

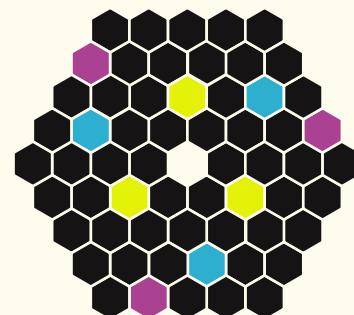
# Artifact catalog

## Symmetrical Stabilizer

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  $\text{N}$  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.

If an impact (main or symmetric) applies a node in which there is no event, mark it with special delayed impact tokens. When organizing an event in this node, the delayed impact must be applied to it immediately (as a normal impact)

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.

## «Collector» Module

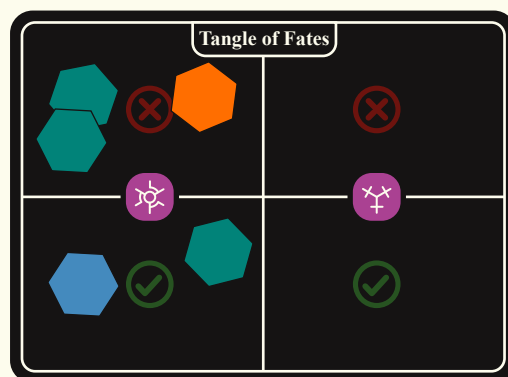
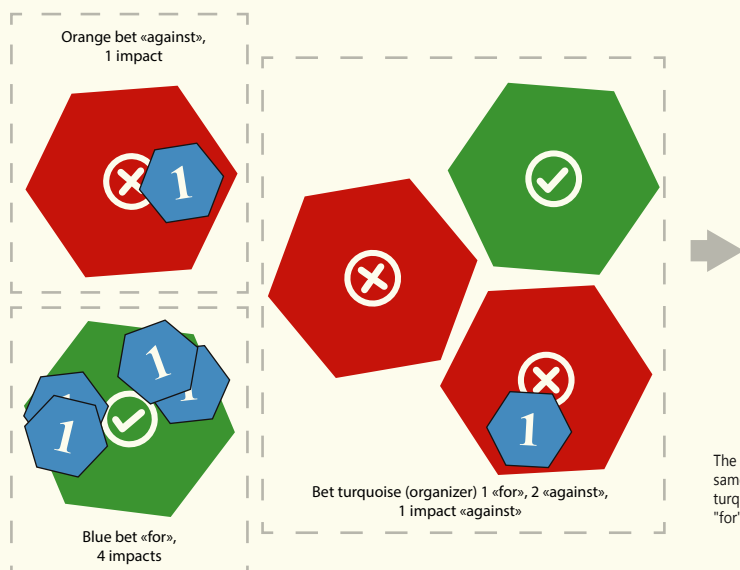
The "Collector" Module enhances the travel sphere's ability to extract energy. It allows, when extracting energy, to use the bonus not only of the event in which the player is located, but also of all neighboring unrealized events (bonuses add up). The artifact effect only applies to extraction bonuses listed directly on event cards (blue circles). In any case, the Module produces at least 5 additional  $\text{N}$  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  $\text{N}$  for one extraction. The module has 3 charges, which are marked with  $\text{N}$  tokens on its map. When extracting energy, the player himself decides whether he will use the artifact. Belongs to the group "Energy" (blue)

## Tangle of Fates

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  $\text{N}$ ). 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  $\text{N}$  token from their supply to Realization tokens, this will be equivalent to applying an impact. Bets and attached  $\text{N}$  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  $\text{N}$  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,  $\text{N}$  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  $\text{N}$  for their impacts, and blue discards 28  $\text{N}$ .