

TALES OF THE ARABIAN NIGHTS FAQ v1.0

Thanks to Kevin Maroney and Sterling Babcock.

THE GOLDEN RULE:

The Golden Rule of Tales of the Arabian Nights is, "Whatever makes for the most entertaining story, makes for the best game." The rules are pretty simple, and we don't want to try to address here every possible situation that could come up during the game, so if you come across something where you're not sure how to continue, go for the option that produces the most entertaining story.

CONTENTS:

2 Decks Status Cards (112 = 28 x 4)
1 Decks Encounter Cards (55)
1 Decks Treasure Cards (30)
0 Decks Quest Cards (19, Packaged with Treasure Cards)

ERRATA IN BOOK OF TALES:

Pg 15 paragraph 117: Change Cold to Vengeful
Pg 65 613: NO SKILL: Change Matrix to I (Unconfirmed, but general agreement.)

ERRATA IN REACTION MATRIX

Matrix I: Strange Customs: Honor: Change 1005 to 1004.
Matrix I: Bloodthirsty: Honor: Change 2058 to 2059.

Book of Tales Minor Typos in the rewards [] area:

Pg 52 paragraph 488: NO SKILL: change reward of S to S1
Pg 127 paragraph 1175: EBONY HORSE: missing "you" "If you are not Married..."
Pg 128 paragraph 1184: NO SKILL: change Max to Min
Pg 131 paragraph 1210: WISDOM: add "Choice of" before Seduction or Beloved
Pg 153 paragraph 1427: NO SKILL: add "Use" after "Lose Weapon"
Pg 157 paragraph 1466: NO SKILL: change Min to Max
Pg 293 paragraph 2257: the heading of this paragraph should be 2557.

STATUSES: GENERAL QUESTIONS:

Receiving a status twice: You can't have the same status twice at the same time. So, if you already have the Status Married, and something--an Encounter, a City Card, a Quest, whatever--directs you to receive it again, you don't end up with two "Married" statuses. You do receive all the other results due to you, though.

The only exception to this is that if you are already Sex-Changed, and you receive Sex-Changed, the second one cancels out the first, and you are no longer Sex-Changed.

Note that this rule also means that you can't ***choose*** to take a status you already have--so if you're given a choice, say, between taking Wounded and Diseased, and you're already Diseased, you must take Wounded instead. This means that if you're On Pilgrimage, you can't choose to take another On Pilgrimage to get rid of the Scorned or Envious statuses until you've finished the first Pilgrimage.

Status cards: If you receive a status and there aren't any cards left because everyone else already has that status, you still get the status. The number of cards provided is not a limit on the number of statuses available; everyone can have the same status at the same time. (This is also true of skills.)

Statuses and the Destiny Die: Statuses that allow you to change a numeric die roll (e.g., Blessed) do not affect the Destiny Die. Broadly speaking, nothing affects the Destiny Die, though Master skills will allow you to avoid rolling.

The Destination and Origin markers: Many things in the game will instruct you to place your Destination or Origin marker in a location. For instance, if you get the Married status, you will mark your "home" by placing your Origin marker on the nearest city. If some other game effect forces you to move your Destination or Origin marker, you lose the effect (i.e. the status) associated with that marker! (If you are playing with the storytelling variant: If you can cleverly work the loss of the earlier status into your story, you should certainly claim a small reward for your cleverness.)

STATUSES: SPECIFIC QUESTIONS:

Married, Sex-changed, and Beast Form: There is nothing on any of these three cards that indicates that Sex-Changed and Beast Form will prevent you from having children when you return home to your spouse. So, by default, these curses don't prevent the blessed events. However, many players will find that the game flows more smoothly if you assume that no children can be born while the player is suffering either of these statuses.

Envious and Insane: If you are Envious and Insane, another player gets to choose your response in an Encounter. However, if one of the options available is Rob, the other player must choose Rob.

Imprisoned: If you are imprisoned in a city, you cannot sell a treasure or play a City card. Also, if you are imprisoned in any location, encounters in that location are not "successful" unless you are no longer imprisoned after the encounter.

Under Geas: This status goes away after you gain 3 destiny points more than what you had when you gained it. So, if you were at 7D before you gained the geas, you fulfill the obligation and lose the status when you reach 10D.

THE BOARD:

In the first printing, we accidentally left out a route. There should be a sea route leading north and west out of Serendib connecting it to the '2' sea space just south-west of Tana.

For purposes of quests, "Arabia" consists of any space without a number printed in it. "Europe" is any space north and west of Arabia, stretching east to Bulgars and the '5' forest east of Yalta. All the spaces in the Mediterranean are part of Europe. "Africa" includes the forest space between Damascus and Alexandria and all land spaces south and west from there. "India" starts at Shiraz and the '2' forest space between Shiraz and Hamadan, and all the land spaces south of the word "India" on the map, including Serendib and P'an-P'an. "Asia" is all the land spaces east of Europe and north of India, including Samarkand, Lhasa, and the mountain spaces west of Heart.

Baghdad, the City of Peace, is a city for all game purposes. The City of Brass is not; it is a Place of Power.

MOVEMENT:

Seamanship and Crippled/Diseased: Having the Seamanship skill automatically increases your normal Sea movement rate to 4. Any Status or other effect that reduces your movement rate (for instance, the Diseased and Crippled statuses) still reduce it. Example: You have a Wealth of Poor, the Seamanship skill, and the Crippled status. The base movement for "Poor" is 3 by land, 2 by Sea. Seamanship would change that to 3 land/4 sea. Crippled then reduces your total movement to 2 land/3 sea. Thus, you would be able to move across 3 paths, no more than 2 of which are land paths.

Magical movement: If you are Imprisoned or Lost and you move to another location due to a game effect such as the Ebony Horse or an encounter result, you automatically lose the Imprisoned/Lost status unless the result specifies otherwise.

TREASURES:

The Celestial Planisphere can destroy any "unoccupied" city except for Baghdad and Mecca. This means a city with no markers of any sort—quest, origin, destination, players, whatever.

QUESTS:

When does a quest begin: A quest begins at the start of the next turn after you receive your Quest card, either at the beginning of the game or when you have completed an earlier Quest. A couple of quests move you to another space when they begin; you should do this at the start of your next turn (or at the start of your first turn if it is your first quest.)

Successful encounters: You have a successful encounter in a location if you finish your turn in the same space as the encounter, unless you end up Lost, Imprisoned, or Dead.

MISCELLANEOUS QUESTIONS:

Giving wealth to another player: Two players can trade a wealth level if they occupy the same space at the end of either player's turn. If you give a wealth level to another player, you automatically drop one level and they gain one. (Optional rule: The other player can only increase to the level you started at. That is, if you are Poor and give Wealth to another player, you drop to Penniless, but they will only go up one level if they are at Beggar or Penniless.)

Gaining skills for story points: Hitting certain levels of Story Points brings additional rewards--for instance, an additional Wealth level if you reach 3 story points. Even if you lose the Story Points in a later event, you keep this reward. You should not collect this reward repeatedly, however--it should only come once per game.

Starting gender: Regardless of the character you choose, you can start as either gender. Doing so may make it slightly harder to remember your gender in encounters and when sex-changed, but please, feel free.