

# How to Play Artem

## OVERVIEW:

Artem is a push your luck strategy game, where players must claim rows of color to score the most points. All cards, in some way, manipulate the color board. The differences mainly lie in the specific way this happens and whether or not you score points. How you play depends on both strategy and how far you are willing to push your luck.

## CONTENTS:

- Main Deck (64 Cards)
- Color Deck (72 Cards)
- Scoring Quick Reference Cards (4 Cards)
- Direction Marker (1 Card)
- Artem Rules

## SETUP:

- 1) Shuffle Game Cards and Color Tiles.
- 2) Draw 36 color tiles and randomly make a 6x6 grid.
- 3) Deal 5 cards to each player
- 4) The player who goes first, goes first. The player who goes second, goes second. Play shall continue in that order.

## PLAYER TURN:

Player turns are broken into two phases.

### Phase 1: Discard & Draw

- Discard as many cards as you want from your hand.
- Draw until you have 5 cards

### Phase 2: Play up to 2 cards

- You may play up to 1 claim card in a turn.
- You may not play claim cards on your 1st turn
- You may not reverse a move, once a change has been made to the color board.

## CARDS:

Cards in the Artem Main Deck are divided into two types: Claim Cards and Movement Cards. In general, Movement Cards allow players to move colors on the board and Claim Cards allow players to claim rows of color.

### CLAIM CARDS:

Claim cards allow players to claim rows of colors on the color board for points (See Scoring). Players must specify which row they are claiming, which must match the color of the claim card. After a row of colors is removed, the gap is filled by sliding any colors to the right of the gap into the gap. New colors are then drawn and filled from the right.



### MOVEMENT CARDS:

Movement cards are used to manipulate the positions of colors on the color board. They come in two main types: Move & Flip.

#### MOVE:

Move cards move the entire row to the left either 1 or 2 units, depending on the card. Any cards that moved outside of the color board are then discarded and new color cards are drawn to fill in the gaps on the right.



#### FLIP:

Flip cards swap the position of adjacent colors on the color board. There are three different types: Vertical, Horizontal & Wild. Please note, Wild flips allows player to choose to do either a Horizontal or a Vertical flip of adjacent cards.



### DETERMINING DIRECTION:

Artem is a game which relies heavily on directions, so it's important to define them before playing. Included with Artem is a Direction Marker to be placed at the top of the color board. While any side of the board may be designated as the top, it's important to decide on one before starting the game to avoid player disputes.

## SCORING:

When you play a claim card, the number of points you score depends on whether you played the claim card in your 1st or 2nd play of your turn.

| Row Length | 1st Play | 2nd Play |
|------------|----------|----------|
| 2          | 1        | 1        |
| 3          | 3        | 2        |
| 4          | 5        | 3        |
| 5          | 7        | 4        |
| 6          | 9        | 5        |

## WINNING:

The Winner is the player who is the first to achieve the number of points required to win (see table below) or the player with the most points when game ends (see Game End).

| Number of Players | Points to Win |
|-------------------|---------------|
| 2                 | 20            |
| 3                 | 15            |
| 4                 | 10            |

## GAME END:

The game automatically ends when either the main deck or the color deck is exhausted. A deck is considered exhausted when a player is required to draw and cannot do so. The game also ends when a player reaches the number of points required to win the game (See Winning).

## CREDITS:

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Produced by: Toy Rabbit Games

Printed & Assembled by: The Game Crafter

## VARIANT RULES:

During the course of playtesting, a lot of great suggestions were thrown around. While not all of them made it into the core rules, some of the better ideas are included here as variant rules.

### RELATIVE DIRECTIONS:

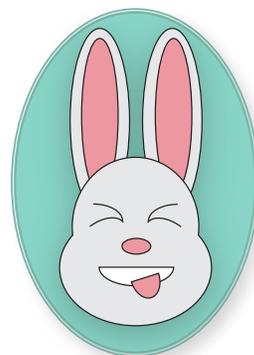
While standard Artem defines universal directions for all players, this variant allows players to define directions relative to player positions around the table. Should you decide to play with this variant, it's important to make sure that all players are clear on which side of the table they are playing from and how that effects directions for them.

### ALL IN:

While standard Artem limits players to playing 2 cards in a turn, this variant allows players to play as many cards as they'd like from their hand. Additionally, players may make as many claims as they would like (assuming they have the appropriate claim cards) during their turn. All claims made after their first claim are scored as 2nd Play claims.

## THANKS:

Thanks for reading. If you haven't started playing yet, we highly suggest you start now. While reading rules can be a lot of fun, research has consistently shown that playing games is consistently more fun then reading about them. On behalf of our rabbit overlords, we sincerely hope you enjoy Artem.



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