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The arcana game guide

John von Neumann and Oskar Morgenstern introduced game theory to the world in 1943 with "Theory of Games and Economic Behavior." They hoped to find mathematical answers to economic problems.According to economic theory, producers could make a greater profit by reacting to conditions such as supply and demand. But these theories fail to account for the strategies of other producers, and how the anticipation of those strategies affects each producer's moves. Game theory attempted to account for all of these strategic interactions. It didn't take long for military strategists to see the value in this.When we discuss game theory, we assume a few things:A game is considered any scenario in which two players are able to strategically compete against one another, and the strategy chosen by one player will affect the actions of the other player. Games of pure chance don't count, because there's no freedom of choice, and thus no strategy involved. And one-player games, such as solitaire, aren't considered by game theorists to be games, because they don't require strategic interaction between two players.Players in a game know every possible action that any player can make. We also know all possible outcomes. All players have preferences regarding these possible outcomes, and, as players, we know not only our own preferences but also those of the other players.Outcomes can be measured by the amount of utility, or value, a player derives from them. If you prefer reaching point A to reaching point B, then point A has higher utility. By knowing that you value A over B, and B over C, a player can anticipate your actions, and plan strategies that account for them.All players behave rationally. Even seemingly irrational actions are rational in some way. For instance, if you were to play two games of pool, you wouldn't intentionally lose your money on the first game unless you believed that doing so would bolster your opponent's confidence when he or she was deciding how much to bet on game 2 -- a game you anticipate winning. This is an essential difference between one-shot and repeating games. In a one-shot game, you play once; in a repeating game, you play multiple times. (A little later, we'll look at how rational thinking varies between one-shot and repeating games.)If no player can reach a better outcome by switching strategies, the game reaches an impasse called the Nash Equilibrium. Essentially, this boils down to players keeping their current strategies (even if they don't have the highest preference) because switching won't accomplish anything.In the next section, we'll put this information to use and see what we can learn about strategy by plotting it on a game tree. View source This game is centered around choices, all of which can determine the actions of the people around you, and the outcomes of many events. Most choices cause only minor differences, such as a different response, before merging back into the same events regardless of choice. Other choices which affect the endings were labeled accordingly, but to avoid spoilers it will not say what the long-term consequence will be. It might be minor, or it might not be. Prologue walkthrough has been updated to help you through the updated version of the game. I - THE MAGICIAN Choice 1 "You think I'm ready, Master?" "You think I want your creepy deck?" Choice 1.1 ("You think I'm ready, Master?") "Why don't we ask the cards?" "Why don't you ever answer my questions?" Choice 2 "Because I've perfected it?" "Because you're always gone?" Choice 3 Lock the door. (repeat Choice 3 without this option) Open the door. Choice 4 "You've come to the right place!" "You've come to the wrong place!" Choice 5 Choice 6 Choice 7 This is a timed choice! Negotiate. Escape. Attack. (You hit Julian and he bleeds.) II - THE HIGH PRIESTESS Choice 1 Walk past. "Can you move?" Choice 2 Choice 2.1 (Go.) Go after him. Get away from him. Choice 3 Help. (Portia will give you a pomegranate) Start drama. III - THE EMPRESS Choice 1 Choice 2 "And... if we find him?" "And... if I say no?" Choice 3 Pet them. Give them space. Choice 4 Enter the room. 50 COINS Turn back. Paid Choice 1 "Who are you?" "What do you want?" IV - THE EMPEROR Choice 1 Reach out to him. 125 COINS Let him go. Paid Choice 1 "Then don't go." "I'll risk it." Paid Choice 2 "Do you want me?" "I'll want you." Choice 2 Check the books. (repeat Choice 2 without this option) Check the folio. Check the scrolls. Choice 3 "I'm thirsty." "I'm not thirsty." Choice 3.1 ("I am thirsty.") Choice 4 Join her for a nightcap. 75 COINS "No, thank you." Paid Choice 1 "I was curious." "You asked me." "It felt right." Paid Choice 2 "Why are you doing this?" "Why me?" Choice 5 "Show me the secrets." 200 COINS "Is that allowed?" (repeat Choice 5 without this option) "I'm too tired." V - THE HIEROPHANT Choice 1 "What are you after?" "How do you keep getting in?" (Julian will give you his key to the shop) Choice 2 Pat him down. 100 COINS "I'll pass." Paid Choice 1 Feel his arms. Feel his torso. Paid Choice 2 Smack his hand away./Hold him still. (corresponding to the above choice, respectively) "Please stop moving." Paid Choice 3 "Did I say you could move?" Back off. Choice 3 "Wait!" 175 COINS Let them go. Paid Choice 1 This is a timed choice! "Are you okay?" "Do you know Asra?" Paid Choice 2 "I can be your friend." "I can relate." Choice 4 "Perhaps I might." "Perhaps don't call me that." Choice 5 "Silk. Furs. Gold and jewels." 100 COINS "No, thank you." Choice 6 "You look tired." "Where are you?" Choice 7 "Who is Nadia to you?" "Who is Julian to you?" Choice 8 "Who am I to you?" 150 "It's getting late." View source VI - THE LOVERS. Into the Past Choice 1 Go to the library. (Effect: Upright End.) Try to call Asra. (Effect: Reversed End.) Choice 2 (If you chose "Go to the library.") "I guess it is impressive." "Oh, um, it's nothing special." Choice 2 (If you chose "Try to call Asra.") This is a timed choice! "Uhhh. Nothing...?" (Effect: Reversed End.) Tell the truth. (Effect: Upright End.) If the timer runs out, you tell the truth. Secrets Between Pages Choice 1 The big tattered tome. (Vision of Asra's past with Muriel.) The elegant purple codex. (Vision of Asra's past with Nadia.) Choice 2 The gilded monstrosity. (Vision of Asra's past with Julian and Lucio.) The alluring volume. (Vision of Asra's past with the apprentice.) Choice 3 I need to see it. 150 COINS I don't need to know. The Other Side Choice 1 "No... but I have questions." "You bet you are!" Choice 2 "Of course I do." "Something doesn't add up." Choice 3 Explore the oasis. 150 COINS (Effect: Unlocks memory.) "I should head back." Paid Choice 1 "They must like you too." "What do they like about me?" Paid Choice 2 VII - THE CHARIOT Reunion Choice 1 "I'll take care of it." "She doesn't eat birds." Choice 2 "How about you stay close?" "How about we hold hands?" Choice 3 "This smells familiar." (Effect: Upright End.) "This smells delicious." (Effect: Reversed End.) Choice 4 Get a love reading in disguise. 150 COINS Walk briskly past the booth. Enter the Cave Choice 1 "I can do it." (Effect: Upright End.) "But I don't want to." (Effect: Reversed End.) Choice 2 This is a timed choice! Take the flower. (You look back again, and remember a spell without the flashback.) Smell the flower. (You regain the memory of another time you visited the cave.) If the timer runs out, you smell the flower. Choice 3 "Hold me." 200 COINS (Effect: Unlocks memory.) "...Or not." Paid Choice 1 "I'm just glad you were here." "What would happen to you?" Sanctuary Choice 1 "I heard the voice." "I saw the creature." Choice 2 "...He scared me." (Effect: Reversed End.) "...He didn't scare me." (Effect: Upright End.) Choice 3 "What did he say to you?" (Effect: Upright End.) "He said my name." (Effect: Reversed End.) VIII - STRENGTH The Low Road Choice 1 "More remote." (Effect: Reversed End.) "A big city." (Effect: Upright End.) Choice 2 Choice 3 Sit in front. Sit behind. Away from it All Choice 1 "I think I had a bad dream." (Effect: Upright End.) "I think I had a good dream." (Effect: Reversed End.) Choice 2 "I'll keep you company." 200 COINS (Effect: Unlocks memory.) "I'll be outside." Paid Choice 1 "More sugar." "More spice." Choice 3 "We're busy." (Effect: Reversed End.) "Let's go." (Effect: Upright End.) Choice 4 "Let me help you." (Effect: Upright End.) Let him do it alone. (Effect: Reversed End.) No Escape Choice 1 Ask Asra to dance with you. (Effect: Upright End.) Sit in the corner with Asra. (Effect: Reversed End.) Choice 2 "We have time now." 150 COINS "We have to go..." Paid Choice 1 "I just need you." "I just need a nap." IX - THE HERMIT Shelter from the Storm Choice 1 "We should go to the shop." (Effect: Reversed End.) "We should go to the palace." (Effect: Upright End.) Choice 2 "I'm happy." (Effect: Upright End.) "I'm nervous." (Effect: Reversed End.) Choice 3 Choice 4 "Come lay by the fire." 150 COINS "Don't take too long." Paid Choice 1 "Like what you see?" "I must look a mess." The Hermit Choice 1 "You know me?" (Effect: Reversed End.) "I know you." (Effect: Upright End.) Choice 2 "How do you dance with?" "How do I know him?" Choice 3 Pet the wolf. 50 COINS Leave her be. Choice 4 "Good thing you got away." (Effect: Reversed End.) "Good thing you had each other." (Effect: Upright End.) The Magician Choice 1 Choice 2 This is a timed choice! "Pretty well!" "Not very well!" "He's not my master." (The Magician notes that you and Asra seem to know each other well.) Choice 3 "Let me feel you." 200 COINS (Effect: Unlocks memory.) "I would know." "I wouldn't know." Paid Choice 1 "Let me kiss you." "I know." "I don't know." Paid Choice 2 (If you chose "I know.") Paid Choice 2 (If you chose "Let me kiss you.") "I know." "I don't know." Paid Choice 3 X - WHEEL OF FORTUNE Hungry Eyes Choice 1 "Don't." (Effect: Upright End.) "Do it." (Effect: Reversed End.) Choice 2 "We didn't find the doctor." (Effect: Reversed End.) "We found something worse." (Effect: Upright End.) Choice 3 "Trust your subconscious." (Effect: Upright End.) "Those nightmares are real." (Effect: Reversed End.) Choice 4 "Bathe together." 200 COINS "Bathe separately." "Stay dirty." Paid Choice 1 "I'll wash your chest." "I'll wash your hair." Haunting Taunting Choice 1 "Let's play truth or dare." 150 COINS "No way." Paid Choice 1 Paid Choice 2 (If you chose "Truth.") Paid Choice 2 This is a timed choice! "Encourage Asra." (Effect: Upright End.) "Insult Lucio." (Effect: Reversed End.) Rise and Fall Choice 1 "I like this." "I don't like this." Choice 2 Choice 3 Six years?? Seven years?? Eight years??? Choice 4 Slow dance. 100 COINS "My feet hurt." Paid Choice 1 "Is this your wildest dream?" "Is this how we were before?" XI - JUSTICE Bound Together Choice 1 "We've met before." "Hello, Julian." Choice 2 "You do vanish sometimes." (Effect: Upright End.) "You're always there for me." (Effect: Reversed End.) Choice 3 Play along with Asra. 75 COINS Step away. The Whole Truth? Choice 1 "Why change his story?" "Why would he return?" Choice 2 Tells them the truth. (Effect: Upright End.) Tells them he's innocent. (Effect: Reversed End.) Choice 3 Keep the bread for Asra. 150 COINS Give up the bread. Blood and Sand Choice 1 Go to see him. 250 COINS (Effect: Unlocks memory.) Don't go to see him. Paid Choice 1 "I like it." "What are you wearing?" Choice 2 "Can't you stop this?" "Asra can win." Choice 3 This is a timed choice! "Look out for Muriel!" "Look out for Julian!" ➡ Correct XII - THE HANGED MAN Calm Before the Storm Choice 1 "What about you?" (Effect: Reversed End.) "Let me help." (Effect: Upright End.) Choice 2 "I'll help you change." 175 COINS Go to the Palace. Choice 3 "Good luck, Julian." "I hope you're right." Choice 4 "Tell her a little." (Effect: Reversed End.) "Tell her everything." (Effect: Upright End.) Last Rites Choice 1 Comfort him. 150 COINS Keep going. Choice 2 Check the portrait. (You continue to search the portrait.) Ask Mercedes for help. (Mercedes leads you to a button that opens the portrait.) Choice 3 This is a timed choice! Grab his hand. "Asra, stop!" Choice 4 "I'm not sure." (Effect: Upright End.) "I'd do anything." (Effect: Reversed End.) Choice 5 Resist the feeling. (Effect: Reversed End.) Listen to the Fool. (Effect: Upright End.) XIII - DEATH Shadow of the Past Choice 1 Unlock the door. (Effect: Reversed End.) Leave the shop. (Effect: Upright End.) Choice 2 "Quick, kiss me!" 150 COINS "I'll take the boat." Choice 3 "Why am I here?" "How did you know?" Choice 4 "... You did what?!" "I knew it." Choice 5 "I'd do the same for you." (Effect: Reversed End.) "Did it change you?" (Effect: Upright End.) Choice 6 Lean in for a kiss. 200 COINS (Effect: Unlocks memory.) Watch the fireworks. Paid Choice 1 "So I'm explosive?" "You're a light to me too." XIV - TEMPERANCE Visions and Illusions Choice 1 "Don't worry. I'm fine." (Effect: Reversed End.) "I have a question." (Effect: Upright End.) Choice 2 "You should check." 150 COINS "No. I don't." Choice 3 Find him a drink. Find him a snack. (You run into Nahara.) Choice 4 Wear the perfume. Prank Julian. Choice 5 Play with the bubbles. 200 COINS "I'll pass." Paid Choice 1 "Let's try it." "Let's snuggle." XV - THE DEVIL Faustian Bargain Choice 1 "Keep the guests safe." (Effect: Upright End.) "Cancel the Masquerade." (Effect: Reversed End.) Choice 2 Light the magic incense. 200 COINS Take a nap. Choice 3 "I also care about Faust." (Effect: Upright End.) "You'd do the same for me." (Effect: Reversed End.) Choice 4 "Tell me about her." 150 COINS "We'll find her." Paid Choice 1 "Weren't you worried?" "What's so funny?" Choice 5 "Yes." (Effect: Reversed End.) "No." (Effect: Upright End.) Choice 6 (If you eventually chose "Yes.") Say nothing. "Yes, I did." "No, I didn't." Choice 7 (If you chose "Say nothing.") "Yes, I did." "No, I didn't." XVI - THE TOWER Sound and Fury Choice 1 "It's me." "Can you hear me?" Choice 2 "I can't do this alone." (Effect: Reversed End.) "What about you?" (Effect: Upright End.) Choice 3 Turn away. (Effect: Reversed End.) Take the paw. (Effect: Upright End.) Choice 4 "I'd love some warmth." 200 COINS "I'll be fine." Paid Choice 1 "Is there any tea?" "A blanket." "A hug." Choice 5 "Yes." (Effect: Upright End.) "No." (Effect: Reversed End.) Choice 6 "I love you." "I... um..." Choice 7 "Go on. Tell me." 150 COINS "You don't have to." XVII - THE STAR Homeward Bound Choice 1 "Flatterer." "Aww, thanks." Choice 2 "Why don't you show me?" 250 COINS "Maybe later." Paid Choice 1 "Touch me." "Let me touch you." Choice 3 "I'm not afraid. Let's go." (Effect: Upright End.) "I just want this to be over." (Effect: Reversed End.) Choice 4 "What do you mean?" "I'm not doing anything." OR Choice 5 This is a timed choice! Grab Asra's hand. (Effect: Reversed End.) Break free. (Effect: Upright End.) OR Not a timed choice. "Up and over." "Through." Choice 6 Follow the vision. 100 COINS Let it go. Paid Choice 2 "You were so cute." "All you all right?" Choice 7 "Use magic." (Effect: Upright End.) "Find a safer path." (Effect: Reversed End.) XVIII - THE MOON From the Other Side Choice 1 Choice 2 "Lucio said what?!" "You built Lucio's arm?" Choice 3 Hug him. 225 COINS "Let's keep moving." Paid Choice 1 "I'd talk to them." "I'm not sure." Choice 4 "This place is massive." "This is quite a spell." Choice 5 This is a timed choice! Attack the tree. (Effect: Upright End.) "What do we do?" (Effect: Reversed End.) "Asra, go help them." (Effect: Upright End.) Choice 7 "All right." (Effect: Upright End.) "Asra can heal me." (Effect: Reversed End.) Choice 8 "Sounds like a story." 175 COINS Keep quiet. XIX - THE SUN Full Circle Choice 1 Cheer him up. 175 COINS "Let's keep trying." Paid Choice 1 "Then let me help." OR "You haven't failed." "I'm all right." Choice 2 "What happened?" "Are you okay?" Choice 3 This is a timed choice! "Hell yes!" "I'm not so sure..." Choice 4 "You're* the thief." Laugh at him. Choice 5 Kiss him for luck. (Effect: Upright End.) "Let me come with you." (Effect: Reversed End.) Choice 6 Approach the water. (Effect: Reversed End.) Stay put. (Effect: Upright End.) Choice 7 "Then kiss me already!" 225 COINS "Or we could go home." Paid Choice 2 Kiss him. Let him take his time. Paid Choice 3 (If you chose "Kiss him.") UPRIGHT END XX - JUDGEMENT The Red Room Choice 1 Choice 2 "I'm ready. I'm not afraid." "I'm afraid... but I'll do it." Choice 3 This is a timed choice! Choice 4 "Thanks for helping." "You're welcome" Choice 5 "A kiss for luck?" 150 COINS "No. Let's go." Paid Choice 1 "No, it's sweet." "A little bit." Choice 6 "I'd like power." "I'd like freedom." Choice 7 "What does that mean?" "Why are you doing this?" Choice 8 Stick up for Asra. 250 COINS Say nothing. Paid Choice 2 "Love always matters." "You wouldn't understand." XXI - THE WORLD The High Road Choice 1 "What about the others?" "You're right. Let's go." Choice 2 "... who are you?" "Something's wrong." Choice 3 "Shut up." Choice 8 "Sounds like a story." 175 COINS Keep quiet. XIX - THE SUN Full Circle Choice 1 Cheer him up. 175 COINS "Let's keep trying." Paid Choice 1 "Then let me help." OR "You haven't failed." "I'm all right." Choice 2 "What happened?" "Are you okay?" Choice 3 This is a timed choice! "Hell yes!" "I'm not so sure..." Choice 4 "You're* the thief." "What do *you* want?" Choice 4 (If you chose "What do *you* want?") Choice 5 Choice 6 "How did you find me?" 150 COINS "What now?" Paid Choice 1 "Your humor." "Your smile." Choice 7 Defend Asra. Attack the Devil. Choice 8 Cuddle with Asra. 250 COINS Get up. Paid Choice 2 "Seeing new places." "Meeting new people." Choice 9 "Um..." "It's *your* stomach." "I'm hungry." Choice 10 "No, no trouble at all." "Yup. Loads of trouble." REVERSED END XX - JUDGEMENT Ties That Bind Choice 1 Choice 2 "Like what?" 275 COINS "We'll talk about it later." Paid Choice 1 "I'd like to travel." "I'd like to rest." "I'm not picky." Choice 3 Push through the hedge. Find another way around. Choice 4 "Are you okay?" "Should we find Muriel?" Choice 5 "Not without you!" "I don't think I can." Choice 6 Use magic. Bargain with the Devil. XXI - THE WORLD The Great Divide Choice 1 "Yes. I accept." "What if I refuse?" Choice 2 (If you chose "What if I refuse?") Choice 3 Choice 4 "We have to try." "You're right." Choice 5 "The sound." (You go to the cave.) "The quake." (You go to the ruins.) Choice 6 Stay in bed. 275 COINS Get up. Paid Choice 1 Choice 7 "What is it?" Take a bite. Choice 8 "I'm not sure." "Do we know them?"

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