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Game: **ARCHAEOLOGY**
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For best results, print on card at 100%, laminate and trim to size.

ARCHAEOLOGY

The Card Game

Setup

Separate the **thief**, **sandstorm**, **pyramid** and **map** cards, and shuffle the remaining cards into one deck; deal 4 cards facedown to each player and 5 cards faceup to the middle of the table. These faceup treasures are the **marketplace** (arrange them by type).

Put the **pyramid** card on the table and place 3 cards from the deck to the right of it, 5 cards above it and 7 cards to the left of it, all facedown. These are the pyramid's **treasures**.

With 3 players, return 1 sandstorm card to the box; with 4 players, return 2 cards. Shuffle the remaining sandstorm, thief and map cards into the rest of the deck and place it facedown on the table as the **dig site**.

Randomly choose a starting player.

Play

On your turn, you may first **dig for treasure** by drawing the top card from the dig site.

Treasure cards are added to your hand.

Thief cards are discarded faceup on the table. You must choose a player and take 1 random card from their hand and add it to your own.

Sandstorm cards are discarded faceup on the table. Each player must choose half of their cards to discard, starting with the player who drew the card and going clockwise. All cards are placed faceup as part of the marketplace. When all players have discarded, the player who drew the card restarts his turn.

After digging for treasure, you may take any of the following actions any number of times and in any order:

Trade at the marketplace You may trade any number of cards in hand for any number of cards in the marketplace of equal or lesser value (any difference is lost). A treasure's **trading value** is listed in the card's top corners.

Explore the pyramid You may discard 1 **map card** from your hand to take the 3 treasure cards from the small chamber; 2 cards to take the 5 cards from the medium chamber, or 3 cards to take the 7 cards from the large chamber.

Discarded maps are removed from the game. Each chamber may only be 'explored' once in the game.

Sell to the museum You may sell a **set** of 1 or more treasure cards of the same type from your hand to the museum. The value of a set is determined by the **selling prices** at the bottom of the card. Value increases as you collect more cards in a set.

Announce what you are selling and place the cards faceup in front of you in an overlapping row. Each set is placed in a new pile; cards cannot be added to a set that has already been sold. You may not sell a set containing more cards than the maximum number listed, though you may sell multiple sets of the same treasure.

Sold treasures are unaffected by thieves or sandstorms.

Ending the Turn

When a player has finished taking actions for his turn, play passes clockwise to the next player.

Ending the Game

When there are no cards left in the dig site deck, play continues, however players do not dig for treasure at the start of their turn. From now on, a player may choose to pass and take no action on his turn. If all players pass in sequence, the first player who passed must sell at least 1 of his cards to the museum when play returns to him.

When every player is left without cards in his hand, the game is over.

Each player calculates the total selling values of all of the sets he sold to the museum. **The player with the highest total wins.**

If there is a tie, the tied players count the total number of cards they sold to the museum: the lowest total wins.