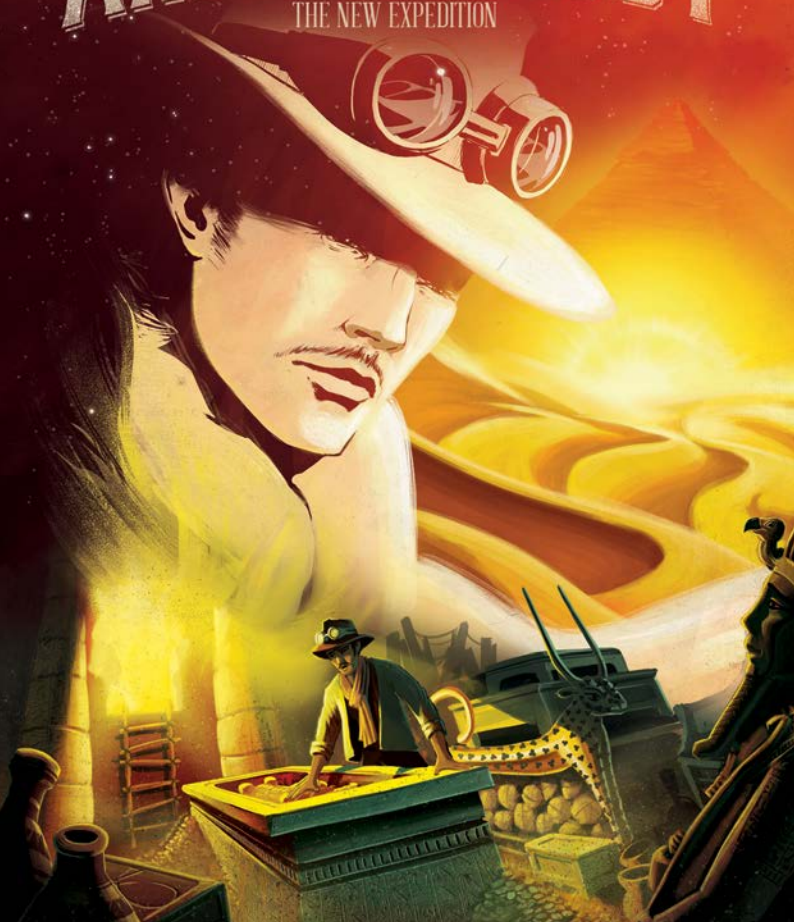


Phil Walker-Harding

ARCHAEOLOGY

THE NEW EXPEDITION



**Discover the lost treasures of Egypt
and make your fortune!**

**Archaeology - The Card Game is for 2-4 players, and is
recommended for ages 10 and up.**

A game takes around 20 minutes to play.

Game Contents

72 treasure cards:

- 18 pot shards
- 16 parchment scraps
- 14 coins
- 8 talismans
- 6 broken cups
- 6 maps
- 4 pharaoh's masks

15 other cards:

- 8 thief cards
- 6 sandstorm cards
- 1 pyramid card

Rules of play sheet



Overview Of The Game

The aim of the game is to make the most money by finding treasures and selling them to the museum. Players find treasures by digging at the dig site. Sets of treasures are collected over the course of the game and players choose the best time to sell them to the museum.

If a player finds any maps at the dig site, he can use them to explore an ancient pyramid where more treasures are hidden. Players can trade their treasures with the local marketplace to increase the value of their collection. If a player meets a thief at the dig site, he will use this thief to steal treasure from another player. If a sandstorm hits, all players are affected and may lose some of their treasure.

The player with the most money at the end of the game is the winner.

Setting Up the Game

1. Place aside all the thief, sandstorm, pyramid and map cards. Shuffle all the remaining cards into 1 deck.
2. Deal 4 cards from the deck face-down to each player. Each player takes these into his hand, keeping them hidden.
3. Deal 5 cards from the deck face-up to the middle of the table. Throughout the game, the face-up treasures in the middle of the table are called the marketplace.
4. Deal cards into the pyramid. Put the pyramid card on the table beside the marketplace. Place 3 cards from the deck to the right of the pyramid card, 5 cards above it and 7 cards to its left, all face-down. These are the treasures in the pyramid's chambers.
5. Remove sandstorm cards if playing with 3 or 4 players. If you are playing with 3 players, return 1 sandstorm card to the box. If you are playing with 4 players, return 2 sandstorm cards. These cards will not be used in the game.
6. Shuffle all remaining cards into 1 deck. Shuffle the remaining sandstorm, thief and map cards into what remains of the deck. Place it face-down on the table. This deck is called the dig site.

Overview Of A Treasure Card

On every treasure card is listed its trading value (for trading at the marketplace), its selling values (for selling sets of the treasure to the museum) and its rarity (the number of treasure cards of its type that are in the game).

• Trading value

Listed in the top corners of the card. A talisman has a trading value of 3.

• Rarity

Listed in the bottom right corner of the card's picture. There are 8 talismans in the game.

• Selling values

Listed at the bottom of the card. A set of 4 talismans can be sold to the museum for \$24.



Starting The Game

The starting player is chosen randomly.

Playing The Game

On each turn the player digs for treasure, and then may take other actions.

1. Dig for treasure

At the start of his turn, the player must dig for treasure by drawing the top card from the dig site.



If the card is a treasure card, the player has found that treasure! The card is added to his hand without being revealed to the other players. A player may have any number of cards in his hand during the game.



If the card is a thief, the player has met a thief at the dig site and will use him to steal a treasure from another player. After being drawn, the thief card is discarded face-up on the table. This will allow all players to track how many of the 8 thief cards are left to be drawn.

The player who drew the thief must choose an opponent to steal from. He then takes one card from that player's hand without looking at what it is. This card is then added to his own hand without revealing it to the other players. If no opponents have cards in their hands, then nothing can be stolen and the thief card is simply discarded face-up on the table.



If the card is a sandstorm, a sandstorm has struck all players causing them to lose some of their treasures! These treasures are soon recovered from the desert by local merchants, and so they will end up in the marketplace.

After being drawn, the sandstorm card is discarded face-up on the table. This will allow all players to track how many of the sandstorm cards are left to be drawn.

Each player must discard half of his cards (rounded down) starting with the player who drew the sandstorm card and moving clockwise around the table. Players may choose which cards they lose. The lost cards now belong to the marketplace, and so are placed face up in the middle of the table.

Example:

Player A draws a sandstorm. He discards it face-up on the table. He has 6 cards in his hand and so must discard 3.

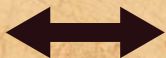
He chooses 2 parchment scraps and 1 coin and places them face-up in the marketplace. Player B has 5 cards, so he chooses 2 and discards them to the marketplace. Player C has 3 cards and so must choose 1 to discard. Player D has only 1 card and therefore he does not need to discard anything.

When all players have discarded, the player who drew the sandstorm restarts his turn by again digging for treasure.

2. Other actions

After digging for treasure, the player may also trade at the marketplace, explore the pyramid and sell treasures to the museum. The player may take these actions any number of times per turn and in any order. He may also choose to take none of these actions on his turn.

Trade at the marketplace. The player may trade any number of cards in his hand for any number of cards in the marketplace of equal or lesser trading value. A treasure's trading value is listed in the top corners of its card.



Example:

A player decides to trade 2 parchment scraps (which have a trading value of 1 each) and 1 coin (which has a trading value of 2) for 1 talisman and 1 pot shard (which have a total trading value of 4). The player places his coin and parchment scrap cards face-up in the marketplace, and then takes the talisman and pot shard cards from the marketplace into his hand.

If the cards chosen from the marketplace are of lesser trading value than those traded in, the difference is simply lost.

The player may trade with the marketplace multiple times in one turn.

Any number of cards may be in the marketplace at one time. It is helpful to arrange the cards in the marketplace by type.

Explore the pyramid. If the player has any maps, he may use them to explore the pyramid in order to gain further treasure.



The player may discard 1 map card from his hand to take the 3 treasure cards from the small chamber, discard 2 map cards to take the 5 treasures from the medium chamber or discard 3 map cards to take the 7 treasures from the large chamber.

All cards taken from the pyramid are added to the player's hand without being revealed to the other players. Discarded maps are removed from the game.

Each chamber may only be explored once in the game.

Sell to the museum. A player may choose to sell a set of 1 or more treasure cards of the same type from his hand to the museum. These sets are worth money at the end of the game.



The value of a set of treasure is determined by the selling prices listed at the bottom of its card. For most treasures, you will notice that these values increase greatly with each card in the set. However, pot shards, parchment scraps and broken cups must be fully assembled to make a good profit. That is, a complete set is needed for their value to substantially increase.

When a player decides to sell a set of treasures, he announces to the other players what he is selling. He then places the set of cards face-up on the table in front of him in an overlapping row, so that all the cards remain visible. Each time a set of treasures is sold it must be placed in a new pile. Cards cannot be added to a set of treasures that has already been sold.

A player cannot sell a set containing more treasures than the maximum number listed in its selling prices. For example, even if a player has 6 talismans in his hand, he may only sell 5 of them as a set. The player may however sell multiple sets of the same type of treasure.

The player may sell to the museum multiple times in one turn.

Sold treasures cannot be stolen by thieves or lost in sandstorms.

3. End the turn

When the player has finished taking actions for his turn, play passes to the next player, moving clockwise around the table.

Ending The Game

When there are no cards left in the dig site deck, play continues however players do not dig for treasure at the start of their turn. From this point on, a player may choose to pass and take no action on his turn. However, if all players pass in sequence, then the first player who passed must sell at least 1 of his cards to the museum when play returns to him.

When every player is left without cards in his hand (that is, all remaining treasures have been sold to the museum) then the game is over.

Each player calculates the total value of what he sold to the museum during the game. The selling value of each set of sold treasures is calculated separately. These values are then added together and the player with the highest total wins.

Example:

*At the end of the game, a player has sold 3 sets of treasure to the museum -
a set of 4 talismans (which is worth \$24),
a set of 2 talismans (which is worth \$7) and
a set of 5 coins (which is worth \$30).
His total score is \$61.*

In the case of a tie, the tied players count the total number of cards that they sold to the museum. Whoever has the lowest total is the winner.

Credits

Game design: Phil Walker-Harding

Illustrations:

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