

Essence of The Arcane

Print & Play

Let me tell you a story...

Magic. The unseen force, which bends to the will of wizards, sorcerers and the like, flows freely around us.

It bends and twists. Intertwined like the threads of a tapestry.

Smaller than we can perceive are particles, called motes, which are called upon by magic users to cast spells.

These motes do not always work well together.

Often, they come into conflict. This is the nature of the...

Essence of the Arcane

Essence of the Arcane is an abstract strategy game, in which players control opposing motes of magical energy, attempting to remove the motes of the other player from the board.

To use this print & play version of Essence of the Arcane, you will need to gather some components.

The following components are required.

- ◆ 10 dice in 2 different colors (5 of each)
- ◆ An object to represent the void (a bottle cap works well)
- ◆ A printout of the board (found at the end of this PDF)

Setup

Each player will take the 5 dice in their choice of color.

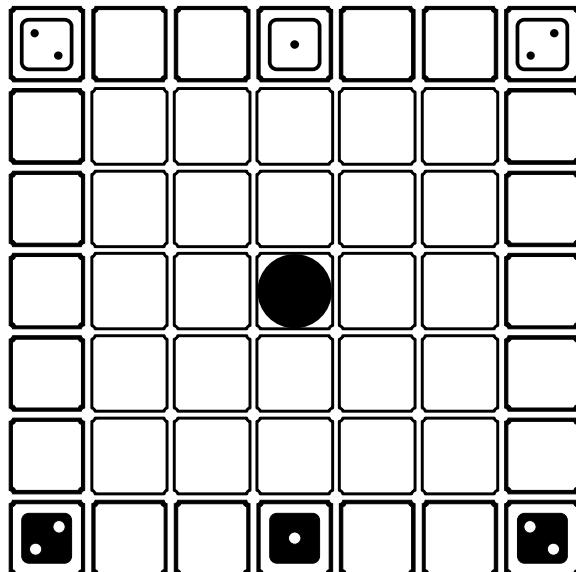
these dice will make up the motes in their mana pool.

Now, players will place 3 of their dice on the edge of the board closest to them.

2 dice in the corners should show 2 pips, facing the corner and center of the board.

1 die in the middle should have 1 pip showing.

Finally, place the void token on the middle space of the board.



The board should look like this

For a faster game, move each mote 1 space directly towards the void and ignore the outer spaces, during play.

Playing the Game

Each player's turn consists of two phases, which must be performed in order.

First Phase: Growth

The active player chooses one of their motes and increases its power by flipping its face up side to a number 1 higher than it currently is.

Note: This phase is skipped during the first turn of the game.

A mote can never have a power of more than 6. In the unlikely event that all of your motes are at 6, this phase is simply skipped.

Second Phase: Action

This is where most of the game takes place. In the action phase, the active player must perform 2 actions.

It is required that your actions be different. Using the same action twice on a single turn is forbidden.

An individual mote may perform 2 different actions, or 2 different motes may each perform a different action.

See the next page for a list of actions a mote may perform.

Actions

Any of these actions may be performed during the action phase.

Move

A mote may move a number of spaces up to its power, in a straight line.

Note: The directions that a mote can move are based on the pips That are showing.

Split

Splitting is used to add new motes to the board. To split, reduce a mote's power by 2, then place a new mote with a power of 2 on an empty, adjacent space.

Note: Adjacent means any of the 8 spaces surrounding it.

Heal

You may reduce a mote's power by any amount, and then increase a friendly adjacent mote's power by that amount +1.

Shift the Void

Move the void, 1 space in any direction.

If the void enters a space with a mote, destroy the mote.

Destabilize

This is how you attack.

To destabilize, reduce a mote's power by any amount and then reduce the power of all adjacent motes by the same amount.

If a mote is reduced to 0, it dies and is removed.

Note: This hits every mote, including your own.

Movement

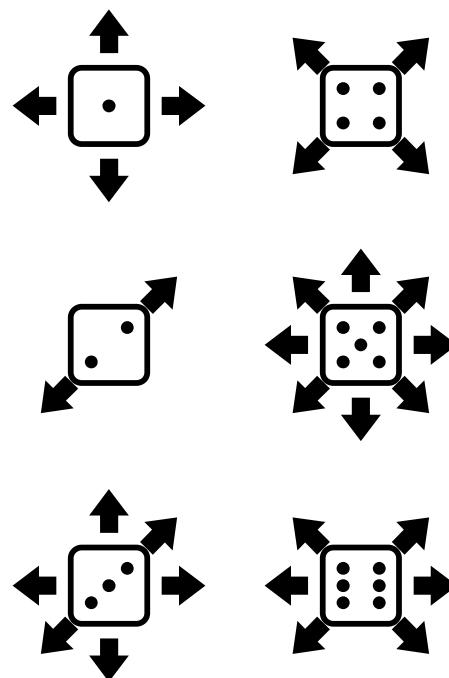
Motes are restricted in the directions that they can move, by the orientation of the pips that are showing.

Pips in the corners of the die mean that the mote can move diagonally, in the direction of those pips.

A pip in the center of the die means that the mote can move in any orthogonal direction.

Finally, pips on the sides of the die mean that the mote can move orthogonally, in the direction of the pips

Note: The owner of a mote may spin it in any direction, after it has been interacted with.



The movement options for each mote.

The Void

Magic can not exist within the void.
It is represented by a token, placed in the middle of the board.

Motes may NOT enter or pass through the void.

Ending the Game

The goal in Essence of the Arcane is to eliminate the opposing motes.

When a player is the last one with motes on the board, they are declared, the winner.

Variant Rules

You may choose to play with any of these variant rules, to add a little complexity to the game.

Determined

The void token is no longer impassable.

You still can't stop there, but you can move through, losing 1 power after moving.

Loop

You may move a mote off the edge of the board and then have it enter again from the opposite side.

Note: Spaces on the opposite side of the board are NOT considered adjacent.

Summoning

This variant gives players a new action, as follows.

Summon the Void

Remove a mote with a power of 6 from the board, then move the void token to the empty space, left by the mote.

FAQ

Can I reduce my mote to 0?

Yes, but know that it will die.
It will however, complete its action before death.

What is adjacent?

Adjacent means any of the 8 surrounding spaces.

Why do we skip Growth on first turn?

To eliminate the first player advantage.

Without this rule, the first player is able to rush in and cripple the other player before they have a chance to act.

Which directions can a mote move?

It depends on the pips that are showing.

Do I have to move the full distance?

No. You can move any amount up to the mote's power.

Can Destabilize reduce my own mote to 0?

Yes. However, you can NOT sacrifice your final mote with Destabilize.

Credits

Game Design & Mechanics

Jed Doerksen

Art & Graphic Design

Jed Doerksen

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This page will need to be printed for use as the game board

