

ARCS

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Main clarifications:

- Blight are buildings.
- If you don't have a card, don't take a turn.
- You can use Construction discounts as lead player.
- Battle order is attacker takes hits, then attacker steals cards, then defender takes hits.
- Pieces, units, and buildings are distinct terms.
- Breakthrough deck starts facedown.

Introduction

In *Arcs*, you will lead a spacefaring society through an epic saga. To win, you must have the **most Power** at the end of the game.

A game of *Arcs* lasts **five hands**, where you will play through a hand of action cards to take actions. At the end of each hand, two **public objectives** are scored, awarding Power to the players who best fulfilled them.

During play, players may fulfill and score their facedown **private objective**. At the end of the game, players will also score a public **final objective**.

Learn Fast, Play Fast!

If you'd like to learn *Arcs* by watching a how-to-play video, use the QR code below.

You can also find it in the Resources section for *Arcs* on our site: ledergames.com/arcs

What's in the Box

Galaxy Map

The galaxy map is where the action happens. You can move your units around it, battle other players for control over its systems, and extract resources from its many planets.

Player Pieces

Each player has the following pieces. The box contains pieces for four players.

Player Board

This board shows your current techs, which list what pieces you can build and what they do.



Units (14 ships, 3 agents)

Units can move around the galaxy map, battle enemies, and take control of systems.



Buildings (5 factories, 5 extractors, 5 domes, 1 tower)

Buildings are built on planets. Extractors can extract resources, and factories can build units. Domes and the tower can do various things based on the techs you have researched.



Influence (15 cubes)

Influence cubes are placed on Market spaces along the edge of the galaxy map to take special actions and gain cards. These are not limited by the contents of the box.

Power Marker (1 marker)

This piece tracks a player's current Power along the edge of the galaxy map.

Cards

Objectives (20 public, 7 private, 5 final)

Objective cards give the players ways to gain Power, which they need to win the game.

Actions (24—6 each of 4 suits)

Action cards are used to take actions on each round.

Resources (35—7 each of 5 types)

Resource cards are extracted from planets and are spent to build pieces, research techs, and use other special powers.

Techs and Assets (26)

Tech cards can be researched to improve your pieces and abilities, and asset cards give single-use powers. They are part of the same deck and can be acquired from the Market on the galaxy map.

Breakthroughs (8)

Breakthrough cards get added to the Market late in the game. Their powers are resolved instantly when acquired from the Market.

Other Pieces



Battle Dice (6 Assault, 6 Bombard, 6 Raid)

These dice are used to resolve battle.



Blight (15)

Blight are a sentient space-fungus that spreads through unknown methods. Blight buildings are placed on empty planets when players move to them, filling planet slots where buildings could be built, and can be removed in battle.

Initiative Marker

This marker shows which player will take the first turn of a round.

Hand Marker

This marker shows which hand you are playing of the five in the game.

Aid Sheets (4)

These sheets give a summary of how you win and what actions you can take.

Organizing the Box

<Some stuff about organizing the box here?>

Setup

1. Set Up Table

- A. Place the **galaxy map** on the table and collect the **15 Blight buildings** and **18 battle dice** in three colors nearby.
- B. Place the **hand marker** on the "1" space of the Hand track on the map.
- C. Place the **5 resource card stacks** (*Material, Fuel, Weapon, Psionic, and Relic*) in a supply near the map.
- D. Shuffle **26 asset and tech cards** to form the market deck. Shuffle the **8 breakthrough cards** to form the breakthrough deck. Place them near the map.
- E. Deal **3 market cards** to the 3 Acquire slots along the right edge of the map.
- F. Shuffle the objective deck. Deal **3 public objective cards** face up to the 2 Active and 1 Next Hand slots along the left edge of the map.
- G. Each player draws **1 private objective card** and keeps it facedown near them. Return the rest to the box.
- H. Shuffle the final objective cards and deal **1 final objective card** near the map. Return the rest to the box. (*If playing for the first time, we recommend using Warlord, which is the most straightforward.*)
- I. Each player chooses a color and takes the corresponding **player pieces**: a player board, 14 ships, 3 agents, 5 factories, 5 extractors, 5 domes, 1 tower, and 15 influence cubes.
- J. Place each player's **power marker** on the "0" space of the Power track on the map.
- K. Give the **initiative marker** on its Unseized side to a random player.

2. Set Up Players

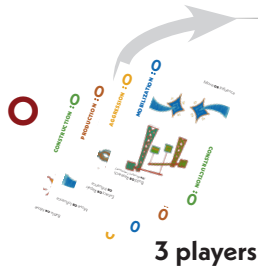
If you want to play fast, skip this section! Instead, each player draws 1 market card, places pieces on the map as shown in the graphic on the right, and takes 1 Material and 1 Fuel resource cards.

- L. Each player draws 3 **market cards** from the market deck, secretly chooses 1 card to keep in the Hold space on their player board, and shuffles the other 2 market cards back into the market deck. Once everyone has chosen, flip these cards face up.
- M. In reverse turn order—starting with the player to the right of the initiative marker and going counterclockwise—each player places 3 sets of their pieces at once onto the galaxy map:
 - (a) **1 extractor and 2 ships**, (b) **1 factory and 2 ships**, and (c) **1 ship**.
 - Each set of pieces must go in a single system with no pieces.
 - Each set must be adjacent to at least one of your sets, if possible.
 - At least one of your sets must be adjacent to another player's set, if possible.
 - The sets with the extractor and factory must go in systems with a planet.
 - The set with a single ship must go in a system **without** a planet.
- N. Each player takes the **2 resource cards** from the supply matching the 2 planets with their extractor and factory, and places them face up in their Hold space on their player board.

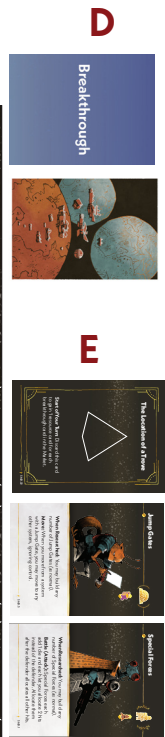
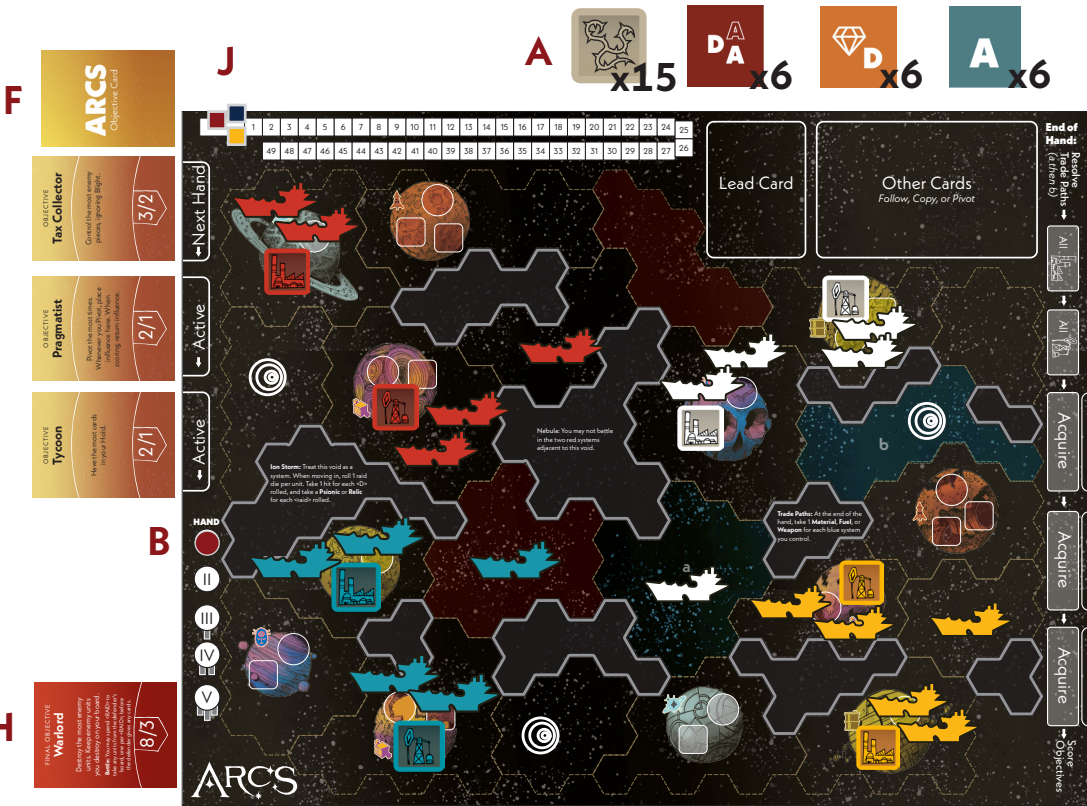
3. Draw Starting Hands

- O. If playing with 3 players, remove the **4 action cards numbered "0"** from the game.
- P. Shuffle all of the **action cards**. Each player draws action cards based on the number of players. (*You may look at them, but keep them secret from the other players.*)
 - 3 Players:** Draw 6 action cards.
 - 4 Players:** Draw 5 action cards.

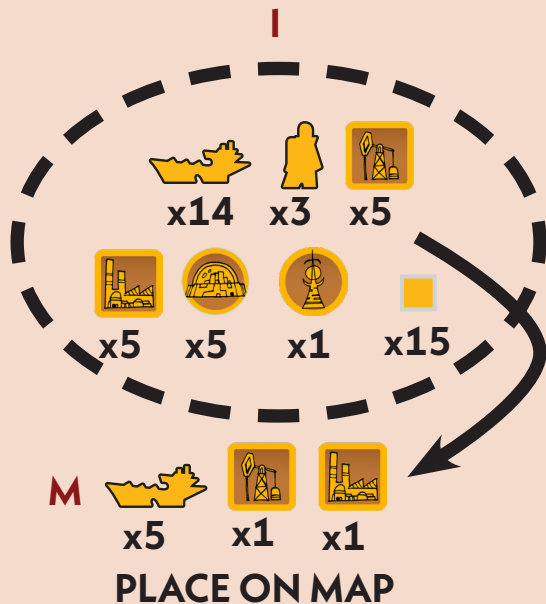
QUICKSTART SETUP



K INITIATIVE
MARKER
random player



EACH PLAYER GETS THESE PIECES

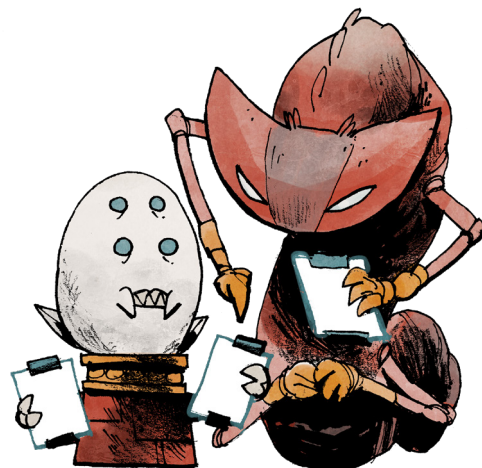


The Arc of Play

In a game of Arcs, you will play through **five hands** of action cards. In each hand, you will play through several **rounds**.

Broadly, in a round, each player will take one **turn** by playing an action card to do various actions. After everyone takes a turn, players check who will take the first turn of the next round. You'll learn more in **Playing a Round** (page 8)! You'll keep playing rounds until everyone runs out of cards in their hand. At this point, the hand ends, players gain Power from objectives they fulfilled, and everyone draws a new hand of cards. You'll learn more in **Ending a Hand** (page 13)!

Your first game of Arcs will take around 3 hours. After you've played a game or two, your games should take 2 hours or less.



Core Concepts

Objectives

The main way to gain Power is by fulfilling **objectives**. In each hand, there are 2 Active objectives along the left edge of the galaxy map. At the end of the hand, each of these objectives will be scored. You'll learn more in **Ending a Hand** (page 13)!

During play, a player can reveal their private objective to score it. Finally, at the end of the game, the final objective is scored.



Public Objectives

Galaxy Map

The galaxy map is composed of many areas, which are either **systems** or **voids**. Areas that share a border are **adjacent**.

Voids are areas with a gray border. They cannot be moved into unless explicitly allowed, and some of them add powers to the adjacent systems they specify.

Planets and Wormholes

A system may have one **planet**. Every planet is one of five **planet types** that corresponds to the resource that can be extracted from it.

Every planet also has one to three square or circular **planet slots**. Square slots can hold Blight, extractors, and factories; circular slots can hold towers and domes.

A system may also have a **wormhole**. Players can move between systems with wormholes as if they were adjacent. They are not considered adjacent for any other reason.



Control

You **control** a system and its contents if you have more pieces there than each other player and more than the Blight.

Controlling a system lets you move your units in and out of it, and lets you build buildings on its planet if the system has one.

Some objectives count how many planets or pieces you control. If you control a system, you also control everything in it, even enemy pieces, but control doesn't let you use them.

Influence

Throughout play, you can place influence cubes in various ways to take special actions and achieve objectives.

First, you can place influence on the **Market** along the edge of the galaxy map. This will let you take special actions and cards at the end of the hand. You'll learn more in **Ending a Hand** (page 13)!

Second, some final objectives let you place influence on various parts of the map itself. Influence on the map adds to control, but it cannot be moved or battled (pages 11–12).

Player Board

Your player board has 6 **tech slots** that hold **techs**, which let you build pieces and give you various powers.

Your **Ship, Factory, and Extractor** slots (*top three*) start with a tech printed on them, letting you build ships, factories, and extractors.

Your **Tower, Dome, and Agent** slots (*bottom three*) start empty, so you cannot build these pieces yet. As you play, you may gain tech cards that let you build them!

Your board also has a **Hold**, where you can store up to 6 cards face up. It can hold resource, tech, and asset cards. If you ever have more than 6 cards in it, you must immediately discard cards until you only have 6 cards.

Damage

As you explore the galaxy and battle each other, units and buildings can be **damaged**, shown by tipping or flipping it over.

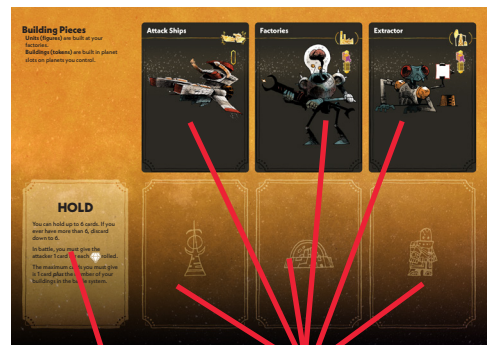
If a damaged piece is damaged again, it is removed from the galaxy map. Otherwise, damaged pieces work exactly like undamaged pieces.



Red controls this system



Market Spaces



Hold Tech Slots



Flip Buildings



Tip Units

Playing a Round

The round is the core part of play. In a round, each player takes one **turn**, starting with the player with the initiative marker.

Broadly, on your turn, you must play one action card to take some number of actions. At the end of the round, the initiative marker might change hands depending on which cards people played.

Players will keep playing rounds until everyone runs out of action cards. At this point, the hand ends and players will do some cleanup. After five hands, the game ends!

Step 1: Player with Initiative Takes Turn

As the player with initiative, you must play one action card face up as the **lead card**.

You may take one action (pages 10–13) for each **action icon** on the lead card, as follows:

- **Production** icons (*wrenches*) can be spent to **extract** or **repair** or **influence**.
- **Aggression** icons (*explosions*) can be spent to **battle** or **move**.
- **Construction** icons (*cranes*) can be spent to **build** or **research**.
- **Mobilization** icons (*starbursts*) can be spent to **move** or **influence**.



Production



Aggression



Construction



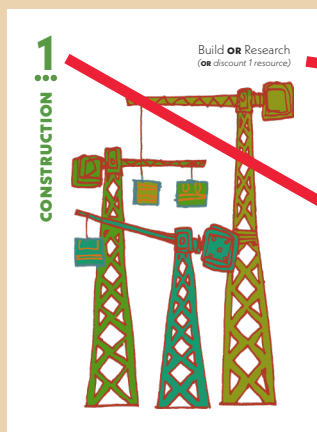
Mobilization

Passing initiative: If you have initiative and cannot play the lead card, or if you don't want to, give the initiative marker to the next clockwise player, who will play the lead card. (*You'll still take a turn later if you have a card.*) If everyone passes, discard all action cards and end the hand (page 14).

The "0" action cards used in four-player games are double-sided: If you play a double-sided action card, you choose which side to use. Ignore the other side completely.



Resource discounts: Building and researching often costs resource cards. During a Build or Research action, you can spend any number of unused actions from the card you played as resources. (*Don't take actions for the spent icons.*)



Build **OR** Research
(**OR** discount 1 resource)

Mikah is the lead player. She plays a "1" Construction card. This card has three Construction icons—the cranes—so she builds twice and researches once.

1
...

Each action card also shows how many actions it can give with the pips under its number.

Step 2: Other Players Take Turns

After the player with initiative takes their turn, each other player in clockwise order will take a turn. When it is your turn, you must play an action card in one of these ways:

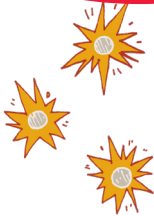
- **Follow:** Play an action card face up that matches the lead card's suit and has a higher number than the lead card. (*Not higher than every played card!*) You may take actions up to the number of icons on **your card**.
- **Copy:** Play any action card face down. You may take only one action of **the lead card**.
- **Pivot:** Play any action card face up that does not match the lead card's suit. You may take only one action on **your card**.

Seizing the initiative: If the initiative marker is on its Unseized side, you may play a second card face down to take the initiative marker and flip it to its Seized side. Play this card along with your first card. You do not get any actions for this second card. The lead player cannot seize the initiative.

No cards: Do not take a turn if you have no cards.

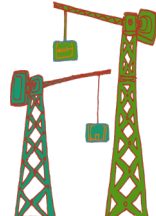
Battle **OR** Move

AGGRESSION : 1



After Mikah, Dane takes his turn. He plays a "1" Aggression card to Pivot and chooses to move. Pivoting does **not** change the lead suit!

CONSTRUCTION : 3



Lotus takes the next turn. They play a "3" Construction card to Follow and choose to research. They give up the card's second action to discount their research by 1 resource.

Step 3: Check Initiative and Discard Cards

After everyone has taken a turn, check whether the initiative marker changes hands:

- If the initiative marker is on its **Unseized** side, give it to the player who Followed with the highest number. If no one Followed, the lead player keeps it.
- If the initiative marker is on its **Seized** side, flip it to its Unseized side. (*Don't give it away.*)

Then, discard all played cards into the shared discard pile **face down**.

Step 4: Check for New Round

Start the next round if any players have any action cards left in their hand.

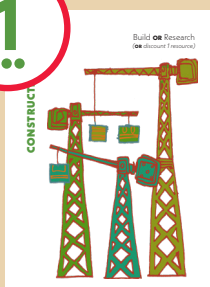
Otherwise, end the hand as described on page 14.

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Lotus played the highest Construction card to Follow this round, so they take the initiative marker.

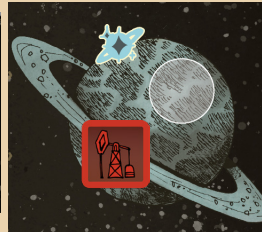
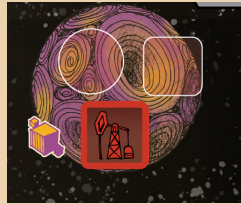
Actions

Extract

Choose one of your extractors on the map to use. Take the resource card matching its planet from the supply, and put it in your Hold face up. Each extractor can only extract one resource per turn.

*Resources are spent to build, research, and do the unique things described in **Resources** (page 16).*

Mikah extracts twice. She has a Material extractor and a Relic extractor, so she takes 1 Material card and 1 Relic card and puts them in her Hold.



Build

Choose a piece in your supply that you want to place onto the map. You must have a tech for this piece on your player board. (You start with techs for ships, extractors, and factories.)

Pay its cost by discarding resource cards from your Hold to the supply. The cost is under the piece type in the top-right corner of its tech. (If it shows no resources, it has no cost.) If you choose to replace one of your buildings on the map, discount the new building's cost by the old building's cost.

Dane wants to build 1 factory and 1 ship, which he has techs for.

Dane's ships cost nothing. His factories cost 1 Material and 1 Fuel.



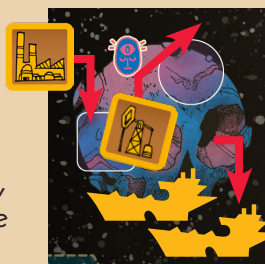
Build Cost

Place the piece on the galaxy map, following these restrictions:

- **Units** (wood figures) must be placed at a factory. (This does not require control.) Each factory can only build one unit per turn.
- **Buildings** (cardboard tokens) must be placed on a planet in a system you control. The planet slot and building must be the same shape. The slot must be open, or you can replace your building in it.



He wants to replace one of his extractors, which cost the same as his factories, so he doesn't need to spend any resources.



Dane removes one of his extractors in a system he controls, and places a factory there.

He can place the ship at any of his factories, so he places it at the factory he just built.

Move

Move any number of your units from one system to an adjacent system (*not a void*). When moving, you treat systems with wormholes as adjacent.

To move, you must control (*have the most pieces in*) the starting or ending system.

If your ending system has a planet but no pieces, place 1 Blight in every square slot on that planet.

Lotus takes the Move action once. They take 2 ships from a system they control and move both ships to an adjacent system they do not control.



This system is totally empty, so Blight is placed in all of the planet's square slots.

Research

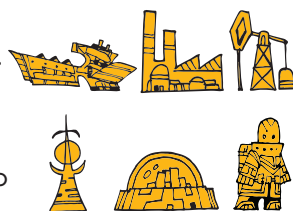
Choose a tech card in your Hold that you want to place on your player board.

Pay its cost by spending resource cards of **different types** equal in number to the pips under the tech's name, discarding them from your Hold to the supply.

Place the tech on a tech slot with the **matching icon** on your player board.

Flexible techs (<star>) can go in any tech slot.

When you Research, you may also return any of your researched tech cards to your Hold. If you cover a tech card, you must return it to your Hold or move it to a new tech slot if it's flexible. Covering a printed tech has some odd effects, detailed in **Weird Things About Arcs** (page 20).

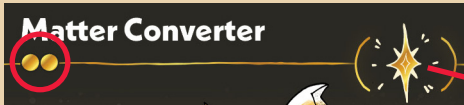


Tech Slot Icons



Research Cost

Dane researches Matter Converter. It costs 2 different resources, so he spends Material and Weapons.



Type

It is a flexible tech, so he can place it in any tech slot.

Influence

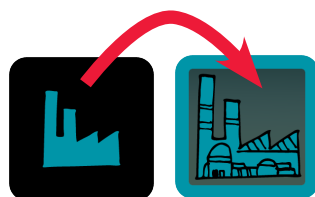
Place one of your influence cubes on one of the 5 Market spaces along the edge of the galaxy map.

Influence will let you take special actions and gain cards at the end of the hand (page 14).

Repair

Flip any one of your damaged units or buildings on the map back to its undamaged side.

Yes, you can repair a piece anywhere! You don't need a factory or control of the system.



Battle

1. Choose Battle System: Choose any system where you have any armed pieces. (*Armed pieces have an exploding border around their piece type on their tech. Your ships start the game armed.*)

2. Choose Defender: Choose one player who has any pieces in the battle system. If any Blight pieces are there, you may choose the Blight instead.

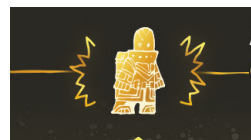
3. Collect Dice: For each of your armed pieces in the battle system, you may collect 1 assault, bombard, or raid die.

- **Assault Dice** damage the defender quickly at some cost to you.
- **Bombard Dice** damage the defender slowly but keep you safe.
- **Raid Dice** steal cards from the defender's Hold and deal damage to them, but threaten you with higher losses.

You may collect dice of different types, but you cannot collect more than 6 dice of a type.

4. Roll and Resolve Dice: Roll all of the collected dice and resolve their faces in this order:

1. The attacker takes hits equal to the number of <D> rolled. (See **Taking Hits**.)
2. The attacker steals cards from the defender's Hold equal to the number of <RAID> rolled, but no more than one **plus** the number of defending buildings. You must have at least 1 armed unit remaining in the battle system. (See **Stealing Cards**.)
3. The defender takes hits equal to the number of <A> rolled plus half the number of <HA> rolled, rounded down. (See **Taking Hits**.)



Armed Border



Assault



Bombard



Raid



**Half Hit
Hit**



**Steal Card
Take Hit**

Mikah battles in a system where she has 3 ships and 1 agent, who is armed. The system has 1 extractor and 1 ship of Lotus.



Mikah chooses to battle Lotus. She can collect 4 dice in total, so she collects 3 raid dice and 1 assault die.

She rolls the dice and gets 1 <A>, 1 <HA>, 3 <D>, and 2 <RAID>.



Taking Hits

Whenever you take a hit, you may either **damage** one of your undamaged pieces in the battle system, flipping it to its damaged side, or you may **remove** one of your damaged pieces there.

Let's be clear—the player taking the hit assigns it, not the player who dealt the hit!

Gaining Power: You gain 1 Power each time an enemy building (even *Blight*) is removed because of you. (This happens even outside battle!)



Battling the Blight: When battling Blight, always allocate hits first to undamaged Blight in the battle system, then to damaged Blight if there are no undamaged ones there.

In case you missed it, you do gain Power for removing Blight!

Mikah rolled 3 <D>, so she has to take 3 hits. She removes 1 ship and damages 1 agent, tipping it over.



Mikah rolled 1 <A> and 1 <HA>, so Lotus takes 1 hit. The <HA> is wasted since a second <HA> was not rolled.



Instead of damaging her ship, Lotus damages her extractor, flipping it to its damaged side.



Stealing Cards

For each <RAID> you roll, the defender must give you 1 card from their Hold, as long as you have at least 1 armed unit in the battle system after taking hits. However, the maximum cards you can steal is one **plus** the number of the defender's buildings in the battle system.



Stealing from the Blight: When battling the Blight, you may steal resource cards matching the planet in the battle system from the supply. You steal cards equal to the number of <RAID> rolled, but not more than one **plus** the number of Blight (as normal).

Mikah spends 2 <RAID> to steal 2 cards of Lotus's choice.

Lotus chooses the Material resource and Constructor Bots tech.



Ending a Hand

At the end of a hand, players will resolve the Market, gain Power for objectives and shift them, check if the game ends, refill the Market, and then draw cards.

Step 1: Resolve Market

Following the arrows along the edge of the galaxy map, resolve each of the 5 Market spaces.

The player with the most influence cubes on a space resolves its effect and returns all influence cubes on the space to their respective players' supplies. On a tie, do not resolve the effect and keep all of the influence cubes on the space.



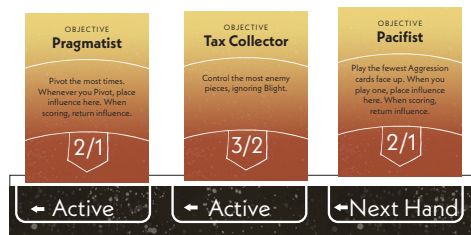
Market Spaces

- **All Factories:** Build 1 unit at each of your factories. (You can use techs that modify Build!)
- **All Extractors:** Extract 1 resource using each of your extractors. (You can use techs that modify Extract!)
- **Acquire:** Take the card in this slot and put it in your Hold unless it's a breakthrough. If it's a breakthrough, resolve it immediately and then discard it.

Step 2: Score and Shift Objectives

Score the 2 objective cards in the Active slots by the galaxy map, as follows.

- The player in **first place** for the objective gains the Power on the **left side of the slash**. (So for 3/2, gain 3.)
- The player in **second place** for the objective gains the Power on the **right side**. (So for 3/2, gain 2.)
- On a **tie for first place**, those tied players each gain the Power on the **right side**. Players in second place do not gain Power. (So for 3/2, each player tied for first gains 2.)
- On a **tie for second place**, those tied players do not gain Power.



Finally, shift the 3 face-up public objectives each one slot in the direction of the arrows (left), discarding the objective card that has no slot to shift into, and drawing a new objective card to place in the Next Hand slot. (The Next Hand objective is not scored in the final hand.)



Control the most systems that have no enemy pieces (even Blight).

Mikah controls 2 systems that have no enemy pieces. Lotus and Dane each only control 1 system with none. Mikah gains 3 Power. Lotus and Dane are tied for second place, so they gain no Power.

Step 3: End Game or Advance Hand

If the hand marker is on the "5" space, the game ends.
Otherwise, advance the hand marker to the next space.

If the game ends, resolve any End of Game effects and then score the *final objective* card. The player with the most Power is the winner! On a tie, the tied player earliest in turn order is the winner.

Step 4: Refill Market

First, discard any cards in Acquire slots with no influence cubes to the market discard pile.

Second, draw breakthrough cards to fill empty Acquire slots equal in number to the card icons under the hand marker on the galaxy map.

Finally, draw market cards to fill any remaining empty Acquire slots.

Step 5: Draw Cards

Shuffle all of the action cards. Each player draws action cards based on the number of players:

- **3 Players:** Draw 6 action cards.
- **4 Players:** Draw 5 action cards.

Then, some players draw and discard extra action cards face down based on the number of players:

- **3 Players:** The last player in turn order draws and then discards 2 action cards.
- **4 Players:** The last player in turn order draws and then discards 2 action cards. At the same time, the third player in turn order draws and then discards 1 action card.

Once you're done, the player with initiative starts the next hand!

FINAL OBJECTIVE All-Steward

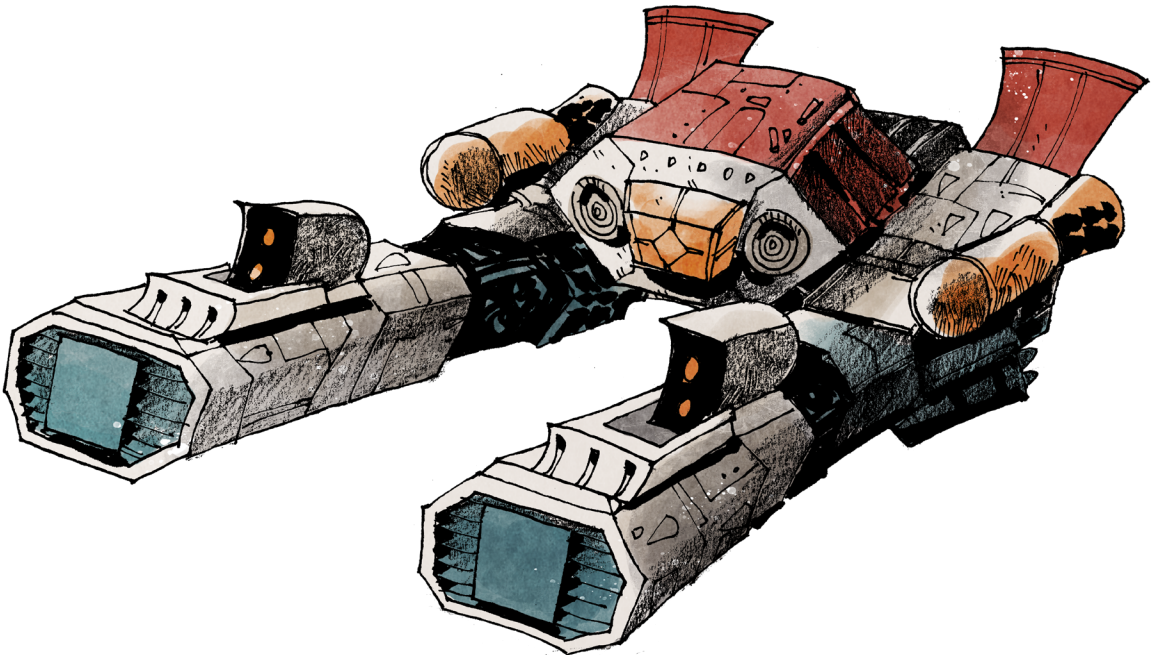
Influence the most different planet types (max 5).
New Influence Action: At 1 planet you control, place influence if it has none or remove enemy influence.
End of Game: In turn order, everyone may do the action above.

8/3



Breakthrough! Defectors Change Sides

When Acquired: In 1 system with your pieces, replace up to 2 enemy units with yours. (Discard any damage. You cannot replace units you don't have tech for.) (Discard this card.)
If Not Acquired: The player with the least Power removes 2 damaged units of each enemy from the map. (Break Power ties with turn order.)



Resources

There are five types of resource cards. Each resource can be extracted from a planet of the same type, as described in **Extract** (page 10).

Resource cards can be spent as follows:



Weapons can be spent as the attacker in battle during the Collect Dice step to collect 2 more dice. (*You still can only collect a maximum of 6 per type.*)



Fuel can be spent at the start of your turn to take a Move action, ignoring the need to control the starting or ending system.



Relics can be spent at the start of your turn to take a Research action, spending one fewer resource.



Material can be spent during the Build action as any resource.



Psionic can be spent at the start of your turn to take an Influence action.

You can spend as many resource cards as you want, even multiple of the same type. You cannot spend resource cards on turns where you start with no action cards left.



The Fine Print

Player Elimination

Rarely, a player can be completely eliminated from the galaxy map. At the start of a player's turn, if they have no units or buildings on the map, they may put 2 units and 1 extractor in any system with a planet that is uncontrolled. If no such system is uncontrolled, they may put it in any system with a planet.

Pieces

Pieces in *Arcs* are limited by the contents of the box except for influence cubes and Blight pieces.

Your pieces are placed from your supply, and your removed pieces are returned to your supply, unless otherwise stated. If you must place or remove more than is possible, do the maximum possible.

Rules Hierarchy

This rulebook supersedes the aid sheets.

Generally, card powers supersede this rulebook. However, a rule that uses "cannot" is absolute—it cannot be superseded unless it is explicitly named.

Sidebars, text written in italics and parentheses (*like this*), and text on the player boards are clarifications and reminders, which are superseded by the core rules they reference.

Unclear Choices and Timings

If two things happen at the same time or in an unclear order, or it is unclear which player should make a decision, the player taking their turn chooses the order. If no one is taking a turn, the player with the initiative marker chooses the order.

Private Information

Players may discuss (*and lie about!*) their private objective card, action cards in their hand, and facedown action cards, but they cannot show these cards to anyone else. All other information is public.

If your group wants to, you may play with two discard piles for action cards—one for cards played facedown, and one for cards played face up. This might slow things down, though!

Negotiations

Players may make deals and promises, but they are not binding. Players cannot give each other pieces from their supply or cards from their Hold unless explicitly instructed.



Glossary

<To be added>

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Credits

Weird Things About Arcs

You can play off suit. If you've played other games in the trick-taking genre, you may think that you must follow the lead suit if you can. You don't! You can always play off-suit to Copy or Pivot.

You can destroy your buildings before other pieces. If you've played our game *Root*, you might think that you have to destroy all of your units before you can destroy buildings. Nope! You can damage and destroy your pieces in any order.

Hits in battle are not limited by pieces. Unlike in *Root*, the maximum number of hits you can deal or take does not depend on the number of attacking or defending pieces. But you should know that bombard dice will never deal hits to the attacker, and you are not forced to roll the maximum number of dice that you are able to.

Following does not require playing a higher card than all players. To Follow, you just need to exceed the number of the lead card. It doesn't matter if a non-lead card has a higher number than the card you're playing.

You can replace buildings. When you take a Build action, you can swap out a building you already have on the map with another one, as long as you control its planet. You even get to discount the cost of the old building from the new one!

You can stop yourself from building pieces... If you cover up your Ships, Factories, or Extractors tech with a card that doesn't let you build that piece, you're removing your own ability to build that piece. Be careful!

...but if you do, you can still use those pieces. Even if your Ships tech is covered, you can still use the Move action to move them, but they won't roll any dice in battle. If your Factories tech is covered, you can still use Build to place pieces at them. If your Extractors tech is covered, you can still use Extract to gain resources from them.

Take care to distinguish pieces, units, and buildings. Various game effects refer to these terms. "Pieces" are all components, including influence. "Units" are ships and agents—the wooden figures. "Buildings" are extractors, factories, domes, towers, and Blight—the cardboard tokens.

Need a replacement part?

ledergames.com/replacements

More questions? Want to learn more?

ledergames.com/arcs

Learn Fast, Play Fast!

If you'd like to learn Arcs by watching a how-to-play video, use the QR code below.

You can also find it in the Resources section for Arcs on our site: ledergames.com/arcs