

The book cover has a dark brown, textured background. In the corners, there are decorative elements consisting of interlocking brass gears and metal plates. The title 'ARTEFACTS' is centered in a large, ornate, metallic font. The letter 'A' is particularly large and stylized. The letters 'R', 'T', 'E', 'F', 'A', 'C', 'T', and 'S' are smaller and follow a similar ornate style. A horizontal bar with a small gear in the center runs through the middle of the letters 'T', 'E', 'F', and 'A'.

ARTEFACTS

A large, ornate metal padlock is positioned on the right side of the cover. It has a complex, mechanical design with a keyhole in the center. The padlock is made of a dark, metallic material, possibly steel or iron, and shows signs of wear and rust. It is attached to a metal plate that is part of the cover's design.

FRANCK BOVET



ARTEFACTS

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Introduction



Two thousand years old, Artefactorum, a secret society governed by the Council of Great Master-Artefactors, gathers the scientific elite from all four corners of the world around one ambition: to attain the ultimate knowledge of the mechanisms of the Universe.

Every ten years, the Council announces where and when the next Grand Tournament will be held, which will allow the choice among their peers, of the person who will have the honour of being inducted into their institution. Each time, this exceptional event attracts the most daring Master-Artefactors, flocking from all continents to demonstrate that they deserve to be rewarded with the title of Grand Master.

The Grand Tournament takes place over an entire astral year, during which each of the pretenders to this illustrious distinction will have to build an Artefact Machine combining Water, Fire, Earth, Air and Lightning with skeletons of metal. Each one of the Master-Artefactors will have to design and build their machine, which will be pitted against those of their competitors in confrontations. Only one of them will attain a place within the Council...

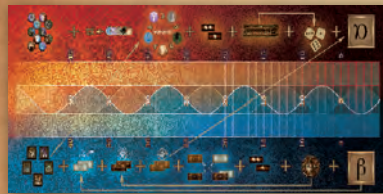
The Artefact Machines will be evaluated on their construction qualities and their results during the battle rounds. Nevertheless, it will be necessary to be a good strategist to thwart the traps posed by opponents, not to mention the low blows that some less scrupulous Masters are already preparing in the shadows. So ingenuity, tenacity, and cunning will be needed in striving to become the next Grand Master.

This game, for 2 to 4 players, is intended for people wanting a complete and intense experience, which mixes resource management, worker placement and confrontation in the aristocratic spheres of the late nineteenth century.

Components



4 Workshops and Dashboards



2 Combat Ladders



4 Screens «Personal Reserve»



1 Artefactors Hierarchy



1 Prestige Points Table



2 Tip Indicators
(for the Emporium)



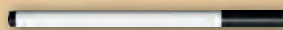
4 Architectonic Covers



4 Ballistic Covers
(with film for Marker Pen)



1 Capacity



1 Marker Pen



1 Arena



1 Emporium



1 Calendarium



Ballistic
Installation



Fortifier



Architectonic
Installation



Builder



Kinematic
Installation



Improver



Merger



Meteorologist



Astrologer



Engineer



Merchant



Shadower



Geomancer



Terraformer



1 Set of Edification Phases



1 Set of Confrontation Phases



2 Rest Phases



20 Markers
(for Workshop and Dashboard)



2 Time Markers
(for the Calendarium and the
Arena)



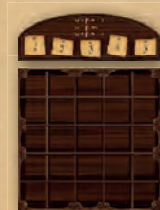
36 Gems of
Alchemical Current



3 Capacity Dice
(red, yellow and blue)



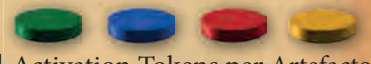
4 Sets of Polarities



1 Market Grid with
Price Index



x Coins



4 Activation Tokens per Artefactor



2 Hierarchical Tokens per Artefactor



2 Prestige Markers per Artefactor



30 Energy Cubes per Artefactor



8 Energy Dice per Artefactor



6 Augures per Artefactor



1 Artefact per Artefactor



4 Drones per Artefactor



15 Conjunctions



1 Set of Law Fragments



16 Betting Cards



4 Bags



40 Technologies

Symbols used in the rule

Energy Die

Gem of Alchemical
Current

Energy Cube

Coin



4 Hydraulic
Hearts



4 Thermal
Hearts



4 Telluric
Hearts



4 Aérodynamic
Hearts



4 Electric
Hearts



16 Water
Blades



16 Fire
Lances



16 Earth
Maces



16 Air
Arrows



16 Lightning
Flails



8 Superior
Water Blades



8 Superior Fire
Lances



8 Superior Earth
Maces



8 Superior Air
Arrows



8 Superior
Lightning Flails



8 Electrostatic
Mist



8 Gaseous
Earthquakes



8 Dazzling
Blizzards



8 Muddy
Rash



8 Depolarizing
Deysers



8 Greek
Fires



8 Gravitational
Magnetisms



8 Orbital
Plasma



8 Pyroclastic
Clouds



8 Fire Bombs

Limits of Components

In rare cases, it may be that a Machine Part to be produced is no longer in stock.

In this case, the Machine Part is said to be unavailable and cannot be produced, at least until there is a new one in the general reserve.

Exception: If the Artefactor should receive a Superior Geode (), he still gets in compensation a corresponding Simple Geode (). If a fusion were to occur and there were no Machine Part available, then the fusion does not happen.



12 Translation
Needle Diagrams



12 Speed Coefficient
Diagrams



8 Fire
Diagrams



8 Lightning
Diagrams



8 Water
Diagrams



8 Water



8 Fire



8 Earth



8 Air



8 Lightnings



12 Cannon
Diagrams



12 Armor
Diagrams



8 Air
Diagrams



8 Earth
Diagrams



32 Translation
Needles
(front)



80 Speed
Coefficients



64 Geomantic
Cards



32 Cannons
(front)



32 Light Armor
(front)



32 Reinforced Armor
(back)



≈ 100
Nuclides

Condensed
Nuclides



32 Increased
Translation Needles
(back)



32 Sophisticated
Cannons
(back)



32 Mirroring Armor
(front)



32 Reinforced and
Mirroring Armor
(back)



15 Ballistic Trap
Cards



12 Holograms



4 Shadower
Covers



2 Push-Backs



3 Teleporters



2 Ejectors



2 Rotators



2 Decelerators



2 Accelerators



4 Flags



4 Cargets



1 Sabotage
Token



2 Electromagnetic
Loads



2 Circular
Saws



2 Thermal
Disruptors



2 Blinding Pitch
Projectors



2 Radioactive
Zones



2 Cannons
of Gooley Gel



4 Matrix
Orbs



4 Cristals



24 Walls



4 Bonuses



4 Camouflages



6 Magmas



6 Frost



8 Bombs



8 Beacons



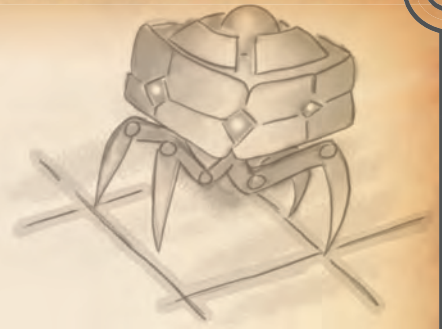
8 Turrets



8 Automas

Segment I - First Steps

WORK IN PROGRESS



Objective: For their first training session, Artefactor apprentices will have to maneuver the illustrious Artefact-Machines in a 4-Round Confrontation Phase. The aim is to demonstrate steering skill by taking Prestige Points scattered around the Arena. The person(s) with the most Prestige Points at the end of the 4 Rounds will be the Winner.

Setup

- 1.1 Place the Arena Board to the side.
- 1.2 Place 1 Time Marker ● on square 4 of the Time Track.
- 1.3 Place the 4 Prestige Bonuses in the vicinity of the Arena.
- 1.4 Place the Walls in the Arena according to the layout opposite.
- 1.5 Each Artefactor chooses a color, takes the corresponding Artefact and places it on the central square of one of the 4 starting areas (squares tinted in red on the layout opposite).



- 2.1 Place the Artefactors Hierarchy.

The board indicating the hierarchy of the Artefactors receives randomly the Hierarchical Tokens of the color of each Artefactor in the first column. This defines the order of the Artefactors.

- 3.1 Each Artefactor receives an Illustrious Artefactor Sheet, which is placed in front of the Artefactor, A-side.



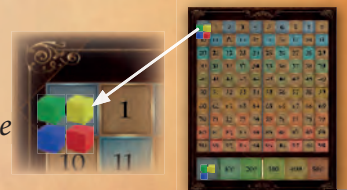
- 3.2 Each Artefactor also recovers the number of of his/her color indicated on the sheet.



- 4.1 Add the 3 Capacity Dice nearby.



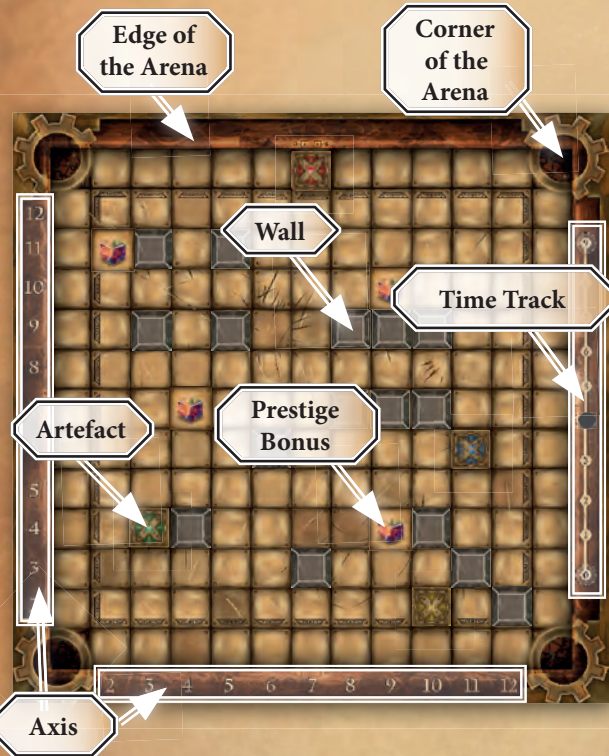
- 5.1 Place the Prestige Points Table on the side and put the Prestige Tokens of the color of the participating Artefactors on the squares 0.



I.1 Overview

An Artefact can be maneuvered from the Dashboard through different steering instruments.

An Artefact is represented on the Arena by its Token, the arrowhead in the center defining its orientation (the tip points to the front of the Artefact).



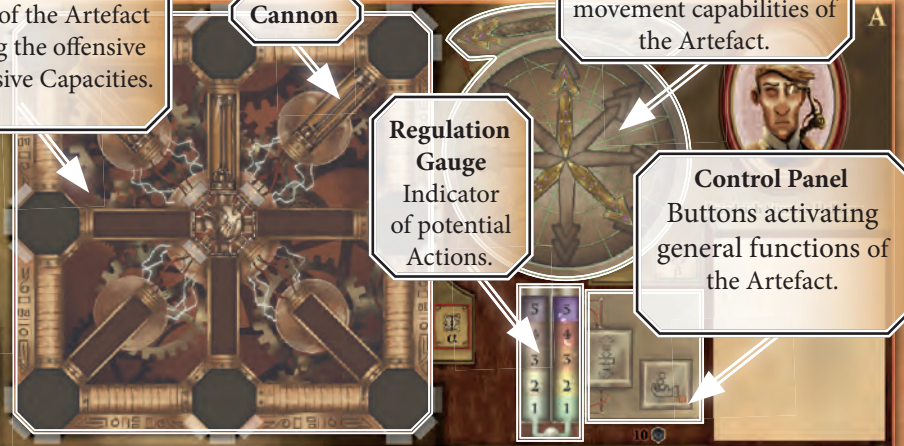
Architectonics
Structure of the Artefact determining the offensive and defensive Capacities.

Cannon

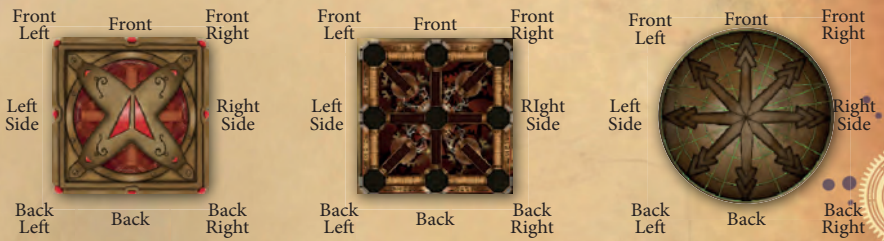
Regulation Gauge
Indicator of potential Actions.

Kinematics
Compass determining the movement capabilities of the Artefact.

Control Panel
Buttons activating general functions of the Artefact.



On the Dashboard the Architectonics and Kinematics are positioned so that the top edge represents the front of the Artefact, there are 8 directions:



The Actions decided from the Control Panel (see I.2) will activate the Artefact in the Arena during the Confrontation Phase (see I.3).

I.2 Study of the Dashboard - First Level

I.2.1 Perform an Action

When the Artefactor's Round comes around (see I.3 Description of a Confrontation Phase), an Artefactor may make his/her Artefact perform a number of Actions less than or equal to the number of placed in the Regulation Gauge (maximum 5). He/She moves the from one Gauge to the other to indicate the Actions performed during the Round. At the end of his/her Round, he/she moves the unused to the other Gauge to regroup them for the next Round.

Each Action described below (Control Panel, Kinematics and Architectonics) requires 1 to be transited in the Regulation Gauge, if none can be transited, no more Action related to the Artefact are possible.

Actions may cost some in addition to the cost of the Action which are then deposited on the location specified by the Action.

Example:

The **Yellow** Artefactor may perform up to 4 Actions during his/her Round according to his/her current Regulation Gauge. For each Action performed, he/she will move 1 from the left to the right Gauge. At the end of his/her Round, all have to be in the right Gauge, in the next Round he/she will switch the from the right to the left Gauge.



I.2.2 Control Panel

Energy Regeneration



This action does not require additional but ends the Artefact's Round, regardless of whether it had any Actions left (the on the button serves as a mnemonic reminder). In fact it is better to do this Action at the end of the Round. The Artefact then recovers all the used for the different Actions except those in the Regulation Gauge.

Energy Regulation



This Action does not require additional .

When performing a Regulation, the Artefactor can add or remove from the Regulation Gauge (maximum 5). There can be only one per level. If an "Energy Regulation" is performed, this may add or remove possible Actions for the current Round, but it does not free the Artefactor from the Actions already performed during that Round. The addition or removal of must therefore be done on the slot above the used for the Regulation in the Gauge.

Example:

The **Green** Artefactor steers the Amahau Artefact, he/she reaches the end of his/her Round, he/she has only one Action and 1 left.

1 He/she performs an "Energy Regulation" (), which allows him/her to go to 5 Actions per Round.

2 He/she performs an "Energy Regeneration" () , thus recovering all the on the Dashboard. This ends his/her Round, but it was his/her 5th Action anyway. The **Green** Artefactor is ready for his/her next Round with 5 potential Actions and full Energy!



I.2.3 Kinematics

Inside the Kinematics are placed the Translation Needle and Speed Coefficients that give movement capabilities to the Artefact.

Artefact Movement



This Action requires 1 additional . The Artefactor puts the on the Needle chosen in his/her Kinematics. Depending on the Machine Parts installed within the Kinematic compass, the movement properties are different.

Slot for Speed Coefficient

Slot for Translation Needle

Obstacles

An Obstacle blocks movement of the Artefacts, blocks the Ballistic Attack lines and makes it impossible to occupy the square where an Obstacle is located. Obstacles are considered to be Artefacts, Walls, edges and corners of the Arena (other Obstacles will appear later).



Actuate a Translation Needle without Speed Coefficient

The Artefact moves 1 square in this direction.



Actuate a Translation Needle with one Speed Coefficient

The Artefact moves in the direction indicated by the selected Translation Needle from 1 to 6 squares.



Actuate the Rotation Needle with one Speed Coefficient

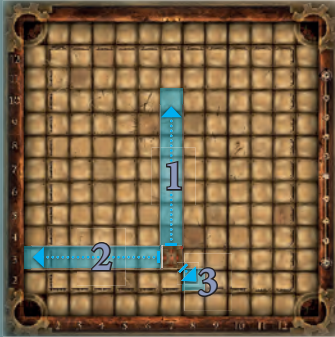
The Artefact rotates on itself 90° in the direction indicated by the side of the selected Rotation Needle.



Speed Coefficient without Translation Needle

A Speed Coefficient alone does not allow movement in one direction, but adds +1 to the movement possibilities of the directly adjacent Translation Needle (if there are any placed).

Example:



The **Red** Artefactor steers the Olufemi Majo Majo Artefact, in view of his/

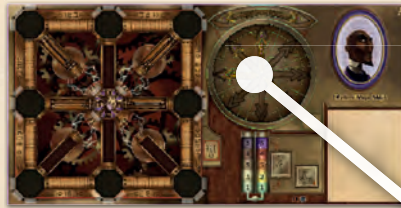
her Kinematics. His/Her Artefact could perform the movement defined by the blue squares:

1 Having a Front Translation Needle and the fact that a Speed Coefficient without Needle is nearby, the Artefact can move from 1 to 7 forward.

2 Likewise, on the Left.

3 Having a Translation Needle in Diagonal Back Right, but without Speed Coefficient, the Artefact can move 1 square in that direction.

4 It can also rotate 90° to the right and to the left.



I.2.4 Artillery

Inside the Architectonics is the Artillery, which is the set of Cannons that allow the Artefact to perform Attacks.



Actuate an Artefact Cannon



This Action requires 1 additional . The Artefactor places the on a Cannon in his/her Architectonics propagating an Attack.



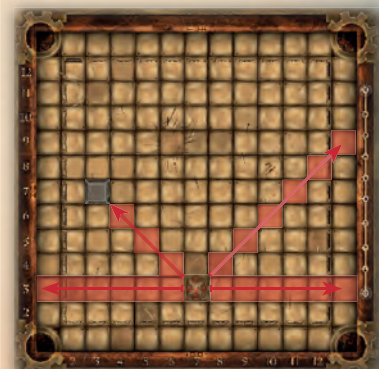
IMPORTANT: A Cannon can only be actuated once until the next 'Energy Regeneration', in other words, it can only receive one .

Each Cannon points in one of the 8 directions, the Attack propagates in a straight/diagonal line from the location of the Cannon until it hits an Obstacle or

Example:

According to the Architectonics, still of the Olufemi Majo Majo Artefact, the **Red** Artefactor has 4 Cannons arranged, so he/she could shoot and reach the red squares.

The Wall being an Obstacle, stops the Ballistic line of the Front Left Cannon.



a Bonus. If the Attack encounters a Prestige Bonus the latter is destroyed and Prestige Points are awarded, if it encounters an Obstacle, the Attack is stopped.

Example:

1 The **Red** Artefactor's Round has just begun. He/She can perform up to 4 Actions according to his/her Regulation Gauge and has 6 in his Hand.



2 He/She decides to move forward (1st Action) and then to fire his/her Cannon on the Left Side (2nd Action), to gain 5 Prestige Points directly by destroying the Bonus. He/She could have possibly shot at the Bonus on his/her Front Right Diagonal, but the **Yellow** Artefact is placed across the Ballistic line and prevents the Bonus from being reached.



3 Finally he/she decides to move forward again (3rd Action) and to shift to his/her left (4th Action) in order to end his/her Round on a Bonus and score 10 additional Prestige Points.



A total of 15 Points are added to the Prestige Points Table. But the next Round will be short with only 2.

I.3 Description of a Confrontation Phase

Each Confrontation Phase is divided into 3 Moments :

- The Prelude, during which the Artefacts make final preparations.
- The Confrontation, which is the heart of this Phase, the Artefacts engage in a confrontation.
- The Postlude is the phase where the results are evaluated.

I.3.1 The Prelude

Pre-Regulation

Each Artefactor "Performs a Regulation": He/She allocates between 1 and 5 of his/her to the left Regulation on his/her Dashboard. This defines the number of possible Actions of the Artefact during each Round.



Artefact Orientation

Each Artefactor can orient his/her Artefact (rotate on itself) as he/she wishes (but cannot make it change square).



I.3.2 Confrontation

Course of Confrontation

The Confrontation takes place in a succession of Rounds, during which each Artefactor in the current Hierarchy order will steer his/her Artefact in the hope of gaining the most Prestige Points.

Per Round, an Artefactor can make his/her Artefact perform a number of Actions less than or equal to the number of  placed in his Regulation Gauge (maximum 5) (see I.2.1 Perform an Action).

When all the Artefactors have completed their Round, the Arena Time Track is decremented by 1 downwards. The Confrontation Phase ends when the Time Marker reaches the square 0.

REMINDER: The Action "Energy Regeneration" instantly ends the Round of the Artefactor.

Prestige Bonus



At the beginning of each Round of each Artefactor, complete the Arena so that there are as many Prestige Bonuses as the number of participating Artefactors, according to the Positioning Process.

If an Artefact ends its Round on a Bonus, it can recover 10 Prestige Points.

If an Artefact shoots a Bonus, it instantly gains 5 Prestige Points.

Any Bonuses recovered by the Artefact are removed and will be repositioned at the beginning of the next Artefactor Round. An Artefact may pass over the slot of a Prestige Bonus without retrieving it. A Prestige Bonus stops Ballistic lines of fire.

Example:

1 The **Yellow** Artefact ends its Round on the 4-2 square where there is a Bonus, he then gains Prestige Points.



2 A new Bonus must be placed. The Capacity Dice give 4-6, but a Wall is already placed there. The second roll then is redone, to get 4-8 where the Bonus is placed.



Positioning Process

When a Positioning Process takes place, it involves placing an Item in the Arena. To do this, 2 Capacity Dice are rolled twice. The first roll gives the abscisse and the second the ordinate to position the Item in the Arena (use the Axis on the edge of the Arena).

Example: Here, the dice gave 8 then 7, the Item would be placed on the 8-7 coordinate square.



I.3.3 Postlude

Confrontation Evaluation

The qualities of each Artefact participating in the Confrontation Phase are evaluated. The Prestige Points are listed on the Prestige Points Table. If the number of Points exceeds 99, move the Prestige Markers to the hundreds square to continue the count.

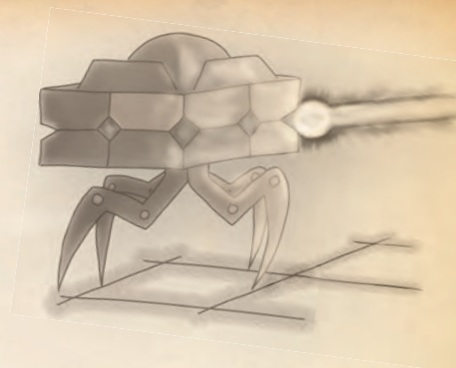
Bonus Prime

During the Confrontation, each destroyed Bonus will have earned 5 Prestige Points. Each end of the Round, being positioned on a Bonus, will have earned 10 Prestige Points.



Segment II - First shoots

WORK IN PROGRESS



Objectif: With their knowledge of steering, the Artefact apprentices will now have to understand how to manage the Energy that flows in the Artefact and be able to carry out real combats. Prestige is now always obtained by taking Bonuses but also by damaging opposing Artefacts.

Setup

Resume the setup of Segment I with the following exceptions:

3.1 Each Artefactor receives an Illustrious Artefactor Sheet, which is placed in front of the Artefactor, A-side.



3.2 Each Artefactor also recovers the number of  and of  of his/her color indicated on the Sheet.



3.3 On each Dashboard, use 2 Markers  to indicate 50 Points in the Matrix Fluid Gauge (1 Marker out of 50 for tens and 1 Marker out of 0 for the units).

90	9
80	8
70	7
60	6
50	5
40	4
30	3
20	2
10	1
0	

6.1 Place the Combat Ladder nearby.



Cumulative Setup

From Segment to Segment, the setup of an Artefacts game will change. However, in order to avoid having to reread different setups over and over again, the setup section only records the changes from the previous Segment for Segments I to IV. If a point is transformed, it replaces the entire point of the previous Segment (example: **3.1** of Segment II replaces **3.1** of Segment I).

II.1 Study of the Dashboard - Second Level

The Dashboard studied in Segment I is completed by other instruments.

In addition, the Architectonics, the Kinematics and the Control Panel are enriched with new Parts.

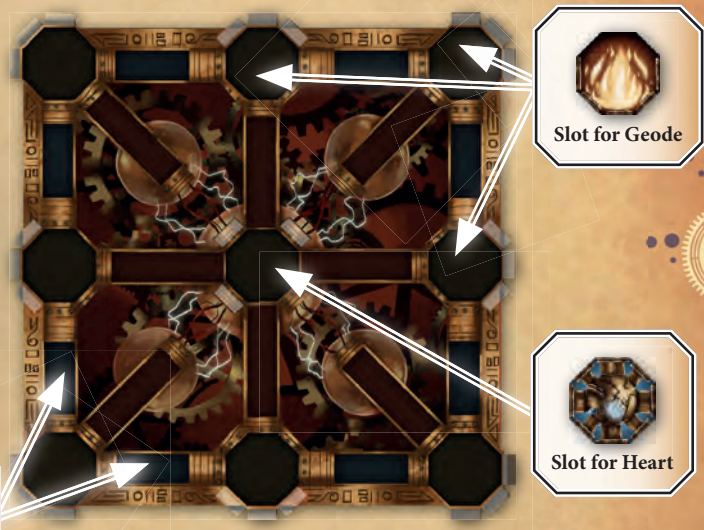
Apart from the Cannons, 3 new types of Machine Parts can now be installed in the Architectonics:



To protect your Artefact, all around are slots that can accommodate Armor. There are 8 Flanks, each consisting of two slots (4 orthogonal (side) and 4 diagonal (corner)). For each slot it is possible to install 3 types of Armor: Light / Reinforced / Mirroring . The combinations of Armor at each Flank give different Effects to defend.

At the tip of each Cannon, there is a slot for a Geode. A Geode is an Elemental receptacle that amplifies the Damage of the Attack at the tip of a Cannon. A Geode is also an energetic Node, which allows to welcome a in order to distribute the Energy in the Artefact. There are 5 types of Simple Geodes (Water blade , Fire Lance , Earth Mace , Air Arrow , Lightning Flail).

In the center of the Artefact is placed the Heart, which is a special Simple Geode because of its position. It is the only Machine Part necessary to allow the functioning of the Artefact. Depending on the sensitivity of the Heart (, , , ,), the Artefact will be more resistant or more fragile to opposing Attacks. The Heart is also an energetic Node hosting one that allows to energize the Engine, the Artefacts Magnetosphere and the Cannons.



The Machine Parts

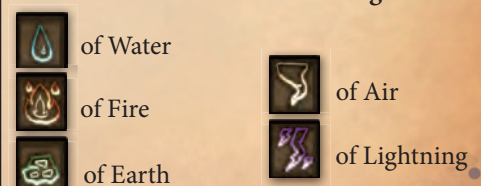
The denomination Machine Part refers to what constitutes the Artefact: Geodes, Cannons, Speed Coefficients, Translation Needles, Armor.

II.1.1 Resistor Housing

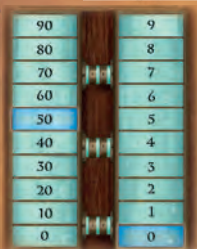
The Dashboard contains a new instrument called the Resistor Housing. Each activated Elemental Resistance (colored), allows the Artefact to be protected against one of the Damage types from a Simple Geode type it might receive.



Resistance to Damage



II.1.2 Matrix Fluid Gauges



The Dashboard also contains Matrix Fluid Gauges that indicate the vitality of the Artefact expressed in Matrix Fluid Points. The first Gauge defines the tens number, the second that of the units (an Artefact with 75 Matrix Fluid Points should indicate 70 and 5 using the Markers ).

If an Artefact has 0 Matrix Fluid Points during a Confrontation Phase, it is taken out of order, the Artefact is removed from the Arena immediately.

II.1.3 Armor

According to the Combination of Armor on a Flank, the Armor receives different Effects (see "Principle of Armor Combination").

IMPORTANT: Reinforced Armor  contains Light Armor  and the Mirroring Armor  contains Light Armor .

This gives 9 possible combinations detailed below:

Flanks Mapping



 + 2 Defense Points	 + 4 Defense Points	 + 4 Defense Points
 + 4 Defense Points + Reverse the attack die	 + 4 Defense Points + Reverse the attack die	 + 2 Defense Points + Reverse the attack die
 + 4 Defense Points + Reverse the attack die + Mirroring Damage	 + 4 Defense Points + Reverse the attack die + Magnetosphere x2	 + 8 Defense Points + Reverse the attack die

Principle of the Combination of Armor

The Armor Combinations provide the following Effects:

• **Resilience:** For each type installed on the attacked Flank (Light /Mirroring /Reinforced , the defender adds +2 to this defense.

• **Maximum resilience:** If a Flank slot contains  and the other Flank , the defender adds another +2 to his/her defense.

• **Reversing the attack die:** If the 2 attacked Flank slots contain  and , the defender may reverse the attack die to its opposite side (ex:  may reverse to .

• **Magnetosphere x2:** If the 2 attacked Flank slots contain  and , the defender adds again the number of his/her Magnetosphere (see p.13).

• **Mirroring Damage:** If the 2 attacked Flank slots contain  and , the defender returns Damage to the attacker equivalent to the number on his/her defense die.

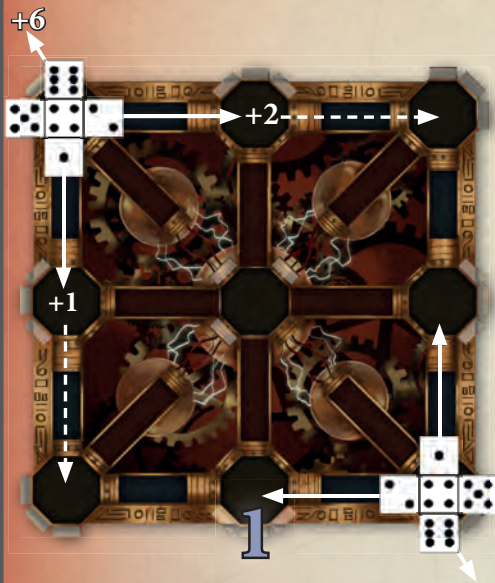
II.1.4 System of Architectonic Energy

The Architectonics is now also fed with Energy to power the attacks of the different Cannons, to define their Attack range, to give power to the Engine to move and to generate a Magnetosphere, a magnetic field that protects the Artefact. This Energy is represented in the form of , which can be placed where a Geode is located.

Artefact Energy Distribution

To know: The sum of the opposite sides of a  is always equal to 7 (1 is opposite to 6, 4 to 3 and 2 to 5).

NOTE: The Energy die  (in white) is shown broken up so that all sides of the die are visible.



① Except in the Heart, the Number on top of a  placed on a Geode defines the Attack Range of the corresponding Cannon (called the Range Number). If there is no , the Range is 1.

1 In a corner slot, the  feeds the Attack of the corresponding Geode (front side of the  if the Geode is on the Front Flank, back side of the die  if the Geode is on the Back Flank) and the neighboring Geodes. If there is no neighboring Geode installed, the next Geodes in the extension are fed.



2 If the  is placed "diagonally", it feeds the corresponding Geode and the opposite Geode following the diagonal path.

3 In a mid-slot, the  feeds the corresponding Attack (side facing away from the Artefact), and the neighboring Geodes (not the Heart).

4 If the  is placed "diagonally", the corresponding Attack is no longer fed but the neighboring Geodes, according to the diagonal path.

5 At the Heart slot, the top number of the  feeds the Magnetosphere (which is used for the defense of the Artefact), the button number feeds the Engine (which is used for the Artefact movement speed).

6 Depending on whether the Heart  is placed "orthogonal" or "diagonal", its 4 sides feed the Geodes.



5 Magnetosphere : +4
Engine +3



6 Magnetosphere : +4
Engine +3

II.1.5 Advanced Control Panel

Energy Modulation

The Control Panel has a new button "Energy Modulation".



This Action does not require an additional .

When 'modulating the Energy' of the Artefact, the Artefactor can displace and/or reposition all the dice in his/her Architectonics.

REMINDER:  can only be placed where there are Geodes.

Example:



1 The **Green** Artefactor begins his/her Round, but has no more  in his/her Hand.



2 He/She takes the 'Perform Regulation' Action and removes 1  from his/her Regulation Gauge, but will have one less Action.



3 He/She then performs the 'Energy Modulation' Action to energize its Front Right Cannon.



4 He/She makes an Attack with his/her Front Right Cannon.



5 His/Her 4th and last Action, will be 'Energy Regeneration', which ends his/her Round.

II.1.6 Advanced Kinematics

From now on, the Kinematics works with Energy placed in the Architectonics. The number of the bottom of the die assigned to the Heart, called the Engine Number, changes the operation of the Translation Needle with Speed Coefficient. Also, it is possible to place 2 Coefficients at the end of the Needle. This gives the following cases:



Actuate a Translation Needle with one Speed Coefficient

The Artefact moves in the direction indicated by the selected Translation Needle up to a number of squares equal to the maximum number indicated under the Heart (Engine number).



Actuate a Translation Needle with two Speed Coefficients

The Artefact moves in the direction indicated by the selected Translation Needle up to a number of squares equal to at most 2 times the number indicated under the Heart .



Actuate a Rotation Needle with two Speed Coefficients

If the Rotation Needle has two Speed Coefficients, the Artefact can rotate up to 180°.



Two Speed Coefficients without a Translation Needle

Two Speed Coefficients alone do not allow a displacement in one direction, but add +2 to the displacement possibilities of the directly adjacent Translation Needles (if there are any placed).

II.1.7 Advanced Artillery

Each Artillery Direction can be equipped with a Geode, a Cannon, or both, which gives the following cases:



Actuate a Cannon without a Geode

A Cannon without a Geode at its tip can make an Attack but in a reduced form: It does not generate Elemental Damage. Moreover, since the Cannon does not have a Range Number, it attacks the square adjacent to its tip.



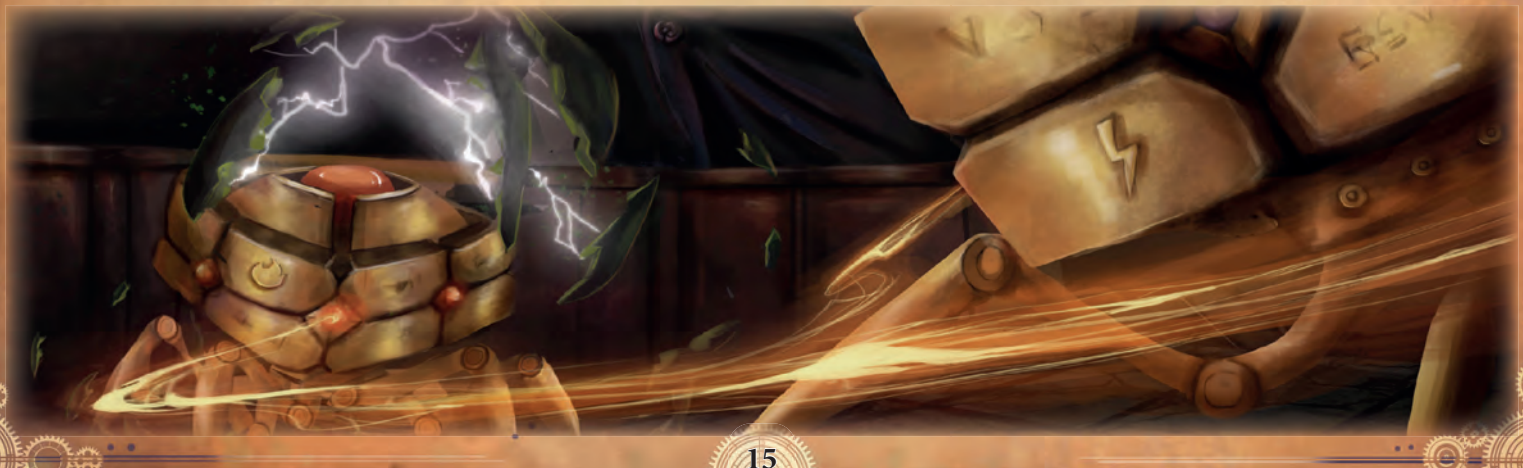
Geode without a Cannon

A Geode without a Cannon does not attack but can receive that will feed the neighboring Cannons.



Actuate a Cannon without a Geode

The Cannon's Attack performs the normal Attack Points. A Cannon can only attack once until the next 'Energy Regeneration'.



II.2 Adjunction of the Confrontation Phase

II.2.1 Artefact start-up

During the Prelude, each Artefactor places  on the slot containing Geodes and on the Heart slot.  thus placed will distill the Energy essential to the functioning of the Artefact. Only one  can be placed per Geode or Heart slot. The value and orientation of the  are essential for the possibilities of the Artefact.

II.2.2 End of Confrontation by elimination

The Confrontation can still end because the Time Marker reaches 0 on the Track, but now also if there is only one Artefact left in the Arena.

II.2.3 White Round

During the Confrontation, the first Round of each Artefactor is a White Round. This means that there can be no Attacks, only Prestige Bonuses can be taken/attacked.

II.2.4 New evaluation criteria

Each Artefact participating in the Confrontation Phase is now evaluated according to the following criteria:

Damage Prime	During the Confrontation, each Damage inflicted to <u>an opponent's Artefact</u> will have given its equivalent in Prestige Points. <u>Only the Damage to the Mirroring Armor is not counted.</u>
Bonus Prime	During the Confrontation, each destroyed Bonus will have earned 5 Prestige Points. Each end of the Round by being positioned on a Bonus will have earned 10 Prestige Points. <u>From now on, no more than 10 Prestige Points can be accumulated in this way per Round.</u>
Out of order Prime	During the Confrontation, each disabled Artefact will have earned 20 Prestige Points for the Artefactor who dealt the final blow.
Survival Prime	During the Postlude, 60 Prestige Points are divided among the Artefacts still present in the Arena after the last Round of the Confrontation Phase.

II.2.5 Effect of the Attack

When an Attack propagates and comes into contact with an Obstacle, this can lead to 3 situations:

- **Attack on an Artefact:** The attacking Artefact adds up the Points of its Attack, the defending Artefact adds up the Points of its defense (see next page). The defending Artefact then loses a number of Matrix Fluid Points equal to the difference between the two. If the difference is a 0 or a negative number, the defending Artefact still loses 1 Matrix Fluid Point. If the number of Matrix Fluid Points drops to 0 or less, the Artefact is taken out of order. The Artefact is removed from the Arena and the Artefactor no longer participates in the Confrontation.

- **Attack on a destructible Obstacle:** Each destructible Obstacle has a number of Endurance Points. The Artefactor calculates the Points of his/her Attack, if the sum of the Points of his/her Attack is equal or greater than the number of Points of Endurance of the Obstacle, then this one is destroyed, if not it remains intact. Walls are now Destructible Obstacles with an Endurance of 15 Points.

- **Attack on an Indestructible Obstacle:** The Attack has no effect.

Attack Points

Attack



The Artefactor rolls a Capacity die, which becomes the Attack die and adds the number to his/her Attack Points. NOTE: This die can be flipped if the attacked Flank contains 2 Light Armors.

Energy



The Artefactor adds the number written on the (maximum 3 sources) being able to feed the attack cannon (see p.13).

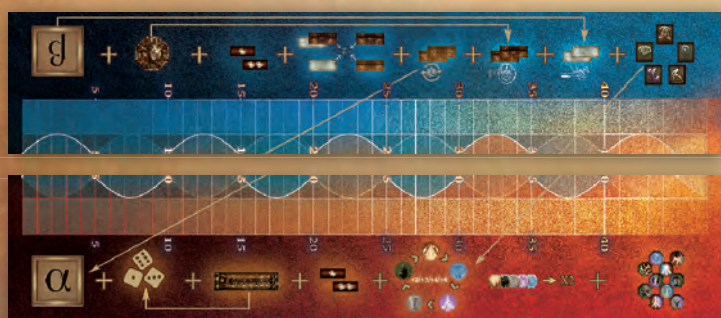
Elemental Damage

The Artefactor compares the elemental type of the Cannon Geode used in the elemental Heart of the defending Artefact.

By following the Elemental Wheel clockwise from the attacking Geode Element to the defending Heart Geode Element, the Artefact gets an Elemental Damage Prime for each Element travelled (+2, +3, +4, +6).



NOTE: The Combat Ladders are used to help add up Attack and Defense Points. (Ignore some useful icons for future Segments)



Defense Points

Defense



The Artefactor rolls a Capacity die, which becomes the defense die and adds the number obtained to his/her number of Defense Points.

Magnetosphere



The Artefactor adds the number written on the top of the placed on the Heart.

Elemental Resistance



If the defending Artefact has an Elemental resistance that matches the Elemental color of the Attack, then the Elemental Damage Prime of the Attack is removed.

Armor

REMINDER: The Reinforced Armor contains the Light Armor .

The Mirroring Armor contains the Light Armor .

- **Resilience:** For each type of Armor installed on the attacked Flank (Light / Mirroring / Reinforced), the defender adds +2 to his/her defense.

- **Maximum resilience:** If a Flank slot contains and the other Flank , the defender adds another +2 to his/her defense.

- **Reverser the Attack die:** If the 2 slots of the attacked Flank contain and , the defender can reverse the Attack die (e.g.: can reverse into).

- **Magnetosphere x2:** If the 2 slots of the attacked Flank contain and , the defender adds again the number of his Magnetosphere.

- **Mirroring Damage:** If the 2 slots of the attacked Flank contain and , the defender returns Damage to the attacker equivalent to the number on his Defense die.

Example:



1 The **Red** Artefact starts its Round, it has 5 Actions in front of it as indicated by its Regulation Gauge, and still 8 to feed it, in short it is ready to fight!



2 Unfortunately, from this position its Attack possibilities do not allow it to reach the **Yellow** Artefact.



3 We will have to think about a movement against this threatening opponent, among the panel of possibilities.

4 **Action-1-2-3:** That's it! **Red** has its strategy! It decides to make 3 movement Actions (Diagonal Front Left, Front Right, which makes 3) to finish on a Prestige Bonus, which

will give it 10 Prestige Points at the end of the Round.



5 **Action-4:** It then performs the 'Modulate Energy' Action to direct its onto its Diagonal Back Right Cannon.

6 **Action-5:** It then attacks with its Diagonal Back Right Cannon (1). The attacker and the defender roll their Attack and Defense dice and add up their Points.



Sum of the Attack Points:

- 3 obtained by the Attack die (it was a 4 but changed to a 3 because **Yellow** has 2 Light Armor on its Flank (the Reinforced Armor contains a Light Armor)).
- 18 (6+6+6) obtained by the Energy dice.
- 0 obtained by the Elemental Damage (normally, it should have been 6, but **Yellow** has the Fire Resistance).

Sum of the Defense Points:

- 3 obtained by the defense die.
- 4 obtained by the number of Magentosphere.
- 2 obtained by the Armor (the Flank contains 1 type of Armor: Light).

$$(3 + 6 + 6 + 6 + 0) - (3 + 4 + 2) = 12$$



Yellow therefore loses 12 Matrix Fluid Points and **Red** scores 22 Prestige Points.



Segment III - First Construction

WORK IN PROGRESS

Objectif: Steering a pre-built Artefact is interesting, but making your own Artefact according to your way of steering, there is nothing more exhilarating! This time, Artefactors will have to create an Artefact of equal value.

Setup

Resume the setup of Segment II with the following exceptions:

3.1 Each Artefactor receives a Dashboard of his/her color (color visible on the back of the board), which is placed in front of the Artefactor.

3.4 In each Resistor Housing of each Dashboard, place the 5 types of Resistance on the inactive side.

7.1 Place the Machine Parts needed to build an Artefact (Armor, Cannons, Translation Needles, Speed Coefficients, Geodes, Hearts, (shown in the table below)) within everyone's reach, which constitutes the General Reserve. The 30  and the 8  of each Artefact's color are also added to the General Reserve.

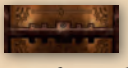
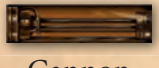


III.1 Description of the Preparation Phase

Each Artefactor builds in the Preparation Phase an Artefact by installing Machine Parts from the General Reserve. Each Machine Part has a Value (see table below). The Value of an Artefact is equal to the sum of the Values of Machine Parts installed. The Artefact must have a maximum Value of 60. Place the Geodes and the Heart face down so as not to reveal the associated Elemental type.

Except for the requirement to have a Heart, the construction of the Artefact is entirely up to you, and you may take inspiration from the Illustrious Artefact Sheets used in the previous Segments and modify them according to your preferences.

Once the Preparation Phase has been completed, the Confrontation Phase follows, as you may have played in Segment II.

Machine Part	 Light Armor (front)	 Reinforced Armor (back)	 Mirroring Armor (back)	 Active Resistance (return the Resistance to the colored side)	 Energy Cube
Value	1	2	2	2	1
Machine Part	 Cannon (front)	 Translation Needle (front)	 Speed Coeffi- cient	 Geode/ Heart	 Energy die
Value	1	1	2	2	2

Segment IV- First Tournament

WORK IN PROGRESS

Objectif: That's it! The First Tournament!

Setup

Resume the setup of Segment III with the following exceptions:

1.2 Place 1 Time Marker  on the square 0 of the Time Track of the Arena (and not on 4).

3.3 Each Artefactor receives a Workshop of his/her color, which is placed in front of the Artefactor above his /her Dashboard.

3.4 Each Artefactor freely installs in each Builder of his/her Workshop: 1 Translation Needle Diagram , 1 Speed Coefficient Diagram , 1 Cannon Diagram  and 1 Armor Diagram . Also add two Markers  on the slots .



3.5 Place a number of Alchemical Current Gems  in the upper coil of the Alchemical Transmuter of each Workshop according to the number of participating Artefactors (5 to 2 Artefactors, 7 to 3 Artefactors, 9 to 4 Artefactors).



3.6 Each Artefactor receives 1 screen of his/her color, which defines his/her 'Personal Reserve'.



3.7 Store in each Personal Reserve: 1 Speed Coefficient , 1 Translation Needle , 2 Light Armor , 1 Cannon , 8 Energy Dice , 1 Water Blade , 1 Fire Lance , 1 Earth Mace , 1 Air Arrow , 1 Lightning Flail . The Personal Reserve hides his/her content from other Artefactors.

3.8 In the current Hierarchical order, each Artefactor receives a Geode Construction Diagram of his/her choice (Water, Fire, Earth, Air or Lightning Diagram), which is placed in his/her Builder. He/She also acquires the corresponding Simple Geode, which is stored in his/her Personal Reserve.



3.9 Each Artefactor receives 3 Activation Tokens of his/her own color.

4.2 Place the Capacity near the 3 Capacity dice.

8.1 Place the Builder, Architectonic and the Kinematic Modules next to the Capacity.

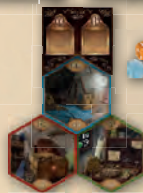
9.1 Place the Emporium on its simple side.

10.1 Place the Calendarium on its simple side.

10.2 Place a Time Marker ● in the first Tournament Phase of the Calendarium.



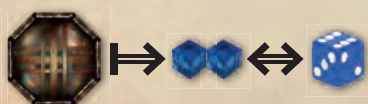
Setup for a Tournament with 4 Artefactors



Energy equivalents

At any time during the Tournament, each Artefactor may convert in his/her Personal Reserve:

- 1 Geode into 1
- 1 Geode into 2
- 1 into 2
- 2 into 1



These changes can be made freely. The only limit is given by the material quantities (for an Artefactor, it is not possible to possess more or than those available in his/her color).

The are used to control the Artefact during the Confrontation Phase. They will be definitively lost at the end of the Confrontation Phase.

The are used to irrigate the Energy Artefact. They are recovered at the end of the Confrontation Phase.

IV.1 Definition of the Tournament - Calendarium

The Tournament is articulated in a succession of Phases defined by a Calendarium. Phases can be of different types, they can be:



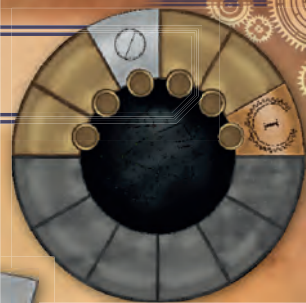
Preparation Phase



Confrontation Phase



Rest Phase

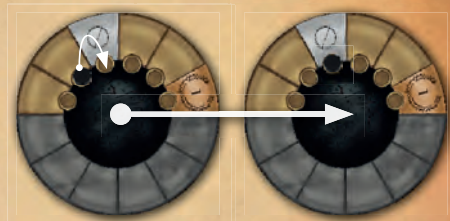


The Time Marker ● indicates the type of the Phase to be played.

At the end of each Phase, the Marker is moved clockwise one square on the Calendarium, indicating the next Phase to be played.

When the Marker leaves the last Confrontation Phase indicated in the Calendarium, the Tournament is over.

NOTE: If the Confrontation Phase remains the same as in the previous Segments, the Preparation Phase is largely transformed.



IV.2 Adjunction of the Preparation Phase

Instead of building your Artefact from Value Points, the Artefact is now built using various modules (Builder, Architectonic Installation, Kinematic Installation). The Preparation Phase is carried out using the following procedures.

IV.2.1 Initialization

The Initialization does not take place in the first Preparation Phase.



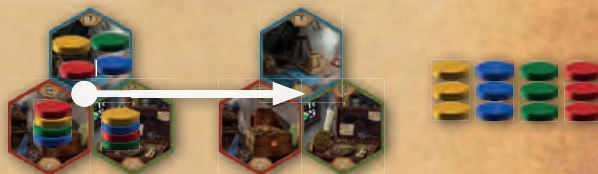
Recycling of the Alchemical Current

Each Artefactor places the Alchemical Current Gems back into the upper Coil of his/her Alchemical Transmuter.



Retrieving Activation Tokens

Each Artefactor retrieves his/her Activation Tokens from the various Modules.

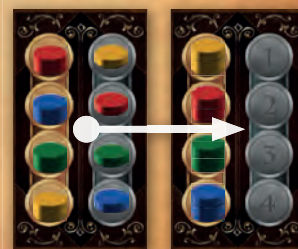


New Hierarchy

- If the previous Phase was a Preparation Phase, the Hierarchical order becomes the passing order of the performed Phase (the first Artefactor who has passed becomes the first Artefactor, the penultimate becomes the second Artefactor, etc.).

- If the previous Phase was a Confrontation Phase, the Hierarchical order becomes the inverse of the results of the Confrontation (the Artefactor with the least Prestige Points becomes the first Artefactor, etc.).

- For all other Phases the Hierarchy remains unchanged.



REMINDER: For the first Phase, the Hierarchical order is defined randomly as explained in Segment I.

IV.2.2 Acquisition Diagram

Each of the Artefactors, following the current Hierarchical order, selects an available Construction Diagram represented on the Emporium. The recovered Diagram must be installed directly into the Builder, respecting the positioning constraints: The tile must fit entirely into the grid and may not overwrite any part of an already placed Diagram (see the Builder). When the Artefactor acquires a Diagram, he/she also receives the Machine Part(s) corresponding to what the Diagram produces and adds it to his/her Personal Reserve.



IV.2.3 Definition of Capacity

Modules are conditioned by Capacity. This is a pair of numbers called Alpha (α) and Beta (β), which are defined at each Preparation Phase. Depending on the results of the Capacity, some Activations will be more interesting than others. To define the Capacity, two successive Manipulations must be performed:

- Roll the three Capacity dice and discard one.
- Then choose the slots of the two remaining Capacity dice, one on Alpha and one on Beta (Capacity tile).

The first Artefactor in the current Hierarchical order chooses, which manipulation he/she wishes to perform and assigns the other to another Artefactor before rolling the dice.

The Capacity established is valid for the entire current Preparation Phase. Configurations are the ways of reading and using the data provided by the α and β . They will be detailed throughout the various Modules. Place the Markers of each Builder grid on the relevant square.

Example:

- 1 The first Artefactor decides to do the first manipulation: He/She rolls the dice and gets 4, 6 and 1. He decides to discard the 4.
- 2 The Green Artefactor previously chosen by the first Artefactor, sets the 1 on α and the 6 on β .



Altering Capacity

An Artefactor may alter the Capacity for the current Activation. Each alteration costs 1 Alchemical Current Gem. It is possible to use the same alteration more than once (except for Overexploitation). The 4 possible alterations are:

- **Virtually modify a +1 or -1 Capacity die** (you can turn a 1 into a 6 and a 6 into a 1).
- **Overexploiting a Module.** Each overexploitation is described in the sections related to each Module (framed green). Overexploitation can only be done once per Activation.
- **Virtually swap the positions of the α and β .**
- **Borrowing an opposing Builder.** The Activating Artefact plays his Activation normally, but from another Artefactor's grid, if and only if the Artefactor in question has not yet passed his/her Turn'.



IV.2.4 Duration of the Confrontation

The Confrontation Phase no longer has to last 4 Rounds. The Capacity Die that is not selected to be α or β is used to determine the number of Rounds in the next Confrontation Phase. In each Preparation Phase, move the Time Marker as many squares as the number indicated by the Capacity die discarded on the Rounds track. If the Marker reaches one end of the Time Track, it moves the other way.

Example:

The discarded Capacity die was 4, so the Time Marker advances 4 on the Track. From square 8, it moves up to 9 and then down to 6.



IV.2.5 Preparation

Each of the Artefactors, following the current Hierarchical order, performs one of the following three options ('Activate a Module' or 'Claim the Hierarchy' or 'Passing your Turn'). This continues indefinitely until each of the Artefactors has 'Passed his/her Turn', which ends the Preparation Phase.

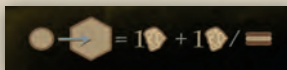


Activate a Module

To perform an activation, the Artefactor places 1 of his Activation Tokens (from his Personal Reserve or already placed on a Module) on the tile of the desired Module and transfers 1 from the Upper Coil to the Lower Coil of Alchemical Transmuter. It is impossible to place a Token on a Token of the same color.

Weight of Activation Tokens

When performing the activation, it is possible that the Token is placed on top of a stack already containing other Tokens. In this case, the Artefactor transfers 1 additional  for each Token already present and places



it on the top of the stack.

It is also possible that the Token you want to use is already placed and located in a pile below other Tokens. In this case, the Artefactor also displaces all the Tokens that are above his/her own and must move 1 additional  for each Token he/she carries in this way.

There are two types of activation Token placements:



In the first Segments, the Modules used have only one slot (these Modules are called Machines). In fact, the Activation Tokens are stacked in a single pile.



The Builder is a special Machine, it is private. Each Artefactor has his/her own slot (but still cannot place a Token on his/her own color). The three Modules of this Segment are the Builder, the Architectonic Installation and the Kinematic installation, described below, others will appear as we go along.



Passing your Turn

When an Artefactor passes his/her Turn, if he/she has not already done so, he/she displaces the top Token in the Hierarchical order of the first column to the desired square in the second column still available.

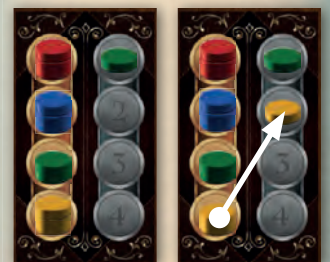
The Artefactor ends his/her Preparation Phase and it is no longer possible to borrow his Builder.



Claiming the Hierarchy

Once during each Preparation Phase, an Artefactor may claim his/her position for the next Turn. As with 'Passing your Turn', he/she then places his/her Token on the free square that he/she claims for the next Turn. This replaces a Module Activation for the Artefactor, but he/she may still perform other Activations in that Turn.

Example:



The **Yellow** Artefactor decides to pass his/her Turn.

Example:

The **Green** Artefactor decides to activate the Kinematic Installation Module using a Token already placed on the top, of which is placed a **Blue** Token. To do so, he/she spends 3  (1 for the Activation, 1 because he/she has to displace the **Blue** as well, 1 because the Activation contains the **Red** Token).



IV.2.6 The 3 Main Modules

Builder

β	α	1	2	3	4	5	6
1							
2							
3							
4							
5							
6							

Activation of the Builder: When an Artefactor places an Activation Token on the tile, he/she activates his/her Builder. He/She must use the Configuration as coordinates (the number α designates a column (abscissa) and the number β designates a row (ordinate)). The square corresponding to these coordinates and all 8 contiguous squares, and this on

the two tables of the Builder, are activated (i.e. up to 2×9 squares). The Markers are used to visualise the center of the activated area in the Builder.

Each Construction Diagram, which is even partially on an activated square, produces the corresponding Machine Part. A Diagram only produces once, even if it is placed on several activated squares.

REMINDER: When an Artefactor "Passes his /her Turn", the other Artefactors can no more "Borrow" his/her Builder.



Nomenclature of the Machine Parts produced by each Construction Diagram



NOTE: The Armor diagram produces 2 Machine Parts of Light Armor

Over-exploitation of the Builder

For 1 additional , the Artefactor receives a second production of an activated Construction Scheme in each of the tables.

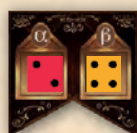
Example:

1 The Capacity tile at the beginning of the Turn indicated $\alpha=2$ and $\beta=4$, and the Markers were placed on the corresponding squares.

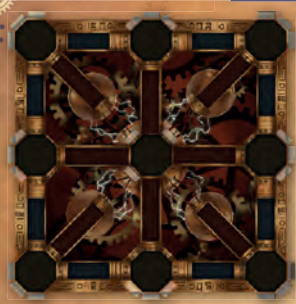
2 The Blue Artefactor, wanting to use the Builder Activation, places one of his Activation Tokens on the Builder tile and spends 1 .

3 The Artefactor decides to alter the Capacity for that Activation by modifying α by +1 (3), he transites 1 more .

4 He then receives one Machine Part for each Construction Scheme activated, in addition he/she overexploits the Builder by paying 1  again and gets an extra Lightning Flail and a Cannon.



Architectonic Installation



Activation of the Architectonic Installation: When an Artefactor places his/her Activation Token on the tile, he/she performs an Architectonic Installation. He/She uses the Configuration by taking the number α (i.e. a result between 1 and 6).

He/She may then place Machine Parts from his/her Personal Reserve into his/her Architectonics or remove Machine Parts from the Architectonics to his/her Personal Reserve. The sum of the Installations (placing or removing Machine Parts) cannot exceed the Configuration.



Geodes may be freely placed face up or face down, so that other Artefactors do not know the content of the Artefact. In the Heart, install a single Geode for now, the tile will be changed at the Confrontation.

Installing 2 Light Armors  on a slot, turns it into either Reinforced Armor  or Mirroring Armor  (Artefactor's choice).

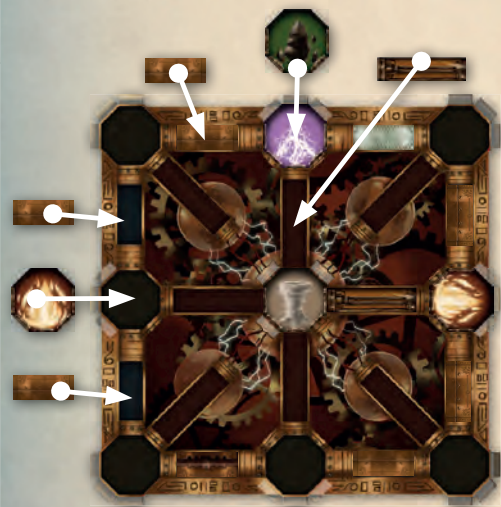
NOTE: The  are not placed during the Architectonic Installation, but during the Prelude to the Confrontation.

Overexploitation of the Architectonic Installation

For 1 additional , the Artefactor multiplies the number α by 2, thus doubling the possibilities for the Installation.

Example:

The **Blue** Artefactor, wanting to use the Architectonic Installation, must spend 2  because a Token from the **Green** Artefactor was already present. The Capacity gives the number 5 in α , so he/she decides to overexploit the Architectonic Installation and transits a 3rd . He/She may then install or remove 10 Machine Parts.



For the example, the Machine Parts are face up.



On the left Flank, he places 2 Light Armors (2 points) and a Fire Blade (1 point). On the front Flank, he/she adds 1 Light Armor to one of the slots getting a Mirroring Armor (1 point) and a Cannon (1 point). He/She exchanges the Lightning Flail on the Right Front Attack (1 point). He/She has 2 Installation Points left, which he/she cannot spend because he/she has no Machine Parts in Reserve.

Elemental Resistances

Elemental Resistances are installed during an Architectonic or Kinematic Installation. To do this, the Artefactors spend a Geode during the activation (which counts as an Installation Point) and activates the corresponding Elemental Resistance in the Resistor Housing by returning the corresponding Token.



Kinematic Installation



Activation of the Kinematic Installation: When the Artefactor places his/her Activation Token on the tile, he/she performs a Kinematic Installation. He/She uses the configuration by taking the number β (i.e. a result between 1 and 6).

Like the Architectonic Installation, he/she may place Machine Parts from his/her Personal Reserve into his/her Kinematics or remove Machine Parts from the Kinematics to his/her Personal Reserve. The sum of the Installations (placing or removing Machine Parts) cannot exceed the Configuration.



Overexploitation of the Kinematic Installation

For 1 additional , the Artefactor multiplies the number β by 2, doubling the possibilities for the Installation.

Example :

The **Blue** Artefactor makes a Kinematic Installation, he/she transits 1  and places himself/herself on the tile. The Capacity gives 1 in β , which is little, he/she therefore transits a second  to change it into 6. He/She thus installs 6 Machine Parts: 3 Speed Coefficients and 3 Needles of Translation.



IV.3 Adjunction of the Confrontation Phase

IV.3.1 Revealing the Artefacts

During the Prelude, each Artefactor reveals his/her Artefact by showing his/her Dashboard. He/She must perform the following further manipulations:

- Geodes are turned face up except for those not connected to a Cannon, which remain face down (they are only used to hold .
- The Simple Geode placed in the center is transformed into a Heart.

REMINDER: An Artefact without a Heart cannot participate in the Confrontation.

Heart-Geode relationship



IV.3.2 Participation Addendum

During the Prelude, Artefactors are thanked for participating in the Tournament and receive 2 Addenda (they can take the same one twice) from the following:

- Add 10 additional Matrix Fluid points (maximum 99).
- Install 2 Machine Parts in the Architectonics and/or the Kinematics from your Personal Reserve.
- Receive 1 Machine Parts from the General Reserve and install it directly.

IV.4 Description of the Rest Phase



A Rest Phase is, as the name implies, a Turn, in which the Artefactors are not very active. However, since the Artefactors are tireless, they still work a little, they receive 1 Addendum (see above).