

Stratera: the Card Game



Rulebook

Version 1.0

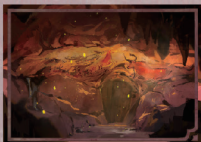
A Race for the Artifacts

This is an archaeological team set to uncover ancient artifacts. Beware, though, for there are looters disguised amongst the academics, and they will do everything in their power to prevent the team from restoring a complete artifact. Will the academics be successful in protecting the treasures of ancient civilizations, or will the looters foil the entire expedition?

Find out, as your team dodge the dangers and encounter the unexpected at the Stratera excavation site!

Game Setup

(OPTIONAL) Start the game by picking a SITE card. Apply the effects of the card when appropriate.



Deal each player a secret ROLE. The role will tell you which side you're on.



Randomly draw 3 ARTIFACT cards, this will be the starting STORAGE.

(OPTIONAL) Draw 2 more ARTIFACT cards as the starting SOLD pile.

Shuffle the rest of the ARTIFACT cards with the EVENT cards and place facedown on the table. This will be your DRAW deck.

While ensuring secrecy, allow specific roles to identify the players of the role(s) they are AWARE of:



TOMB RAIDERS are aware of EACH OTHER
and MAFIA BOSS



POSSESSED is aware of TOMB RAIDERS

# of Players	Academics	Looters
6	3	3
7	4	3
8	4	4
9	5	4
10	5	5

Each game MUST have POSSESSED and ASSASSIN
Feel free to MIX AND MATCH other roles

Suggested 6 player setup:

Academics: Possessed, Archaeologist, Volunteer

Looters: Assassin, Mafia Boss, Tomb Raider

Roles

Some roles have abilities, which can be either ACTIVE or PASSIVE:

ACTIVE abilities can be used ONCE per game. Your role is REVEALED immediately after use if it hasn't been revealed already.

PASSIVE abilities either grant you knowledge at the START of each game, or allow you to perform specific actions WITHOUT REVEALING your role.

Artifacts

There are 5 different artifacts you can excavate over the course of the game, each consisting of 5 different pieces.

Gameplay

1. Each round, a player draws a card from the TOP of the DRAW DECK. The drawing player ROTATES clockwise every round:

(OPTIONAL) Set a timer for each discussion. Suggested time: 1.5 minutes

If an ARTIFACT card is drawn:

- Without discussion, each player must vote to keep or sell the piece

- MAXIMUM of 5 cards can be kept in storage at a time; if a 6th piece is drawn and KEPT, one of the OTHER 5 must be SOLD immediately

- Then, decide if ANY OTHER pieces should be SOLD

If an **EVENT** is drawn, follow the instructions on the card:

If the **EVENT** calls for a **RANDOM** player, **REFERENCE** cards can be used by noting the colour of the trowel in the corner, then randomly drawing one.



If a **VOTE** is required, every player must vote after a discussion happens.

Certain cards comes with **RESOURCES** that can be bought if enough players agree:

- Can be bought after the target(s) of the event has been decided
- Corresponding number of pieces are **DISCARDED** from the **SOLD** pile

ACTIVE ROLE ABILITIES can be used at any point in during the round

Table Layout

Site

Events

Event Discard



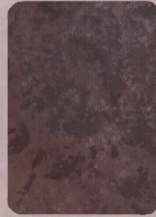
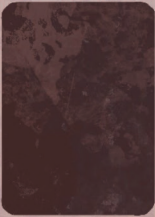
Draw Deck

Artifact Storage



Extra Storage

Sold Artifacts



Artifact Discard

Events

Event cards help to narrate what happens at the excavation site. Some events can be modified with **RESOURCES**, which will be listed with the **COST** in **BRACKETS**.

ICONS appear behind the descriptions of each card to indicate the **TYPE** of event:



ACTION: Follow instructions on the card



STORAGE: Uses the extra storage slot on field



RANDOM: Requires player(s) to be selected randomly



VOTING: Requires players to vote



DELAYED*: Effects that do not happen on current round

Voting

If the vote is based on an action (e.g. to buy or sell something):

- Everyone votes to AGREE (raised hand) or DISAGREE (lowered hand) on said action
- MORE THAN HALF the players must agree to proceed with said action
- *ONLY ONE THIRD or more for buying RESOURCES

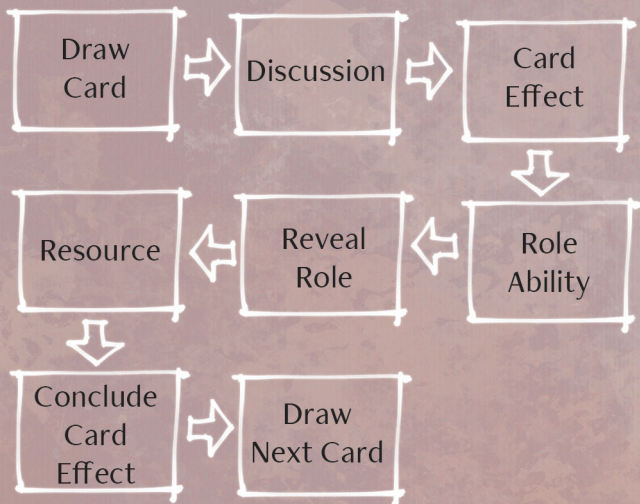
If it is an ELECTION:

- The person with the MOST votes is elected
- In case of TIES, it will be decided RANDOMLY between the tied players

Ending the Game

The game ENDS when one side WINS by achieving ONE of their winning conditions
- When a set of actions meets the winning conditions of BOTH sides, see the Order of Execution to determine which is FIRST

Order of Execution



Winning Conditions

Players will play one of two opposing sides, as indicated by your secret role.

The first side to reach ONE of their two winning conditions wins.

Each side has TWO ways of winning:

Academics

1. Collect 4 pieces of the same ARTIFACT in STORAGE
2. All LOOTER roles REVEALED and/or DEAD

Looters

1. At least 2 pieces of EACH ARTIFACT SOLD or DISCARDED
2. POSSESSED player is DEAD

Clarifications

1. SPECIFIC card instructions OVERRIDE GENERAL rules
2. Please SHUFFLE the draw deck after SEARCHING
3. Whenever an event or role ability directs you to ADD card(s) to the storage to a point PAST FULL, the new card(s) will REPLACE a number of the original cards to make fit
4. When SELLING/DISCARDING artifact pieces, all players must VOTE on the piece(s) that is to go. Votes on different pieces of the SAME ARTIFACT are COMBINED, as they are effectively the same.

5. STORAGE EXPANSION and BORROWED EXHIBIT CANNOT be active at the same time. If one is drawn while the other is active, the new card is NULLED.

6. FOXFIRE: named roles can include REVEALED or DEAD roles

7. Using resources to change RANDOM EVENT to ELECTION does NOT change the card TYPE

8. CHINA- ZOMBIETROOP: If a VOTE or ELECTION has two or more results, as long as you voted for one of the results you are considered part of the MAJORITY

9. SHAMAN- ACTIVE ABILITY: when they guess WRONG, and NO artifact cards have been discarded yet, the NEXT discarded piece will be shuffled back in

Glossary

AWARE of : **PASSIVE** role ability that informs the player of the owner of certain roles at the **BEGINNING** of the game

CANCEL STATUS : negate the effect of a **DELAYED** event in play **AFTER** the turn it was drawn

DEAD : upon death, the player must **REVEAL** their role, then use their **ACTIVE ABILITY** if not use yet; dead players cannot join discussion, vote, or be voted

DISCARD : place artifact piece in **ARTIFACT DISCARD**

ELECT : each player **MUST VOTE** for one of the “**LIVING**” players; can vote for self

KEEP : artifact piece enters STORAGE

REPLACE : new card enters STORAGE;
replaced card is DISCARDED

REVEALED : role card FACEUP; “living”
player MAY still join discussion, vote, and
use role abilities

SEARCH : look through the appropriate
pile for a card

SELL : artifact card is placed in SOLD pile

SILENCED : player may NOT join
discussion or vote for the duration;
player MAY still speak outside of
discussion and use their role abilities

SKIP : negate the effects of the CURRENT
EVENT

Game Contents

Event Cards	x 25
Artifact Cards	x 25
Role Cards	x 12
Site Cards	x 5
Reference Cards	x 10

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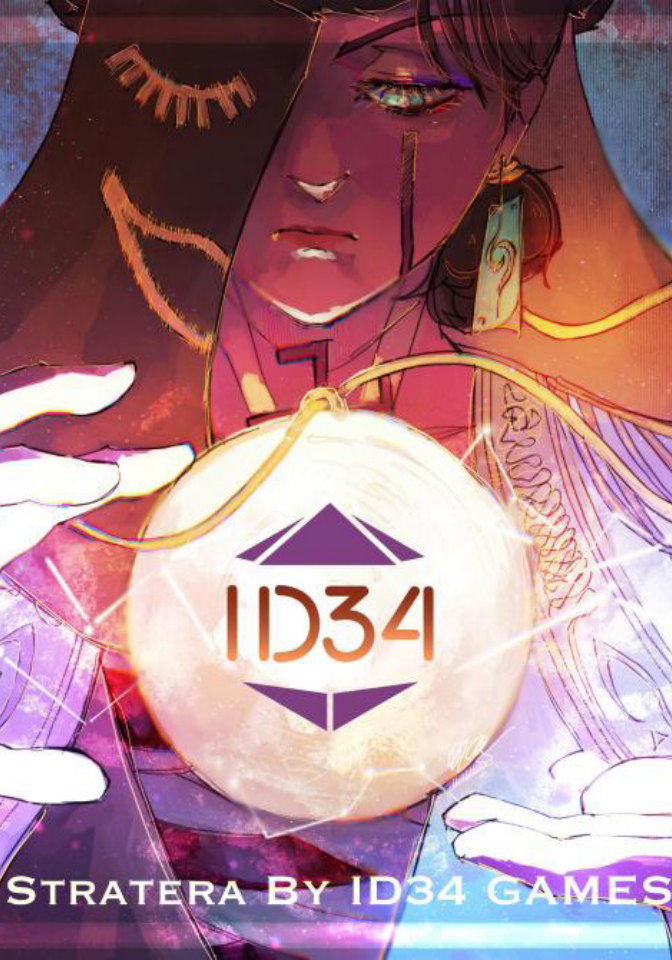
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