

Tarot Hallow

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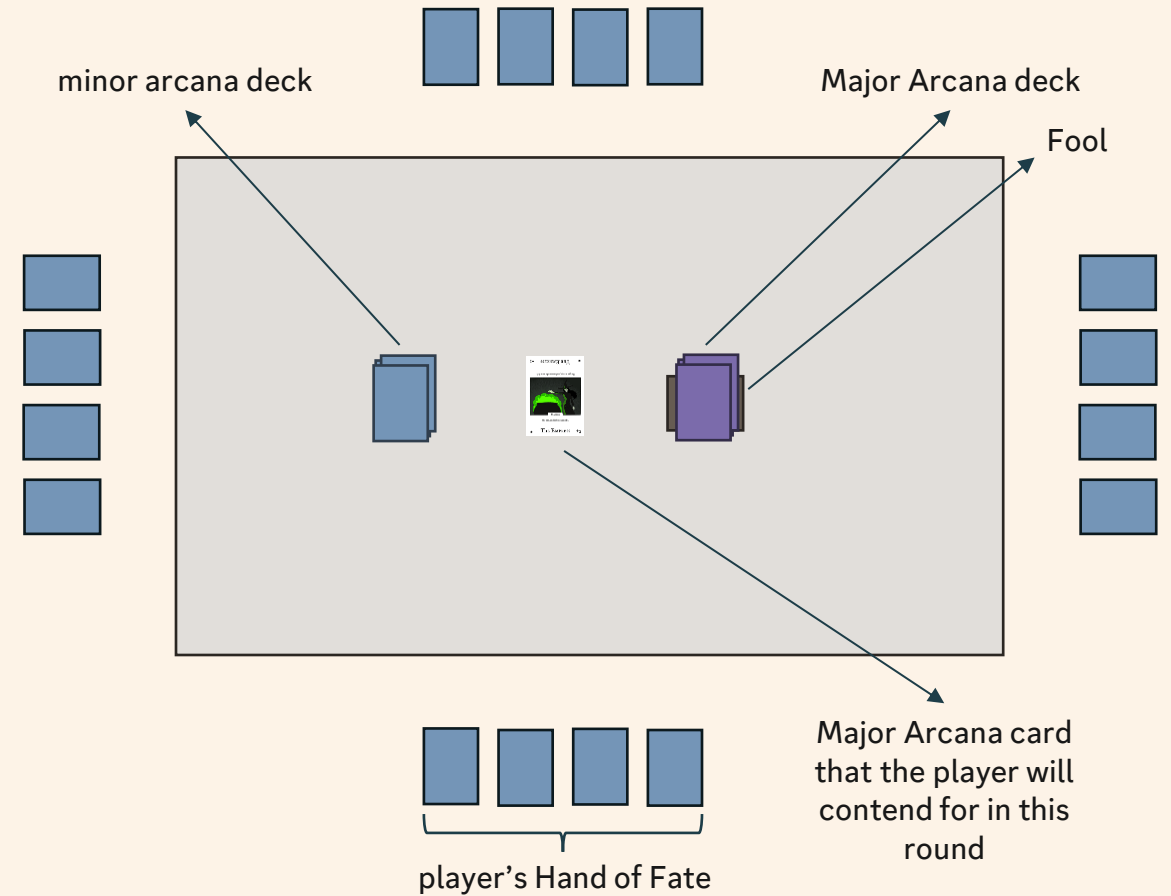
I. DEALING THE CARDS

The minor arcana deck:

- One player shuffles the minor arcana deck, keeping it face down.
- Then the player to their left cuts the deck.
- The first player deals four minor arcana cards face down to each player.

The Major Arcana deck:

- Take out the Fool from the Major Arcana deck.
- The player to the opposite end of the table from the one that has shuffled and dealt the minor arcana cards will now shuffle the Major Arcana deck.
- Then the player to their left cuts the deck.
- The player who shuffled the Major Arcana deck will now reveal face up the first Major Arcana card and place it at the centre of the table, thus starting the first round.
- Place the Fool face up at the bottom of the Major Arcana deck.



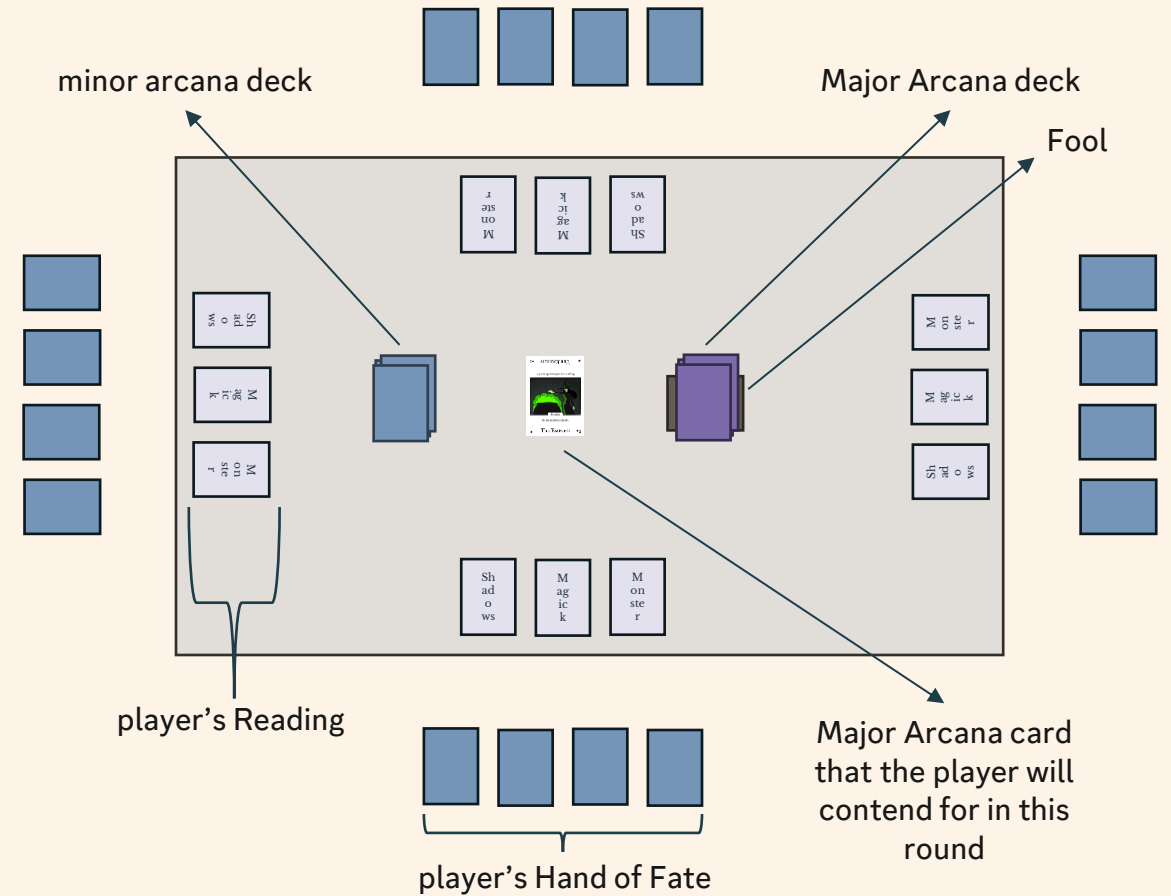
II. THE HAND AND THE READING

The Hand of Fate:

- Each player's Hand of Fate is made of four cards drawn from the minor arcana deck.
- These cards can either be number cards, used to win the Major Arcana cards, or court cards (Page, Knight, Queen, King), used to play special effects.

The Reading:

- Each player's Reading has three slots: Shadows, Magick and Monster.
- When a player wins a Major Arcana card, they will have to place it on the corresponding slot.
- If a slot is empty the player will always place the Major Arcana upright.
- If the slot is already occupied by an upright card, the new one will be placed reversed above the previous card, and vice versa.
- The Reading that each player has at the end of the game will determine their end score: upright cards add points to the score, while reversed cards subtract points.



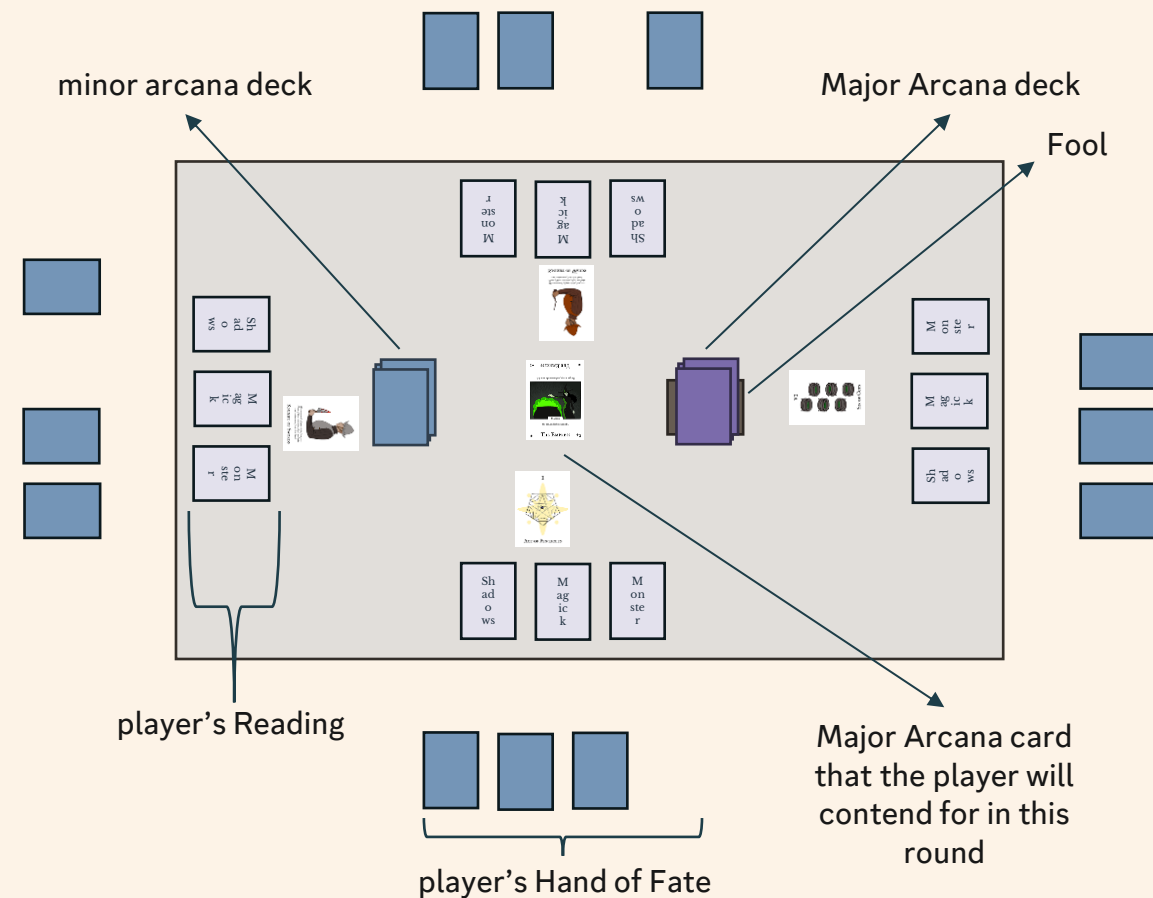
III. PLAYING A ROUND

Objective:

- Winning the Major Arcana card revealed on the table.

How to win the Major Arcana card:

- Each player plays face down one card from their hand.
- Once all players have played their card they will all reveal the card that they've played.
- The card with the highest number will win the round allowing its player to score the Major Arcana card.



IV. TIES AND COURT CARDS

Resolving ties of numbered cards:

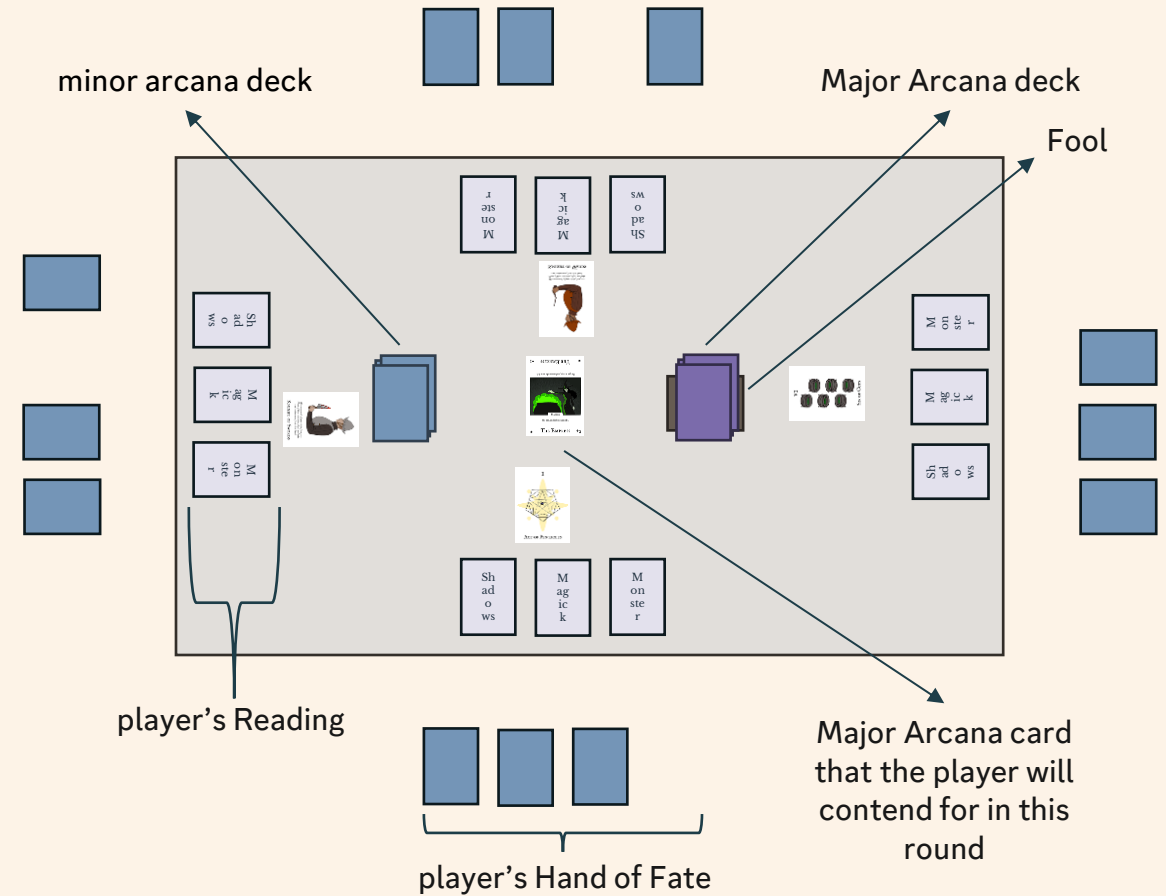
- If there are more than one cards of the highest number, the players who played those cards will play a second card and the one with the highest one wins.
- This process repeats until either one of the wins the Major Arcana or if those players empty their hand, in the latter case the Major Arcana card will be removed from the game and nobody will be able to score it.

Scoring the Major Arcana:

- The player who won the Major Arcana card will place it on the corresponding slot of their Reading, upright or reversed as explained the “THE HAND AND THE READING” section of the rulebook.

Playing court cards:

- Playing a court card will prevent the player from scoring the Major Arcana, but it will allow to play the power written on the court card instead.
- The powers of the court cards take effect after the winner scores the Major Arcana card.
- If two or more court cards are played in the same round, the court cards’ power will take effect in a clockwise order from the player who would score the Major Arcana.



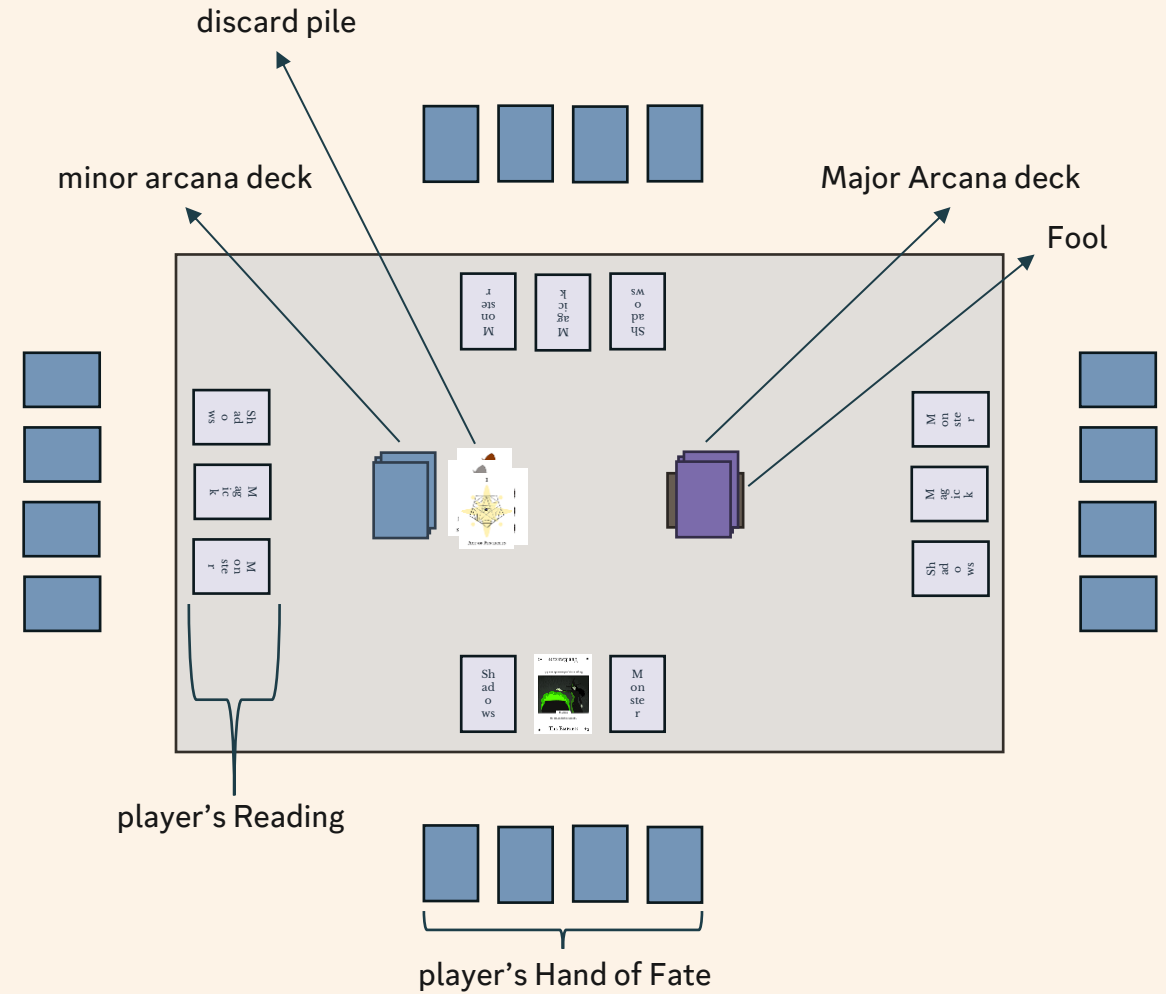
V. ENDING A ROUND

Removing the played minor arcana cards from the game:

- The minor arcana cards that have been played will be placed face up in the discard pile.

Refilling the Hand of Fate:

- All players, starting from the winner then clockwise, will draw cards from the minor arcana deck and add them to their hands until they have four cards again in their Hand of Fate.
- If there are no cards in the minor arcana deck, shuffle the discard pile back into it.



VI. ENDING THE GAME

End game:

- The game ends when only the face up Fool is left in the Major Arcana deck.

Counting the scores:

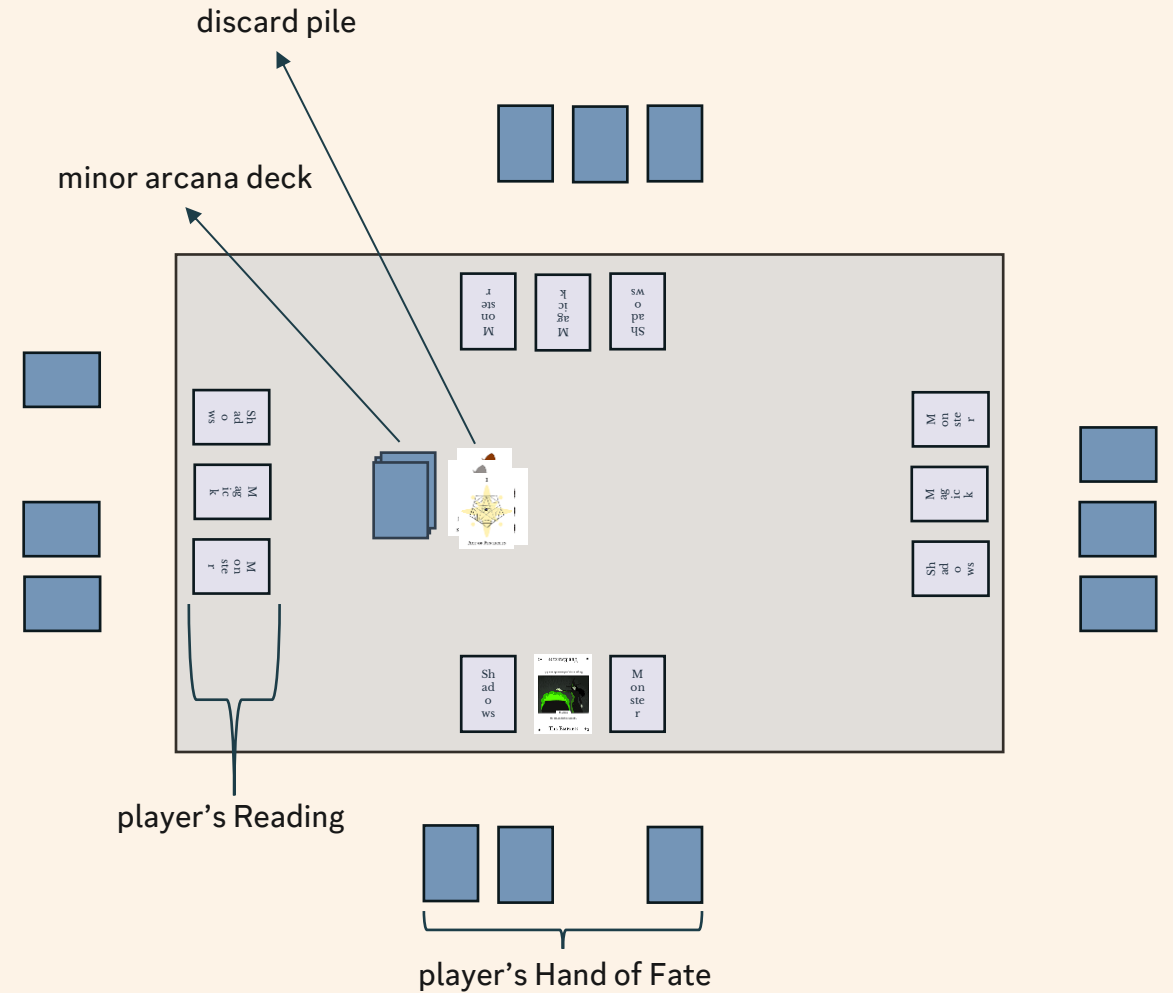
- Only the cards at the top of the Reading are included in the final score.
- Each player will add to the score all the points from the upright Major Arcana cards that they have in their Reading according to what's written on each Major Arcana card.
- Each player subtracts to the score all the points from the reversed Major Arcana cards that they have in their Reading according to what's written on each Major Arcana card.
- The player with the highest score wins.

Resolving ties:

- If two or more players have the same score, they will play an additional round to win the Fool Major Arcana card.

Revealing the reading:

- Read out loud your final reading!



VII. ABOUT THE CARDS

Numbered cards (minor arcana):

- There are four signs and each of them has cards that go from two to ten, with the Ace (one) as the highest card.

Court cards (minor arcana):

- Each of the four signs also has the following court cards, that do not count towards winning a round or breaking a tie, but allow to play the following powers:
 - *Pages:* switch a Major Arcana card from one player's Reading (not yours) to another player's Reading (not yours), without changing its position. It has to be on the correct slot.
 - *Knights:* give two cards of your choice from your Hand of Fate to another player and take two random ones from their hand.
 - *Queens:* change another player's Major Arcana cards' position from upright to reversed, or vice versa.
 - *Kings:* change one of your Major Arcana cards' position from reversed to upright, or vice versa.

Arcana cards (Major Arcana):

- There are 21 Major Arcana cards plus the Fool.
- When upright, the Major Arcana cards add points to the score, while when reversed they subtract from the score. They can be placed only in the corresponding slot (Shadows, Magick or Monster)
- The Fool always scores one point, and can be placed on any slot.



THREE OF WANDS

Use the numbered cards of the minor arcana to win the contested Major Arcana card.

The higher the number the more powerful the card is, with exception for the Ace which is the highest.



QUEEN OF PENTACLES

Use the court cards of the minor arcana to turn the tides of fate.

The power of each card is written on the card itself, like in the one illustrate above.



Build your reading by winning Major Arcana cards.

All Major Arcana cards have an upright score and a reverse score, paired with the corresponding reading.

Build your Reading

Shadows

Magick

Monster