

ARKHAM DUELS

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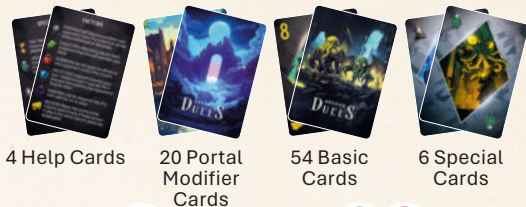
★ INTRODUCTION

Arkham Duels is a competitive game for 2, 3, or 4 players in which each participant fights for control of the Portals through which fantastical Creatures – inspired by the works of H. P. Lovecraft and his collaborators, attempt to enter our world.

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★ COMPONENTS



1 Start Token



33 Scoring Tokens



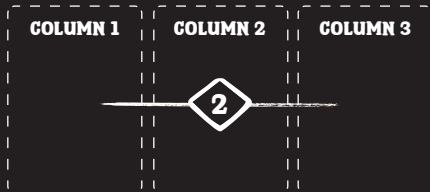
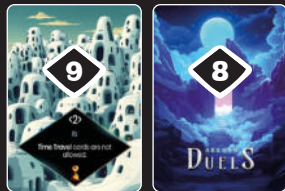
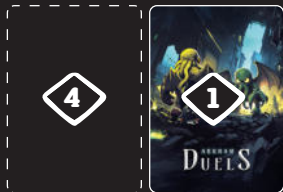
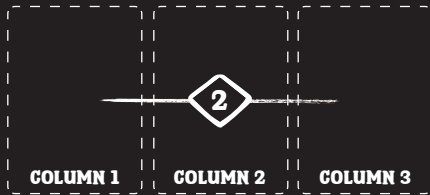
4 Pass Tokens



12 Dominion Markers Tokens

★ PLAYING AREA

- | | |
|--------------------------|--|
| 1 Draw Deck | 6 Scoring Tokens |
| 2 Portal Columns | 7 Pass Token |
| 3 Dominion Marker Tokens | 8 Portal Modifier Pile (advanced mode) |
| 4 Discard Pile | 9 Active Modifier (advanced mode) |
| 5 Start Token | 10 Help Cards |



● **DRAWING DECK**

Space where all the Basic Cards are placed at the start of the game. With the starting player going first, each player draws their hand from this deck at the start of each round.

● **DISCARD PILE**

Space where cards are placed if they are no longer in play, either because of specific effects or because they have not been played by the end of each round.

● **PORTAL COLUMNS**

Each player has a playing area divided into 3 Portal Columns, where they will place their cards as they look to dominate and score points.

● **DOMINION MARKER TOKENS**

Each time a player places a card in a Column, they move their Dominion Marker to their playing area or to the central zone. This marker is used to determine who controls the Column at the end of each round. The numbers 1 to 3 indicate the number of the Portal Column in which it has been placed.

● **STARTING TOKEN**

Indicates the starting player for the current round.

● **SCORING TOKENS**

Indicate the points each player has accumulated.

● **PASS TOKEN**

Indicates how many times a player has decided to pass.





▷ BASIC CARDS

Comprising **54 cards**, this deck is divided into **6 different Factions**, which are distinguished by their illustrations, colors and unique icon. Each Faction has 9 different cards **numbered from 1 to 9**, with one card for each number. Each Faction has a unique effect when playing one of its cards. These effects apply in Advanced Mode games (see *Advanced Mode on page 13*). These effects are not used in Basic Mode games (see *Basic Mode on page 6*).

↔ Factions ↔



Investigators



Protectors



Collectors



Shadows



Overrides



Reckless

BASIC MODE FOR 2 PLAYERS

This mode is recommended for the first few times you play. When you feel ready for a greater challenge, take on Advanced Mode or add the *Beyond the Portal* Expansion.

▷ HOW TO PLAY

Each round is divided into 3 phases:

1. **Setup Phase**, where players draw 7 cards to create their hand.
2. **Game Phase**, where players take turns to perform any Available Actions they wish.
3. **Scoring Phase**, where each player accumulates points depending on the position of the Dominion Markers and the cards played.

● SETUP PHASE

Randomise which player gets the start token before the first turn of the game.

When starting a new round, the player who did not go first in the previous round receives the Start Token. Then, with this new starting player going first, players draw 7 cards from the drawing deck until they have 7 in hand. If there are no cards remaining in the drawing deck, shuffle the discard pile to form a new drawing deck.

● GAME PHASE

The starting player performs an Available Action (see *Available Actions on page 7*). The other player then performs one of their Available Actions, and so on until neither of the players has any Available Actions left, or both have decided to Pass (see *Pass / Skip a Round on page 10*).

During the first round, the starting player must play a card in one of the 3 Portal Columns in their playing area, and the second player must play a card in one of the 2 Portal Columns without cards in their playing area.



● AVAILABLE ACTIONS

PLAY A CARD

The player chooses a card from their hand and places it in one of the 3 Portal Columns in their playing area. If the card played does not have the same value as the opponent's card in the same Column, they move the Dominion Marker to their area (if it is not there already) to show they dominate that Column. If both cards have the same value, the Dominion Marker returns to the center of the Column, indicating a tie.

The following requirements must be met in order to play a card in a Column, where a card has already been played:

1. If the Column does not have a card from the player, but does have one of the opponent's cards, the value of the card must be at least **2 points** above or below the card already in the Column.
2. If the Column already has a card from the player, and no opponent's card, the value of the card played **cannot be the same** as the card already in the Column.
3. If the Column already has a card from the player and an opponent's card, the value of the card played must fall **between the values of the 2 cards in the Column**, or be equal to the opponent's.

Some cards may apply extra effects that modify the general requirements.

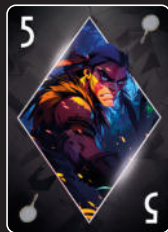
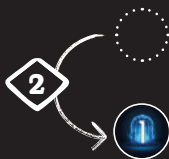
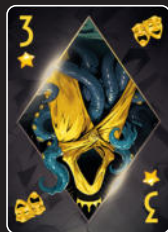
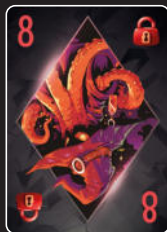


When you play a card in a Column where you have already played a card, the new card becomes your active card and, while remaining in your playing area, the previous card ceases to have any effect.

*Players A (starting player) and B are in the middle of a round, having already played cards in different Columns. Player A decides to play a card in Column 3, where they have not yet played any cards, and which is dominated by player B, who has played a card with a value of 5. Player A can only play a card in their playing area with a value equal or higher than 7, or equal or lower than 3, so they play the card with the number 3 from their hand and move the Dominion Marker to their playing area **1**.*

*Player B then decides to play a card in Column 1, where they had previously played a card with a value of 6, after which Player A played a card with a value of 8. As they cannot play their card with a value of 6 (because they cannot play a card of the same value in that Column), they play a card with a value of 7. As both players had already played cards in that Column, Player B must play a card with a value between the last 2 cards shown in the Column. After doing so, they move the Dominion Marker to their playing area **2**, indicating that they have achieved dominance.*

PLAYER A



PLAYER B



PASS / SKIP A ROUND

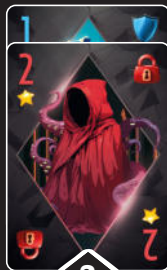
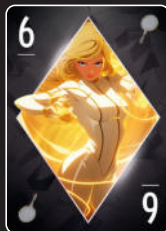
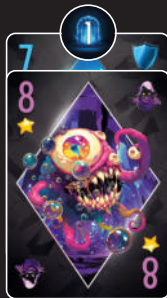
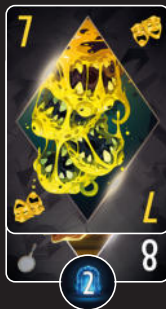
Players may pass up to twice during a round. The first time they do so, they take a Pass Token and add it to their playing area with the  icon face up. When this happens, the other player must perform an Available Action.

If a player has no cards in their hand, they must pass. The second time a player passes, they must turn over the Pass Token so the  icon is face up. Performing this action means that the player **skips the round** and can no longer play any cards until the round has finished.

It is Player A's turn. As they have no cards in their hand that they can play, they must immediately pass , drawing a Pass Token. As this is their first pass in the round, the turn passes to Player B. Player B plays a card  and it is Player A's turn again. They must perform an action but, as they cannot play any of their cards, they must pass again, and so convert their action from passing to skipping the round. They turn over their Pass Token  and perform no more actions in the current round. They will play no further part in this round.

Player B still has cards available, so they could continue playing cards – or passing –, until they no longer want to or cannot play any more.

PLAYER A



PLAYER B



When both players have **skipped the round**, the Game Phase ends.

If both players perform the pass action consecutively, their actions are deemed to constitute Skip a Round, and the Game Phase ends.

● SCORING PHASE

In this phase, players accumulate points based on the Columns in which they obtain Victory. Following the order of Columns 1, 2 and 3, each one awards the player who dominates it points equal to the difference in value between the 2 cards played in the Column. If there is only 1 card, the player who wins the Column gets 5 points, regardless of the value of the card played.

When any player accumulates 10 or more points, they are declared the winner and the game ends.

If no player accumulates 10 or more points, all cards played during the round are moved to the discard pile and a new round begins, starting from the Setup Phase.



★ ADVANCED MODE

This mode adds more strategy by activating the Skills on the Basic Cards and the Chosen One of each Faction and the Special Cards. Each Faction has a special effect that is applied when its card is played. Only the last card played by each player in each Column applies its effects.

The different Factions, Skills and icons are:



INVESTIGATORS: point to a card in your opponent's hand. This card must remain visible at all times until it is played or discarded.



COLLECTORS: after being played, draw 1 card from the drawing deck and discard 1 from your hand.



OVERRIDERS: do not apply the effects of your opponent's card in this Column.



PROTECTORS: adjacent Columns give you 1 extra point if you win them, and give your opponent 1 point fewer if they win them.



SHADOWS: may be played on a card with the same value.



RECKLESS: the player who wins this Column receives double points. After applying any other scoring effect. If 2 are in play in the same Column, the points are quadrupled.



▷ CHOSEN ONES

When playing in Advanced Mode, the effect of the Chosen One icon (★) – included on a single card in each Faction – also applies.



This icon indicates the card representing the Chosen One in that Faction.

During the Scoring Phase, each Chosen One adds 1 point to the total scored by the player who wins the Column, regardless of whether the Chosen One was played by that player.



▷ SPECIAL CARDS

These cards are distinguished by having no value and by their icons: , , , that allows them to be played on any Column with no value restriction. Add these to the Basic Cards at the start of the game. Special Cards are discarded once their effect has been applied. Their icons and effects are:



TIME TRAVEL: all cards played in the Column return to their respective players' hands.



ARCHAEOLOGY: you must pass, and then move the Dominion Marker in a Column where you have already played a card.



CEMETERY: void the Column in which it is played. Turn the cards that had previously been played in this Column face down and leave the Dominion Marker in the center. No more cards can be played in this Column. The effect applies only during the current round.

★ BEYOND THE PORTAL EXPANSION

This expansion adds a new type of card: Portal Modifiers.

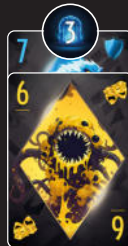
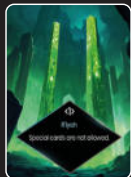
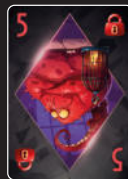
Reveal a random Portal Modifier at the start of each round, and its effect applies to all Portal Columns in that round.



- ❖ **1 Card Name:** describes the card location.
- ❖ **2 Starting Position:** this value replaces the requirement from the base rules for a difference of 2 points when playing the first card in a player's playing area if the opponent has already played a card.
- ❖ **3 Extra Effects:** Modifiers applied by the card.



PLAYER A



PLAYER B

Portal Modifiers are revealed and applied during the Setup Phase, after players have drawn cards from the drawing deck for that round.

If the Portal Modifier drawing deck is empty, shuffle those that have already been replaced and create a new drawing deck.

3-4 PLAYER MODE

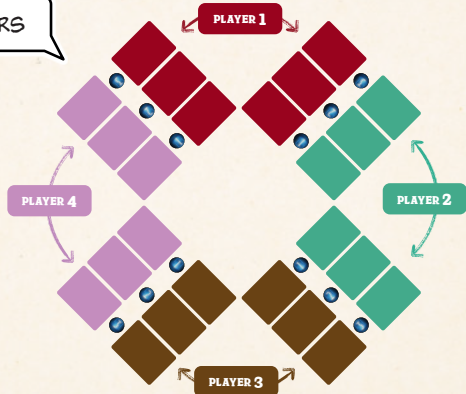
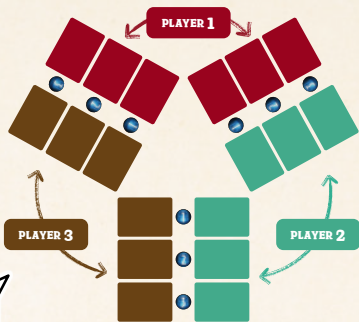


Compatible with both the Basic and Advanced Modes, and with any combination of Portal Modifiers, this variant allows up to 4 players to play in a free-for-all system. Adapt the playing area to the layout shown here:



3 PLAYERS

4 PLAYERS



During the Setup Phase for 3-4 player games, each player draws cards until they have 6 cards in their hand, instead of 7.

At the start of the Setup Phase, the Start token moves one player to the left.

In addition, when playing a card, the player chooses 1 Column from the 6 available to them, then the player to their left performs their Available Action, and so on, until no player has any Available Actions remaining.

Before entering the Scoring Phase, after running out of Available Actions for the first time, players draw new cards until they have 6 in hand and perform Available Actions until they can perform no more, at which point the Game Phase ends and the Scoring Phase begins.

The points required for victory increase from 10 to 15 for 3 and 4 players games.

The rest of the rules stay the same.



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★ GAME SUMMARY

▷ BASIC MODE

● SETUP PHASE

Each player draws cards until they have 7 in their hand (6 for 3-4 player games).

● GAME PHASE

- Play a card, fulfilling the requirements of the Column. When doing so, place the Dominion Marker on your side or in the central space if there is a tie.
- Pass. If you do this twice in a round, you may not play any more cards this round (for 3-4 player games, the first time they all passed twice, they draw cards until they have 6 in hand).

● SCORING PHASE

- If a player dominates a Column, they receive points equal to the difference between their card and their opponent's. If there is no card from the other player, they receive 5 points.
- When a player reaches 10 victory points, they are declared the winner (15 for 3 and 4 player games).

▷ ADVANCED MODE

- Apply the effects of each card's Faction.
- Each Faction has a single Chosen One ★ who adds 1 point to the player that dominates the Column in the Scoring Phase.

▷ BEYOND THE PORTAL

Reveal 1 Portal Modifier Card to affect the current round.

