

## **RULES & FAQ**

### **Game Includes:**

- 1 - Game Board
- 91 - Custom Domino Tiles
- 6 - Pawns
- 2 - Dice

### **SETUP**

- 1) Wash (shuffle) the artifacts (Dominoes). (*Easiest way is to place the 91 Artifacts (dominoes) in a gallon Ziploc bag.*)
- 2) Every player gets 5 artifacts (dominoes).
- 3) Place an artifact (domino) on each Bone Square.
- 4) Place 5 artifacts (dominoes) faced up in the Grave Site. (*Faced up is where the numbers are visible.*)
- 5) Place an artifact (domino) faced down in the Lost Artifact square in the center of the board. (*Faced down is where the numbers are not visible.*)
- 6) Place the remaining artifacts (dominoes) faced down in the Excavation Site. Stack the artifacts (dominoes) 2 artifacts (dominoes) by 5 artifacts (dominoes) until you are out of artifacts (dominoes).



*\*The above picture is how the game board should look after setup.*

### **ALTERNATIVE SET-UP**

- 1) Wash (shuffle) the artifacts (Dominoes). (*Place Dominoes in the box and wash “shuffle”. Close the box and shake.*)
- 2) Open the box after washing “shuffling” the artifacts (dominoes).
- 3) Every player gets 5 artifacts (dominoes).
- 4) Place an artifact (domino) on each Bone Square.
- 5) Place 5 artifacts (dominoes) faced up in the Grave Site. (*Faced up is where the numbers are visible.*)
- 6) Place an artifact (domino) faced down in the Lost Artifact square in the center of the board. (*Faced down is where the numbers are not visible.*)
- 7) Leave the remaining artifacts in the BOX as the alternative excavation site. *Note: discard scoring hands back in the box and wash (shuffle) the artifacts (dominoes) and you are ready to proceed playing.*

## **HOW TO START**

- Everyone rolls the dice
- Highest roll begins the game
- Go clockwise
- Pick out the color game pawn you want as your marker
- Figure out which way you want to play Artifact Auction & Natural Disaster squares
- Pick how you want to end the game: Excavation site dominoes are gone, time limit of your choice or point total of your choice. ***Note: if you use the alternative excavation site then you either must set a timer or set a point total to end the game.***
- Begin the game

## **SQUARES**

### **BONES**

These are the 15 squares where you place an artifact (Domino) faced down.

- When you land on this square, you will remove the artifact (domino).
- Decide if this artifact (domino) will help your hand.
- Finally place an artifact (domino) back in the square.
- Remember you can only have 5 artifacts (dominoes) in your hand at all times.

### **NUMBERS**

These are the 13 squares around the board that are numbered 0-12.

- If you land on these squares, the number you land on will be wild. (***Sorry fellow paleontologist this is just for the player that landed on the number.***)
- This number is only wild for your original hand. (***You cannot use the number on your next hand drawn before the next player plays.***)

Example:

- You currently have four 10's and a 3 in your hand.
- You land on the number 3 square.
- You have five 10's!
- You just scored 50 points because the 3 is actually counted as a 10 because it was wild.

### **LOSE ARTIFACT**

There are 2 of these squares on the board.

- When you land on this square, you will remove this artifact (domino) from the center of the board (upper left in the center).
- Decide if this artifact (domino) will help your hand.
- Finally place an artifact (domino) back in the Lost Artifact spot.
- Remember you can only have 5 artifacts (dominoes) in your hand at all times.

## **ARCHEOLOGY SITE**

This is in the center of the board where all the remaining dominoes have been stacked. The size varies from the number of players playing (1 Player 65 dominoes, 2 Players 60, 3 Players 55, 4 players 50, 5 Players 45 and 6 Players 40.)

- This is where you draw your next 5 dominoes after a scoring hand and you have discarded your scoring hand.
- Once all dominoes are gone the next hand ends the game or you can reshuffle the dominoes & restack and keep playing to the point total you set is met or the timer runs out; whichever ending you chose.

## **ALTERNATIVE ARCHEOLOGY SITE**

- *Leave the remaining artifacts after set-up in the BOX as the alternative excavation site.*
- *Note: discard scoring hands back in the box and wash (shuffle) the artifacts (dominoes) and you are ready to proceed playing.*
- *This is where you draw your next 5 dominoes after a scoring hand.*
- *Game ends when the timer of your choice runs out or point total of your choice is reach.*

## **ARTIFACT AUCTION**

*You must choose how to play this square from the following:*

- Upon landing on this square, you will do the following:
  - You can choose the artifacts (dominoes) that you want from the Grave Site.
  - You must replace the number of artifacts (dominoes) that you took.
  - Remember you can only have 5 artifacts (dominoes) in your hand at all times.

## **OR**

- Ask all the players for an artifact (domino). *(Like Go Fish)*  
Example:
  - You ask for a 7.
  - All the players MUST give you their 7's.
  - You can only ask for ONE number, NOT a different number per player.
  - For every artifact (domino) received from other players, you give them your discarded artifact (dominoes).
  - Remember you can only have 5 artifacts (dominoes) in your hand at all times.

*Let us know your house rules and they may make the list on-line & in the official game rule book in the future prints.*

## **GRAVE ROBBER**

- This square can help or hurt you. *(Depends on your hand.)*
  - You MUST take all the artifacts (dominoes) from the Grave Site.
  - You MUST place all your artifacts (dominoes) in hand at the time you landed on this square in the Grave Site.
  - Remember you can only have 5 artifacts (dominoes) in your hand at all times.

***NO HOUSE RULES for this square!***

## NATURAL DISASTER

*You must choose how to play this square from the following:*

- Upon landing on this square, you will start going in the opposite direction on your next turn. (**Tornado**)

Example

- If you were going clockwise
- Then you will start going counter clockwise
- If you are going counter clockwise
- Then you will start going Clockwise

### OR

- Upon landing on this square, you will do the following: (**Earthquake**)
  - You have just become the least liked paleontologist playing the game for landing here.
  - EVERYONE must switch hands clockwise (to your left) around the board.
  - This does not apply if you are playing solo.

### OR

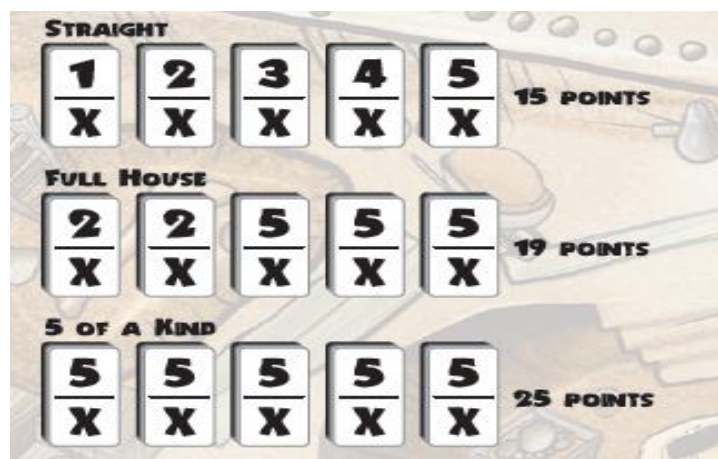
- Upon landing on this square, you will do the following: (**Flood**)
  - YOU must discard all the dominoes in your hand.
  - Draw 5 new dominoes

*Let us know your house rules and they may make the list on-line & in the official game rule book in the future prints.*

## SCORING

- Straight
- Full House
- 5 of a Kind

*Examples:*



- Add up your scoring hand.
- Add it to your total score.
- Discard your scoring hand.
- Draw 5 new artifacts (dominoes) from the excavation site.

## ***FAQ:***

### ***Question: How do you start the game?***

Answer:

- Everyone rolls the dice
- Highest roll begins the game
- Pick out the color game pawn you want as your marker
- Figure out which way you want to play Artifact Auction & Natural Disaster squares
- Pick how you want to end the game: Excavation site dominoes are gone, time limit of your choice or point total of your choice.
- Rules are set begin the game
- Go clockwise

### ***Question: How do you end the game?***

Answer: You can do any of the following:

1. Once you run out of artifacts (dominoes) in the Excavation Site the game can end once the next person gets a scoring hand because there are no more artifacts (dominoes) to draw.
2. Set a timer of a desired time; 30 minutes, 45 minutes or even longer.
3. You can choose to play to 100, 200, 250, 500 or more points.

Hint for 2 & 3:

- Once the Excavation site artifacts (dominoes) are gone;
- Wash (reshuffle) the artifacts (dominoes) that were discarded.
- Restack the artifacts (dominoes) in the Excavation site and continue play.

### ***Question: How do you keep score?***

Answer:

- Grab a pen or pencil.
- Grab a sheet of paper or a notebook.
- Chose how the game will end.
  - Run out of dominoes
  - Timer runs out
  - Reached the Points chosen
- Every time you gather a hand of a straight, full house or 5 of a kind.
  - Add up the hand
  - Write down the points for the player
- Player with the most points win!

***Question: When you land on a number and if you have 4 of that number can you make a straight?***

Example: You have four 10's and a 3 in your hand. You land on the number 10 square.

Answer:

- In your hand you have 5 of a kind of 3's and score 15 points

**OR**

- You could also have a full house of three 10's and two 3's for a score of 36 points.
- You only used one 10 as wild because it helped you get a better hand.
- Notice: you CANNOT use the 10's as a 4, 5, 6 & 7 to get a straight.

***Question: How can you get a wild straight?***

Answer:

- You have 12, 10, 9, 8 & 4 in your hand.
- It's obvious you are looking for a straight.
- You land on the number 4 square.
- In this example you will have a wild straight of 12, 11, 10, 9 & 8
- The 4 is wild and actually an 11
- You score 50 points.

***Question: What all can you play with the custom artifacts (dominoes)?***

Answer:

- Fossil Find
- Mexican Train
- Chicken Foot
- Solitaire
- Many more games that you have to have at least the double 12 dominoes.

***Question: Does it matter if other players see your artifacts (dominoes)?***

Answer:

- No, it does not matter if other players see your dominoes or not.
- It is up to you and your skill level of playing the game if you chose not to have your dominoes showing your hand.
- We do suggest if you are new to the game it is helpful for your hand to be shown because other players may help you learn how to get a scoring hand.