Playing Action Cards:
Each Action Card holds a power that it's owner can play/use only once. These cards may be played at any moment, unless otherwise noted. Once you play the power of an Action Card, you must turn the card upside down in front of you.

Refer to the Action Card Key for a list of these powers.

Acquiring & Maintaining Inventory of Suit Cards:
A player can maintain as few as one and as many as 5 Suit Cards. Subsequent to the deal at the start of the game, Travelers get Suit Cards in the following ways:

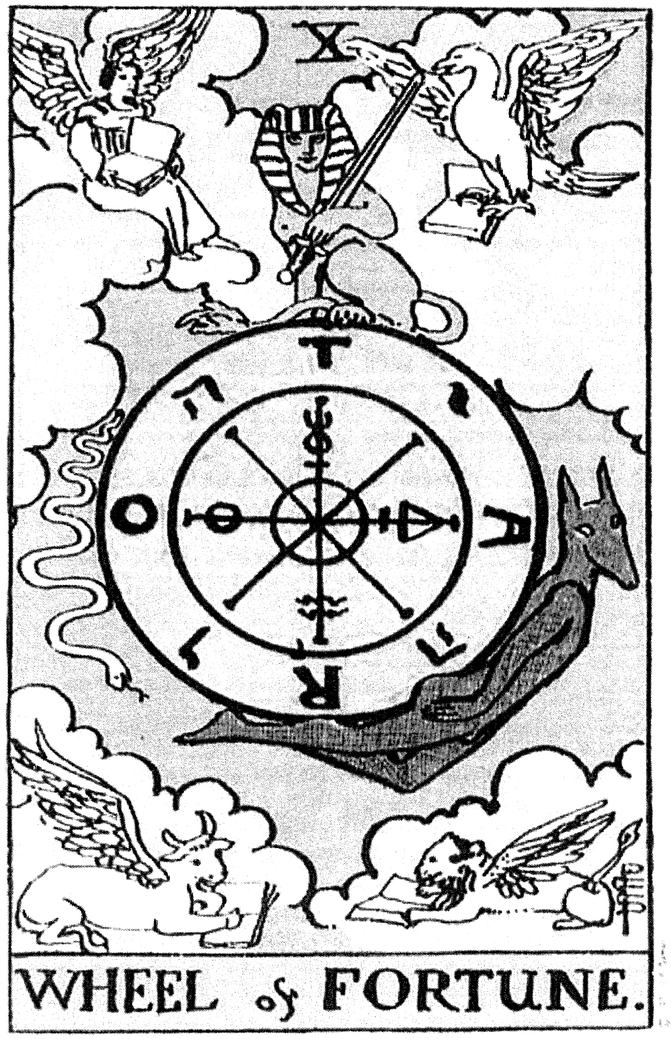
1. Force a sell. Travelers can spend 5 Tokens for a Suit Card held by another Traveler. The owner cannot refuse a sale. Card owners are not permitted to offer a sale.
2. A Traveler can discard up to 5 cards on any turn and select any number of cards from either the discard pile or stockpile. The act of maintaining one's Suit Card inventory can take place at any point in a player's turn.
3. Whenever the Action Cards used indicate that something has to be done with the Suit Cards.

Ending the Game:
Once a player acquires 5 Action Cards with at least one from each Suit, she can begin her journey to the pinnacle (and conclusion) of her life. Travelers must enter the terminus of the Board at space marked by The World card with an exact roll of the dice.

Quick Start

1. Place Player Pieces at The Fool space. Distribute the larger Action Cards to the board placeholders. Deal five smaller Suit Cards to each player; the rest go in stockpile/discard pile. Players lay Suit Cards face up for others to see. Each player takes ten tokens (currency). Play rotates clockwise; first player determined by a roll of the dice.
2. Navigating the Game Board: Player Piece positions are at the intersections of the rings and spokes. Spokes are marked one-way only and rings are two-way. Player piece can only be moved forward, not backwards. Once in motion, the Player Piece cannot retrace its steps and change paths.
3. Collecting Action Cards: Collect an Action Card by landing with an exact roll of the dice on a space opposite the card.
4. Playing Action Cards Upon Fellow Travelers: The holder can use the Power noted on their Action Cards at anytime unless specified otherwise. Refer to the Action Card Key and Explanation for more information. Once the card is played, the holder turns it upside down.
5. Currency: Numbers posted on the board are currency distribution spaces. Take Tokens from the bank when you *land* on a positive currency distribution space. Lose currency anytime you *pass over or land* on a negative number.
6. Acquiring & Maintaining Inventory of Suit Cards: Players can hold up to 5 Suit Cards. After the initial deal, on their turn, players get Suit Cards by: (a) Buying another player's Suit Card for 5 Tokens. Owners must sell. (b) Discard any number and replace with cards from the stockpile. (c) In response to an Action Card instruction.
7. Winning the Game: Be the first to collect five Action Cards, at least one from each Suit, and return to The World space on an exact roll.

Fortuna:
A Game of Fate and Free Will



Cynthia Hilmoe
Armanda Lewis
Micaela Pesantes