THEBES
The Tomb Raiders

A game by Peter Prinz for 2 – 4 players

Being archeologists, the players acquire the knowledge they need to conduct expeditions to Egypt, Mesopotamia, Crete and Greece.

Who has the wits to become the next Schliemann and discover a second Troy?

Game components and set-up for four players

Common components

- **1 storage board including time scale**
- **168 small cards**
- **1 rules leaflet**

- **2 double-sided excavation summaries** showing the distribution of artifacts over the 4 excavation regions

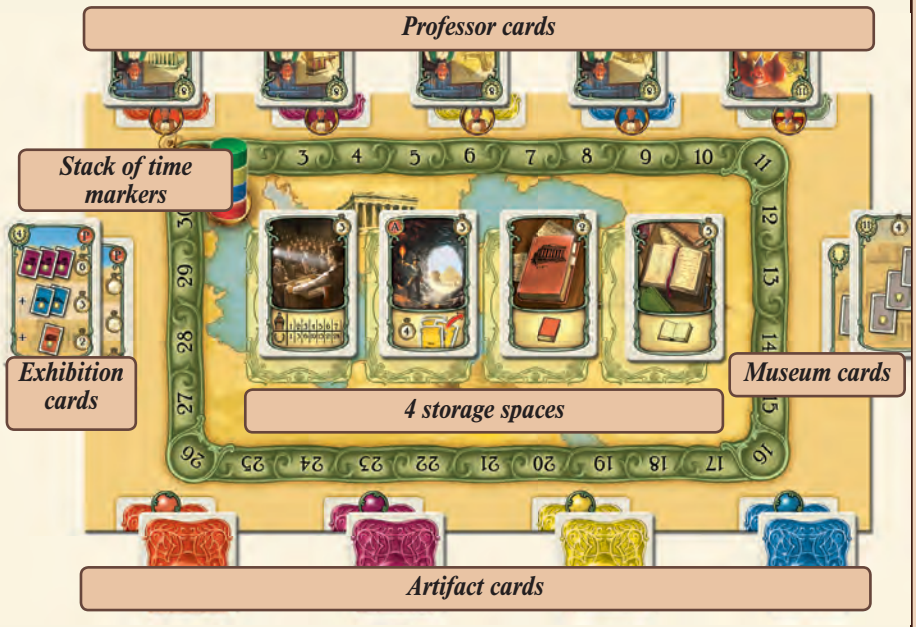
Individual components for each player in a 4-player-game

in a color of their choice:

- **1 time marker**
- **1 player card**

- **5 excavation cards** 1 for each region, plus 1 general excavation card

- **1 excavation chart**



Place the **storage board** in the center of the playing area.

All players take their individual game components. Stack the time markers of all players randomly on the "0" space of the time track. The players take their excavation cards in hand, hiding them from the view of other players. They place the excavation charts in front of them so that they've visible to all players.

Pick out the **5 professor cards** from the **168 small cards** and place them face up on the professor spaces of the storage board.

Shuffle the remaining cards to create a face-down deck. Then, take the top card of the deck. If this

card has a green back, reveal it and place it on the storage board. Place exhibition and museum cards face up in their respective spaces; place any other cards into an empty storage space (if possible). If the card back is any other color, this card is an artifact; place artifacts face down on the excavation space of the same color on the storage board, creating excavation piles for the 4 regions. Stop drawing cards as soon as each of the 4 storage spaces has at least 1 card on them and the back of the top card is green. You can now start the game.

Modifications for a two-player game

Give 2 excavation cards per region and no general excavation card to each player.

Modifications for a three-player game

Give 1 excavation card per region and 2 general excavation cards to each player.

You will find a detailed explanation of the cards on pages 5 & 6 of these rules.

Playing the game

1. Player order

The player whose time marker is on top of the stack on the "0" space goes first. During the course of the game, the player whose time marker is last on the time scale will take the next turn. If more than one marker shares this space, the player whose time marker is on top of that stack takes the next turn. A player may take several turns successively; when they pass another player's time marker, someone else will then take a turn.

Example: Player "Blue" takes the next turn.

Note: If a player's time marker would land on a space occupied by one or more other time markers, he places his marker on top of the stack.

As in real life, performing actions consumes time. In this game, time is calculated in weeks. **Each step forward** on the time scale represents one elapsed week.

The watch icon depicted on the playing cards indicates the number of weeks a player has to spend in order to perform this particular action.

2. Performing an action

The active player must perform one of the following actions. He is not allowed to pass!

- **Take one card**
- **Play one action card**
- **Conduct an excavation**

The actions in detail:

Take one card

The player takes **one** of the face-up cards from the four storage spaces on the board.

If this is an action card, he adds the card to his hidden hand. Otherwise, he places the card face up in front of him. In case the player meets the minimum requirements, they may select a presentation card.

Next, the player moves his time marker forward as many weeks as is shown on the card. He may not use the card's benefit during this turn.

If one of the storage spaces is now empty, the player takes the top card of the card pile. **Proceed in the same manner as explained under set-up.**

When the card pile is exhausted, the game ends **immediately** and a final scoring takes place.

Important: You cannot take artifact cards from the four excavation piles!

Action cards are marked with

and presentation cards with

The card summary on pages 5 and 6 lists all the different cards and their functions.

Note: Always place any artifact cards on their respective excavation piles immediately!

Play one action card

The player selects one action card from his card, places it face up before him, performs the action on this card, then advances his time marker as many weeks as is shown on the card.

Finally, he removes this card from the game.

Conduct an excavation

If a player meets the minimum requirements, he may conduct an excavation.

The minimum requirements are:

- The player owns a legal excavation card – either an excavation card of that region or a general excavation card.
- The player has **at least 1 point of expertise** in that region at his disposal.

First, the player discards the excavation card of the region in which he wants to conduct an excavation. Remove this card from the game. Then, the player adds up his knowledge points for that region. A player derives knowledge from the cards lying in front of him:

- Expertise (books of the region's color);
- General knowledge (open books, which are valid for all regions);
- Assistant cards, if on display (an assistant holding books, valid for 1 region of the player's choice).

Each book is worth 1 knowledge point.

Add up the expertise in that region first and the general knowledge thereafter.

Excavation cards of particular regions

General excavation card

Expertise in the 4 excavation regions: Mesopotamia, Egypt, Greece and Crete.

General knowledge

Action card assistant

Important: You may **not** use **more general knowledge than expertise.** Any surplus of general knowledge is not taken into account for the excavation.

Next, the player decides for how long he wants to conduct the excavation. An excavation must last at least 1 week and may last at most 12 weeks. The player announces this time, then advances his time marker accordingly.

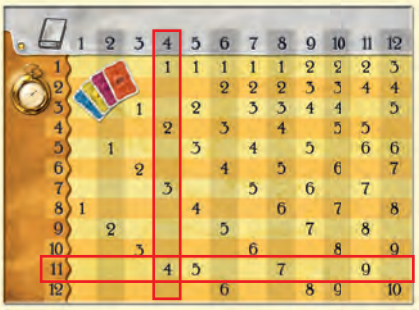
Example: Uli can use 4 knowledge points for her excavation in Mesopotamia. She has 2 expertise points and 3 general knowledge points, but she cannot use 1 surplus general knowledge point.

Finally, the player consults his excavation chart to determine how many excavation cards of that region he may take. He looks at where the column for his knowledge points intersects the row of that excavation's duration; the number at this intersection shows the number of cards he may take from the excavation pile.

Hint: The longer an excavation lasts, the more cards a player is entitled to take.

The player picks up the excavation pile of that region, shuffles it, then draws and reveals cards one by one from the top of the pile. Place cards showing artifacts face up in front of the player and cards showing broken bits or rubble (which are worthless) to the side. After the player has drawn the number of cards indicated on his excavation chart, he returns all worthless cards to that excavation pile.

This ends the excavation!



Example: Uli decides to spend 11 weeks for her excavation and thus may take 4 cards from the Mesopotamia excavation pile.

Worthless card – rubble

Important: You may never count how many cards are in an excavation pile.

End of the game

The game ends immediately as soon as the draw pile is exhausted. Finally, the players determine the winner.

Final Scoring

Each player computes his victory points:

- For each **artifact** (as shown on the card).
- For each **exhibition** (as shown).
- For each **professor** (as shown).
- For each **museum** (as shown).
- The congresses are worth victory points as shown on the card, with the exact number of points dependent on how many congress cards a player has collected.
- Each span of **3 weeks** a player's time marker is behind the foremost time marker is worth **1 victory point.**

The player with the most victory points is the winner of the game. In case of a tie for the winner, the tied player whose time marker is last on the time scale is the winner.

Hint: When scoring, first note the position of each player on the time track, then use the time markers and time scale as victory point markers and a victory point track.

The number shown inside the laurel wreath on a card is the number of victory points that card is worth.

Hint: This is the "penalty" for a player who rushes to the front at the end of the game by conducting an excavation of maximum duration.

Summary of cards

Artifacts

These cards make up the four excavation piles.

The front side shows the victory point value of each artifact.

Beware – worthless cards showing rubble and broken bits of artifacts also await your discovery!

The emblem of the excavation region is shown on the rear side.

Mesopotamia

Egypt

Greece

Crete

Expertise

The expertise cards for each of the 4 excavation regions come with these values:

… 1

… 2

and 3

General Knowledge

General knowledge is applicable to all excavation regions.

Each book shown is worth 1 knowledge point.

Congresses

Players collect the congress cards. The more congress cards a player has collected during the game, the more victory points he gains.

The table shown below indicates how many points the congress cards are worth.

Number of collected congress cards

Number of victory points at the end of the game

Professor cards

If a player has obtained at least 4 points of expertise in a particular region, he receives the professor card for this region immediately. The player takes the card and places it face up in front of him. As soon as any other player has accumulated more expertise in this region, the card changes ownership.

In order to receive the „Best knowledge“ professor card, a player must accumulate at least 10 knowledge points. Both expertise and general knowledge count as knowledge points. The „Best knowledge“ professor card is not assigned to any particular excavation region. This card also changes ownership as soon as any other player has accumulated more knowledge.

At the end of the game, the player who owns a professor card scores the number of victory points indicated on the card.

Summary of cards

Action cards

Action cards are marked with a capital “A” in their upper left corner. Players hide them in their hands. Players may play an action card as their action during their turn.
By **playing** an action card, the player spends the specified **time.**

Action cards are removed from the game thereafter.

General Excavation Card

This card allows the conduct of an excavation in any region. Note: Playing this card does not consume time! Instead the amount of time spent depends on the length of the excavation.

Thief

There is one thief card for each region.

The player searches the specified excavation pile and places one artifact of his choice face up in front of him. If the pile contains no artifacts, he takes nothing.

Tomb Raiders

There is one grave robber card for each region.

The player searches the specified excavation pile and places any one card they like in front of them. If the pile consists of worthless cards only, the player does not take a card.

Scientist

The player may look at all cards of any one excavation pile.

Assistant

An assistant adds 1 knowledge point to an excavation in any region.

Presentation cards

Presentation cards are marked with a capital “P” in their upper **right** corner. Players can acquire them when meeting certain conditions. **Acquiring** these cards consumes **time.**

Once acquired, players keep their presentation cards until the end of the game.

Exhibitions

A player may take an exhibition card if he meets the minimum requirements of that card. Each card specifies how many artifacts from which regions the player must have at minimum in order to present this exhibition. The more artifacts the player owns, the quicker he can put together a stellar exhibition!

<u>The value of the artifacts does not matter for an exhibition!</u>

After showing that he owns the required artifacts, the player takes the exhibition card, places it face up in front of him, then advances his time marker as required by the card. The player keeps his artifacts!

Example: The player who wants to take this card must own at least 3 artifacts from Mesopotamia. In this case, he spends 9 weeks for the exhibition. If the player also owns 2 artifacts from Crete, the exhibition takes only 5 weeks, and if he owns an artifact from Egypt, he spends only 3 weeks. No need for the hard sell to museum directors when you have better artifacts to show off!

Museums

A player who wants to take a museum card must <u>permanently</u> donate the specified number of artifacts from any excavation regions to the museum. The player removes these artifacts from the game, then places the museum card face up in front of him.

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