

# Antiquitus

For 2-5 Players

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# Overview

Antiquitus is a competitive 2-5 player game in which you play as a group of archeologists charged with uncovering ancient relics and composing them into museum exhibits.

- This game will have you sift through a field of relics, uncovering and destroying nearby artifacts in your mad scramble for the perfect hand.
- Each relic holds secrets which, when used to proper effect, can push you ahead of your competition
- But be warned, your fortunes may vary as you cause catastrophic cave ins and uncover gleaming treasure troves, filling and tarnishing your hand.

What artifacts you do hold onto will be shifted and discarded to fit your particular combination of placards in order to set up the most grandiose of exhibits and prove, once and for all, **your reputation as the world's greatest archeologist.**

# Objective

Excavate Relic Tiles and use them to fulfill the goals on your Placards to earn the most Reputation (REP) and become the greatest archaeologist.

**The Game Ends when enough TOTAL Submissions have been made across all players (for example, 4 players will submit 12 Submissions in total).**

**The Player with the most REP at the end of the game wins.**

# Materials

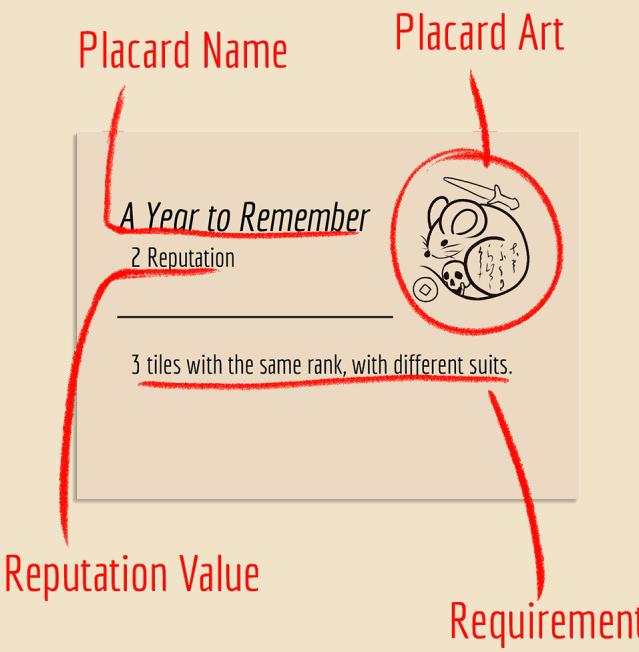
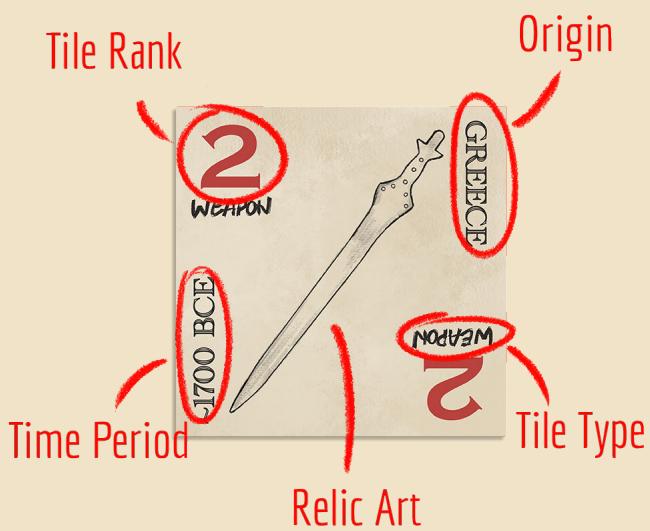
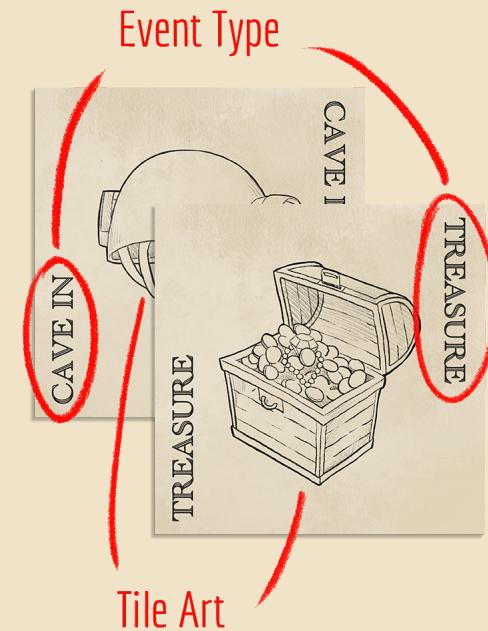
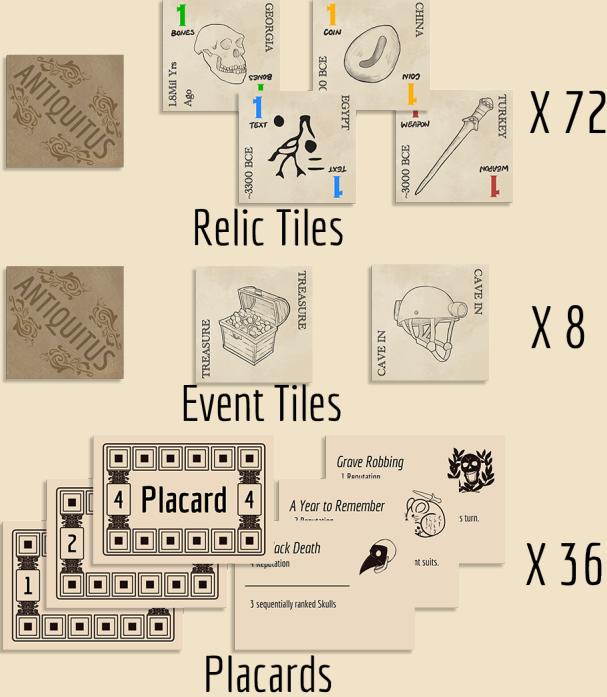


Excavation Board x1

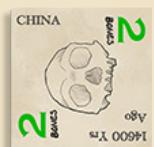
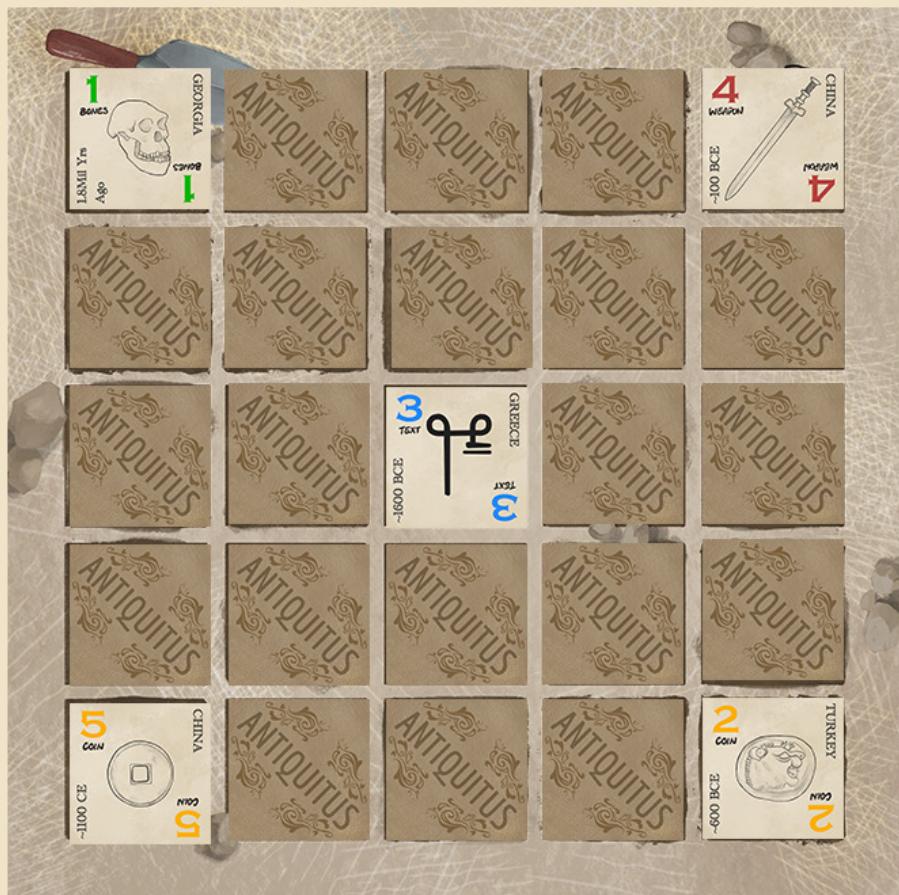


# Player Tooltip x5

# Materials cont.



# Set-up



# Set-up

1. Shuffle the Relic tiles and Event tiles together and then put them face down as the Deck.
2. Shuffle all the 1 REP Placards into one face down deck. Do the same with 2 REP Placards and 4 REP Placards, to make 3 Placard decks.
3. Put one Tile from the Tile Deck face-down into each of the 25 spots of the Excavation Site. Then reveal the Tiles in each of the 4 corners, as well as the Tile in the center.
4. Each player draws 2 Tiles from the deck and places them face-up in front of them. This is your Camp. If you draw any Event Tiles, draw a replacement tile and shuffle the Event Tile back into the Deck. Repeat until you only have Relic Tiles.
5. Each player draws 1 Placard from each Placard Deck. So each player will have one 1 REP Placard, one 2 REP Placard, and one 4 REP Placard. Keep your Placards hidden from other players.
6. The player who went to a museum most recently is the first player. If you have already played a game of Antiquitus, the first player is the player who finished with the least Reputation on your most recent game.
7. The **total** end goal for number of Submissions changes depending on the number of players in the game.

**For 2 Players:** 6 Submissions

**For 3 Players:** 9 Submissions

**For 4 Players:** 12 Submissions

**For 5 Players:** 10 Submissions

# Playing a Turn

## Overview

*Excavating is the bread and butter of any archaeologist and will be your primary method for creating Exhibits. You will Discover new Tiles as you excavate old ones. Analysis will allow you to harness additional benefits from each Relic. Once you've managed to scrounge together a collection of long forgotten antiquities, it comes time to reap your well deserved rewards and encase them for all to see within the museum.*

A turn in Anqituitus consists of four Phases, which the player performs in order, before passing to the next player, clockwise.

- 1. Excavation** - Take a Relic from the Site
- 2. Discovery** - Reveal and Discard Adjacent Tiles
- 3. Analysis** - Resolve Relic effects
- 4. Submission** - Submit Relics and Placards

At the start of each turn, if all face-up Tiles in the Excavation Site are Event Tiles, flip all the Tiles adjacent to the Event Tiles face-up. *Only flip each Tile once if they happen to be adjacent to multiple Event Tiles.*

If no Tiles are face-up in the Excavation Site, flip face-up, the corner Tiles before proceeding.

# Playing a Turn

## 1. Excavation

Take a face-up Relic tile in the Excavation Site and put it in your camp.

*You cannot take an Event Tile this way.*



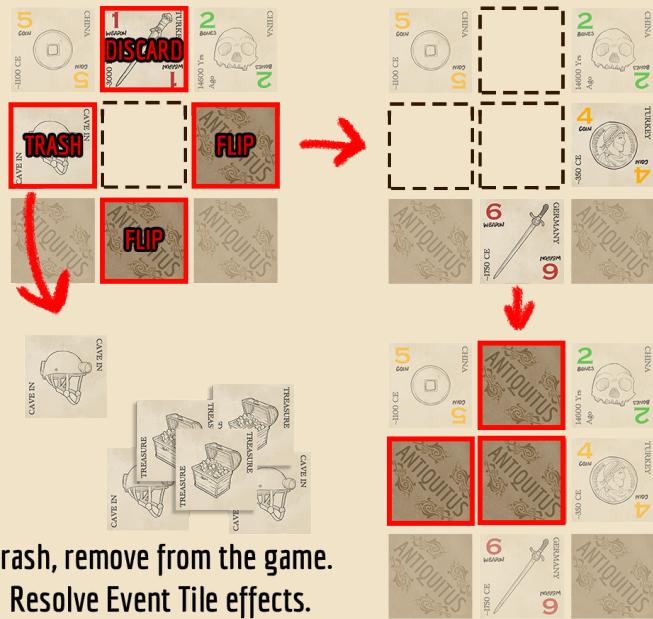
## 2. Discovery

For each tile that is directly adjacent to the tile you chose...

- If it is face-down, flip it face-up.
- If it is face-up, move it to the discard
- Deal a tile to every empty spot in the Site, face down.

All tiles in the discard are face-up. If the deck runs out of cards, shuffle the discard pile and put it face down as the deck.

If you discard an Event tile, put it into the trash and then resolve its instructions. The trash is separate from the discard pile, and doesn't get reshuffled back into the deck. (See Event Tiles)



Trash, remove from the game.  
Resolve Event Tile effects.

# Playing a Turn

## 3. Analysis

Resolve the instructions of the Relic tile you excavated. This information is also provided in the Tooltips cards. You only do this when you Excavate it during the Excavation phase; these abilities do not activate if you draw it from the deck or otherwise receive it. (See Relic Tiles)

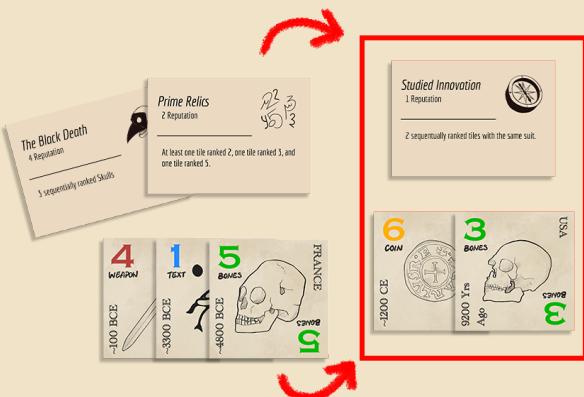


Resolve effect of excavated Relic Tile

## 4. Submission

If you have at least 2 Relic Tiles in your Camp that complete at least 1 Placard, you may make a Submission to the Museum using those Tiles and Placard(s) to gain Reputation. (See Making a Submission).

Afterwards, pass the turn to the next Player.



1+ Placard(s) from your hand  
2+ Relic Tiles from your Camp

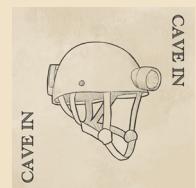
# Event Tile

Event Tiles are Special Tiles in the Excavation Site that you cannot Excavate and put into your Camp. Instead, they have effects that trigger if they are discarded during the Discovery Phase.

## Cave-In

*"The process of carving the earth for her long buried secrets can lead to unforeseen consequences"*

All players discard 2 Tiles from their Camp. If you have no tiles in your Camp nothing happens. Relics you Excavated the same turn are forfeit to the Event Tiles' effects.



## Treasure

*"Amongst the ruins blanketed in dust and buried between ancient stones, a glimmer of gold"*

All players draw a tile from the deck.

If any players draw another Event tile, shuffle it back into the draw deck, and draw a replacement tile.



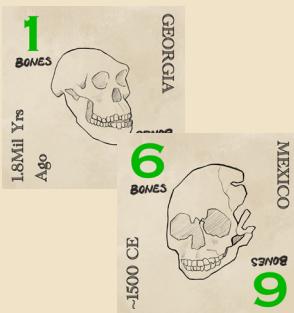
# Relic Tiles

## Bones

*"Bones of ancient rulers, warriors, and peasants now uncovered from the sands of time."*

Swap a face up tile in the Site with a non-Bones tile in your Camp.

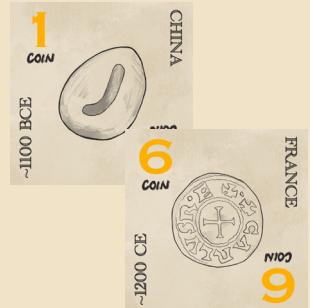
If your Camp only has Bones in it, you do nothing.



## Coins

*"Currency from civilizations lost to time, made from gold and other precious metals."*

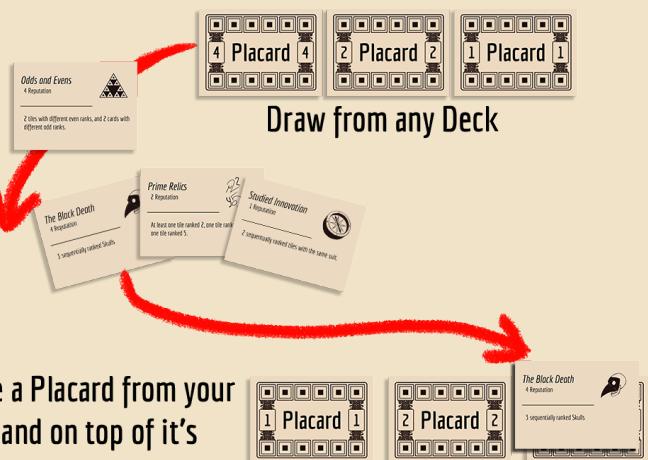
Draw a Placard from a Placard Deck. Put one of your Placards back on top of its respective deck, face up.



Swap a non-Skull Tile from your Camp with a Tile from the Site.



Place a Placard from your hand on top of its respective deck, face-up



# Relic Tiles

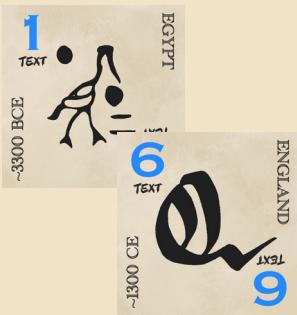
## Texts

*"Scrolls and pages containing the knowledge of ages, yellowed by centuries past"*

All players with any tiles in the Camp pass one to the left, at once.

If a player has no tiles in their Camp, they are skipped in this process.

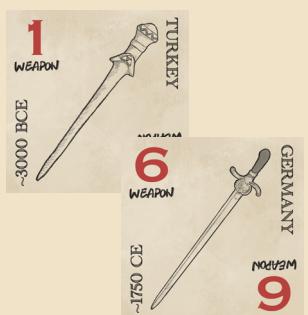
Players may pass the same Relic they Excavated this turn.



## Weapons

*"Blades and tools of war, once rusted from blood and flesh, now buried by earth and time."*

Flip 1 tile face-up tile face-down, and flip 1 face-down tile face-up.



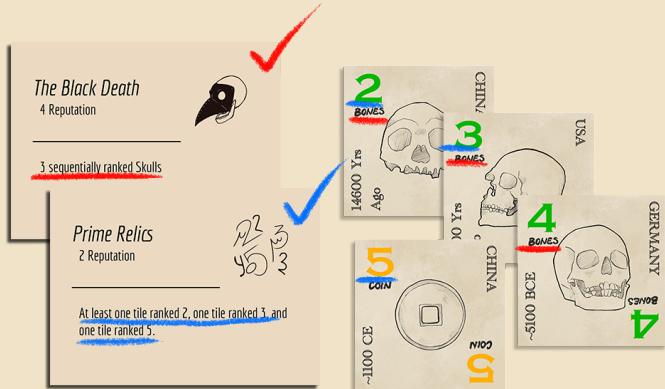
**FLIP 1 face-up Tile;  
and FLIP 1  
face-down Tile.**



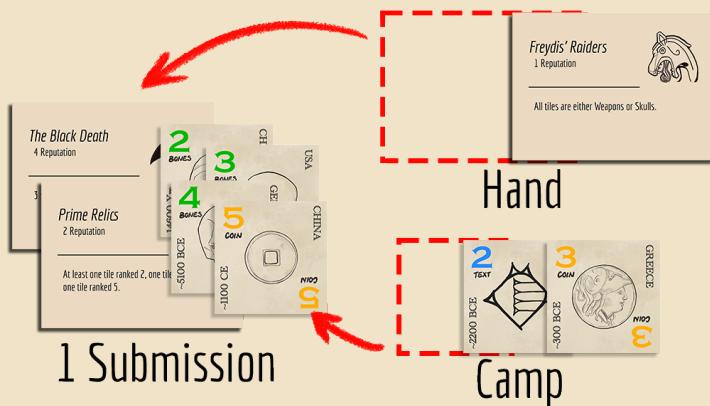
# Making a Submission

As the last phase of each turn, you may attempt to gain Reputation by making a Submission to the museum. Submissions must complete **at least 1 Placard** and consist of **at least 2 Relic Tiles**.

- You may only submit Placards if the Relics you submit fulfill its requirements.
- You may use the same Relics to fulfill the requirements of multiple Placards in the same Submission

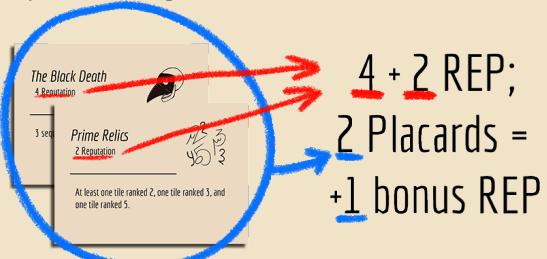


To make a Submission, reveal the Placards you're using and then put them next to you. Take the used tiles from the Camp and place them next to the Placards. This counts as 1 Submission towards Game End.



You gain Reputation equal to the amount listed on the Placard. You gain 1 additional Reputation for each Placard you submit past the first.

Draw from any Placard deck with Placards remaining until you have 3 in your hand again.



Draw back up to 3 Placards in hand.  
Can be from ANY Placard deck.

## Game End

Once the maximum number of Submissions have been made, the game is over. The number of total Submissions available for each game changes with the number of players.

Add up the Reputation you gained from your submissions; the player with the most Reputation is now the most well-known archaeologist, and wins. If multiple players are tied for the most Reputation, they rejoice in their shared fame.

# FAQ for Placards

**Cash Grab / Grave Robbing / Salvaged Blade / Uncovered Library:** To fulfill these Placards, you must take the appropriate card from the Excavation Site, and then make a submission on the same turn. It isn't required to include the taken card in the submission. If you obtain a card with either the Bones', Text's, or Treasure's ability, that will not fulfill the Placard.

**Rise of Villages / Rise of Kingdoms / Rise of Empires:** You can have more than 2 tiles in your Submission. As long as you have 2 tiles of the listed rank, that will fulfill the Placard.

**Tablets of Uruk / Freydis' Raiders:** Your Submission can only have the listed suits in it. Having tiles with other suits will not fulfill these Placards.

**Perfect Fit / Unnecessary Surplus:** These Placards check the size of your Camp after you have chosen all the tiles for your submission.

**Rival Nations / A Year to Remember / Period Piece:** You can have more than the listed number of tiles in your Submission. As long as you have enough tiles of the listed rank, that will fulfill the Placard.

**Reckless Excavation / Layered Secrets:** When you take a card from the Excavation Site, you will either reveal or discard some tiles. If you reveal or discard 3 tiles or more, and then make a Submission on the same turn, that will fulfill the Placard.

**Magnum Opus / Zheng Yi's Fleet:** These Placards care about the Reputation/Submissions you have before you make the Submission.

**Cause and Effect:** You don't need to discard both a Treasure and a Cave-In during the same turn; as long as you discard either of them, that will fulfill the Placard.

**Enlightenment / Renaissance / Dark Ages / Tennis Court Oath:** If you have additional tiles that do not match the listed suits or ranks, you cannot complete these Placards.

**Temple of Hades / Temple of Saraswati / Temple of Neith / Temple of Odin:** You may have additional tiles with different suits, but their ranks are still included in the total.

**Studied Innovation / Midas Touch / The Black Death / March of the Khan / Epic of Gilgamesh:** For example, a 3 of Texts, a 4 of Texts, and a 5 of Texts will fulfill Epic of Gilgamesh. Any additional tiles in your submission are not relevant. 6 does not follow 1.

**The Silk Road / Istanbul Was... / Aztec Sacrifices / House of Wisdom :** For your Submission, add up the ranks of the non-listed suits, and then add up the ranks of the listed suit. If the ranks of the tiles listed suit is higher, that will fulfill the Placard. If it's a tie, you won't fulfill these Placards. Your Submission cannot have 3+ tiles with the listed suit, but the Submission can have more than 4 tiles.

# Glossary

## **Discard a tile**

Move that tile to the discard pile, next to the draw pile, face up.

## **Trash a tile**

Move that tile to the trash pile, next to the discard pile, face up. This pile will not be shuffled with the rest of the tiles when the tile deck runs out.

## **Camp**

Your hand of relic tiles. These are placed in front of you face-up.

## **Excavation Site**

The Excavation Site is the 5x5 grid in the middle of the game board. This is where tiles are laid out and Excavated. See more on the process of setup on pages 4-5 and the process of Excavation on page 6.

## **Placards**

Placards are your goals throughout the game, you will use relic tiles you have collected in order to satisfy these goals and gain REP. See the more exact use of Placards on page 10-11 for making exhibits and scoring. Placards are held and kept hidden from the other players in the game. Placards are shuffled into 3 different decks, based on the amount of REP you would get for completing them.

## **Submissions**

Submissions are the final combination of more than 2 Relics and 1-3 Placards. Creating these scores you REP and, when enough have been made around the table, ends the game.

## **Relic Tiles**

Relic tiles are the majority of the tiles found in the excavation site. Any tile with a suit (Bones, Texts, Swords, Coins) and a value (1-6) is a Relic Tile. These tiles have special effects that occur when excavated and are used alongside Placards in order to create Submissions and score points. See more about the process of excavation on page 6-7, each relic tile's effect on page 8-9, and creating Submissions on page 10

## **Event Tiles**

Event tiles are tiles found in the excavation site marked either "Cave In", or "Treasure". Event Tiles can't be excavated like relic tiles, only discarded through indirect excavation. When discarded the effect of the event tile is triggered, and the event tile is Trashed. See more about the abilities of the Event Tiles on page 7.

## **Reputation (REP)**

REP is essentially the score that each player has. REP is earned by making submissions. The Player with the most REP at the end of the game wins