

## LORE

A groundbreaking discovery has been revealed to the entire world: a sprawling city underneath the very feet of humanity, appearing seemingly out of nowhere. Everyone is in a scramble to delve into the so-called Crumbling Expanse in an attempt to take away relics for their own, or to contribute to the every growing body of human history, which has been overturned.

Along the way, they realize they are being watched. Sentinels, the so-called Ancients of this bygone civilization, remain steadfast in its original duty: protect the city at all costs. With this immense task, each Sentinel has been given near-absolute authority over the area they patrol, being able to control the very fabric of time and space, and even the fates of the Expedition, with the exception of the Ruins itself, which acts on its own accord.

The so-called Expedition, composed by 4 Archaeologists shoved into the deep end, now has to make it out alive, with equipment being sent to them only by sending off Trinkets to the world above in exchange. They have to manage risks, being noticed by the Ancient, and salvage everything they can, including Relics which seemingly adapt to the notion of a “historic artifact” known by humanity, melding into false visages of fictional and real

The Ancient’s duty is the same as ever: protect the city, and protect its history.



Number of Players: 3-5  
(5 Players are highly recommended)

For Ages 12+



## OVERVIEW

Take on the role of one of four Archaeologists as they delve to a strange ruin previously unknown to mankind, or be one of the Restless Sentinels brought to life by the wanton looting of your domain. Play cards, use Abilities, expose Relics, and roll dice to earn Trinkets or prevent losing them. With a massive deck for both the Expedition and the Restless, as well as multiple Abilities and Relics to choose from every game, each expedition allows for a varied playstyle where you have to constantly adapt and strategize. Will the Expedition live to tell the tale of a bygone era, or will the Restless prevent further destruction of the Restless Mirage?

# COMPONENTS

**1 RESTLESS BOARD**



**4 EXPEDITION BOARDS**



**1 PHASE MARKER**



**16 WHITE DICE**



**16 GREEN DICE**



**4 GOLD DICE**



**48 PIP DICE**



**100 TRINKETS**

optional: 25 each  
of unique patterns

**20 CAUTION TOKENS**

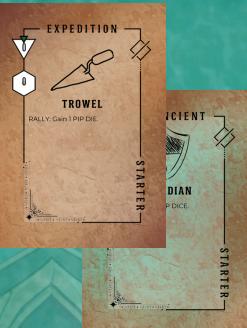


**10 ALERT TOKENS**

5 additional  
with the set



**5 READY MARKERS**



**16 EXPEDITION STARTER CARDS**

**5 STARTER ANCIENT CARDS**



**80 EXPEDITION CARDS**

**60 ANCIENT CARDS**



**6 RELIC CARDS**

**6 ABILITY CARDS**



**12 INFLUENCE CARDS**

**12 NEGATIVE CARDS**

## CARD ANATOMY

Each card in *Relics of the Restless* contains various identifiers referring to the various mechanics in the game. Below is a basic breakdown of what each card may contain. Not all cards will have the same identifier; this is an asymmetrical game, after all.

### HAZARD LEVEL

locks an Ancient Card  
on low Alert Values

### TRINKET COST

how much Trinkets to  
spend in order to use a  
card

### RISK SCORE

the sum of which is  
compared to the Alert  
Value on the Ancient  
Board

### DICE COST

amount of dice that  
must be used to use an  
ability or relic

### CARD TYPE

distinction between  
similar card  
backgrounds

### DESCRIPTION

contains card effects

### PLAYER

which kind of player  
can play this card

### TOOLS



### RELIC



SWORD OF THE  
RESTLESS

## SET-UP

Each Archaeologist takes the  
following:

- 1 Expedition Board
- 1 Rule Card
- a 4-card deck containing Trowel, Scrolls, Precautions, and Cutter
- 4 Green Dice
- 2 White Dice
- 8 Pip Dice
- 1 Ready Marker

Optional: Each Archaeologist may hold a box or pouch to hold their components or to roll dice.

The Restless takes the following:

- the Restless Board
- 1 Rule Card
- 100 Trinkets (*bowl optional*)
- a 12-card deck containing 4 of each: Ruin, Snare, Stumble
- 4 Gold Dice
- 16 Pip Dice
- 4 Relic & Exposed Tokens
- 1 Ready Marker

A Common Pool is placed on the side, typically a box with segregation, but may also just be a large empty space, which holds the following:

- Dice Tokens, sorted by value
- 10 Alert Tokens
- 16 Risk Tokens

The Restless serves as the main facilitator of the game. Other players may aid the Restless in this duty by allocating tokens or dice as the Restless resolves cards.

The Expedition, or the Archaeologist Team, chooses an Ability from 6 cards. The Restless chooses 3 Relics from 6 cards. Players may either select the card, or draw from a shuffled pile face down. Everyone must decide which method to choose for all players to ensure fairness.

The rest of the Abilities and Relics can be stored away; they will not be used for the rest of this game.

In the event that there are less than 4 Archaeologists during the start of the game, the Restless removes 4 Gold Dice, 1 Relic Card, 1 Relic Token, and 25 Trinkets for each Archaeologist missing.

Note: This will make the game unbalanced!

## SET-UP



- Lay out the board as shown above.
- Shuffle the Expedition Cards thoroughly, and place them on top of the Expedition Draw Pile.
- Shuffle the Restless AND the Influence Cards together, thoroughly, and place them on top of the Ancient Draw Pile.
- The Influence Discard Pile in the center is intentionally left empty.
- The Trinket Pile is placed on the Trinket Section of the Ancient Board.
- Green Dice are placed ahead the Danger Meter, while Gold Dice are placed on the side of the Restless Board. (Optionally, the Green Dice and the Pip Dice are placed on a box for easier access and rolling.)

- Place the Relic Cards of the Restless on each Card Slot of the Restless Board, face down. Order does not matter; each card may be placed anywhere.
- Place the Relic Tokens in front of the Relic Cards, Relic side up.
- Place the Ability Cards of each Archaeologist on the Ability Slot in the Expedition Board, face up. All other cards are either not placed in any of the boards, or held by the players in the case of the Starter Cards.
- The Common Pool is kept off the board. If it is in a box, it can be given around, but must always reside outside of the board.
- Place the Phase Marker on top of the Ready Segment.

## PLAYER ACTIONS - EXPEDITION

**USE ABILITY** - Abilities may be a persistent effect, a one-time use, or activated during specific phases (or any time). Abilities must be resolved once used before play can proceed. After use, Cooldown Tokens equal to the number indicated on the card is placed on top of the Ability Card, now face-down.

Ability Cards are only flipped face-up once there are no more Cooldown Tokens remaining, unless it is a one-time use.

Using an Ability is not considered as placing a card.

**STRATEGIZE** - ARCHAEOLOGISTS are free to converse and plan with each other, and may even look at cards of other Archaeologists.

However, they cannot:

- place cards for any other Archaeologist other than themselves;
- trade trinkets and cards with other Archaeologists; or
- roll for other Archaeologists unless a card states otherwise.

**INITIATE HEIST** - Any ARCHAEOLOGIST may Initiate a Heist against an Exposed Relic in an attempt to claim it for the Expedition. This is started verbally. The Initiator may only place **one card** during a Heist. The Alert mechanic is ignored for the Initiator.

Multiple Heists may occur at the same time, but only one Archaeologist may target one Relic

**On Revelry:**

- The Relic Card and Token is given to the Initiator.
- The Initiator gains 1 White Die, which is rolled. On a 3, 4, 5, or 6, Alert increases by 1 immediately.

**On Ruin:**

- The Initiator gains 1 Danger.

### ENTRY STAGE (ROUND ZERO)

READY PHASE (EXPEDITION)  
RALLY PHASE  
ROLL PHASE  
REWARD PHASE  
RECOUP PHASE

### DELVE STAGE (ROUNDS 1+)

PRE-ROUND  
READY PHASE (ALL PLAYERS)  
RALLY PHASE  
ROLL PHASE  
REWARD PHASE  
RECOUP PHASE

## ROUND FLOW

## PLAYER ACTIONS THE RESTLESS

**REVEAL INFLUENCE** - Show any Influence Card drawn, and resolve its effects individually. No cards are drawn to replace any Influence Cards.

**ACTIVATE RELICS** - Flip a Relic Card face-up to Activate it. If it affects Rerolls and Value Setting, the effect resolves during the Roll Phase, else effects resolve during the Rally Phase.

After the round, flip the Relic Token to its Exposed Side. Flip the Relic Card face-down, and place Cooldown Tokens equal to the number indicated on the card.

Activating a Relic is not considered as placing a card.

While there are Unexposed Relics, a Relic must either be Activated or Exposed (without activating) every round.

**RESOLVE CARDS** - The Restless has the duty to resolve any and all cards, or at the very least confirm a valid resolution for every card played by the Archaeologists.

## ELIMINATION METHODS (ARCHAEOLOGIST)

An Archaeologist is Eliminated from play when their Danger reaches 4 at any point. Any Trinkets and Cards they hold are not discarded; these are permanently removed from the current game session.



## VICTORY CONDITIONS

The game session ends in two ways: an Restless Victory, or an Expedition Victory, depending on the conditions.

## EXPEDITION VICTORY

The Expedition wins when there are no more Trinkets AND Relics on the Restless Board. Eliminated Archaeologists share the victory.

## RESTLESS VICTORY

The Restless wins when there are no more Archaeologists in play, which is achieved through increasing their Danger to 4.

## PLAYER ACTIONS

### Common

**CARD DRAW/DISCARD** - Draw or discard cards until you hold exactly 5 cards. Relic and Ability Cards do not count towards this hand limit. If a deck becomes empty, discarded cards are reshuffled and added back to the deck.

**MID-ROUND DISCARD** - Any player may spend 2 Trinkets to discard as many cards as they like. They must then draw as many cards as they have discarded, even if it exceeds 5 cards.

**PLACE CARDS** - Every player must place at least one card on a Card Slot every round, aside from the Entry Stage where the Restless cannot play any cards. Card effects are resolved after the Ready Phase.

The Restless can place up to 3 cards, 2 if a Relic is Activated. An Archaeologist can place up to 2 cards, 1 for the Heist Initiator.

**CREATE COMBINATIONS** - Every player may use the values that they rolled to create combinations, which may award Scores, Caution, Alert, or even Danger.

## PHASE BREAKDOWN

### PRE-ROUND

- Resolve Effects from Last Round.
- Card Draw/Discard
- Reveal Influence Cards
- Alert Increases by 1 (Passive)

### READY PHASE

- Activate Relics
  - Initiate Heist
  - Card Play (Place, Discard, Draw)
- Restless only participates in the Ready Phase after the Entry Stage.

### RALLY PHASE

- Placed Card effects are resolved, starting with the Restless, then by order of which Archaeologist readied first.
- Trinkets on top of resolved cards are placed on the Trinket Discard.
- Active Dice are placed on front of the Danger Meter for the Archaeologists, and on the right side of the Restless Board for the Restless.

### ROLL PHASE

- All players roll all non-disabled dice on hand.
- Reroll effects are resolved.
- Other effects during the Roll Phase are resolved.
- Voided dice are ignored
- Players create combinations.

### REWARD PHASE

- Revelry is a score higher than the opposing Ancient Roll. Ties or lower equals Ruin.
- Archaeologist gains Trinkets:  
On Revelry, gain 4.  
On Ruin, gain 1.

*If a Heist has been Initiated, Heist Mechanics are resolved. Refer to Player Actions for more detail.*

### RECOUP/DANGER PHASE

#### OCCURRING EVENTS:

- Discard all used or disabled Pip Dice
- Return any disabled or borrowed Permanent Dice to original holder.
- Compare Risk Score to Current Alert Level:  
If an Archaeologist's Risk Score is equal or higher than the Current Alert Level, nothing happens.  
Otherwise, Increase Danger by 1.
- Discard/Banish Placed Cards, returning all Tokens to the Common Pool.

After every phase, advance the Phase Marker to the next section to indicate progression, reverting to the Refresh Phase once Recoup is done.

## TERMINOLOGIES

**DANGER** - represents threats to an Archaeologist's life. Each Danger Point is marked with a Green Dice of the corresponding Archaeologist, which means the more Danger they are in, the less dice they can roll.

**DISABLE/REMOVE** - means that a dice is excluded from this round's Roll Phase. If the disabled or removed die is a Pip Dice, these are discarded after the round instead.

**VOID** - means that a dice, after being rolled, holds no value. It may not be used in matching, sharing, or any other unique usage.

**WILDCARD** - means that a dice may assume ANY value desired by the holder.

**SCORE** - represents the effort of every player in overcoming their opponent. A higher score, summed from the total of dice matches, means a greater effort (or luck).

## TERMINOLOGIES AND TOKENS

**TRINKET** - is the main resource of the game, one of the two goals of the Expedition, and one of the two lifeforce of the Ancients. There is exactly 100 physical Trinkets in standard play.



When Trinkets are spent during play, the spent Trinkets enter the shared Trinket Discard.

**DICE TOKENS** - used when adding or subtracting from the ROLL Score of any player (e.g. -5, +3). These numbers are represented by the Dice Tokens, which represent set values of the dice.



**ALERT** - a mechanic designed to force the Expedition to riskier cards, as well as for the Ancient to be able to play stronger cards. Alert passively increases by 1 after the Entry Stage, unless prevented by specific cards.



**HAZARD** - Divisions for the Alert System. The Ancient can only play cards whose Hazard Value is equal or lower than the highest Hazard Level this round.

**CAUTION** - Caution is represented by the sum of the Caution Values present in most Expedition cards as well as additional Caution Tokens from other Archaeologists' actions. As long as the total Caution of an Archaeologist is not lower than the current Alert Value, they will be safe. Otherwise, they will gain Danger.

Each Danger Point is marked with a Green Dice of the corresponding Archaeologist, which means the more Danger they are in, the less dice they can roll.



## BOARDS

The Restless Board is composed of a Trinket Field in the center surrounded by the Alert Meter, the Phase Segments, 3 Card Slots, a Restless Draw Pile, and an Expedition Draw Pile



An Expedition Board is composed of a empty field by the short parallel side of the board, a Danger Meter (the multicolored and multisegmented bar on top), an Ability Slot, and 2 Card Slots.



## DICE TYPES

**PIP DICE** are temporary dice. When rolled or disabled, they are discarded and removed from play. They may be reused when a card says "Gain 1 Pip Die" or similar effects.



**WHITE DICE** are permanent dice. These are not discarded when rolled or disabled, but they do not count as "life" for the Archaeologists.



**COLORED DICE** are permanent dice of the players.

- GREEN DICE** are used for Danger Tokens; once used this way, they cannot be rolled anymore unless a card removes Danger.



- GOLD DICE** are the Ancient's Dice, representing the machinations of the Ruins they reside in.



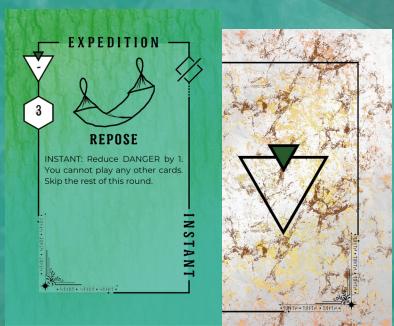
## CARD TYPES - STANDARD

- Starter cards are what every player holds during the beginning of the game. These are low-no cost, low value cards that allow players to still participate without much worry of thinking very early on.



- Effect cards are any card that primarily affects any other phase or subphase than the Rally or Roll.

Functionally, the only distinction between Action and Effect cards is its primary target: the Roll, or any other mechanic.



- Action cards are any card that primarily affects the Rally or Roll Phase. Action cards may have Effects in its description.



- Instant cards are cards whose effects resolve immediately. Some of these cards can only be played on a specific phase; the card's description will tell this.

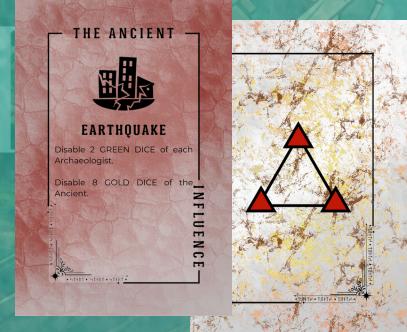
## CARD TYPES - SPECIAL

### SPECIAL CARDS

- Ability cards are permanent cards of the Expedition, allowing them to aid themselves or other Archaeologists out of phase. These cards do not count towards the hand size.



- Relic cards are analogous to Ability cards of the Archaeologists, except way more powerful, but also vulnerable to being stolen when Exposed. These cards do not count towards the hand size.



- Influence cards are event cards that are played by the Ancient right after the Refresh/Pre-Round. These are shuffled randomly within the Ancient's Deck. The Ancient cannot draw an additional card to replace the played Influence Card.



- Negative cards are detrimental cards for the Expedition, which are only shuffled to their deck via Influence Cards. These have a corresponding Risk Value, allowing it to be used to prevent Danger, but carries undesirable effects.

## UNEXPECTED SCENARIOS

**Insufficient Dice:** If any player has insufficient dice to roll, then they roll no dice.

If a player has insufficient dice either to give to another player, or to be disabled via card effects, whatever dice they have are given or disabled. If new dice are gained after, these dice does not fulfill the cards.

**No Trinkets, but Relics in Play:** If at the later parts of the game, the Restless can no longer award Trinkets, but still has Relics in play, game continues, but the Restless does not reward Trinkets anymore. If, through cards or Relics, the Restless gains Trinkets, then normal game resumes. Trinkets that should have been gained in previous rounds are voided.

## CREDITS

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