

Artifacts, Inc.

Cutthroat deals variant

Setup

Game is played according to normal rules with following changes and exceptions:

- ◆ Each player has his own set of 7 dice and one turn order token in his color.
- ◆ Game is played in rounds (instead of just player turns). Each round consists of three game phases:
1. Rolling dice, 2. Placing dice, 3. End of the round.
- ◆ If someone triggers the end of the game by reaching 20 reputation points, the round is played to it's end, museum majorities are awarded and then the game ends.
- ◆ Each player starts the game with 2 \$.

Game Round

1. Rolling dice

Each player rolls all of his available dice and sums up the total value of pips on his dice. Players then place their turn order tokens next to the scoring board. The player with the lowest total of pips on his dice places his token next to 1 (he is the first player for this round), second lowest goes next to 2, etc. If there is a tie, all tied players keep their respective turn order from the previous round (ties in the first round of the game are resolved randomly).

2. Placing dice

In turn order players take turns placing one of their rolled dice one at a time on any available action. Only exception is the *Dive* action, where player can place multiple dice at once on his turn. Actions are resolved immediately after the placing.

- ◆ Each Public action (*Guide*, *Private collectors*, different *Museums*) and *Dive* action can each player take only once per round!
- ◆ Players can't buy cards from the top of the ABC asset card stacks, only the ones laid next to them. Bought cards are not replaced immediately from the appropriate stack. This is done only at the End of the round phase.

Player may pass instead of placing a die, but he may not place any more dice this round. Player must pass if he has no dice left. Once all players have passed, continue to resolve the End of the round phase.

3. End of the round

Players take back all of their dice. Refill the asset cards offer. Players check their reputation points totals. If anyone has at least 20 points, award museum majorities and end the game.

Clarifications

Adjacency bonus points – Reputation points for adjacency of cards are scored immediately when placed and when the cards are added.

Buying and using cards – Bought or upgraded asset card can be used right away, except the assets that give extra adventurer dice, which will be rolled next round. If there are any dice placed on asset card being upgraded, they remain on the card on place that meets it's requirements.

Curator lvl.2 – Only benefits from cards with „adventurer/s“ in their title (i.e. not the Archeologist).

Trinket shop – Player must have appropriate expedition cards to exchange specific artifacts.

Truck – Player can reroll only one die at any time once per round. With lvl.2 he can reroll two dice or one die twice.