

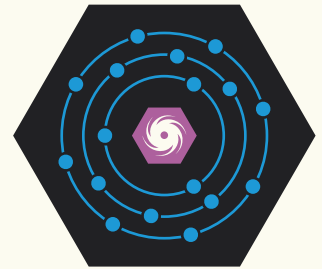
Artifact Catalog

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.

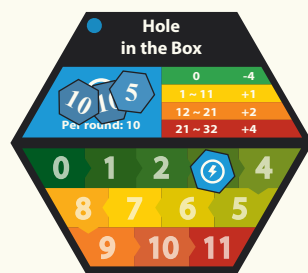
Collapse generator is the only artifact that belongs to the "Movement" group (yellow).



V616Mon node



Wormhole token



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)