

Action Cards



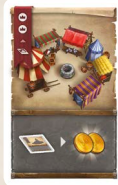
Exploration (5 cards). Randomly pick a card from any player's hand. After you take their card that player must draw a new card from the draw pile.



Theft (5 cards). You must pay 1 or 2 Coins to the bank to resolve this card. Move any level I Resource token (if you paid 1 Coin) or level II Resource token (if you paid 2 Coins) from an opponent's Player board to your own Player board (the type of resource remains unchanged).



Reconstruction (5 cards). Return one of the cards that you played this turn to your hand.



Fair (5 cards). Immediately collect 2 Coins from the bank for each card played from your hand during the current turn, not counting this Fair card.

Building Cards



Sawmill (8 cards). Collect 2 Wood. Score 1 victory point.



Farm (8 cards). Collect 2 Wheat. Score 1 victory point.



Charcoal Burner's House (8 cards). Transform 1 Wood into 1 Coal. Score 2 victory points.



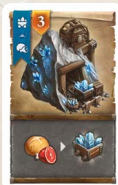
Hunter Hut (8 cards). Transform 1 Wood into 1 Food. Score 2 victory points.



Mill & Bakery (8 cards). Transform 1 Wheat into 1 Food. Score 2 victory points.



Brewery (8 cards). Transform 1 Wheat into 1 Beer. Score 2 victory points.



Crystal Mine (8 cards). Transform 1 Food into 1 Crystal. Score 3 victory points.



Foundry (8 cards). Transform 1 Food into 1 Metal. Score 3 victory points.



Laboratory (6 cards). Transform 1 Coal and 1 Crystal into 1 Potion. Score 5 victory points.



Swordsmith (6 cards). Transform 1 Coal and 1 Metal into 1 Sword. Score 5 victory points.



Wizard's tower (6 cards). Transform 1 Beer, 1 Potion and 1 Coin into a Wizard (not a Resource, but a special effect applied immediately). Score 8 victory points, immediately draw 5 new cards and add them to your hand, then discard 3 cards of your choice from your hand.



Castle (6 cards). Transform 1 Beer, 1 Sword and 1 Coin into a Knight (not a Resource, but a special effect applied immediately). Score 8 victory points and immediately move an opponent's marker back 4 spaces on the Score board.

A word from the author: I would like to thank my wife Natka for her support in all my endeavours and mega-projects!

A word from the publishers: We would like to thank the following people for contributing to development, testing and finalization of this game: Olga Volkova, Yuriy Zhuravlev, Alena Naumova, Evgeniy Naumov, Alexander Peshkov, Ekaterina Pluzhnikova, Andy Seaward, Jim Gaudin, Alexis Desplats and all our friends and colleagues!

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ARTIFICIUM

Author and illustrator: Timofey Shargorodskiy
Box design: Timofey Shargorodskiy and Serhiy Banytiuk

Age 14+ Duration: 20-50 min For 2 - 6 players

As a wise medieval ruler, you know that crafts are the key to a thriving city. The more your craftsmen work, the richer you become. Your task is to ensure that this process never stops, because all types of goods depend on each other. Wheat has to be delivered to the mill so that foundry workers can enjoy freshly baked bread and cast the metal needed for the smith, which can then forge swords for the knights... The aim is to build efficient production chains and, if possible, hinder your opponents.

Components



20 Action cards.

These cards let you perform actions but do not give any victory points.



88 Building cards.

These cards produce Resources and transform one type of Resource into another; they also give you victory points.



6 Resource boards.

These boards are used to keep track of each player's game Resources.



100 Resource tokens. Depending how they are positioned on a player's Resource board, these tokens represent Wheat, Coal, Metal, etc. The tokens also serve as Coins if they are placed next to the player's Resource board.



1 Score board.

This board tracks players' victory points and is a centre of attention during the game!

6 Player markers (in different colors). These markers are used to identify players and track their scores on the Score board.



1 First Player marker.

This marker identifies the first player for the current turn.



1 Turn marker.

This marker indicates the current turn. The game lasts for 4 turns.



8 Stickers for the First Player marker, Turn marker and Player markers.

Setup

Place the Score board in the middle of the table. Before playing for the first time, apply the appropriate stickers to the First Player marker, Turn marker and Player markers. Place the Turn marker on the space marked I on the Score board. Each player takes a Resource board and a Player marker of the same color, and then places the Player marker on the space marked 0 on the Score board. Each player collects 5 Resource tokens and places them next to their Resource board, starting the game with 5 Coins. All unused tokens are placed on the table within easy reach of all players, forming the bank. Combine all the cards (Action cards and Building cards) and shuffle them. Place the draw pile thus formed next to the Score board.

Game Overview

The game lasts 4 turns. Each turn consists of four phases.

1. Start of the Turn

During the first turn, each player draws 5 cards. In all subsequent turns players draw enough cards from the draw pile to make up their hand to 5 cards. In rare cases (because of the Wizard) you may have more than 5 cards. In this case you keep them all in your hand.

Determine the first player randomly and pass them the First Player marker. The First Player plays first. At the start of each subsequent turn, pass the First Player marker to the player with the fewest victory points. If two or more players are tied, pass the First Player marker to the one closest to the first player in the previous turn, proceeding in a clockwise direction.

2. Card Market

Take 6 cards from the draw pile and spread them face up in the middle of the table. Each player in turn, starting with the current First player and proceeding clockwise, may then either exchange one card from their hand for one card from the market or pass. Once a player has passed, they may no longer exchange cards during the current turn. This card exchange phase may continue for several rounds, ending only when all players have passed. The first card exchange is free for each player but for each subsequent exchange players must pay 2 Coins to the bank. When everybody has passed, all the market cards are discarded.

As an option, instead of making first free card exchange on the market, a player may decide to discard all cards in their hand and draw new 5 cards from the deck. A player may only do this once per game turn and only instead of the first market exchange (a player cannot decide to discard his hand after he has passed or after the first exchange). However, the player can still take part in subsequent market exchange rounds following the usual rules (2 Coins per exchange).

Hint: While making exchanges, try to plan the whole chain of cards you'll play one by one this round.

3. Playing cards

During this phase players will step by step play cards from those they have in their hands. At each step all players simultaneously choose a card from their hands and place it face down in front of them. Players then immediately reveal their cards. Players resolve any Action cards first (starting with the current first player and proceeding clockwise), then they resolve Building cards. You'll find the description of Actions and Buildings at the end of these rules.

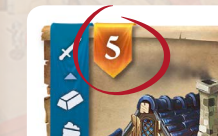
If a player has chosen and opened a card but he doesn't want or isn't able to resolve it (for example, he doesn't have enough required Resources) he can decide to:

- discard it and continue taking the steps in this round.
- take it back in his hand but take no further part in the current round (pass).

In both cases this card will not earn any victory points.



Buying and selling Resources. Before resolving an Action or Building, you may buy and/or sell one or more Resources on your Resource board. A number shown in a green circle is a purchase price in Coins, and a number in a brown circle is a sale price. Players may trade only with the bank (supply), not with other players! Buying and/or selling Resources after resolving a card is not permitted.



Scoring victory points. If you resolve a Building, you immediately receive the victory points shown in the orange flag on the card. Move your Player marker on the Scoring board accordingly. If your Player marker moves over or stops in a space containing a Resource, take one token from the supply for free and place it in the respective resource area on your Resource board. If you pass several spaces with Resources collect each Resource.

Resolved cards remain in front of players until the end of the turn.

Each player plays around 5 cards per turn. Players may play less than 5 cards (for example, because they do not want to or do not have the required Resources). Players may also play more than 5 cards, as the effects of certain cards allow a player to add additional cards to their hand.

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Example:
The player has played the following cards during the current round: Sawmill, Mill & Bakery, Brewery, Swordsmith and thus has gained 2 Wood, 1 Food, 1 Beer, 1 Sword and 1+2+2+5 victory points (the player already had some resources before the start of this round). Now the player plays Castle and gains the effect of Knight. He or she discards 3 Resource tokens: 1 Beer, 1 Sword and 1 Coin; he or she gains 8 victory points and moves one of his opponents 4 spaces backwards on the Score board.

4. Turn end

The current turn ends when all players have passed. All played cards are discarded. Players may also discard any or all cards from their hands at this point. Players may sell any number of Resources from their Resource boards to obtain Coins from the bank.

Tip: note that you may need Coins during the Card Market phase of the next turn, during which you will not be allowed to sell Resources.

Move the Turn marker forward one space on the Score board and start a new turn. If you have just played the fourth and final turn, move on to the Final Score phase.

If the draw pile is empty at any point in the game, shuffle the discard pile to form a new draw pile.

Final Score

The game ends after the fourth turn. Players then sell all their Resources and count their Coins. Each player scores 1 victory point for each 4 Coins in their possession. The player with the most victory points is the winner! If two or more players have the same number of victory points the game is tied and all tying players win!