

ANARCADE ©

Travel back to when the arcade was a dark, smoky den of iniquity. Fame and respect can be bought for only a quarter if you have the skill. Once you fill up the high score table on a game then you are the king! Put a quarter on the glass and challenge the champ if you think you've got what it takes!

Anarcade is a deck building game of stack control. Each player attempts to fill up a High Score table to take control of that game before an opponent can do the same. The winner is the first player to control 3 games.

2 Players

(3-4 Players with additional deck)
45 minutes Estimated Game Time
Ages 10 +

<https://www.facebook.com/AnarcadeCardGame>
<http://entireprizeenterprises.com>
<https://www.thegamecrafter.com/games/anarcade-deck-building-game>

Box Contents

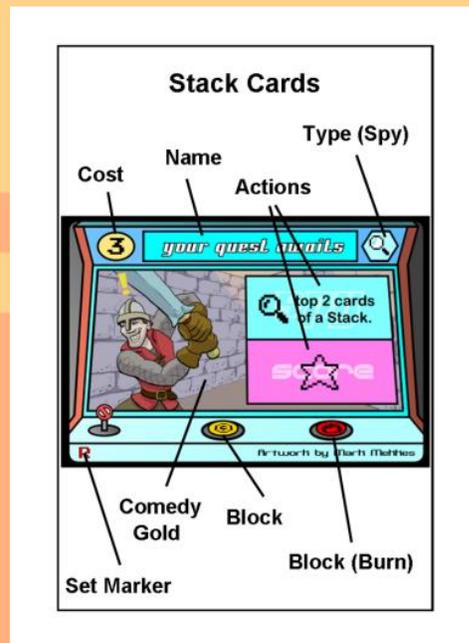
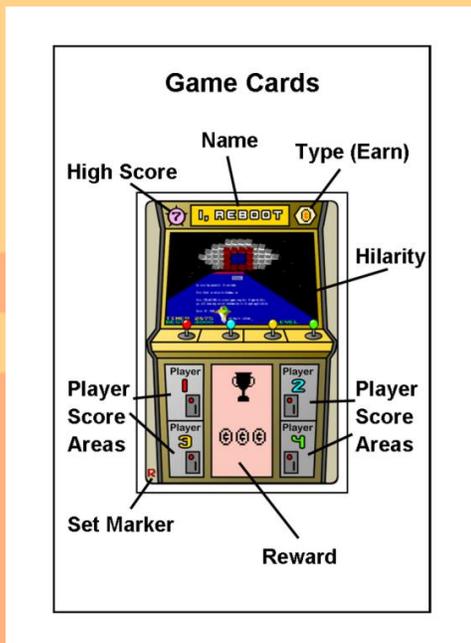
10 Game Cards—Vertical, white border
20 Starter Cards—Horizontal, white border
70 Stack Cards—Horizontal, black border
1 Starting Player Card
2 Reference Cards

Produced by Steve Vilbig
Special Thanks

Brandon Barch, Mark Mekkes, Sharon Vilbig
And You!

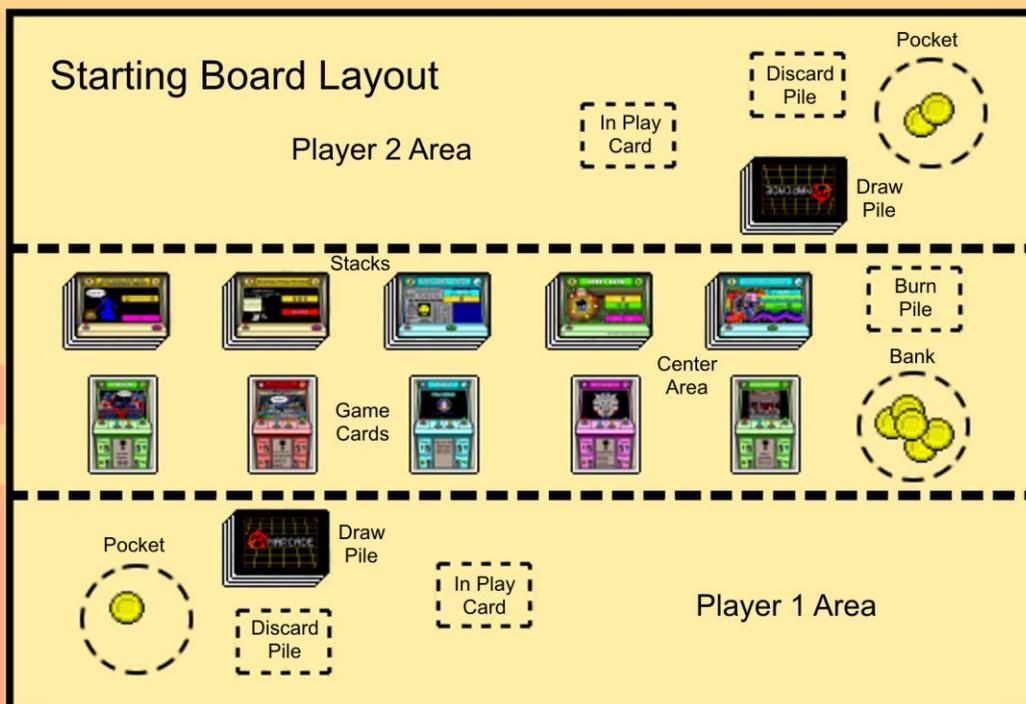
Overview

In Anarcade, each player is trying to master arcade games by filling up the high score tables. Each arcade game is represented by a Game card and a Stack. The Game card lists the attributes of the game such as the number Scores required to Master, rewards and special rules pertaining to the game. The Stack contains cards that the player can buy with Coins that will allow the player to earn Coins, Score on Game or block other players attempts actions. Once you have Mastered a game no other player can buy cards from its Stack or Score on it. Just Master 3 Games to win!



Setup

- **Stock the Bank** - Place tokens representing Coins into the Bank in the center of the play area. You may want to have around 30 Coin tokens. You can use any object to represent Coins but actual quarters are recommended.
- **Create the Stacks** - Separate the black and white bordered cards, shuffle the black bordered Stack cards and deal 14 cards into 5 different stacks in the center of the play area, face up. Shuffle the Game cards and deal out 1 beneath each Stack, face up. Place the remaining Game cards aside as they will not be used this game.
- **Create Draw Decks** - Each player is given 10 white bordered Starter cards (**7 Loose Change and 3 Insert Coin cards**). Each player shuffles these cards and places them face down in their player area to create their draw pile.
- **Determine Starting Player** - Take the Starting Player card and 1 Reference card. Shuffle these cards face down and deal one out to each player. All players then reveal their cards. The player who revealed the Starting Player card is Player 1 and he keeps this card in front of him. The player to his left is Player 2, and so on. Control of the Starting Player card may move around through the game, but the each players' number remains constant throughout the game. Now give Player 1 a Reference card as well so he doesn't get lost.
- **Distribute Starting Coins** - Each player takes a number of Coins from the Bank equal to their player number and places them in their play area. Player 1 gets 1 coin and player 2 gets 2 coins. This coin pile is referred to as a player's Pocket.
- **Create Starting Hands** - Each player draws a starting hand of 5 cards from their draw pile.



Turn Sequence

Choose Cards - Each player chooses a card from their hand and holds it up. Once all players have chosen a card, all players reveal their chosen cards at the same time by placing them face up in their play areas. Their chosen card is now in play.

Take Actions - Starting with the Starting Player, each player performs all of the actions listed on his card in the order they are listed. The action type (Spy, Earn, Buy, Burn and Score) is denoted by the action background.

Timing - If an action instructs all players to perform an action, the Starting Player goes first followed by the player to his left in sequence.

Blocking Action Types - Many Stack cards have one or more Block Buttons displayed at the bottom of the card. The colors on these buttons reflect the five types of actions. If a player plays a card with a Block button, the player sitting to the left of that player may not perform actions of that type during this turn.

Action Types



Spy - Actions in this phase allow players to influence the flow of the game by looking at other players' cards, cause players to draw and discard cards and change control of the Starting Player card. The Spy symbol on an action allows the player to examine the specified cards and replace them in any order.



Earn - Actions in this phase tend to allow players to acquire Coins. The Earn symbol on an action allows the player can take 1 Coin per symbol from the Bank and place it in his Pocket.



Buy - Actions in this phase allow players to Buy or Gain cards from Stacks. The Buy symbol on an action allows the player to purchase a card from the top of an available Stack by paying its Cost in Coins as specified on that card to the Bank. If an action contains more than one Buy symbol the player must pay the full cost for each card purchased. The player is not obligated to use the Buy action. Whenever a player Buys or Gains a card, it is always placed in that player's discard pile.

Matching Type Discount - If the Game type symbol on the Game card matches the type symbol of the top card of its stack, the cost of the card is reduced by 1.

Gaining Cards - If a Buy action contains the Gain keyword the player may take the specified card without paying its cost. When a player Buys or Gains a card, it is always placed in that Player's discard pile.



Burn - Actions in this phase allow players to remove less useful cards from their decks. When an action contains the Burn symbol the player may place the specified card into the Burn pile, not the discard pile. Burn actions may or may not be optional depending on the wording on the card.

Minimum Deck Size - If a Burn action would cause the total number of a player's cards to drop below 10, that action is ignored.



Score - Actions in this phase allow you to Score on a Game by moving your Coins onto it. When an action contains a Score symbol the player may move 1 Coin from your Pocket to an available Game card. The tokens should be piled next to your player number on the Game card to keep them separate from other players' Coins. Once a player Scores a number of Coins on a Game equal to that Game's High Score value, that Game becomes Mastered and he immediately takes control of that Game card and its Stack. The player will move both the Game card and its Stack to the area in front of him. While a player controls a Stack, no other player can Score on, Buy, Burn or use effects that target that Stack. The player who Mastered the game moves his Score tokens from that game to the Bank and all other Score tokens on that game are returned to their respective players' Pockets. A player may Master a Game with a depleted Stack for victory purposes. No player may Score on or move Score to a Mastered game.



Reward - If a player Masters a Game card that has the Reward symbol, that player performs the specified action immediately.

End Turn - Once all players have performed all of their actions, each player moves his card in play to his face up discard pile. The turn sequence begins again. If there are no cards in a player's hand at this time, the player must draw 5 cards. If the player's draw pile ever runs out, the player shuffles his discard pile into his draw pile and continues to draw until he has 5 cards.

Victory - The first player to control 3 Stacks is the King of the Arcade and wins the game.

3-4 Player Rules - Anarcade can be played with 3 to 4 players, provided you mix the cards in two decks together. You can use two copies of the same set or two different sets. For 3 players deal out 7 stacks and for 4 players deal out 9 stacks. When stocking the bank during setup, start with roughly 15 Coins in the bank per player. When choosing the starting player, shuffle the Starting Player card with enough reference cards so that 1 card can be dealt to each player. Remember that only the player to your left will be blocked by your cards.

Key Terms

Available Stack - Any Stack in the center of the play area or a Stack that the player has Mastered are considered to be available to that player. Stacks Mastered by an opponent are not available.

Bank - The Bank is where all extra Coin tokens are stored in the center of the play area. Coins in the Bank are not controlled by any character. If the Bank runs out of Coins, more tokens should be added to the Bank.

Burn - When a player Burns a card from their hand, draw pile, discard pile or Stack, that card is placed in the Burn Pile.

Burn Pile - The Burn Pile is the area where Burned cards are placed in the center of the play area. It is not to be confused with each player's discard pile.

Buy - The Buy symbol on an action allows the player to purchase a card from the top of an available Stack buy paying its Cost in Coins as specified on that card to the Bank. If the Stack card type symbol (top corner) matches the type symbol of its Game card, the card cost is reduced by 1. The purchased card is placed in its owners discard pile.

Coin - Currency tokens used to Buy cards from Stacks or to Score on Games. You can use any object to represent Coin tokens but actual quarters are recommended.

Earn - When an action contains the Earn symbol the player can take the specified number of Coins from the Bank and place them in his Pocket.

Gain - If a Buy action contains the Gain keyword the player may take the specified card without paying its cost and place in their discard pile.

Game Card - Game type cards describe the attributes of a Stack. Each Game card has a name, a High Score required to take control of the Stack, a type which indicates which type of cards will be less expensive on this Stack and a text area with special rules or Rewards that apply to this Stack. The Game card always moves with the Stack when a player takes control of that Stack. When a Stack is depleted, the Game card remains to indicate who controls the empty Stack.

High Score - The number listed on a game card that indicates how many Score tokens a player needs to Master and take control of that Game.

Master - A game is Mastered when the amount of a player's Score on a Game exceeds that Game's High Score value. When a Game is Mastered, it is moved to the Player's area of the table along with its Stack and is now under the control of that player. The player who Mastered the game moves his Score tokens from that game to the Bank and all other Score tokens on that game are returned to their respective players' Pockets. A player may Master a Game with a depleted Stack for victory purposes.

Pocket - The Pocket is section of a player's area where that player's Coin tokens are stored.

Reward - If a player Masters a Game that has the Reward symbol that player performs the specified action immediately.

Score - When an action contains the Score symbol the player may move a Coin from their Pocket to an unclaimed Game card for each symbol. Once a player Scores a number of Coins on a Game equal to that Game's High Score value, he immediately Masters that Game.

Spy - The Spy symbol on an action allows you to examine the specified cards and replace them in any order.

Stack - A Stack is one of the piles of Stack type cards that players Buy from. The attributes for each stack are defined by its Game card. A Stack is always associated with a Game card.

Stack Card - Stack type cards are the cards that each player will play to take actions each turn.

Starter Card - Starting cards are white bordered Stack cards that are distributed to each player at the start of the game to make their initial draw piles. After the Starting Decks have been allocated to each player, Starter Cards are considered to be Stack cards for gameplay purposes.

Starting Player Card - The Starting Player Card is a token card that indicates the owner is the first player to perform actions during each turn. Play then proceeds to then player to the left.

Strategy

- Anarcade is designed to be synchronous, in that at the start of any turn all players will have the same number of cards in their hand. Each set of 5 hands is a round. Each round has 5 phases. Keep this in mind when planning what card to play.
- Plan the order of your card plays on phase 1, but don't be afraid to change it.
- Always Burn your starter cards.
- Deduce what your opponent is likely to play and Block offensively.
- Play Spy cards that let you see other players' hands early, in phase 1 or 2.
- Make sure you play your Burn actions when you have a bad card available to burn.
- Is your opponent out of Coins? Play Earn blocking cards to keep him that way.
- Never play Score actions when you are broke.
- Burn Stack cards that you don't want your opponents to get.
- Try to buy cards from the center row instead of a Stack you control whenever possible.