


A detailed illustration of a magical library. The room is filled with tall wooden bookshelves reaching to the ceiling, packed with books. The spines of the books are illuminated from within, casting a warm, golden glow. The floor is made of dark wood and is partially covered with glowing green moss and small, glowing blue and white particles. In the background, there are large, ornate columns and a doorway. The overall atmosphere is mysterious and enchanting.

# ARCANIX'S ECHOES

Rulebook

**klein  
games**






*In the enchanted realm of Veridia, magic is not just a part of life; it is life. Here, amidst whispering forests and shimmering lakes, lived Arcanix, a wizard of great power. While he was known across the land for his magic and benevolence, people also came to know him for his extreme clumsiness. Thus, it was not unusual for the people of Veridia to sometimes experience some chaos at Arcanix's hands.*

*One evening, Arcanix endeavored to cast a spell to organize his vast collection of magical **Artifacts**. A slip of the tongue, and the spell spiraled into a magical maelstrom. In moments, his treasured **Artifacts** were whisked away, to locations unknown.*

*Realizing the gravity of his blunder, Arcanix is now summoning adventurers from near and far to find and retrieve his lost **Artifacts**. Your aim is to use the clues that Arcanix has given you - his **Echoes** - to find the hidden **Artifacts** and restore his collection.*



## PLAYERS AND OBJECTIVES

This game is suitable for 3-7 players. One player takes on the role of Arcanix, preparing all the artifacts and keeping track of which artifacts are found. The other players are Arcanix's adventurers and their goal is to find as many artifacts as they can.

The winner of the game is the player that scores the most points. In the event of a tie, the player that keeps the most **Echo** cards is the winner.

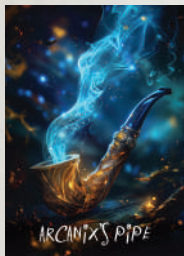
## GAME COMPONENTS

- 55 **Artifact** cards
- 55 **Echo** cards
- Arcanix's **Guidebook**

The game is designed with replayability in mind and is suitable for a wide variety of indoor locations.

## ARCANIX'S SETUP GUIDE

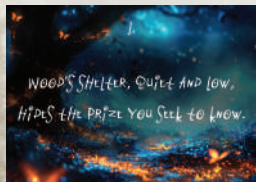
As the player that takes on the role of Arcanix your first job is to hide all the artifacts. First, you need to familiarize yourself with the cards. You have two types of cards available: **Artifact** cards and **Echo** cards.



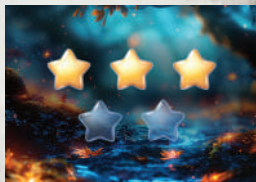
**Artifact card front**



**Artifact card back**



**Echo card front**



**Echo card back**

The **Artifact** cards are the cards that will be hidden in a predetermined location that you can find below. They each have a name that you have to record in your **Guidebook**.

The **Echo** cards are numbered and have a clue in poem form written on them. On the back they have a star rating according to the difficulty of the clue.



**Arcanix's Guidebook**

Your **Guidebook** is your companion in setting up and keeping track of the hidden **Artifacts**. Below you will find a table that pairs each **Echo** number with an actual location that you have to hide an **Artifact** in.

Note that you might not have all the locations listed below available in the area that you're playing. In that case, hide as many as you can.

<i>ECHO NR.</i>	<i>LOCATION</i>
1.	Under something made of wood
2.	Next to a place where water flows
3.	Inside washing machine/dishwasher
4.	Under a pillow
5.	Under east-facing window pane
6.	Inside oven/microwave oven
7.	Under toilet paper roll
8.	Under stuffed animal

*ECHO NR.**LOCATION*

- |     |                                      |
|-----|--------------------------------------|
| 9.  | At the highest point you can reach   |
| 10. | Wrapped in a blanket                 |
| 11. | Inside a container for food          |
| 12. | Underneath a place where you sit     |
| 13. | Next to something that makes music   |
| 14. | Behind entrance door                 |
| 15. | Around/in something that lights up   |
| 16. | Under stairs                         |
| 17. | In a spot where pets like to sleep   |
| 18. | Amongst tools for writing or drawing |
| 19. | Near/in fuse box                     |
| 20. | In a board game box                  |
| 21. | Behind a picture or a painting       |
| 22. | Inside a shoe                        |
| 23. | Under perfume bottle                 |
| 24. | Behind a reflecting surface          |
| 25. | In a place that gets wet             |
| 26. | Hidden in the pocket of a coat       |
| 27. | Tucked in a bookshelf                |
| 28. | Underneath something that keeps time |



*ECHO NR.**LOCATION*

- |     |                                       |
|-----|---------------------------------------|
| 29. | Next to a source of heat              |
| 30. | Underneath a calendar                 |
| 31. | Within the pages of a magazine        |
| 32. | On a coat rack                        |
| 33. | Under a dining table                  |
| 34. | In a kitchen drawer                   |
| 35. | Under a couch cushion                 |
| 36. | In a plant pot                        |
| 37. | Behind/under a screen (phone, PC)     |
| 38. | Under a coffee machine/teapot         |
| 39. | Under a rug                           |
| 40. | In the laundry basket                 |
| 41. | In a cereal box                       |
| 42. | Within the folds of a curtain         |
| 43. | In a decorative vase                  |
| 44. | Under a computer keyboard             |
| 45. | Behind a stack of DVDs or video games |
| 46. | Within a spice rack                   |
| 47. | In the back of the freezer            |
| 48. | In the folds of an umbrella           |

ECHO NR.	LOCATION
49.	In the corner of a room
50.	Behind/under a stack of towels
51.	Under a trash can
52.	In a place that gets cold
53.	In a spot where you hang things
54.	Under a pile of letters
55.	Under shampoo/shower gel bottle

## HIDING THE ARTIFACTS

Looking at the table above, randomly select an **Artifact** card for each **Echo** number and record the pair in your **Guidebook**. This will be used to validate the findings during the game. Then, simply hide the **Artifact** and place its corresponding **Echo**, difficulty rating up, on the playing table.

When all the **Artifacts** are hidden and all **Echo** cards are placed on the playing table it's time to gather around the adventurers and explain the rules of the game.

### CLASSIC MODE

Classic mode is played in timed rounds. Every player takes one **Echo** card of their choice from the table and they have 3 minutes to find the corresponding **Artifact**.

If they are successful, they return with the **Artifact** to you. You then need to check using the **Guidebook** whether the player has found the correct **Artifact** for the **Echo** card that they chose. If yes, they get to keep the **Echo** card and give back the **Artifact** to you.

If the pair of cards doesn't match the **Guidebook** entry, the player needs to secretly return the **Artifact** in its hiding spot and place the **Echo** card back on the playing table.

The round ends when the 3 minutes are up. Before a new round starts make sure that you have validated all **Artifacts** and/or have the wrong ones returned.

### CASUAL MODE

In casual mode there are no timers or rounds, so players choose **Echo** cards, try to find the **Artifacts** and present their findings to you independently of each other.

Once they have found an **Artifact** and validate their finding with you, they keep the **Echo** card and simply pick up a new one.

The only caveat here is that once a player picks up an **Echo** card they cannot place it back on the playing table, so they must find its corresponding **Artifact** before being allowed to pick up a new one.

### *END OF GAME*

Nearing the end of the game, if there are fewer **Echo** cards than players, the card is read aloud to all the players and the first player that finds the corresponding **Artifact** wins it. Repeat for all the cards that are left.

Now that the adventurers have found all the missing **Artifacts** it's time to count the scores and determine a winner. Each player will count the stars at the back of their **Echo** cards and reveal their final score. The player with the highest score wins. If there is a tie, the player who has the most **Echo** cards wins.

Thank you for joining us on this quest. We hope "Arcanix's **Echoes**" brings you countless hours of joy and magical memories. Until next time, may the **Echoes** of Arcanix guide your path!

### *ABOUT THE DESIGNER AND PUBLISHER*

This game is proudly published by Klein Games, a small family business dedicated to producing high-quality, imaginative, and family-friendly games. At Klein Games, we believe in the power of play and the joy of shared experiences. Thank you for supporting our journey and for being a part of our gaming family.

Happy adventuring!



