

## Ancient Artifacts

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## 1. Narrative Overview

Four new dig sites, unlike any seen before, have recently opened and begun excavation: a village sprawling across a jungle canopy; a mystical, crumbling pyramid; a cave deep into the depths of the earth; and an ancient, sacred, and mazelike ruin. Four scientists pursue powerful and valuable artifacts and compete for the prestige that comes with them.

## 2. Game Overview

This 2-4 player game sees scientists competing over the acquisition of valuable artifacts while simultaneously battling against a doomsday count down. Clear obstacles and overcome hazards to reach the artifacts that will help the scientists in future acquisition or in hindering the other players. 20-40 minute play time.

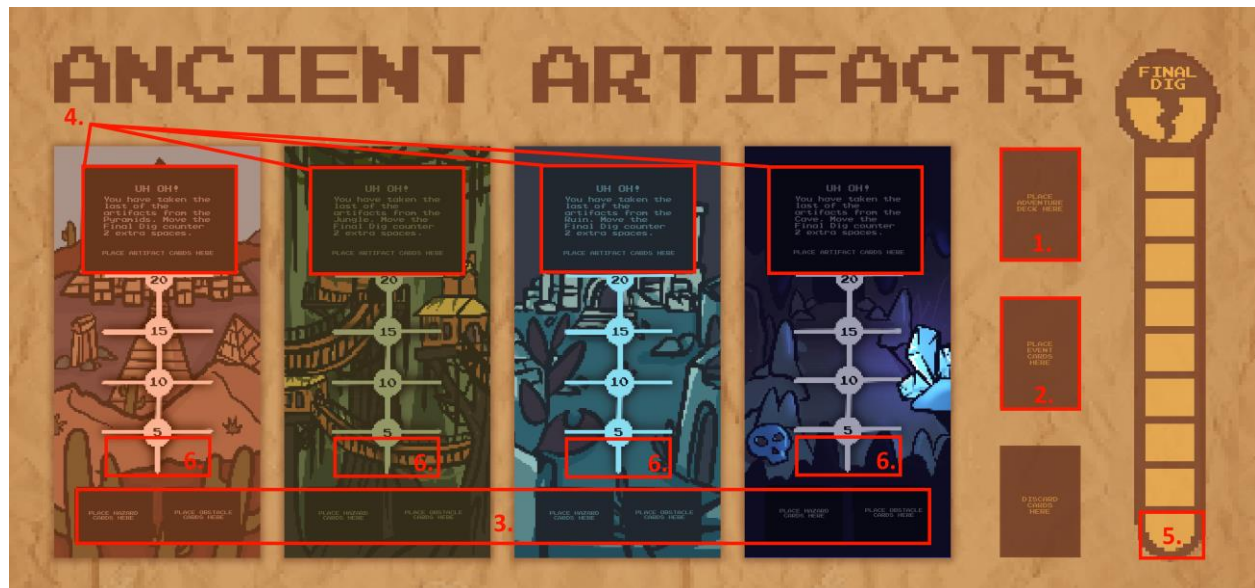
## 3. Goal of the game

Accrue the most Victory Points and artifacts and escape with your life!

## 4. Components List

- 1 game board
- 53 adventure cards
- 20 Artifacts: 5 for each dig site
- 12 event cards
- 8 Obstacle and 8 Hazard cards: two of each for each dig site
- 4 Obstacle and 4 Hazard indicator pieces
- 4 Player boards
- 4 Standing character figures
- 4 d20 dig counters (pretend 20 is zero if regular d20)
- 4 d6 dig dice
- 100 victory points
- 1 Final Dig counter

## 5. Setup



Separate all of the cards based on their backs. Shuffle the Event and Adventure cards and place them in their respective slots on the board (1 and 2 above). Shuffle and place each of the obstacle and hazard piles below their respective dig site (3).

Each of the dig site artifact piles are shuffled and placed upside down at the top of their respective dig sites as well (4). Flip the top artifact of each dig site. According to each artifact, place an obstacle or hazard indicator on the board at indicated threshold points. See 'Additional Rules – Artifacts' subsection for more information.

Place the Final Dig counter on the lowest spot on the Final Dig counter on the right side of the game board (5).

Players then select one of the character boards and place it in front of them. Each player grabs 5 Victory Points. Establish the turn order as you see fit (or roll a d6 to determine who goes first then proceed clockwise). Following this new turn order, each player places their standing character figure into a dig site of the artifact they wish to pursue (placed at one location marked 6). Finally, begin with the first player's turn and continue play as dictated in the Player Turns section. Note who is the starting player and do not reveal an event on their first turn.

## 6. Player Turns

### 6.1 Events

When the starting player's turn begins, flip an event card from the top of the event deck. Events affect all players. Some happen instantly and others persist through the entire round of play until another event is revealed.

### 6.2 Action Points

A player begins their turn with three action points. These action points can be spent in the following ways:

#### *Dig at the current dig site*

Roll your dig dice with possible modifiers and add that number to your dig counter. Move your character towards the artifact as your dig counter passes the threshold points indicated on the artifact.

#### *Passing an obstacle*

An obstacle blocks players' movement passed it unless they can bypass it or clear the obstacle.

If you would pass an obstacle indicator, set your dig counter to its threshold and flip the obstacle card for the current dig site to be face up. Players are unable to pass this threshold until the obstacle has been removed using artifacts or adventure cards. Some cards also allow players to bypass obstacles without removing them, leaving them in the way for other players.

#### *Passing a hazard*

Unlike obstacles, hazards do not block a player's movement. Instead, they have negative effects on players when passed. Players who reveal a hazard can choose to stay just before it (not triggering it) or continue their movement passed it and trigger its effect.

If you would pass a hazard indicator, note your current dig counter and then set it to the hazard indicator's threshold. Flip the hazard card for the current dig site to be face up. You may then decide to proceed, setting your dig counter to the noted value. If you do, then you must suffer the effects listed on the hazard or play an adventure card to negate its effect.

#### *Collecting an artifact*

When an artifact is collected, the player who reached the threshold collects the artifact and all other players in the same dig site move back to the start. It also progresses the Final Dig counter, bringing the game closer to an end!

If you would reach the final threshold of an artifact, add the artifact to your player card. Advance the Final Dig counter by 1 and flip another artifact if able (following the rules found in 'Additional Rules – Artifacts' subsection). If there is not an artifact to flip, increase the Final Dig counter by an additional 2 (see 'Game End – Final Dig'). All players in the dig site return to the surface and reset their dig counters to 0. If the Final Dig has triggered or the Final Dig counter has reached its maximum, do not reset player's dig counters or positions. Further, if the Final Dig has triggered, do not flip another artifact or increase the Final Dig counter. Instead, see the Game End section.

### *Move to another dig site*

Move your standing character figure to the start of another dig site and reset your dig counter to 0. Triggered hazards and cleared obstacles in this site will not affect you. This action cannot be taken during the Final Dig event.

### *Draw an Adventure card*

Draw one card from the adventure deck.

## 6.3 Use Adventure cards

Players can use valid adventure cards from their hand at any point in their turn. These do not use action points to play and can help the player in various ways, primarily by clearing obstacles or negating hazards. Hazard negating cards can be played when a hazard is encountered, allowing the player to continue their movement as normal without suffering its effects.

## 7. Additional Rules

### 7.1 Revealing Artifacts



1. Hazards and obstacles tracker
2. Artifact Value

When an artifact is revealed, it may have attached hazards or obstacles that players will encounter. These impediments are dictated by the icon on the top left of the card: the hazards and obstacles tracker. If you see a ! icon, place a hazard indicator piece at the respective threshold on the game board. If you see a X icon, place an obstacle indicator piece at the respective threshold. In the sample card above, a hazard marker would be placed at the 15 threshold and an obstacle marker would be placed at the 5 threshold.

## 7.2 Celebrity

The celebrity has the effect of slowly 'stealing' another player's artifact by placing victory points on them and forcing a trade with that player when the number of victory points doubles its worth. This section further defines the mechanic.

### *Artifacts with 0 value*

If an artifact has 0 value, instead of immediately stealing it, the steal value on it is set to 2 (as if the artifact's value was 1).

### *Artifact discarded when victory points are present*

Artifacts can be discarded in a few ways. If this happens when the celebrity has victory points on it, those victory points return to the celebrity.

### *Artifact traded when victory points are present*

If an artifact is traded to another player when the celebrity has victory points on it, the victory points are also transferred with the artifact. That is, the 'progress' to forcing the trade is maintained across owners.

## 8. Game End

### 8.1 Final Dig

The Final Dig is beginning of the end! Players must dig *backwards* and escape their current dig site before the timer reaches zero! If they do not escape, they will not get to count their artifacts towards their final score.

When the Final Dig counter has reached its maximum, the end of the game begins. Take note of the player who triggered the Final Dig by discovering an artifact. When their turn begins, reduce the Final Dig counter by 2. When the Final Dig counter reaches zero, advance to the 'Game End – Tally Scores' subsection.

During the Final Dig, players take turns as usual but are unable to use the 'Move to another dig site' turn action. They may also use the 'Dig at current dig site' turn action to reduce their dig counter. The goal of each player is to escape by reaching a dig counter of zero before the Final Dig counter reaches zero.

### 8.2 Tallying Scores

Each player tallies their scores based on their victory points and artifacts. If a player was unable to escape from the Final Dig, they do not include their artifact values in their final score.