

Phantom Ink Arcana

FOR 2-3 PLAYERS

OVERVIEW & SETUP

A standard game of Phantom Ink Arcana requires 4 or more players. If you only have 2 or 3 players, you can play this cooperative mode instead! Try to guess the Secret Object within 8 rounds.

Choose 1 player to be the Spirit, and the rest will be Mediums. This mode plays just like the standard game, but with the following changes:

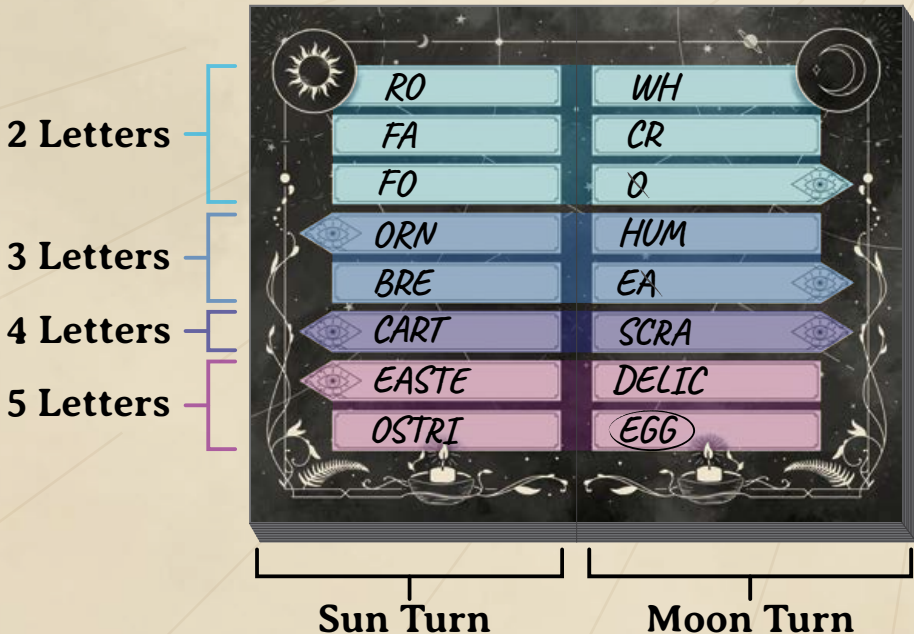
ARCANA CARDS

Remove Justice and The Hermit from the deck. Instead of whispering letters, write them on the Pad.

NO SILENCIO

When the Spirit is writing a Clue, the Medium(s) can't call Silencio. Instead, the Spirit writes a specific number of letters.

The Spirit writes 2 letters initially. The number of letters goes up by 1 when you reach an Eye space on the Sun side of the Pad, as shown below:



PLAY

The Medium(s) alternate taking a Sun turn (on the left side of the pad) and then a Moon turn (on the right side of the Pad).

SUN TURN

In the next empty space on the Sun side of the Pad:

Ask a Question, just like in the standard game (offer your Spirit 2 Question Cards; they choose 1 to answer with a Clue and discards the other). Your Spirit writes the first few letters of the Clue. They write 2 letters initially, and the number of letters goes up the further you are in the game (see **No Silencio** on the previous page).

MOON TURN

In the next empty space on the Moon side of the Pad **choose 1** of the following:

- ▶ **Guess** the Object just like in the standard game, 1 letter at a time. Continue until you write an incorrect letter, immediately ending the turn, or you correctly write out the Secret Object!
- ▶ **Listen for Guidance** by having your Spirit draw the top 2 Question Cards from the deck. The Spirit discards one and answers the other but the Medium(s) cannot see the Question being answered. The Spirit writes the first few letters of the Clue (see **No Silencio** on the previous page).

GOAL AND GAME END

If you successfully Guess the Object, the whole team wins! Your score is the number of unused spaces left on the Pad. If you weren't able to Guess the Object before the 8 rounds were up, everyone loses—better luck next time.

EYE SPACES

When your team starts a turn at a space with an Eye icon, you get to reveal the next letter of a Clue on the Pad before taking your turn. If it's a Sun turn, the Medium(s) can choose any Clue, as in the standard game. If it's a Moon turn, the Spirit chooses a Clue from the Moon side of the Pad.