

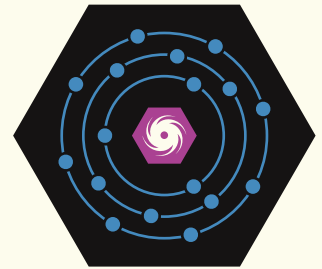
Artifact Catalog

Collapse Generator

An artifact that folds the continuum so that the travel sphere can move to any node in one movement, including V616 Mon. V616 Mon is a binary star in the constellation Unicorn at a distance of 3000 light years from the Sun. The first component is an ordinary star, the second component is an invisible object with a huge mass (probably a black hole). The mass of the second component is sufficient to create a distortion of space-time, similar to the distortion in which travel spheres operate. The coordinates of one point were calculated in which theoretically the sphere of travel should work. It is impossible to organize an event in this node but it is possible to extract energy (17 \mathcal{N} at a time). The collapse generator has a limited number of charges.

Having played the artifact, place the V616 Mon node next to the field but so that it does not come into contact with the continuum nodes. To get to this node is possible only by using an artifact. Put 4 \mathcal{N} from the bank on the artifact card. Each time you use an artifact, remove 1 \mathcal{N} from it and spend 1 \mathcal{N} from your supply to move to any unrealized node. When moving to V616Mon place the wormhole token in the node you are leaving. Anyone who owns a collapse generator (even if it has no charges) can go from this node to V616Mon or back like a normal move (by paying \mathcal{N} and not wasting artifact charges). But after that the wormhole closes - be careful not to get trapped into V616Mon forever. Moving through already created wormholes does not count as using an artifact.

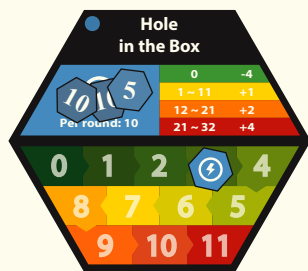
Collapse generator is the only artifact that belongs to the "Movement" group (yellow).



Узел V616Mon



Жетон червоточины



The current anti charge is 25, which means the player can occupy a maximum of 7 \mathcal{N} more. 25 falls in the red interval (21~32), so after the end of the turn the tension will increase by 4 - from 3 to 7. Provided that the player will not return \mathcal{N} .

It is the most complex known artifact. It allows you to receive \mathcal{N} "in debt". When energy is generated, an anti-charge occurs inside the artifact, which causes the tension to rise until the energy will be returned. It is assumed that the device works due to a miniature black hole and the Hawking radiation effect but this is only a guess. **Be careful! Self-destruction is possible!**

After casting the artifact, place the \mathcal{N} token on the zero division of the tension scale. During your turn, you can take up to 10 \mathcal{N} from the bank and put the same amount of \mathcal{N} from the bank on the "Anticharge" field that marks your debt. The maximum possible anti-charge is 32, when it is reached, it is no longer possible to occupy \mathcal{N} . Also, at any time during your turn, you can spend any amount of \mathcal{N} to reduce the anti-charge by the same amount (this does not count as using an artifact). At the end of your turn, move the token on the tension scale according to the anti-charge (table to the right of the anti-charge field). The more anti-charge you have, the faster the tension grows.

If the \mathcal{N} token should move beyond the tension scale, the artifact will immediately annihilate. Because of what, a field is created that absorbs the energy of the players. The owner himself is the first to be affected by the field, then the rest of the players, starting with those who are closer to the owner. If several players are at the same distance from the owner, he himself decides in what order they will suffer. The player affected by the field loses as much \mathcal{N} as the anti-charge is left. If he has less \mathcal{N} , then he loses everything and his sphere stops working. For each \mathcal{N} lost by players, remove 1 \mathcal{N} from the Anti-Charge field. As soon as it is empty, put the artifact back in the box and continue the game.

The Hole in the Box belongs to the Energy group (blue)

Hole

Lachesis Needle

The artifact allows you to link a pair of nodes located at a distance of up to 2 by cause-and-effect relationships. Distances are measured directly (without bypassing the realized nodes) and without taking into account the linked nodes themselves. After casting the artifact, take 3 pairs of source and target markers. Markers of the same pair have the same labels in the form of dots. On your turn, you may place these markers on two nodes, linking them. The source marker is placed on the node from which the link is directed, and the target marker is placed on the node to which it is directed. The source is always the node where the player is at the moment the artifact is used. Different sides of the markers allow you to specify the type of link (cause/hindrance). The Needle can only be applied if the source is located before the target in time and these two nodes are not yet linked.

If the marker was set to an empty node and an event was organized on it later, it becomes the source/target of the link. During the realization of the source, you do not need to remove the marker from it. For convenience, you can rotate the markers so that they point at each other. Links created with the Needle of Lachesis have the same strength as normal links.

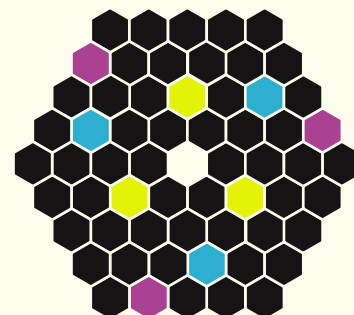
The Lachesis Needle belongs to the group "Events" (green)



Paired tokens (dots below) cause link (green background) left target, right source (arrow position)

The Symmetrical Stabilizer allows you to create a distortion that affects events at symmetrical nodes. The origins of its name, which does not correspond to the essence, are hidden in the depths of the past. Having casted the artifact put 2 on it, which will denote its charges. On your turn, you can use the artifact by spending one of its charges to have 3 impact on the event, in the node you are in. You decide whether the impact is positive or negative. The impact of the same focus and strength will be applied on 2 symmetrical nodes in the same radius. An artifact's impact is noted and works the same as an impact made by players directly.

The symmetrical stabilizer belongs to the "Events" group (green)



Some examples of symmetrical knots. Each symmetrical group is colored differently.



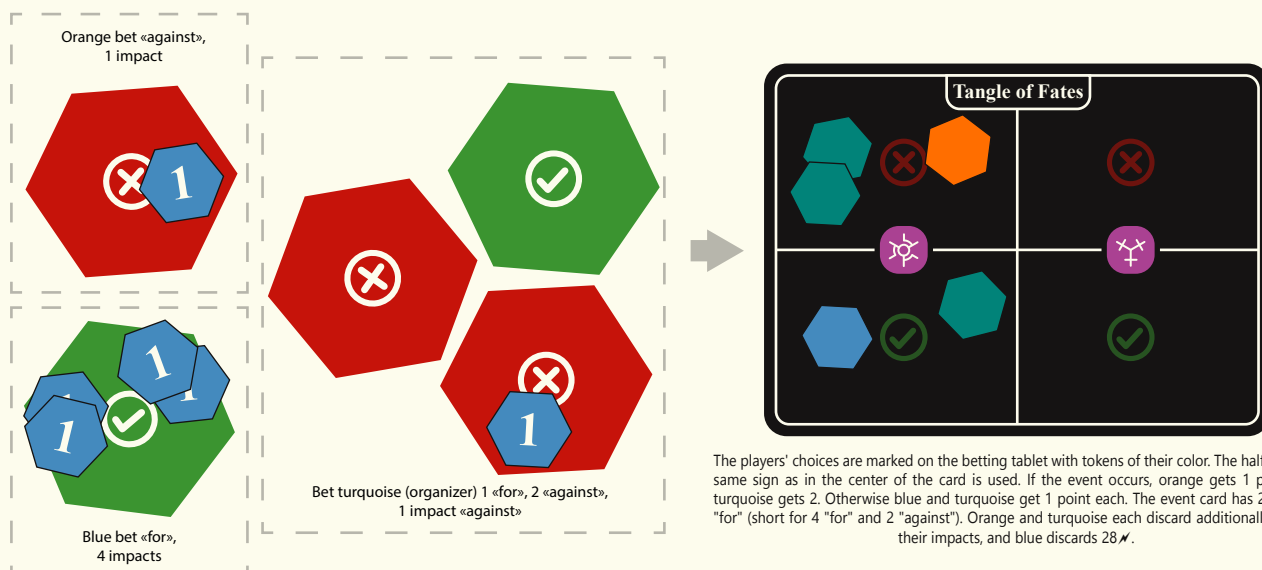
Delayed impact tokens. Left 3 against, right 3 for.

The "Collector" Module enhances the travel sphere's ability to extract energy. It allows, when extracting energy, to use the bonus not only of the event in which the player is located, but also of all neighboring unrealized events (bonuses add up). The artifact effect only applies to extraction bonuses listed directly on event cards (blue circles). In any case, the Module produces at least 5 additional \curvearrowright for the player, even if there are no events nearby. But at the same time, the artifact cannot accept and transfer to the player more than 13 additional \curvearrowright for one extraction. The module has 3 charges, which are marked with \curvearrowright tokens on its map. When extracting energy, the player himself decides whether he will use the artifact. Belongs to the group "Enerav" (blue)

A small sphere that allows you to organize an event that affects all versions of the future. This artifact cannot be put on the table like other artifacts - when casted, it is immediately laid out on the field as an event (without the cost of EA and ∞). The Tangle of Fate will be located in the node where the owner of the artifact is located, and cannot be casted if there is already an event in this node. After the draw, place the betting board near the playing field. Each player takes one Realization token, and the owner of the Tangle takes 3 tokens. Each player then flips their token as they see fit - this will be the player's bet on whether the Tangle event will occur or not. Also, players can add ∞ tokens from their supply to Realization tokens, this will be equivalent to applying an impact. Bets and attached ∞ tokens should be done in secret. It is convenient to do all this on the table, covering with your hand.

When all players are ready, the bets should be open - the side of the realization token chosen by the player determines which version of the realization of the Tangle of Fate he will receive points. This should be marked by the player's color token on the betting board. All \neq tokens on the player's realization token must be applied to the artifact event as corresponding impacts (of the same color as the chosen side of the implementation token). In doing so, the player must additionally discard 7 from their supply for each impact. The artifact owner's bet contains 3 realization tokens, each of which works exactly the same as the others (colored token on the betting tablet, \neq tokens for impact, additional payment for each impact). The player playing the artifact is not required to place all of the realization tokens in their bet on one side. Thus, he can risk placing 3 tokens on one outcome of the event, or play more carefully and place 2 tokens on one side and 1 on the other.

The deck contains two Tangles of Fate and the betting tablet is divided into two sections. To avoid confusing the bets, pay attention to the symbols in the center of the events and in the center of the sections on the betting board. The Tangle of Fates belongs to the Events group (green)



The players' choices are marked on the betting tablet with tokens of their color. The half with the same sign as in the center of the card is used. If the event occurs, orange gets 1 point and turquoise gets 2. Otherwise blue and turquoise get 1 point each. The event card has 2 impacts "for" (short for 4 "for" and 2 "against"). Orange and turquoise each discard additionally 7 \clubsuit for their impacts, and blue discards 28 \clubsuit .