Artifacts Inc

New York, 1929: A frenzy of interest in antiquity is sweeping the nation! With museums hungry for mysterious and exotic artifacts — and you hungry for adventure — you start up your own archeology company. Untold wonders await within dangerous jungles, harsh deserts, and wind-swept mountains. Will you gain a reputation as the most intrepid and famous adventurer of all time?

In **Artifacts, Inc.**, 2-4 players compete to grow the most famous archeology company. Players roll dice, which represent their troop of adventurers, and place them on cards in order to find artifacts, sell them to museums, and purchase new cards representing their company assets. Players can choose to focus on making lots of money by selling artifacts, having museum majorities, creating the best combination of expeditions and buildings, or searching below the waves for lost cities and hidden treasures. The first player to reach 20 reputation triggers the end of the game, and the player with the most total reputation wins!

Components

Contains: 48 Wooden Cubes (in 4 colors), 72 Cards, 1 Reputation Board, 35 Dollar Tokens, 7 Dice, Rule Book

Component Note: The cubes and dollar tokens are not limited. If you run out, use something else to keep track.

Game Setup

1. Separate the cards according to type. On most cards, the type can be found in the top right corner of each card. There are six cards that do not have the type in the top right corner. These are Public cards. They consist of 4 "Museums", 1 "Private Collectors", and 1 "Guide Work".

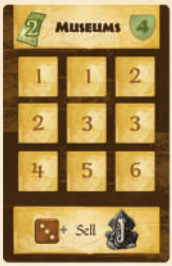
Asset Cards

Card Type (on asset cards)



Public Cards





2. Place the Reputation Board in the middle of the table. Organize the "U" cards so that they are in numerical order. Place the cards in the middle of the Reputation Board, face up, from lowest to highest (2 should be face up on top). Place the Dollar tokens and dice near this board (this is the Supply).

3. Place the Public cards in a row above the Reputation Board. If playing with 3 or 4 players, place the Museums so that the side with 9 boxes is face up. If playing with 2 players, place the Museums so that the side with 6 boxes is face up.

4. Organize the remaining Asset cards so that the "Level 1" sides all face the same way (face-up). The level is listed just below the name, as "Lv 1" or "Lv 2". Shuffle each pile of Asset cards except for type "S". Place the "A" pile just below the Reputation Board. Place the "B" pile below that, then the "C" pile below that. Draw the top 3 cards of each of these piles and place them in a row next to the pile (in each row, there will be 4 visible cards). Finally, place the "D" and "E" piles to the right of the Reputation board.

5. Give each player one of each type of card in the "S" deck. These cards should be: Desert Expedition, Canyon Expedition, Headquarters, and Adventurers. Each of these cards should be placed in front of the player so that the "Level 1" sides are face up. These cards must be placed in the same row, and once placed, cannot be moved (see "Side Note: Card Rows" on page 6). Give each player one set of colored cubes.

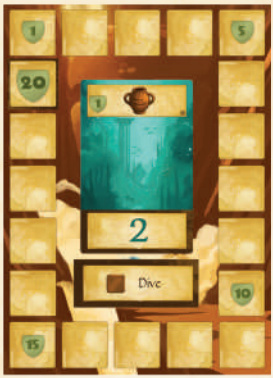
6. Decide who will be first player by rolling dice. Each player rolls 2 dice. The player with the highest sum is first player. Play proceeds in clockwise order. The 1st player receives 2 dollars. The 2nd and 3rd players receive 3 dollars. The 4th player receives 4 dollars. Each player places a cube off to the side of the Reputation Board (these are used to mark Reputation). You are now ready to play.

Example Card Layout

Public Cards



U cards "Underwater" (Placed on the Reputation board)





D & E Asset cards

A Asset cards



B Asset cards



C Asset cards

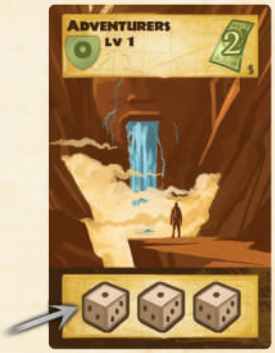


Playing the Game

Starting with the first player and proceeding in clockwise order, players take turns until a player has reached 20 Reputation on the Reputation board. Play then continues until the last player in turn order has had a turn (so that each player gets an equal number of turns), and the game ends. Players then count up Museum majority bonus Reputation Points and the player with the highest Reputation wins.

Player Turn

On a player's turn, he rolls his Adventurer dice and places them on cards to perform actions. The amount of dice he rolls is equal to the Adventurer dice symbols on the cards he owns (on the table in front of him).

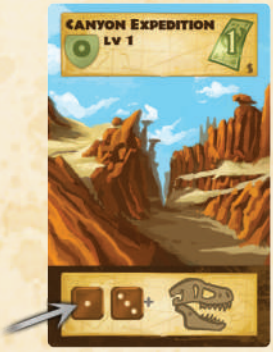


Adventurer Dice Symbols

After rolling, the player may place these dice on cards to perform actions. He may place the dice on Asset cards he owns, on Public cards, or on the Reputation board where it says "Dive". Each action can hold one die, and the die must meet the requirements of the action to be placed there.

Each time a player uses an action, he performs the action immediately.

For example, the card on the right has two actions. A player could place a "1" die here, and a "3 or higher" die here. Each die would perform the action once. When the player places the die, he covers up the action. The results of actions are described in the following section.



When a player has placed all of his dice and completed his actions, he takes them off the cards and passes the dice to the player on the left, who then takes his turn.

Actions



Asset Action: Expedition- This action allows a player to gain one Artifact (in this case, a Scroll). The player places one of his cubes on the card to represent the Artifact (on this card it would be a Scroll). Cards can hold any number of Artifacts.



Asset Action: Buy- This action allows a player to purchase one new Asset card or upgrade one Asset card he already owns to "Level 2". He may purchase any of the Asset cards in the center of the table (A, B, C, D, and E cards). *Note: When purchasing, the player is allowed to look at the opposite side of any available cards before buying. He may only do this after he has placed an Adventurer die on the "Buy" action.*

When the player buys a new Asset card, he pays the cost in dollars, returning them to the Supply. The cost is listed in the upper-right corner of the card. Sometimes the card also costs a Scroll, in which case the player must remove one cube from a "Desert Expedition" card that he owns. The newly-obtained card is then placed face up in front of him, according to the rules in the section "Side Note: Card Rows" on page 6.





Instead of purchasing a new card, a player may upgrade any Asset card he owns to "Level 2" by paying the Cost again. He flips the card over to the "Level 2" side. If there are any dice or cubes on the card, they remain.

If the Buy action (buying or upgrading) causes the player to gain more Reputation Points, he should mark his progress on the Reputation Board with one of his cubes (whether it be from the Reputation Point icon on the top left of the card, or from a special ability on the bottom of the card). A player's Reputation Point total is always equal to the visible total Reputation on the face-up cards he owns. *Example: If a player were to upgrade the diving suite, he would gain 1 total Reputation (not 3).*



Reputation

Side Note: *Card Rows*

Players are allowed to place their Asset cards in two rows. At the beginning of the game, a player's four starting Asset cards must be placed next to each other in the "top" row. From then on, each time a player purchases a new Asset card, he must place it adjacent to another Asset card he already owns, either in the "top" row, or the "bottom" row.

This is important because many cards give bonuses depending on the cards that are adjacent to them. A card is considered adjacent when it shares a side to the right, to the left, above, or below. Diagonally-adjacent cards do not count.

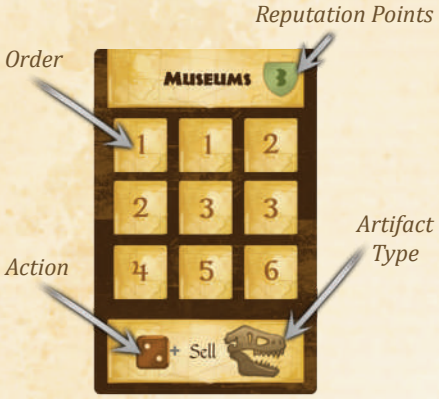
It is suggested that when players place their starting Asset cards, they first look at the opposite "Level 2" side of each card. Likewise, each time a player purchases a card, he should look at the "Level 2" side before placing it. Once a card has been placed, it cannot be moved.

Underwater "U" cards do not count as Asset cards and are not placed in either of these rows (they are placed off to the side, face up, when obtained).



Asset Card

Public Action: Museums- This action allows a player to visit a museum and sell Artifacts. Each Museums card has a number of orders it needs fulfilled. In the example below, a player could sell sets of 1, 2, 3, 4, 5, or 6 Fossils. When a player completes an order, he places one of his cubes on the order-- it is now unavailable for the rest of the game. He must discard a number of artifacts equal to the order, and they must match the type on the Museums card. The player gains 1 dollar for each artifact sold in the order. The player also gains a one-time bonus amount of dollars depending on the artifact type.





Example: Tom has 2 Gems. He places a "5" die on the Gems Museums card. He could sell just 1 of the Gems to complete a "1" order, but he decides to complete a "2" order and sell both of the Gems he owns. He places a cube on one of the "2" order boxes. Then he discards the two cubes on his Mountain Expedition card (that represent his 2 Gems). He gains 1 Dollar for each cube. He also gains a bonus 3 Dollars for the sale (listed in the top left corner of the Museums card). In total, he gained 5 Dollars for the sale.

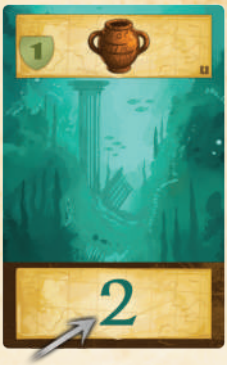


Fossils *Scrolls* *Statues* *Gems*

Public Action: Guide Work- This action gives a player 1 Dollar when he places an Adventurer die there.

Public Action: Private Collectors- This action allows the player to sell any number of Artifacts he owns, of any type and mix. He gains 1 Dollar for each cube discarded from an Expedition card, and 1 extra Dollar per different type of Artifact beyond the first type.
Example: Tom uses the Private Collectors action to sell 1 Fossil, 1 Scroll, and 2 Statues. He gains 4 Dollars (1 for each cube), plus 2 Dollars for the 2 extra types.

Dive Action- This action on the Reputation Board allows players to gain an Underwater card. Players must place one (or more) dice whose sum is equal to or higher than the number on the topmost Underwater card. This is the only action in the game that allows players to add dice together to complete an action. Players may never gain more than one Underwater card per turn. Each Underwater card gives 1 Reputation Point. Players place these cards off to the side of their Asset cards (they are not placed in one of the two rows of Asset cards). Each Underwater card also gives a special Underwater find: Pottery, Doubloons, or Sunken City. These finds can give bonus Reputation points if the player owns certain Asset cards.




Doubloons


Sunken City


Pottery



Players continue until one player reaches 20 Reputation on the Reputation Board. Each remaining player in the current round gets one more turn (basically, once the last player in turn order finishes his turn, the game is over). This ensures that each player has the same amount of turns in the game. *Example: Tom was the last player in turn order when the game started. He reaches 20 reputation on his turn. Because he is the last player in turn order, the game ends (no one has any more turns).*



Then the game ends. Players gain Museums majority Reputation Points. The player with the most cubes on each Museums card gains the listed Reputation Points in the top right corner. If players are tied for cubes, the player with cubes in the highest positions wins the tie (the lowest position begins in the top left box, and moves from left to right, in ascending order of numbers).

Example: Tom and Wendy both have 1 cube on the Fossils Museums card. Wendy's cube is in the first "1" order box, in the top left corner. Tom's cube is in the second "1" order box, to the right of Wendy's cube. Tom wins the tie and gains 3 extra Reputation Points.

After Museum majority Reputation Points have been awarded, players check to see who has the most Reputation. The player with the most Reputation Points wins the game. In the case of a tie, the player with the most money wins.

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