

GET GREAT DEALS ON ALL OF OUR

SEERS

ARTIFACTS



The lowest prices and greatest value in everything for the modern-day Seer. Our latest Artifact cards range from the completely wild to a vote from beyond. Enhance your hunt with Seers Artifacts!

Be warned—there's a catch! Artifact cards score 0 points when you have 5 or fewer cards during final scoring. Best dispose of them quickly; however, kindly remember our high grade Artifact cards typically become most useful when you have 5 or fewer cards.

Start each of your rounds with 1 Wild card and 2 random Artifact cards.

GET STARTED

2 Seers: Use 4 Artifact cards (including Go First)

3 Seers: Use 6 Artifact cards (including Go First)

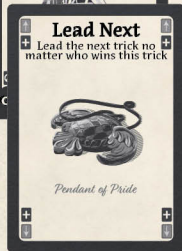
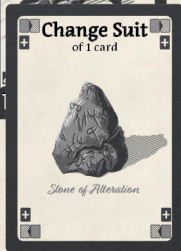
4 Seers: Use 8 Artifact cards (including Go First)

5 Seers: Use 10 Artifact cards (including Go First)

Return all other remaining Artifact cards to the box. Shuffle the Go First card with other Artifact cards and then deal 2 random Artifact cards and 1 Wild card to each seer.

YOUR FIRST GAME

For your
first game,
use these
Artifacts:



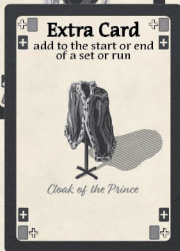
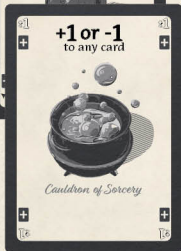
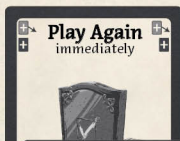
2 Seers

WILD CARDS

Wild



Wild cards can be played as any regular suited card between 2-13 (declare the card's value when it is played). They can also be used to create an additional card in a set that already has all suits (so you could have 6 of a kind in a 5 player game). A Wild card may be played by itself or with any other cards.



3 Seers

4 Seers

5 Seers

ARTIFACT CARDS

-2
Penalty



Give this card to the player who wins the current trick. **You must play at least one other card with this card.** The player who wins the trick keeps it face up until the end of the round and receives -2 points in addition to their normal score for this round.

When received as part of winning a trick, the -2 Artifact card does *not* count towards how many cards you have in hand for determining if you are in the Bonus or not.

+1/2



This card is 1/2 more than the most recently played single card, including the Highest Single card. **Play this card by itself without playing any other numbered card with it.** If it's the first card played, it equals 1/2.

+1 or -1



This card is a +1 or -1 modifier on any single card. Modified cards may only be from 2-13. *Example: playing this Artifact with a 3 and 4 can turn them into a pair of 3s or a pair of 4s. Playing it with a 2,4,5 can turn it into a run of 3,4,5.* The +1 or -1 Artifact must be played with a suited card, the Go First (1) card, or the 5 Point Bonus card (as a 5).

=5 Points



An unsuited 5 card that gives you a score of exactly 5 points for the round when you are in the Bonus regardless of what other cards you have in your hand at the end of the round. It still must be played as a 5 of any suit once you are in the Bonus if you can legally play it. You may play the 5 Point Bonus Artifact by itself or with any other cards.

All Must Play



All seers must play if they are able to for the rest of this trick (as if all seers who are still playing in the current trick are in the Bonus with 5 or fewer cards). **All Must Play must be played with at least 1 other card.**

Change Suit



A modifier that changes 1 card to the same suit as the others (usually so it can be played as a legal run). May also be played with a single card or matching set (though then it does nothing), but **it must be played with at least 1 suited card.**

Extra Card



A card that can be added to any single card, set, or run. **This must be played with at least 1 other card.** The extra card can have a value of 2 - 13.

Give Lead Choose another seer to lead the next trick, **playing this card by itself**. You may discard 1 of your cards when you play this. You may only play this card when you have the lead.



Go First This card is an unsuited 1 that gives the initial lead to the seer who was dealt it. **This card can be played by itself as a single 1 or with a run such as 1,2,3** (the other cards must be the same suit). Players do *not* have to play the Go First card on their first turn.



Highest Single Card This card beats any single card, including the +1/2 card when played after a 13. However, the +1/2 card may be played on top of this one. **Play this card by itself without playing any other numbered card with it.**



Lead Next When you play this card, you lead the next trick, regardless of who wins the current trick. **You must play at least 1 other card when you play this one.**



Play Again

Play this card when you play any other card(s), and then instantly play again. **You must play this with at least 1 other card, and you must be able to play on top of the card(s) you play when you play it. This card does not start a new set; it continues the current set.**



Reset



Play this Artifact by itself or before you play other cards, which must be the same type of meld as the previous meld, but can be of any value (they don't have to be higher than the previously played meld). This also resets any players who have passed, allowing those players to play if they wish when it is their turn.

This Artifact card cannot win a trick unless it is the only card played in a trick.



Retrieve



At the end of the trick, before the cards for this trick are set aside, you may pick any card(s) from the trick into your hand, including suited and Artifact cards (except the Retrieve card). **You may play this with or without any other card(s).** If you play it without any other cards it must be on your turn, and playing this counts as passing. If the cards you pick up result in a hand greater than 5 when you had been in the Bonus, you are no longer in the Bonus and must flip your token to the 6+ side. You may not pick up cards that have been discarded using the Give Lead Artifact.

This Artifact card cannot win a trick unless it is the only card played in a trick.

Unique Trick



Make the trick one of these unique melds of cards:

Full House (e.g., 3,3,3,8,8)

Prime 2,3,5,7,11,13 (single card, any suit)

2 Card Flush (e.g., 1,9 of same suit; 3,9 would beat the 1,9, as would 1,12 or 6,10)

2 Card Steps (e.g., 4,4,5,5 or 6,6,7,7)

Even/Odd Run (e.g., 1,3 or 8,10 etc. of the same suit)

You can also play this with a regular set/run of cards and declare that you aren't using its ability. Whether you use the ability or not, you may only play this Artifact when you lead a trick. **You do not have to play a card when you play Unique Trick**; if no one can play the unique meld and you did not play any cards with it, you will still have the lead.

Artifact	■	Play w/ card(s)
-2 Penalty	+	Yes
+1/2	⊘	No
+1 or -1	+	Yes
=5 Points	?	Optional
All Must Play	+	Yes
Change Suit	+	Yes—Suited
Extra Card	+	Yes
Give Lead	⊘	No, must have lead
Go First	?	Optional
Highest Single	⊘	No
Lead Next	+	Yes
Play Again	+	Yes
Reset	?	Optional
Retrieve Cards	?	Optional
Unique Trick	?	Opt., must have lead