



Tokar's Arcana

1st Edition

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White Mask Productions



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*White Mask
Productions*

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Secret Empires Codes: TarotCard

(For use with the Windows 95 computer game, downloadable from
www.whitemask.com. Enabled in version 3.0 or above)

As noted throughout history, the power of a ruler lies not with the size of his army, yet with the prowess of his leadership. This simple fact empowers the Kingdom of Cheshire; a land well endowed with military forces who have yet to see a battlefield. You see, Cheshire is the world's largest kingdom, and as they hold that title, many would like to bring Cheshire to it's knees. However, due to the brilliant leadership of King Tokar, over 30 battles have been fought without a single death. How is this possible? Simple.

King Tokar strongly believed in non-violence, and for those who would accept, he offered to them a single game of Arcana; a pastime favored throughout the land. Tokar's game of Arcana was particularly famous for his animated pawns, climbing from the cards to wage battle on the marble plateau. After watching a small exhibition put on by the mystical soldiers, Tokar and his opponent would sit and debate over stakes of the game; this usually being one kingdom for another, or smaller stakes for smaller grievances. Once the king and the challenger came to an agreement, the conflict would begin. A single round of Arcana could take months, as both sides consulted their wisest advisors, plotting hundreds of possibilities for each turn. And though more time consuming than warfare, thousands of lives were spared, hordes of gold were conserved, and the lives of the citizens were not disturbed by the struggles of their rulers...

For those who would lose to Tokar, the simple threat of his mighty army attacking would normally force compliance. The King was a fair man, however, and usually took only a fair penalty from the challenger; as he asked King Xanthis for a stronger trade agreement, and the Mayor of Seras to return 50,000 gold to his people.

And so begins to explain the legend of King Tokar. Now that you have come into ownership your own Arcana, one can only hope that the wisdom of the king comes to mind as you battle the wits of your upcoming adversaries. Good luck to you, loyal citizen...



Welcome to the world of Tokar's Arcana. Should you become as enchanted with the game as we have, more expansions are available at www.whitemask.com. But for now, enjoy!

Contents of Tokar's Arcana

This version of Tokar's Arcana contains **6 Human Arcana Cards, 7 Undead Arcana Cards, 32 Army Tokens, an 8"x10" marble-looking checkerboard**, and this **Rule Book**.

Requirements to Play

Tokar's Arcana requires nothing besides two willing participants. However, if you have a good sized collection of miniatures, they work wonderfully in place of the paper Army Tokens...

What's the object?

The object of Tokar's Arcana is simple; capture your enemy's general by any means possible.

Setting Up

Before the game begins, each player must construct his army. Each must include the following units :

- 8 Soldier Class Models**
- 2 Sergeant Class Models**
- 2 Lieutenant Class Models**
- 2 Captain Class Models**
- 1 Chief Class Model**
- 1 General Class Model**

(Note : As this basic edition has no extra units, there's really nothing to select.)

Once the units are ready to go, place them on the board as shown in Figure 1-1. They should begin in the two rear-most rows of the checkerboard, closest to their owner.

Side Note : "Adjacent" is considered all eight surrounding squares.

Optional Rule : Pre-Game Debriefing

Each player should give their opponent a quick run-down of their units and their abilities, letting them know what they are up against. Either that, or the two players can trade Arcana cards for a set amount of time to study their opponent.

Playing the Game

Play may begin at random, or however the players see fit to begin the game. Each turn, a player may order one unit to perform an action. This may be moving, attacking, using an ability, etc. All actions must be performed as the unit's Arcana card states. On the front of each card is a summary of the unit's abilities. On the back can be found "Specific Details" on those abilities.

Killing a unit

If a unit is killed, it is removed from play and placed into the "graveyard", located to the player's left.

Optional Rule : "Check"

As in Chess, if a player moves a unit into a position to where he may kill an enemy general within the next turn, he must say "Check" to his opponent, pointing out the danger.

Moving off-field

Unless stated otherwise, any model who moves off the board will then be considered "killed".

Ending the Game

As soon as one player kills his/her rival's General Class model, the game is over.

Questions, disputes, comments?

Please feel free to E-Mail me at PhantomOpera@Whitemask.com. I'll be more than happy to settle an argument, or add your comment to the next edition of Tokar's Arcana.



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SOLDIER	SOLDIER	SOLDIER	SOLDIER	SOLDIER	SOLDIER	SOLDIER	SOLDIER
LIEUTENANT	SERGEANT	CAPTAIN	CHIEF	GENERAL	CAPTAIN	SERGEANT	LIEUTENANT

Figure 1-1 : The proper formation of an army.

Human Units

Imperial Warrior - Soldiers with great attacking prowess.

Blue Knight - An honorable swordsman galloping through the ranks in search of victory.

Wind Mage - A powerful spell caster with the ability to summon lightning.

Priest of the Winds - A blessed healer protected by a guardian angel.

Alchemist - A cowardly chemist who engulfs his target with fire.

Duelist - A galloping noble armed with a deadly pistol.

Battle mage - A royal wizard on horseback. Armed with a sharp sword and the ability to vanquish his opponents.

Undead Units

Skeleton - Unrelenting juggernauts of destruction. Due to regeneration, they cannot be killed by weaker units.

Zombie - Messengers of death. The bite of a zombie transforms any man into drooling, mindless creature of the undead.

Mummy - An ancient horror. The smell of a mummy's tomb gas can paralyze any victim.

Tomb Keeper - Loyal servant to a ruler long past. An agile warrior who can regenerate many wounds.

Dark Priest - A mage who keeps in constant meditation. Capable of summoning the "night wind", or exploding an ally with poisonous gas.

Necromancer - A sorcerer of death on skeletal horseback. Has ultimate control over life and death.

Human Strategy

- Unlike the undead, the human army is a very agile group. Use this to your advantage.
- The Alchemist may seem "useless" to many, however his swapping ability has many uses...
- A fallen priest may reappear in the opposite corner of the board with his guardian angel. From there, revived soldiers can be easily promoted...
- The duelist is a very dangerous unit, and should be protected at all costs.
- The Battle Mage is a very powerful unit; don't be afraid to use him in battle. Just watch out for getting him into sticky situations...

Undead Strategy

- A necromancer can easily make a moving shield out of skeletons.
- Mummies are very effective units due to their tomb gas. Use them to paralyze the more powerful units, while skeletons or zombies finish them off.
- A Dark Priest can sacrifice a skeleton to push all enemy units back one square. This often times may save the day, or offset a battle plan.
- A Dark Priest can make "Mummy bombs" that are very dangerous...
- Tomb Keepers are great for clearing away the front ranks of any army.

Imperial Warrior

- May move forward one space.
- May kill any one soldier class model in front of him, or one higher ranking model diagonal forward to him.

Rank : Soldier

Blue Knight

- Moves in an "L" shape.
- Kills by landing on an enemy model.

Rank : Sergeant

Wind Mage

- May teleport up to 2 spaces diagonal.
- Kills whomever he teleports onto.

OR

- May strike a lightning bolt exactly 3 squares ahead of himself, killing whoever occupies the square.

Rank : Lieutenant

Priest of the winds

- May move one square in any direction.
 - May kill any one adjacent soldier class model.
- OR
- If the priest is in a corner of the board, he may revive a soldier class model into an adjacent square.

SPECIAL

- May be revived once after dying.

Rank : Captain

Alchemist

- May move horizontal up to 5 squares, swapping places with models in the way as needed.
- May throw a firebrew potion at any model within 2 squares. Model will then die within 3 turns.

Rank : Captain

Duelist

- May move as many spaces as he likes in any one direction, until obstructed by another model.
- May fire his pistol, killing any one adjacent model.

Rank : Chief

Battle Mage

- May ride one space in any direction.
 - May kill any one adjacent model.
- OR
- May ride one space in any direction.
 - May teleport away all adjacent enemy models ranking Sergeant/Lieutenant or less.

OR

- The Battle Mage may promote a unit.

Rank : General

Specific Details

- A wizard may teleport diagonally **up to** 2 spaces, over allied and enemy models.
- A wizard kills whomever he teleports onto. (Allied or enemy)
- A wizard may summon a lightning bolt *exactly* 3 spaces ahead of himself. Ahead of himself is always considered towards the enemy lines. He may never summon a lightning bolt sideways or backwards.

Specific Details

- The knight may move horizontal 1 space & vertical 2 spaces or horizontal 2 spaces & vertical 1 space.
- A knight may move in any direction, just as long as he moves in an “L” shape.
- A knight may pass over models. (Allied or enemy)
- A knight kills whomever he lands upon.

Specific Details

- A warrior may only move forward.
- A warrior does not have to move to attack.

Specific Details

- The duelist may move as many squares as he likes, in any one direction, until obstructed by another model.
- After moving, the duelist may fire his pistol, killing any one adjacent model.
- The duelist does not have to move to fire his pistol.

Specific Details

- The Alchemist may only stay in the back ranks, moving horizontal.
- The Alchemist does not “hop” over models. If a model is in his way, he must swap places with the model, then continue on.
- Place three tokens on any model struck with firebrew. Every time the model’s owner ends a turn, he must remove one token. When the last token is removed, he must also remove the model.
- The Alchemist may throw his firebrew and move in the same turn.
- The Alchemist may throw his firebrew 2 squares in any direction, even in multiple directions. *I.E. Forward then diagonal.*
- An Alchemist’s firebrew may “hop” over one model.
- Additional firebrews have no effect on a model already hit with a firebrew.

Specific Details

- A priest cannot kill models ranking above soldier class.
- A priest does not have to move to kill an adjacent soldier class model.
- If all square adjacent to the priest are occupied, the priest may not revive a dead unit.
- If a priest is killed in any manner, he may immediately be revived to any space on the board. This may only be done once per priest.

Specific Details

- A Battle Mage does not have to move to kill an adjacent model.
- A Battle Mage does not have to move to vanquish adjacent enemies.
- A Battle Mage may either Move, Move/Attack or Move/Vanquish
- If a Battle Mage vanquishes enemy models, he may relocate them anywhere on the board *not occupied* by another model.
- The Battle Mage cannot vanquish models ranking Captain, Chief, or General.
- If a soldier class model makes to the end of the battlefield, the Battle Mage may promote the soldier to a sergeant/lieutenant class model from his own graveyard.
- If there are no sergeant/lieutenant class models currently out of play, no promotion may be given. Instead, the Battle Mage may return the soldier to a space adjacent to the mage, or leave the soldier as he is. That soldier may be promoted later if he is still in the back row.

Skeleton

- May move forward one space.
- A Skeleton kills by moving into a space with another model.

SPECIAL

- Cannot be killed by Soldier Class models.

Rank : Soldier

zombie

- May move vertical or horizontal up to two squares.
- Kills by moving into a square with another model.

SPECIAL

- Turns victims into undead units.

Rank : Sergeant

Mummy

- May move one square either vertically or horizontally.
- Kills by moving into a square with another model.

SPECIAL

- Paralyzes adjacent enemy units.

Rank : Lieutenant

Tomb Keeper

- May move one square in any direction.
- May kill any one adjacent model.

SPECIAL

- Cannot be killed by Soldier Class models.

Rank : Captain

Dark Priest

- May sacrifice an allied soldier to push all enemies back one square.

OR

- May explode an allied unit ranking above soldier, killing all adjacent models.

OR

- May kill all adjacent enemy models.

SPECIAL

- A Dark Priest may not move.

Rank : Chief

Necromancer

- May move one square in any direction.
- May kill any one adjacent model.

OR

- May revive one soldier class model.

OR

- May trade 2 soldier class models for 1 sergeant/lieutenant class model.

OR

- May trade 2 sergeant/lieutenant class models for 1 captain class model.

OR

- May trade 2 captain class models for 1 chief class model.

Rank : General

Specific Details

- Any adjacent enemy model cannot be commanded by it's owner to move, attack, or use an ability. "SPECIAL" rules still remain in effect, however.
- A mummy's tomb gas does not take effect until the end of the turn. So, if a unit has any kind of "reaction" ability, this will be completed before the paralyzation takes effect.
- Tomb gas has no effect on allied models.

Specific Details

- A zombie does not have to move 2 squares in the same direction. It may move one vertical and one horizontal, or one horizontal and one vertical.
- Zombies may not move diagonal.
- Zombies cannot "hop" over models, whether they are allied or friendly. They must move around.
- Upon killing, the zombie's owner may take a unit from his graveyard (ranking equal to the victim), and place it adjacent to the zombie.
- Zombies cannot kill an allied model and trade it in for another model.
- Killing a zombie will not restore nor destroy a zombified enemy model.

Specific Details

- Skeletons can only move forward. Once crossing the board, they may walk off the edge of the board and reappear adjacent to the general class model.
- Skeletons can never be killed by a soldier class model, unless the soldier class model has specific rules against skeletons.

Specific Details

- If there are no empty adjacent squares to the necromancer, he may not revive a unit.
- All revived units must be placed in a square adjacent to the necromancer.

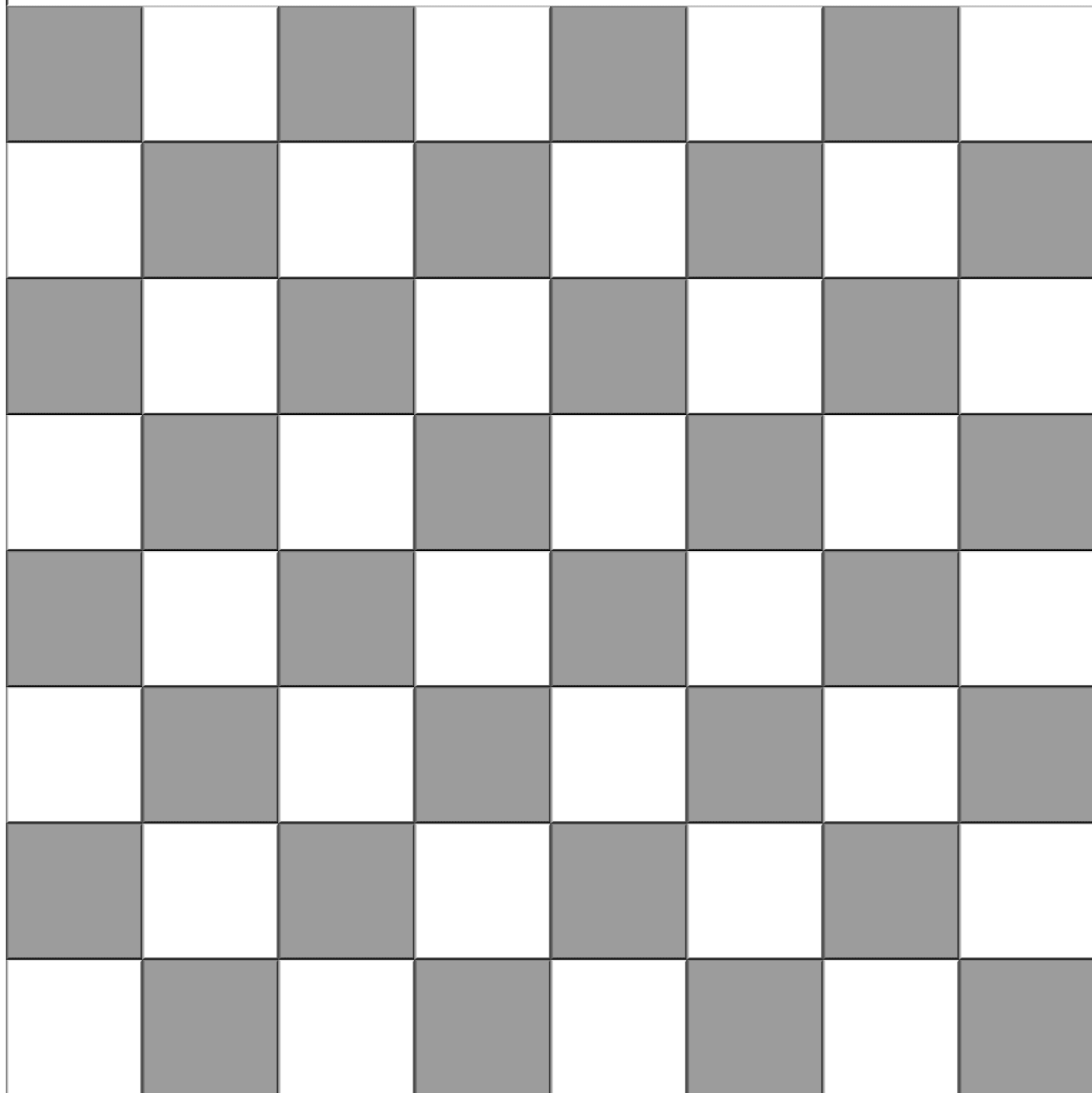
Specific Details

- A Dark Priest may never push models off of the board.
- A model may only be pushed if it has a square behind it available to be pushed into. Movement begins from the rear-most row forward.
- A model may be pushed into the effects of a mummy's tomb gas.
- The Dark Priest may explode one allied unit ranking above soldier. This unit is then removed from play, along with all other units adjacent to the exploded unit. (Enemy or allied)
- An explosion counts as a general-class attack.
- A Dark Priest may not move from his square.
- A Dark Priest may be moved by other units.
- If a Dark Priest is moved, it may not be tapped for command during the next available turn.
- A Dark Priest may only do one NightWind/Explosion per turn.

Specific Details

- Tomb Keepers can never be killed by a soldier class model, unless the soldier class model has specific rules against skeletons.

TΘKAR'S ΔRCANA



TΘKAR'S ΔRCANA

IMPERIAL WARRIOR SOLDIER	IMPERIAL WARRIOR SOLDIER	IMPERIAL WARRIOR SOLDIER	IMPERIAL WARRIOR SOLDIER	IMPERIAL WARRIOR SOLDIER	IMPERIAL WARRIOR SOLDIER	IMPERIAL WARRIOR SOLDIER	IMPERIAL WARRIOR SOLDIER
WIND MAGE LIEUTENANT	BLUE KNIGHT SERGEANT	PRIEST OF THE WINDS CAPTAIN	DUELIST CHIEF	BATTLE MAGE GENERAL	ALCHEMIST CAPTAIN	BLUE KNIGHT SERGEANT	WIND MAGE LIEUTENANT
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SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER
MUMMY LIEUTENANT	ZOMBIE SERGEANT	TOMB KEEPER CAPTAIN	DARK PRIEST CHIEF	NECRO- MANCER GENERAL	TOMB KEEPER CAPTAIN	ZOMBIE SERGEANT	MUMMY LIEUTENANT
SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER	SKELETON SOLDIER
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