

Taken from discussion on the Artifacts Inc. Forum.

1) Cutthroat Deals Variant (from the designer)

You need one set of 7 dice for each player (each set needs to be a different color). A player cannot have more than 7 dice.

The game is now played in rounds. At the start of each round, all players roll their adventurer dice. Starting with the first player, players take turns placing a die or dice to take actions. The action is taken immediately. A player may only place a die or dice on one card per turn (*two or more dice on an Expedition card or on the Dive action if the player chooses, for example*).

A player may place dice on a public action card that already contains dice. However, if the card contains dice of another player whose sum value is greater than the sum value of any other player's dice on the card, that player earns 1 dollar, taken from the supply.

(Alternate option to mitigate unlucky low rolls)

*...if the card contains dice of another player whose sum value is **lower** than the sum value of any other player's dice on the card, that player earns 1 dollar...*

When a player runs out of dice, his turn is skipped. When all players run out of dice to place, the round is over. All dice are retrieved and rolled again for the next round. The first-player card is passed to the player on the left.

Once a player reaches 20RP, finish the current round (everyone gets to place their remaining dice).

2) House Rule: Guide Card

"You may place any number of [1+] here up to the number of Expeditions you own. \$1 for each die placed here."