**Resources and Meters**

**Trinkets**

• Trinkets are everyone's resource, the Expedition's goal, and the Ancient's lifeblood. This has a fixed amount of 200; the total number of Trinkets that is remaining, taken, or expended will never change throughout the game. Trinkets are used to either use an Action Card or activate its stronger variant.

Relics are equivalent to 10 Trinkets from the Trinket Pile.

**Alert**

• Alert is how active the Ancient's Ruins (or Machines) are, and how risky the Expedition must be to avoid the ever-increasing pitfalls, traps, and blind spots that is created.

• A high Alert Value means the Expedition must play more dangerous cards, while the Ancient gets to use their more powerful cards.

• In short, the Expedition wants the Alert low, while the Ancient wants it to be high.

**Risk**

• Risk is the actions that the Expedition takes to overcome the Ancient's machinations. A higher risk card may avoid the setbacks of the Ruins with a great cost, but maybe this is the only way forward.

• Risk must be higher than the Alert Value, else an Archaeologist gains 1 Danger.

**Hazard**

• The Alert Meter is divided into three roughly equal sections: 1-4 represents Hazard One, 5-8 represents Hazard Two, and 9+ represents Hazard Three.

• The Ancient is only allowed to play a card if its Hazard Score matches the Hazard level in the Alert Meter. They cannot play a Hazard 2 card if the Hazard Level is only 1.

**Exposure**

• Exposure is the stability of the Ruins, and this value only increases. The Exposure Meter is split into two: an Exposure Score within 0 to 5 uses the Stable Deck, while an Exposure Score between 6 to 10 uses the stronger Precarious Deck. The Stable Deck benefits the Expedition slightly, while the Precarious Deck expedites the Ruin's condition.

• The Ancient wins if the Ruins crumble, as it has done its task of preserving the treasures within, whatever condition they are in after the collapse.

**Danger**

• Danger represents an Archaeologist's "life." Each Danger gained loses them one Baseline Dice (from their starting 5). Once they lose all their Baseline Dice, they are removed from active play. Archaeologists are only officially removed from play AFTER the Attrition.

**Set Up**

• The Board is composed of such: the Centerpiece in the center, long side facing the Ancient, and the Flankpiece adjacent to the short sides of the Centerpiece, long side facing each member of the Expedition.

• Remove the starting cards from all decks and give them to each player; every archaeologist in the Expedition must have the same starting cards. Shuffle each deck individually, and place them on the corresponding draw piles back side up.

• The Trinket Pile is placed in the semicircular space inside the Alert and Exposure Matrices. This pile must contain exactly 200 Trinkets.

• The Ancient is free to choose four relics from the Relic Deck. The tokens for the relics must be placed on the corresponding slot, while the cards representing the relics placed face down on its corresponding Action Slot.

• The Expedition is either: (a) free to choose their own abilities from the Ability Deck; or (b) drawing from a freshly shuffled Ability Deck to add randomness. These cards must be placed in the Ability Slot of their board piece, face up.

• The Relic Deck and the Ability Deck will not be used for the rest of this game.

• Each archaeologist must have 5 dice on their person, while the Ancient must match the number of dice that the Expedition has; this will be their Dice Pool.

• At the end of the Set Up, each Archaeologist of the Expedition must have 7 Starter Cards, one Ability Card, and 5 Baseline Dice, and the ancient must have 7 Starter Cards, 4 Relic Tokens and their corresponding cards, and Baseline Dice equal to the number of Archaeologists times 5.

**Play Proper**

**Phase One: Entry**

• The Expedition goes first. Each Archaeologist must play between one to three cards, placed on their Action Slots, and follow whatever is written in the card(s) they played. They are also free to use an Ability, represented by flipping their Ability Card face down, and placing a number of dice corresponding to the cooldown of their ability.

• An Archaeologist's turn ends when they say "Ready" and place their dice on the empty space of their board, and the Expedition's Entry Turn collectively ends once every member is "Ready."

• The Ancient does NOT get to play cards this phase, nor activate relics. They must follow the instructions of cards that affect the Ancient. They are free to choose how many dice they will roll against each Archaeologist, with the restriction that ALL DICE in their pool must be used. The Ancient's Entry Turn ends once they prepare their dice on top of their Ability Slot and say "Ready."

• The Attrition Begins.

• Phase One ends and Phase Two begins.

**Sub-Phase: The Attrition**

• Each Archaeologist rolls the dice they prepared, and tallies it. The Ancient rolls the dice in groups, adding only the values within the group, and tallies the score for the Attrition. If there are any flat additions or subtractions to the score, they are added.

• The Expedition compares their score to the Ancient's dice opposing them. If they score higher than the Ancient, it is a Success and they may take 5 Trinkets from the Trinket Pile. If they score lower or tie the Ancient's score, it is a Failure and they only take 2 Trinkets from the Trinket Pile.

• Once every Archaeologist takes their Trinkets, and the rolling area is reset, the Archaeologist draws from the Expedition Deck until they have 7 cards on their hand.

**Phase Two: Delve**

*The Ancient's aging (or advanced) machinations come alive to prevent the wanton looting of its domain.*

• The Alert Meter increases by one.

• Flip the top card of the Event Deck, and follow the instructions written on it.

• The Ancient goes first. They are now free to play up to four cards from their hand, following the instructions on said played card. If not explicitly written, any effect that affects the Expedition only affects the player directly opposing the Action Slot, i.e. if a card is played in the first action slot, it will only affect the first player unless stated otherwise.

• The Ancient may also choose to flip ONE Relic Card in place of one of their card plays to activate its abilities. This comes with a risk, however, in that if the player opposing the Relic has a Success, the Relic is permanently lost to the Expedition, along with 10 additional Trinkets.

• The Ancient's turn ends once they place dice on their rolling area, and say "Ready."

• The Expedition goes second. Same actions as Phase One applies, but they must now take note of the Alert Meter, and make sure that the overall Risk Level they play meets or exceeds the Alert Meter's current score. Failure to do so increases their Danger by 1 after the Attrition.

• The Expedition's turn ends once each Archaeologist says "Ready" and set their dice on the field.

• The Attrition Begins.

• Phase Two repeats until one of the Victory Conditions are met. The victor of the game is the team that is left standing.

**Victory Conditions**

The Ancient wins the game once they remove 3 Archaeologists from play OR if the Exposure Meter reaches 10.

The Expedition wins the game once the Ancient can no longer provide any Trinkets to the Archaeologists, that is, they have ran out of Trinkets.