**“AGAINST THE RUINS”**

1. OBJECTIVES – Two “Teams”

Archaeologists – obtain all available gold/relic, thus eliminating the Ancient

Ancient – eliminate 3 archaeologists from play

2. PLAYER ACTIONS

Use abilities/relics

* Each archaeologist is given one ability that they can use at any time
* The Ancient can use one of four relics given that they still have them

Play Cards

* All players can use cards to stack the odds in their favour by adding dice, setting values, or removing enemy dice

Roll Dice

* A turn officially ends when all archaeologists roll their dice, or when the Ancient rolls all their dice against the archaeologists.

3. RULES

* All players draw 7 cards from their respective deck, and will draw if necessary to meet this number
* Archaeologists play one to three cards, with each card having an effect on the various game mechanics
* Archaeologists can use their abilities as described to improve their odds
* Each archaeologist ends their turn once all their dice are rolled, and the team turn ends once all archaeologists roll their dice
* The Ancient can play up to three/four cards, one against each archaeologist
* The Ancient can activate one relic and use its abilities to improve their odds
* The Ancient's turn ends once they roll dice against every archaeologist
* Game ends when the ancient's gold and relics are gone, or when three archaeologists are eliminated from play.
* Dice rolls for each player are summed up, and the higher value wins. archaeologist receive gold (or a relic) depending on the score difference (and card actions), ancient always lose gold
* Game ends when one of the two victory conditions are achieved:
  + Archaeologists gets all possible gold and relics
  + The Ancient eliminates three archaeologists from play

4. TYPICAL TURN FLOWCHART

5. DEFINE HOW MANY PLAYERS CAN PLAY:

3-4 Archaeologists; the Expedition

1 Ancient

6. PLAYER INTERACTION PATTERN

Unilateral Competition [specifically, 1v3 or 1v4]

7. COMPONENTS

* Board Pieces
* 50+ Dice
* Cards (Action, Ability, Event, etc.)
* Tokens
  + Gold Tokens
  + Relic Tokens
  + Active Tokens

8. INITIAL GAME STATE [hand-drawn]