

ARCANUM



AN
ADVENTURE
GAME
FOR
2
OR MORE
PLAYERS



BAD BABY
PRODUCTIONS

Arcanum

Your training in the great halls of magic is now over, the years of hard work and difficult study now coming to an end. Tomorrow you will begin your long journey, one each graduate of the tower must take, a journey of adventure, danger and riches. You will need all your skills to survive this quest, but you are ready, for your magic is strong and your will is like iron.

Arcanum is a simple to play, but complex game, of adventure and magic, a game where players seek out the destiny of their character as they travel about the many magical lands on a unique game board.

Players will need to achieve a set of victory conditions if they wish to win the game, conditions that they have set for themselves before the game even begins. Encounter monsters, dangers and companions to aid you in your quest, and along the way you may even join other players as you each try to achieve some great deed. That or you may find that you have to battle these players as they seek to steal from you all your gathered magic and riches. Allies can turn into enemies with a blink of the eye, so you must walk your path with caution.

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host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html

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Introduction:

Arcanum is a game for 2 or more players. The game itself is simple to play, but many possible strategies may be called upon to win, or even simply, to survive.

Using a system of map tiles, each game will be a different experience than those played before. Thus each playing of the game will take you on a new adventure, with new experiences and new goals.

Arcanum uses a simple system of “Chips” to determine all outcomes, with no dice being used at all in the game. Arcanum is thus more about planning and skill, rather than blind luck of the dice rolls. When you do something, and with what chips, is more important in this game than the luck of the draw, so be prepared to think ahead if you want to win.



Getting Started:

Once the game is ready to be played, follow the directions below and get started.

1. Shuffle all the different card decks (Spell, companion and treasure decks) and set them off to the side. Place all the equipment, quests and monster cards off to the side as well, but close at hand for everyone.
2. Place the map tiles onto the table. How these tiles are laid out does not matter, so lay them out so everyone can get to them.
3. Have each player pick a character to play and hand out a single gold coin counter (or token) and a staff card. Each player then draws whatever spells they start with, and places them on the table for all to see. Each player also draws a destiny card at this time.

* Optional rule *

Instead of each player picking the type of character they will start with, they can randomly draw one from a deck of these character cards. This adds a bit of randomness to the game, but can be just as fun.

4. At this point shuffle all the different chips into the two piles. (Or place them into different bags) The different chips go into two pools, Player magic chips into one pile and the monster chips into another pile. These will be the chip pools for now on. Each player then should draw the correct number of chips they are to start the game with as shown on their character's card.

5. Next, turn all the trail counters over and shuffle them face down. Place one trail counter in each region of each map tile that has a black dot. Once all counters have been placed, turn them over.

*** Important ***

If a map tile ends up with the same type of counter twice, seek out the other map tile with the same problem and exchange one of the counters so that all map tiles have but one of a counter type on it.

7. Next flip over all the warning counters and shuffle them up on the table face down. Place one warning counter on each map tile, except for the tower and town tiles. Do not, though, turn these counters face up.

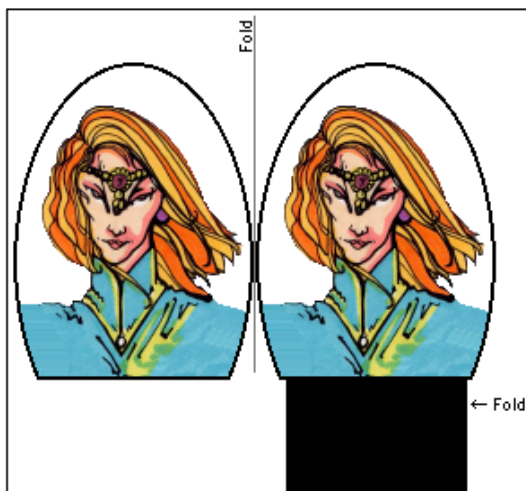
8. Last, but not least, players, as a group, must set a time limit on the game's length. Pick a week on the time track to end the game on. When the game has progressed to that point in time, the game ends. Thus Arcanum has only one restriction on when it ends, and that is the time and effort the players are willing to put into it.

It is suggested that at least a three month period of time be used to play the game, but less or more is possible, especially for shorter games or for long, marathon sessions.

If players needs too, they can continue the game beyond a single game year as it is shown on the time track. Just hand out a new sheet when a new game year begins, and continue on.

9. Each player now places their character's counter in the tower region of the tower tile.

You are now ready to begin the game.



Monster	Monster	Monster	Monster	Monster	Monster	Monster	
Monster	Monster	Monster	Monster	Monster	Monster	Monster	
Monster	Magic	Magic	Magic	Magic	Magic	Magic	Magic
Monster	Magic	Magic	Magic	Magic	Magic	Magic	Magic
Monster	Magic	Magic	Magic	Magic	Magic	Magic	Magic
	Magic	Magic	Magic	Magic	Magic	Magic	Magic
	Magic	Magic	Magic	Magic	Magic	Magic	Magic
	Magic	Magic	Magic	Magic	Magic	Magic	Magic



(S)
Wolf
(6)

Special Abilities

A. All hide attempts made against a wolf are at a -2 category.

Wounds

S

S

S

M

Chips X3

Base Chip

(1)
None

(S)
Goblin
(3)

Special Abilities

None

Wounds

S

S

M

M

Chips X3

Base Chip

(1)

(S)
Serpent
(7)

Special Abilities

A. Gains a +2 category on the serpent's first attack.

B. If a hit is scored, the serpent does an extra small hit in poison.

Wounds

S

S

S

Chips X2

Base Chip

(1)
None

(M)
Skeleton
(2)

Special Abilities

A. All magical spells and attacks made on the skeleton are at a -2 category.

B. All swords, lances and daggers do -1D.

Wounds

S

S

S

M

M

Chips X4

Base Chip

(1)

If you like this product, try other games from Bad Baby.

Mystic Adventures

A fast paced game of heroic adventure, war and struggle. Be the one to stand over the fallen bodies of your foes and rule the known world.

Mystic Adventures is a board game for 2 to 6 players, and comes now with five expansions to increase your gaming fun.

Arcanum

Is an exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters.

Now with two expansions.

The Abyss

A game where players take on the role of a demon lord in their struggle to rule the entire Abyss. The game is played in fast turns, with each player collecting essence, and then spending it to increase their demon lord's power and to build massive armies. Players then may enter into quickly run battles to defeat their foes and conduct others nasty actions that will slow down or harm their many foes.

Junkyard Wars

Is a game of tactical battle among programmable robots. Seek out valuable resources and battle your foes as you seek to dominate the Junkyard World and all the Junk it holds.

Using a unique system of program cards and a very different turn based system then anything else out there, Junkyard Wars seeks to make the typical strategy based war game, well something new.

So join the fun and jump into Junkyard Wars.

Character Portraits

Need a fast picture of what your character looks like. These professional, full color works, will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get'um.

Battle Tiles

Battle Tiles, by Bad Baby Productions, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for roleplaying games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Crystalmaner

Crystalmaner is a strategy card game of magic, power, luck and politics. A game where players struggle to be the first to hold enough of the mystic crystals to rule over the world, for he that holds enough of the mystic crystals is the only true Crystalmaner. Players will take on the role of a mighty wizard, one that seeks to collect the many mystic crystals that lay about the fantasy landscape. These crystals hold magic power, power that will allow you to summon great magic, and to control mighty beasts. These crystals are thus used to wage mystical war on your

foes, all in the hope of defeating them and their own goal of possessing the needed crystals to become your master instead of you becoming theirs.

Dragon Lords

Dragon Lords is an exciting and very different type of board game. Using a unique card based system to create the playing area, and so each game is both different from the next, and a challenge, for players will need to lay down a path that will gain them access to the many special location that will allow them to possibly draw more dragon.

The game comes with well over 350 2X2 inch cards, counters and a fully illustrated set of rule. Enjoy a night of bloody mayhem and adventure and play Dragon Lords.

Web of Tears

Web of Tears is a game of politics, intrigue, struggle and conquest. Web of Tears allows players to take control of a Dark Elf noble house, where they then must compete with other Dark Elf houses as each tries to achieve multiple victory conditions and goals. Can you train your nobles to their ultimate in skill, or will you need to amass a great army of slaves and skilled warriors. Maybe you will need to work the political side of the social order and have yourself proclaimed the queen of the city.

Web of Tears uses a unique system of influence peddling, intrigue, political plotting and all out war to allow players to interact in the nastiest of ways.

Can you out smart, out fight and out survive your foes?

Worlds of Wonder

Worlds of Wonder is a fast, simple to play RPG system designed for use by advance players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30 some years of playing, running and designing games, be they RPG's or board games, we at Bad Baby have come to one conclusion. Its not the game's rules that make it enjoyable, but the people your play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time they spend together playing, well worth the time spent.

Yes Worlds of Wonder will offer you a detailed combat system, and several magic options, but the majority of the information presented will deal with the creation of your character and the many options that will be open to you.

What we have tried to present to you with Worlds of Wonder is a detail means of generating the kind of characters that you will both find enjoyable, and a system that will keep you thinking on just what to do next with those characters.

Worlds of Wonder offers players, and GMs, a fully developed RPG system. The core system rules comes with the following...

- * A fully illustrated set of rules, completely booked marked for easy use.
- * Rules for generating and running a game using the WoW System,
- * An RPG system that is fully expandable, and easy to use.
- * 15 Skill Sets, each with 4 skills and 10 levels of advancement within each skill.
- * Over 100 Arcane spells, set within 5 schools of magic.
- * Over 100 Divine spells, set within several generic faiths.
- * 20 fully detailed monstrous foes to battle, with hundreds more coming soon.
- * A full color character sheet.
- * Lifetime updates should we upgrade and or revises the system in any way.
- * A full copy of the core rules set in a print friendly format.

Besides the core system, we here at Bad Baby are also including, for free, a copy of our most popular Battle Tile sets, Dungeon Chambers. Use these full color battle tiles to liven up your RPG games and to run the many battles you will encounter while adventuring in Worlds of Wonder.

