Anarcade
DECK BUILDING GAME
CHAMPION GOLD

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. Fill up the high score table on an arcade machine to be the king! Put a quarter on the glass and challenge the champ if you think you've got what it takes!

Anarcade Gold is a deck building game where each player attempts to fill up the High Score table to ace an arcade game before an opponent. The winner is the first player to ace 3 arcade games.

2 - 4 Players
45 minutes Game Time
Ages 8 +

Box Contents
10 Arcade Cards
24 Starter Cards
96 Action Cards
4 Player Boards
1 Arcade Board
1 Token Board

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…and You!

OVERVIEW

In Anarcade, players compete to set records on various arcade games by filling up the high score table before their opponents. On each player's turn they will play three cards from their hand. These cards will allow them to buy better action cards from the four stacks in the center, earn Credits, score on an Arcade Card, or draw additional action cards to play. If the player can score the specified amount on the current Arcade Came, they ace that card. Ace 3 Arcade Cards to claim your crown as an arcade champion!

SETUP

Place Boards - Place the Arcade Board in the center of the table within reach of all players. Randomly determine which player will be Player 1, then hand out the numbered Player Boards to each player proceeding from the left of Player 1.

Stock Token Machine - Place tokens representing Credits above the Token Machine area on the Arcade Board in the center of the play area. There are 53 Credit tokens included but you can use any objects as Credits Tokens if you run out.

Create Action Stacks - Separate the black and white bordered cards. Then separate the black bordered cards into 4 Action Stacks, one for each colored card type (Blue for Draw, Yellow for Earn, Purple for Score and Green for Buy). Shuffle each Action Stack, then place it beneath the Arcade Board under the specified Action Stack type.

Create Player Draw Stacks - Separate white bordered cards into Arcade Cards and Starter Cards. The "Insert Coin" cards are the Starter Cards. Give each player 6 Starter Cards and place them face down to the left of their Player Board where specified. Any remaining Starter Cards will not be used this game. Each player draws a starting hand of 3 cards from their Draw Stack.
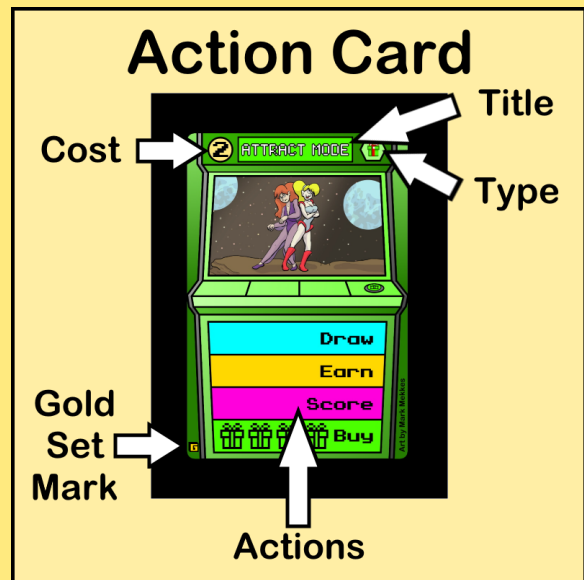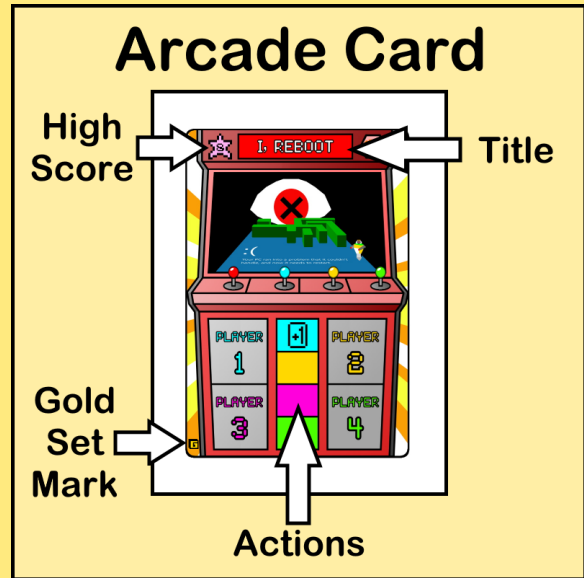
Create Arcade Stack - Shuffle the Arcade Cards and place them face down on the Arcade Stack area of the Arcade Board. Then draw the top card of the Arcade Stack and place it face up on top of the Arcade Stack.

Start Playing - Player 1 takes the first turn.

Starting Layout

Starting Draw Stacks

x 6

TURN SEQUENCE

During your turn you will place all of the Action Cards in your hand in front of you with the symbols showing. Each card may provide one or more of the 4 Action Types (Draw, Earn, Score and Buy). Additionally, you will also get actions from the symbols shown on the top card of the Arcade Stack. Each turn is divided into four phases, one for each action type. During each phase you may perform that action once for each symbol of that action type that is shown on both your Action Cards and on the top card of the Arcade Stack. Action phases are performed in the order listed below and you may not perform actions that do not match the current phase. You may choose to skip any action.

Arcade Card

High Score

Title

Gold Set Mark

Actions

Action Card

Cost

Title

Type

Draw
Earn
Score
Buy

Gold Set Mark

Actions

ACTION PHASES

Draw

+1

Draw Action Phase - Draw Actions allow you to draw and play additional Action Cards on your turn beyond the 3 Action Cards in your hand. For each Draw symbol, draw and play an Action Card from your Draw Stack. By the end of the Draw Action Phase, you should have 3 Action Cards in play, plus one card for each Draw symbol shown on your Action Cards and on the top card of the Arcade Stack. Proceed to the Earn Phase once all Draw Actions are completed or if there are no cards left in the Draw and Discard Stacks.

Earn

Earn Action Phase - Earn Actions allow you to gain Credits to use in the Score and Buy Action Phases. Move one Credit from the Token Machine to your Credits Area under your Player Board for each Earn Action symbol shown.

Score

Score Action Phase - Score Actions allow you to use your Credits to score on the top card of the Arcade Stack. For each Score symbol, you may move one of your Credits to your Score area on the Arcade Board. You may skip a Score Action. You may not Score more than the High Score of the top card of the Arcade Stack.

Buy

Buy ActionPhase - Buy Actions allow you to purchase Action Cards from the Action Stacks below the Arcade Board. You can purchase a card from an Action Stack by paying its cost in Buy symbols and/or Credits. You may buy as many Action Cards during this phase as you can afford, including multiple cards from the same Action Stack. Any Action Cards purchased in this phase are placed face up in your Discard Stack.

END TURN

Discard Your Cards - Move all of the Action Cards you played this turn into your Discard Stack.

Ace the Arcade Card - If you were able to Score on the top card of the Arcade Stack this turn equal to its High Score, then you have Aced that Arcade Card. Perform the following steps:

- Move the Arcade Card to the Victory Area above your Player Board.
- If this is the third Arcade Card that you have Aced, congratulations! You won the game!
- Move your Credits from the Arcade Board to the Token Machine.
- Return the other players' Credits from the Arcade Board to their respective Credits Areas.
- Draw a new Arcade Card and place it face up on the Arcade Stack.

Return Excess Credits - Return Credits to the Token Machine until you have no more than 6 Credits in your Credits Area.

Draw Three Cards - Draw a new hand of 3 Action Cards from your Draw Stack for next turn. Any time you are required to draw cards, if you do not have enough cards in your Draw Stack, shuffle the Discard Stack into a new Draw Stack (face down) and resume drawing any necessary cards.

Next Turn - Play proceeds to the player to the left. They now take their turn.

VICTORY

The first player to have 3 Arcade Cards in their Victory Area is the King of the Arcade and wins the game!

KEY TERMS

Ace - An Arcade Card is Aced when the number of Credits that a player moves to their Score area of the Arcade Board equals that Arcade Card's High Score value. At the end of that player's turn the Arcade Card is moved to their Victory Area. The player who Aced the Arcade Card moves their Credits from the Arcade Board to the Token Machine. All other Credits on the Arcade Board are returned to their respective players.

Action - Action symbols are found on Action and Objective cards. Actions come in 4 types (Draw, Earn, Score and Buy). Actions are used during your turn and each Action is taken during its respective phase.

Action Cards - Action Cards are used during your turn to take actions. Each Action Card will have a cost in the upper left corner, a type (Draw, Earn, Score or Buy) determined by the type symbol in the upper right corner as well as the color of the card and one or more symbols showing which actions this card will grant you during your turn. The white bordered Starter Cards are also considered to be Action Cards.

Action Stacks - Action Stacks are the 4 stacks of Action Cards (Draw, Earn, Score and Buy) in their indicated areas at the bottom of the Arcade Board. All players buy new Action Cards from the Action Stacks. Each Action Stack will contain only cards of that Action Type and each stack should have an equal number of cards at the start of the game. Action Stacks are always face up.

Arcade Board - The Arcade Board is placed in the center of the play area. The Arcade Stack and Player Score areas are on the Arcade Board. The Token Machine area is above the Arcade Board as indicated. The Draw Stack, Earn Stack, Score Stack and Buy Stack are placed below the Arcade Board as indicated.

Arcade Cards - Arcade Cards represent arcade machines that the players are competing on to set the high score. Each Arcade Card has a High Score in the upper left corner and a series of action symbols that the card will grant every player during their turn. Arcade Cards in players' Victory Areas do not grant actions.

Arcade Stack - The Arcade Stack contains all Arcade Cards that have not yet been Aced by a player. The visible Arcade Card on top of the Arcade Stack is the objective that players are competing to Ace. At the end of the turn after an Arcade Card has been Aced, the top card is drawn and flipped face up on the Arcade Stack.

Buy Action - During the Buy Phase each Buy Action symbol allows you to pay one cost of the top card of an Action Stack. You can also pay the cost by spending your Credits. You may choose to purchase as many Action Cards as you can afford each turn. Any purchased Action Cards are placed in your Discard Stack.

Champion Gold - Champion Gold is the name of this game set of Anarcade Deck Building Game. It is not compatible with the previous Raster Red or Vector Blue sets. This set is designated by the small yellow G icon in the lower left corner of each card.

Credit - Credits are earned from Earn Actions during the Earn Phase. They are used to pay the cost of Action Cards you wish to buy during the Buy Phase or to Score on the Arcade Card during the Score Phase. If the Token Machine runs out of Credit tokens during the game you can use any object to represent additional Credits.

Credits Area - Each player's Credits are placed in their Credits Area below their Player Board.

Discard Stack - Each player has a Discard Stack to the right of their Player Board where any cards that they play or buy are placed. Cards are always discarded face up.

Draw Action - During the Draw Phase, each Draw Action symbol allows you to draw and play an additional card from your Draw Stack. If the new card has a Draw Action symbol, draw another card.

Draw Stack - Each player has a Draw Stack to the left of their Player Board used for drawing Action Cards into their hand. Any time you are required to draw cards, if you do not have enough cards in your Draw Stack, shuffle the Discard Stack into a new Draw Stack (face down) and resume drawing any remaining cards as needed. At the start of the game each player's Draw Stack will consist of 6 Starter Cards.

Earn Action - During your Earn Phase each Earn Action symbol allows you to take one Credit from the Token Machine.

High Score - The High Score number on the upper left corner of an Arcade Card that indicates how many Credits you need in your Score Area of the Arcade Board to Ace that Arcade Card.

Phase - During your turn there are four phases, one for each Action type. The order of the four action phases is Draw, Earn, Score and Buy. During each phase you may take all actions of that type available from your Action Cards and the top Arcade Card of the Arcade Stack.

Player Board - Each player has a numbered Player Board which contains a rules and turn summary and indicates locations for that player's Victory area (above), Credits area (below), Draw Stack (left) and Discard Stack (right).

Score Action - During the Score phase each Score Action symbol allows you to move one of your Credits to your Score area on the Arcade Board. Once the number of Credits in your Score area matches the High Score on the top card of the Arcade Stack, you have Aced that Arcade Card.

Starter Card - Starter Cards are white bordered Action Cards that are distributed to each player at the start of the game to make their initial Draw Stacks.

Token Machine - The Token Machine is where the Credit tokens are stored above the Arcade Board. If the Token Machine runs out of Credit tokens during the game you can use any object to represent additional Credits.

Victory Area - Aced Arcade Cards are placed in your Victory Area above your Player Board. Arcade Cards in your Victory Area do not contribute Actions during any player's turn. When you have Aced three Arcade Cards, you win the game.