

## CREDITS



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# AGAINST THE RUINS

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

For Ages 12+

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## 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 derelict Ancient 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 Ancient, 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 Ancient prevent further destruction of the Crumbling Expanse?

# COMPONENTS

## 1 ANCIENT BOARD

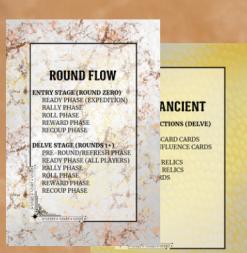


## 4 EXPEDITION BOARDS



## 5 RULE CARDS

1 Ancient, 4 Expedition



## 16 WHITE DICE



## 16 GREEN DICE



## 16 GOLD DICE



## 16 RISK TOKENS



## 100 TRINKETS

optional: 25 each  
of unique patterns



## 4 RELIC TOKENS



## DICE TOKENS

$10 \pm 3$  Dice Tokens  
 $16 \pm 4$  Dice Tokens  
 $16 \pm 5$  Dice Tokens  
 $16 \pm 6$  Dice Tokens



## 1 PHASE MARKER



## 16 COOLDOWN TOKENS



## 10 ALERT TOKENS

5 additional  
with the set



## 5 READY MARKERS



## 16 EXPEDITION STARTER CARDS



## 5 STARTER ANCIENT CARDS



## 80 EXPEDITION CARDS



## 6 RELIC CARDS



## 6 ABILITY CARDS

## 12 INFLUENCE CARDS



## 12 NEGATIVE CARDS

## CARD ANATOMY

Each card in *DELVE* 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



### PLAYER

which kind of player  
can play this card

### DESCRIPTION

contains card effects

### CARD TYPE

distinction between  
similar card  
backgrounds

### RISK SCORE

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

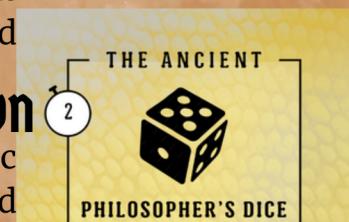
### COOLDOWN

determines when a relic  
or ability can be reused



### BANISH ICON

a card with this icon  
does not get reshuffled  
in the event of an  
empty deck



## 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 Ancient takes the following:

- the Ancient Board
- 1 Rule Card
- 100 Trinkets (*bowl optional*)
- a 5-card deck containing Guardians, 2 Loose Gravels, and 1 Surveillances
- a 12-card deck containing 4 of each: Ruin, Snare, Stumble
- 16 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
- 16 Risk Tokens

- 16 Cooldown Tokens
- 10 Alert Tokens

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

The Expedition, or the Archaeologist Team, chooses an Ability from 6 cards. The Ancient chooses an ability 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 Ancient 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 Ancient 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 4 Gold Dice are placed on top of each Card Slot. (Optionally, the Green Dice and the Pip Dice are placed on a box for easier access and rolling.)

- Place the Relic Cards of the Ancient on each Card Slot of the Ancient 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

### IN PHASE

**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.

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

**ACTIVATE RELICS (ANCIENT)** - 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.

## PLAYER ACTIONS

**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 a Successful Roll:

- 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 a Failed Roll:

- The Initiator gains 1 Danger.

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

The Ancient can place up to 4 cards, 3 if a Relic is Activated. An Archaeologist can place up to 2 cards, 1 for the Heist Initiator.

Upon placing a card, the corresponding Trinket Cost must be placed on top. Additive effects, such as gaining dice or replacing with Dice Tokens, are performed in advance if players wishes so.

To signify the end of one's turn, the Archaeologist place their Ready Token ahead of the Danger Meter, while the Ancient places their Ready Token on top of the Influence Discard Pile.

If a player cannot or refuses to play a card:

The Ancient discards 4 Trinkets during the Recoup Phase  
The Archaeologist gains 1 Danger during the Recoup Phase.

## OUT OF PHASE

**PLAY INSTANT CARDS** - Instant Cards are played any time, or on specific phases. These still cost Trinkets to play, and must be placed ahead of the Danger Meter. Instant Card Effects resolve immediately.

Using an Instant Card are not considered as placing a card.

**USE ABILITY (ARCHAEOLOGIST)** - 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.

## PHASE BREAKDOWN

### REFRESH/PRE-ROUND

#### OCCURRING EVENTS:

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

### READY/CARD PHASE

#### OCCURRING EVENTS:

- Activate Relics
- Initiate Heist
- Place Cards

Ancient only participates in the Ready Phase after the Entry Stage.

### RALLY PHASE

#### OCCURRING EVENTS:

- Placed Card effects are resolved, starting with the Ancient's, then by order of which Archaeologist readied first.

### RESOLVING CARDS

If a card effect necessitates the use of a dice or token, these are placed on top of the said card. If the card affects other Archaeologists, dice or tokens are placed ahead of the Danger Meter. If the card affects the Ancient, tokens are placed on top of the opposing (or all) Ancient Card Slots.

Trinkets on top of resolved cards are placed on the Trinket Discard.

### ROLL PHASE

Where strategy meets an immense amount of luck (based on the number of dice), the Roll Phase determines whether the Archaeologists succeed in an exploration.

#### OCCURRING EVENTS:

- All players roll all non-disabled dice on hand.
- Reroll effects from cards are resolved.
- Other effects during the Roll Phase are resolved.

### REWARD PHASE

The Archaeologist gains Trinkets during this Phase, much to the Ancient's chagrin.

#### OCCURRING EVENTS:

- Archaeologist gains Trinkets:  
On a Successful Roll, gain 4.  
On a Failed Roll, gain 1.

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

On a Successful Roll, Claim Trinket, Gain 1 White Die.

On a Failed Roll, Danger Increases by 1.

## PHASE BREAKDOWN

### 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.
- Reduce all Cooldowns by 1.

### 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 Ancient Victory, or an Expedition Victory, depending on the conditions.

### ANCIENT VICTORY

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

### EXPEDITION VICTORY

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

### ROUND FLOW

#### ENTRY STAGE (ROUND ZERO)

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

#### DELVE STAGE (ROUNDS 1+)

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

## 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.



→ **COOLDOWN** - triggers when an Ability or Relic is used. Cooldown Tokens are placed on top of the used card, preventing use until there are no more Cooldown Tokens remaining.



→ **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.

→ **RISK** - Risk is represented by the sum of the Risk Values present in most Expedition cards as well as additional Risk Tokens from other Archaeologists' actions. As long as the total Risk 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 **Ancient Board** is composed of a Trinket Field in the center surrounded by the Alert Meter, the Phase Segments, 4 Card Slots, an Ancient Draw Pile, an Expedition Draw Pile, and an Influence Discard 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, 2 Card Slots, and a Trinket Pile where gained Trinkets are placed.



## 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.

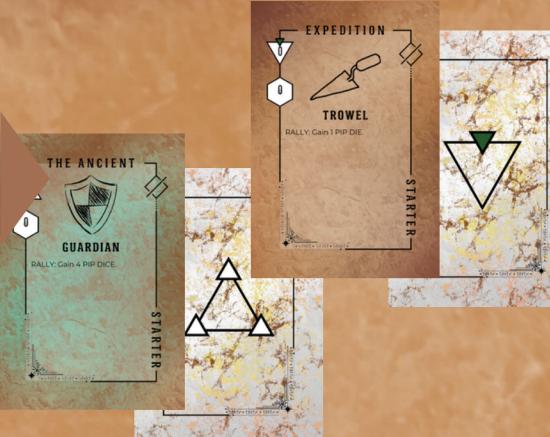
Functionally, the only distinction between Action and Effect cards is its primary target: the Roll, or any other mechanic.



- 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.



Starter

Expedition

Trowel

Rally: Gain 1 PIP DIE.

Ability

Expedition

Strategize

This Ability can only be used during the Roll Phase.

Active: All Archaeologists gain 1 PIP DIE.

Ability

Expedition

Philosopher's Dice

When Active:

Roll Phase: Any Ancient Die rolled below 3 is treated as a 3.

Relic

Expedition

EARTHQUAKE

Disable 2 GREEN DICE of each Archaeologist.

Disable 8 GOLD DICE of the Ancient.

Influence

Expedition

Snare

EFFECT: Choose

You can only play ONE CARD next round, or

Disable 3 of your own DICE.

Negative

Expedition

REPOSE

INSTANT

Expedition

COBWEB

EFFECT

Reduce RISK Score of each Archaeologist by 1.

Expedition

GUARDIAN

RALLY: Gain 4 PIP DICE.

Expedition

THE ANCIENT

EXPLORATION

Expedition

REPOSE

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COBWEB

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THE ANCIENT

EXPLORATION

## CLARIFICATIONS

## UNEXPECTED SCENARIOS

→ **DANGER** - represents an Archaeologist's life, in reverse: a higher Danger means more peril.  
→ 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. 4 Danger eliminates an Archaeologist from play.

→ **HAZARD** - is a mechanic preventing the Ancient from playing stronger cards. This value is determined by the Alert Value: Hazard One is equivalent to an Alert Value between 0 and 3, Hazard Two is equivalent to an Alert Value between 4 and 7, and Hazard Three is equivalent to an Alert Value between 8 and 10.

→ **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.

**Insufficient Dice:** If any player has insufficient dice to roll, either for themselves or against a particular player (for the Ancient), then they roll no dice. If they have Flat Value Tokens on play, these are added to their roll score, which is 0.

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 Ancient can no longer award Trinkets, but still has Relics in play, game continues, but the Ancient does not reward Trinkets anymore. If, through cards or Relics, the Ancient gains Trinkets, then normal game resumes. Trinkets that should have been gained in previous rounds are voided.

## 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.

