Game Rule Book

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Story

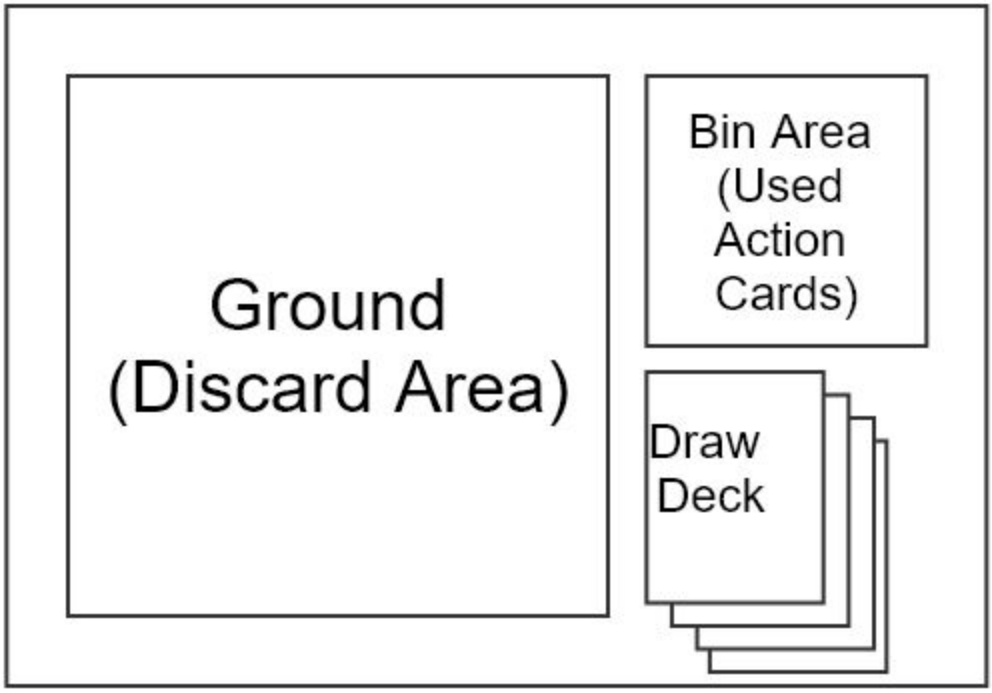
Long time ago, people had created artifacts with mysterious superstition powers, but they were damaged and left lost over time. You are an Artifact Hunter just stumbled over these powers of the past and desired to retrieve them, but you are not alone.

Player must retrieve the artifacts pieces and repair them with [Glue] to gain control of special powers before other any opponent does.

Gameplay Areas

The Gameplay Area is divided into 3 parts

- **Ground Area**
  - This area is where players discard their exceeding card from their hands. Cards in this area can also be picked by players during the draw phase.
- **Draw Deck**
  - This deck contains half of unplayed cards. Players may draw a card from this deck during their draw phase.



Card Description

Each card in this game have its effect described on the bottom of the card, however, the Artifact cards effect cannot be used until they are completed.

Artifact cards will have the number of required cards to complete indicated on the bottom left, and has the Victory Point show on the top right which will be effective when the artifact is completed.

Type of cards

There are 4 types of card in this game

- **Common Artifact**
    - Collecting Artifact card is the objective of this game. There are 3 types of Common Artifact card: small, medium, and large. You must collect the same 2-4 Artifact cards in order to combine them and gain Victory Point and Extra Effect. The large artifact will be more difficult to complete as it requires more cards, in return, it will grant a greater reward.
- **Rare Artifact**
    - This card function as same as Common Artifact cards, but the number of Rare Artifact cards are more limited. You need to collect the Rare Artifact card with the same specific color to combine them.

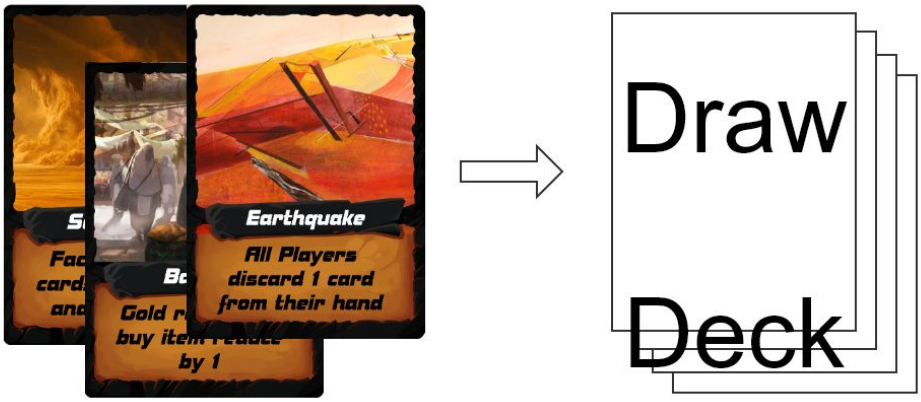
- **Action Card**
    - This card can be used during your turn. There are both single-use and passive Action card effects. These cards will help you to gain more Artifact Cards or harass your opponent.
- **Event Card**
    - Event cards have black color. They will be exclusively shuffled into the draw deck. Players must reveal the Event card immediately when they draw them. Event card usually have the effect that impact to both players in good or bad result.

Artifact Card

Rare Artifact Card

Action Card

Event Card

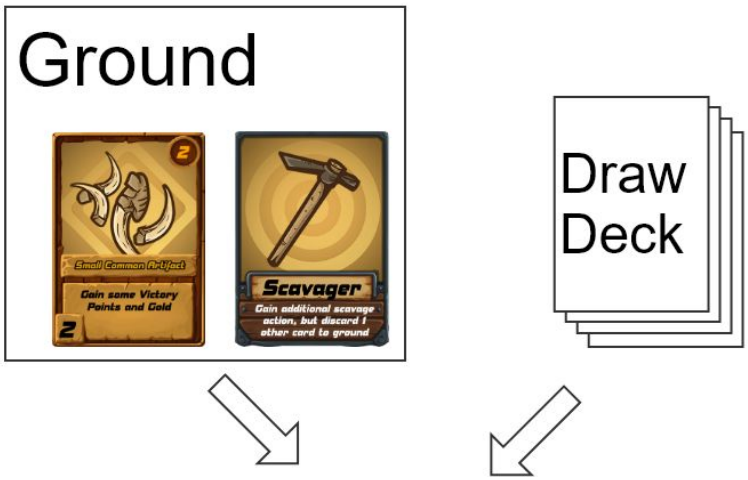


Game Setup

- Distribute 5 cards to each player
- Put top 3 cards from the Draw Deck to Ground area

Gameflow

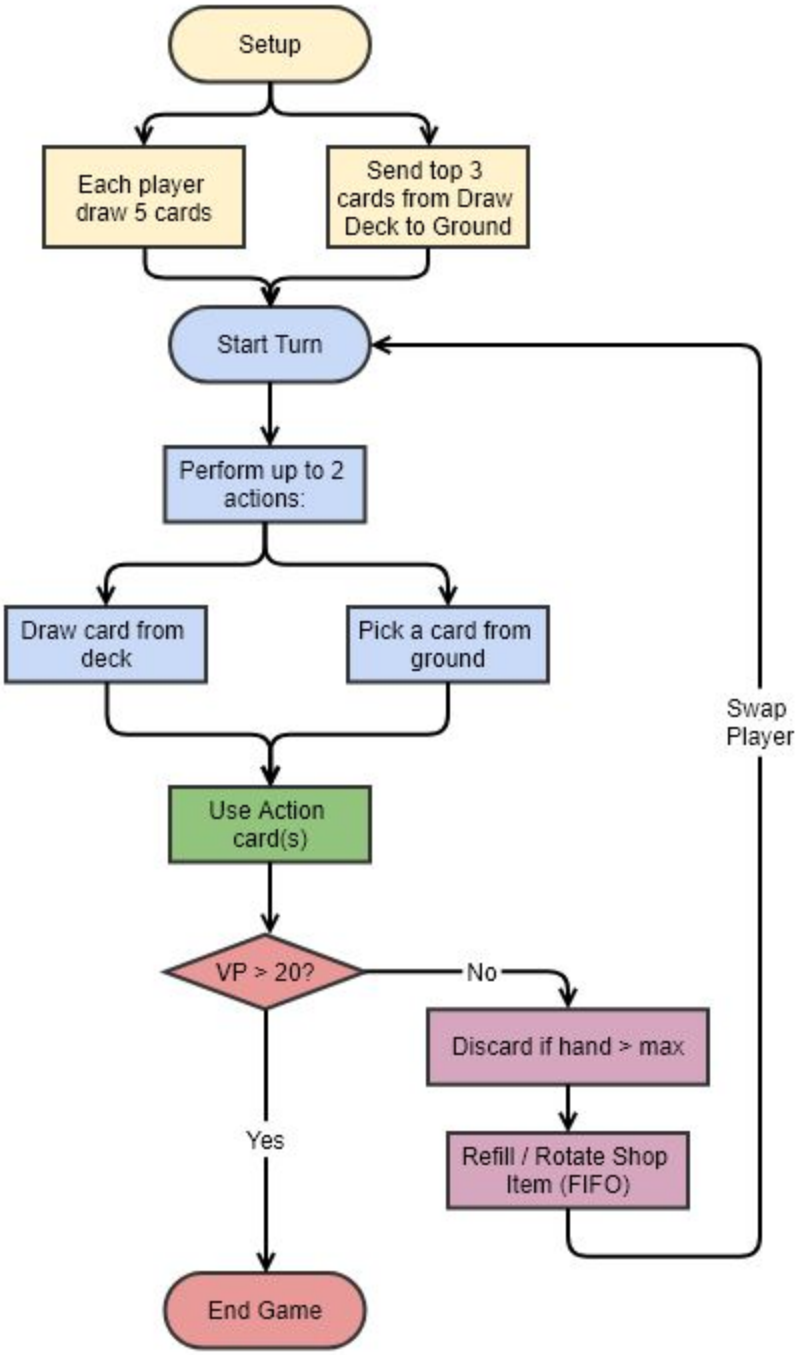
- **Draw Phase:** at the beginning of the turn, the player can decide to perform one of the following actions for 2 times
    - Draw Card - Add the top card from the Draw Deck to hand.
    - Scavenge Card - Gain one of any cards from Ground Area
- **Action Phase:** Player can use any of Action Cards in their hand to resolve effects
- **End Phase**
    - Player must discard the cards if they are holding more than the hand capacity. Player's default hand capacity is 5 but could be changed by card effects.



Game Ending Condition

Once one of the players has gained more than 20 Victory Points, the game will be conducted until last player finishes his/her turn. The player with the highest Victory Point is the winner of the game.

Gameplay Flowchart



Card Index

Card	Description	Copies	Card	Description	Copies
	Collect 2 of this card with a Glue to gain 2 Victory Points.	8 (4 sets)		Collect 2 of this card with a Glue. Player with this artifact can get 1 additional card from ground during draw phase.	6 (3 sets)
	Collect 3 of this card with a Glue. Player with this artifact can draw one more card during draw phase.	9 (3 sets)		Collect 3 of this card with a Glue. Player gains ability to discard a card in face-down position.	6 (2 sets)
	Collect 4 of this card with a Glue. Player's hand capacity is increased by 1.	8 (2 sets)		Collect 4 of this card with a Glue. Player can steal opponent's completed artifact once.	3 (1 set)
	Repair a set of artifact to gain Victory point and effect. (1-time use)	20		Substitute for any common artifact. (1-time use)	4

	An opponent must discard a card of his/her choice to the Ground. (1-time use)	10		Player and randomly take a card from the opponent's hand or from his/her storage. (1-time use)	6
	Player can perform 1 addition draw or scavenge action during draw phase. (Permanent)	2		Player may perform an extra scavenge action, but must discard a card to the Ground. (Permanent)	2
	Player gains 1 additional hand capacity, but he/she must reveal the extra card on the field. (Permanent)	2		Player gains an extra 1 draw or scavenge action, but his/her hand capacity is reduced by 1. (Permanent)	2
	Player can refill their hand from the draw deck. (1-time use)	2		No effect.	6
	[Event] All players must discard a card to the Ground. (Activate once)	1		Use to gain 1 Victory Point. (Permanent)	4

	[Event] All cards in Ground became face-down and shuffled. (Activate once)	1	**<u>Total</u>**		103 cards