

CONSERVATION FEAST

Player: 2-4 people

Play time: 20-40 mins

Age: 10+

Player as appraisers from a museum who are responsible for restoring artifacts for an upcoming museum exhibition. They have limited time and the one best at their job will be honored by the museum.

Link: https://www.youtube.com/watch?v=8_TTfnBJ3LA



Components

Token Storage (Market)

Player may use 2 material of the same kind to trade for indicated material from here.

Artifact Cards x 8 per Artifact

Artifact cards show the correct pieces for restoration, and indicates the 3 materials needed to redeem Artifact Pieces.

Artifact Pieces

Player may only exchange 4x pieces for each Artifact, with the exception of special events or skill cards.



Material Tokens

Material tokens are used to redeem artifact pieces. 3x tokens are needed to redeem for 1x artifact pieces.



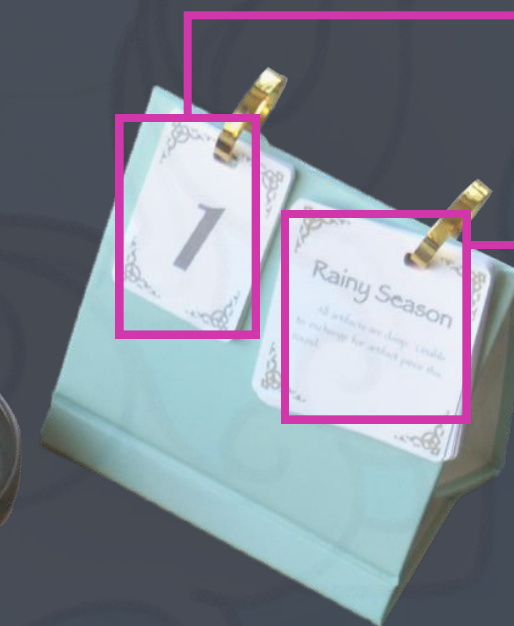
Event Calendar

Round Count

Tallied each round, game only goes on for maximum of 8 rounds.

Even Cards

A new event is flipped each round, and goes in effect immediately.



Passive Card:



Skill Cards

Each card has an unique effect.

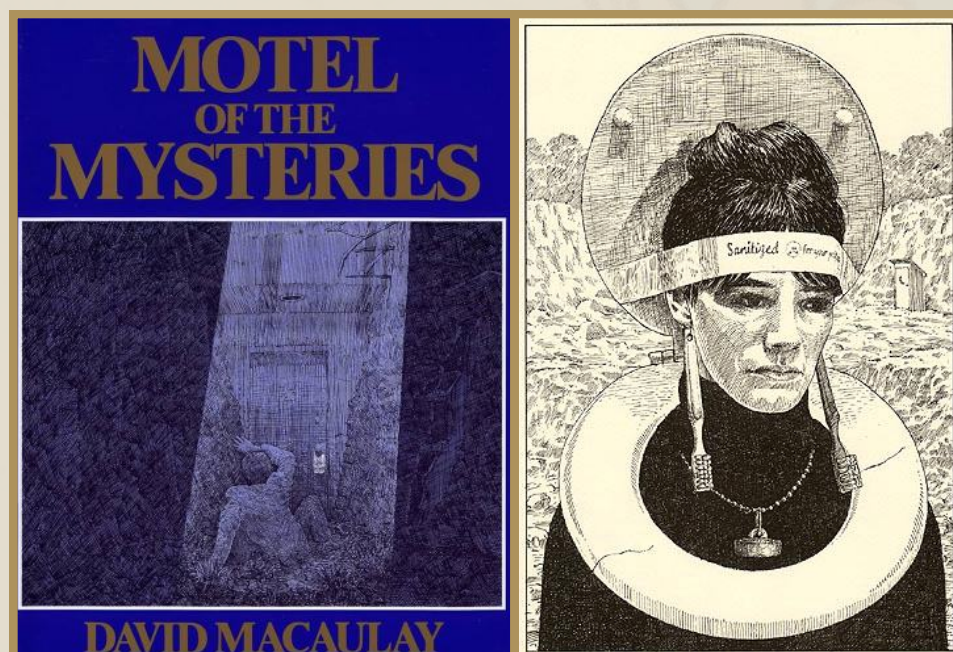
- Normal Cards are used any time during player turn.
- Passive Cards can only be used as reaction to events or other players' card.

Inspiration

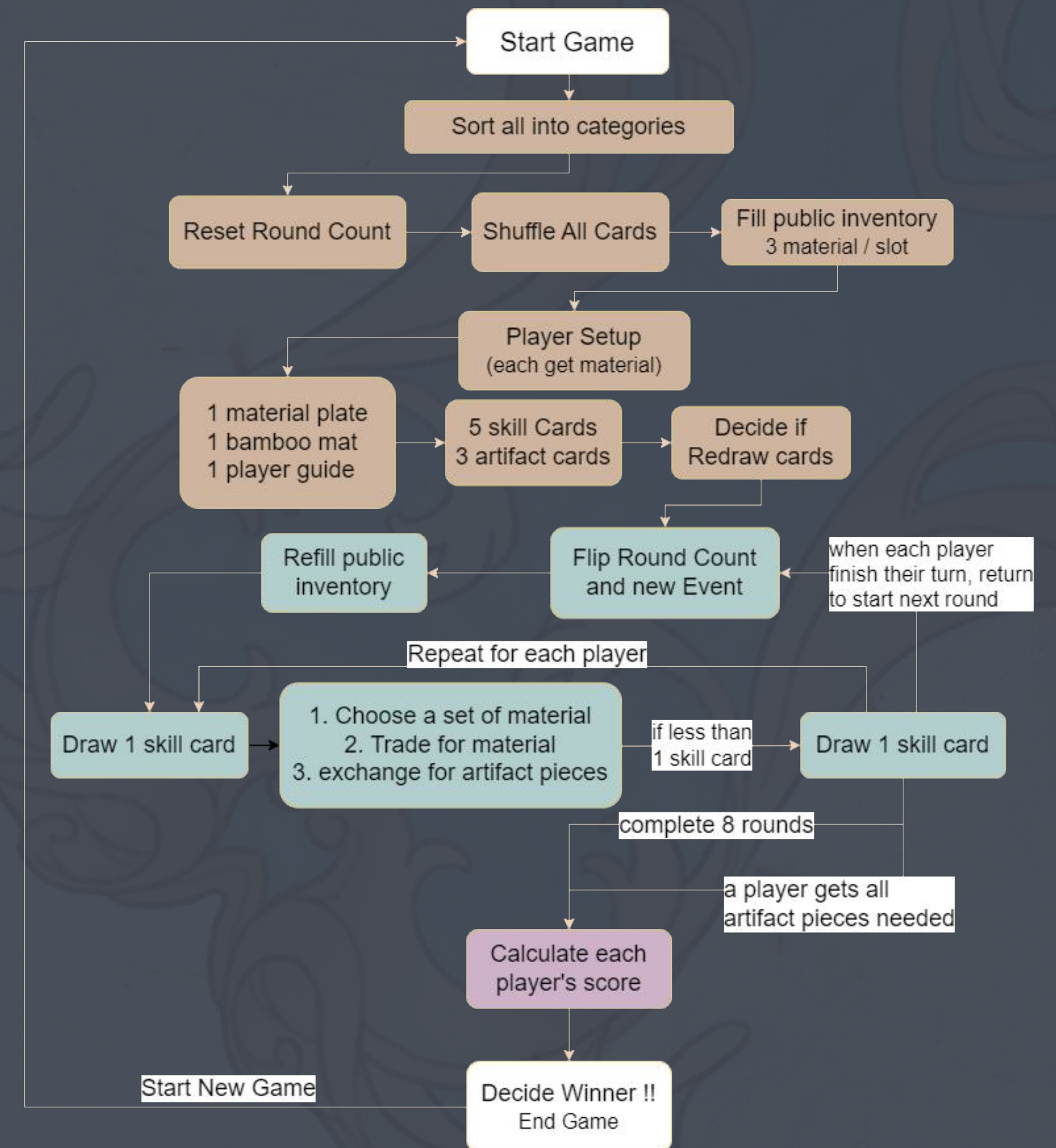
The game is inspired by cases of **ridiculously poor attempt** to **restore artifacts**, their destructive procedures permanently erasing original traces of **valuable history**. I created this board game in hopes to raise **awareness** and **recognition** for the importance of **proper conservation** of the disappearing **culture and arts**.



The book that brought forth this topic in my mind was **Motel of the Mysteries** by **David Macaulay**, which humorously criticizes these **unprofessional approach** to conservation when handling these “**significant**” fragments of **history**.



Gameplay



Game Setup

Global Components

1. Get all game pieces out on the table with their categories, **shuffle all cards**.
2. Fill **each slot** of public inventory (= number of player + 1) with **3x material**.
3. Shuffle the event cards, order the round count cards and **flip it to 1 to begin** the first round.
4. Decide which player gets to **start the game first**, then proceed **clockwise** to next player.



Player Setup

5. Take **1 of each**:
 - Material Plate
 - Bamboo Mat
 - Player Guide
6. Draw **5 x Skill Cards**
Skill cards are to be kept to players themselves.
7. Draw **3 x Artifact Cards**
Players may decide to redraw their Artifact cards 1 TIME before game begins.



Restoration Stage-8 rounds

Restoration Stage goes on for 8 rounds before scoring begins. If any player finish collecting their artifact pieces before 8 rounds, Scoring Stage begins immediately.

Before each round begins

1. Flip the **round number** and a **new event**. Each event is only in effect for 1 round.
2. **Refill public inventory** with packages of 3x material token.



During A Player's Turn

1. Player **draws 1x skill cards** when their turn begin, skill cards may be used during their turn, however, they may only use defensive/passive cards during others' round.
2. Player can decide **in this order** if they wish to :
 - Choose a **package of material** (3x material)
 - **Trade for material** from public market
 - Exchange for **artifact pieces** (limit of 4x pieces/artifact, except for special events or skill cards)
3. Player may draw 1x skill card if they have **less than 1x skill card**.

Scoring Stage

Players try to piece artifacts together and compare with the answer. Scored are calculated according to the correctness.

Completion of restoration: + 2 pt / completed artifact
Accuracy of each piece: + 2 pt / correct piece in an artifact
Perfection: + 3 pt / perfect restoration

e.g.,

2 pt + 0 pt + 0 pt = 2 pt
Correct Wrong Wrong

2 pt + 2 pt + 0 pt + 0 pt + 2 pt = 6 pt
Correct Correct Wrong Wrong Complete

2 pt + 2 pt + 2 pt + 2 pt + 2 pt + 3 pt = 13 pt
Correct Correct Correct Correct Complete Perfect



2 pt*2
Correct

+



0 pt
Wrong

+

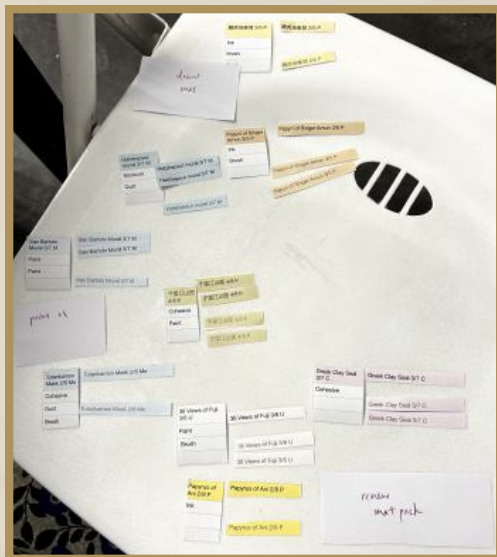
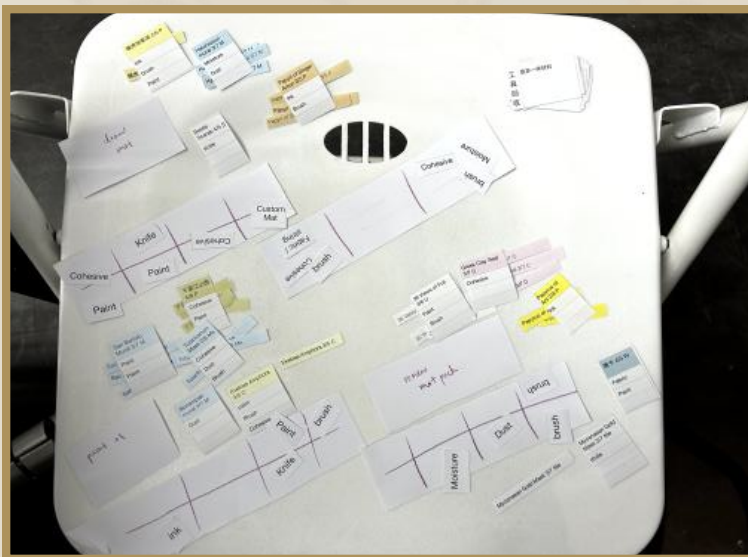


2 pt
Complete = 6 pts

Iteration

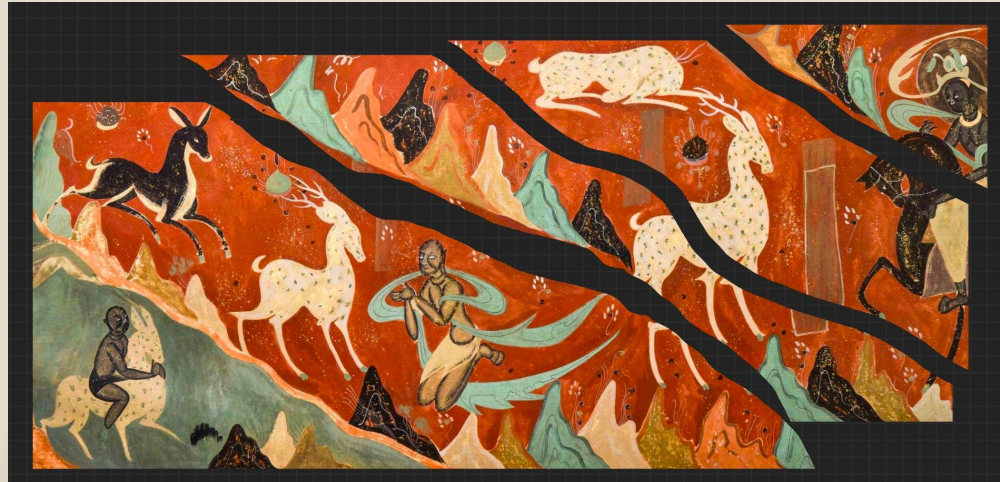
Ver 1.0 - 3 players 60 mins

Feedback	Adjustments
<ul style="list-style-type: none">Limited material packs, causing shortages (Dust, Ink, Scissors).Imbalanced material demand in storage.Some artifacts need too many rare materials (e.g., Snake Goddess: 7 pieces).“Free Trade Time” prolongs the game.	<ul style="list-style-type: none">Increase material packs to Players + 2.Reduce total materials from 202 to 120.Adjust artifact requirements to 3-5 pieces.Replace Free Trade with a public market for material exchange.Limit game to 8 rounds, with 3 movement points per turn.



Ver 2.0 - 3 players 50 mins

Feedback	Adjustments
<ul style="list-style-type: none">• Lack of motivation to choose hard restorations; not enough movements to restore artifacts in 8 rounds.• Tracking 3 movements/round is difficult.• Lack of interaction without free trade.• Unbalanced personal skills accumulate over rounds.	<ul style="list-style-type: none">• Unify restoration requirements: All artifacts need 4 pieces; players draw 3 random artifacts before the game.• Reduce material types from 8 to 5 (brush, paint, thread, cohesive, scissors).• Cancel movement points; use a set procedural flow: draw skill cards, choose material, trade from the public market, exchange for artifact pieces.• Change personal skills into skill cards to encourage interaction.

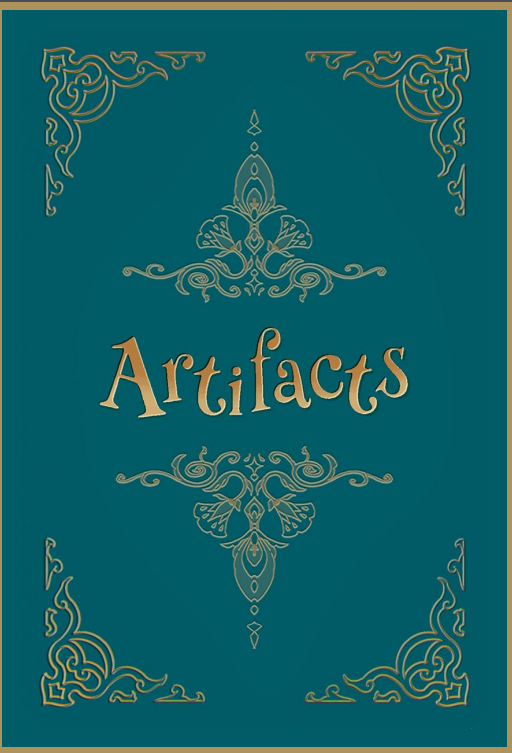


Ver 3.0 - 4 players 50 mins

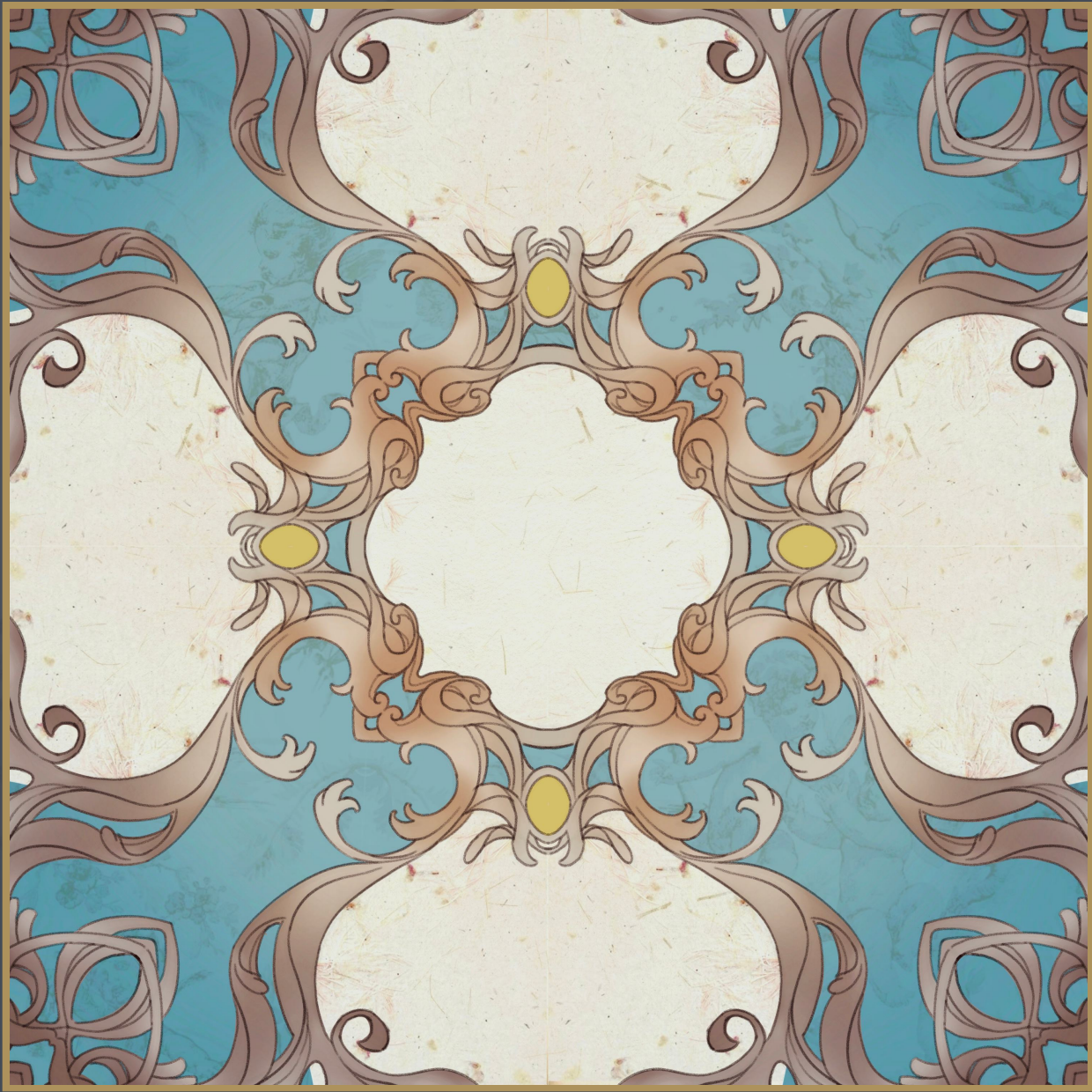
Feedback	Adjustments
<ul style="list-style-type: none">• Too many unused skill cards, especially passive cards with little impact.• Some skills are overpowering (e.g., skipping a turn), causing certain players to finish too quickly.• Scoring needs finalization.	<ul style="list-style-type: none">• Draw fewer skill cards: 1 per turn.• Card balancing:<ul style="list-style-type: none">• Overpowering cards - Decreased• Passive cards - Decreased• Redundant cards - Combined• Insignificant cards - Removed



Art Assets



Artifact
Cards



Play Board



Material
Tokens