETTER

When you are instructed to *WHISPER* a letter, your Spirit whispers the next letter in the chosen Clue to you so the other team doesn't know what it is.

Then they add a blank where that letter would go in the Clue. You may write it down to remember it.

When using a  on a Clue with a blank, the team using the  can choose to fill in the next empty blank or can reveal the next letter after all the blanks.

## HAND SIZE


Some Arcana increase your hand size for Question cards: for the rest of the game, when your turn ends, you draw Questions until you reach your new hand size.



## GLOSSARY



**RECLAIM CRYSTAL:** Take back the Crystal you paid. (Page 1)



**EYE:** Choose a Clue. Its Spirit writes the next letter. (Page 2)

**OFFER:** Give you Spirit extra Question Cards to choose from. (Page 3)

**IF YOU ASK:** Get a bonus if you choose to *ASK* for your turn. (Page 4)

**BONUS SPACE:** Get an extra *ASK* action. Use a paper scrap or half a space. (Page 4)

**WHISPER:** Your Spirit whispers a Clue's next letter to you. (Page 5)

**HAND SIZE:** At the end of your turn draw Question Cards until you have this many. Starts at 7. (Page 5)