

THIS BELONGS IN A MUSEUM

Goal: Become the most daring Archeologist by connecting Dig Sites of your color to your Base Camp and collecting valuable Artifacts.

Inventory

4 Archeologists with stands



4 Mummies with stands



1 Tomb (start) tile



4 Base Camps



54 Dig Site tiles



32 Artifacts
(8 per player)



Choose an **Archeologist** and take the matching **Base Camp**. Shuffle your set of eight **Artifacts** (the backs match your Archeologist) and randomly draw five. You may look at your Artifacts, but keep them secret from the other players. Shuffle the **Dig Site** tiles and deal three to each player, including yourself. The three Dig Site tiles plus the Base Camp create your opening hand.

The remaining tiles become the draw pile. Keep it within easy reach of everyone. Place the **Tomb** tile on the table with the **Mummies** on it. In a two- or three-player game, discard extra Base Camps, Archeologists, Artifacts, and Mummies.

Taking a Turn

Perform the following actions on your turn, in this order:

1. **Place a tile.**
2. **Resolve the action icon on the tile just played (optional).**
3. **Move your Archeologist up to three spaces (optional).**
Archeologists enter the game when you place your Base Camp; put your Archeologist on it. Archeologists cannot move diagonally.
4. **Collect an Artifact (optional).**
5. **Draw a Dig Site tile.**

Tile Placement



The Dig Site tiles create the play area. Place tiles edge to edge, not diagonally or half edges. Adjacent images do not need to match.

Action Icons

Some tiles have special icons in the center. The player who places the tile has the option of using the indicated action. **Only one action is allowed per turn**, even if you play a second tile with an action icon.



Rotate: When played, you may rotate any one unlocked tile already in play or move **any** Mummy. Tiles may be rotated up to 180 degrees clockwise or counter-clockwise.



Swap: When played, you may swap and rotate the positions of any two unlocked tiles in play, or move **any** Mummy.



Replace: When played, you may take any unlocked tile off the table into your hand and replace it with a different tile from your hand, or move **any** Mummy.

A tile with an Archeologist or Mummy on it is locked and cannot be rotated, swapped, or replaced. **IMPORTANT:** The Tomb and Base Camps, once placed, cannot be moved.

Dig Sites

There are four types of Dig Sites, each matching the color of one of the four Archeologists and its Base Camp.

Each Dig Site consists of **Temples** or **Artifacts**. You are trying to connect the Dig Sites matching your Archeologist's color to your Base Camp, either directly or via Airports, Mountains and Seas, and your Archeologist.

Each Dig Site connected to your Base Camp scores at the end of the game. **Dig Sites do not connect diagonally.**

Each Temple in a Dig Site connected to your Base Camp is worth 1 point; each Artifact is worth 3 points.

Fig. 1 shows how each of the highlighted Dig Sites connects back to the blue Base Camp. The numbers show how the Dig Sites would be scored at the end of the game.

Archeologist



Temple



Artifact



Fig. 1

Airports & Terrain

Some Dig Site tiles have **Mountains** or **Seas** on them. Connected Mountain sections and connected Sea sections are treated as a **single space** when moving your Archeologist. For movement purposes, Mountains adjacent to Seas count as **two separate spaces**, not one (see Fig. 2 below).

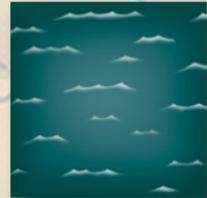
Mountain and Sea sections can connect matching Dig Sites to each other; they can also connect Dig Sites to your Base Camp.

Airports connect directly to other Airports and Base Camps. Moving your Archeologist from an Airport to another Airport or your Base Camp counts as a single space. Airports can connect Dig Sites to your Base Camp.

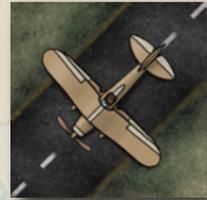
Mountains



Seas



Airports



Archeologists

You move your Archeologist around the play area to collect Artifacts, to block Mummies from moving onto your Dig Sites, and to keep your fellow Archeologists from obtaining Artifacts.

Each turn, after you play and resolve a tile's action icon, you may move your Archeologist up to three spaces.

Every Temple or Artifact icon counts as one space. Your Base Camp counts as one space. **You cannot move through another player's Base Camp or through the Tomb.**



Fig. 2

Mountains and Seas each count as one space, no matter their size (see Fig. 2). Airports count as one space and connect to other Airports and Base Camps (see Fig. 3).

Moving is optional. Archeologists do not move diagonally. Only one Archeologist can be on one space at a time, but can be on the same Dig Site. **At the end of the game, if your Archeologist is on a matching Dig Site not connected to your Base Camp, you score that Dig Site!**



Fig. 3

Artifacts

When you move your Archeologist onto an Artifact space matching one of the five Artifacts you drew at the beginning of the game, reveal the token and immediately move your Archeologist back to your Base Camp. **Each Artifact you collect is worth 3 bonus points at the end of the game.** If you move onto a space for an Artifact you've already collected or you don't need, then your Archeologist can remain on the space.

Mummies

Mummies begin the game on the Tomb tile. Once moved, they cannot be returned. **Mummies may be placed on any unoccupied Dig Site that is not its own color.** A Mummy cannot be on a Dig Site occupied by another Mummy or an Archeologist. An Archeologist cannot move through or end its move on a Dig Site occupied by a Mummy. Mummies cannot be placed on Airports, Mountains, Seas, or Base Camps.

You can choose to move any Mummy, regardless of color.

IMPORTANT: At the end of the game, if the Mummy matching your Archeologist's color occupies another player's Dig Site, you score the points for the Dig Site instead of your opponent!



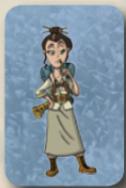
15



3



9



3

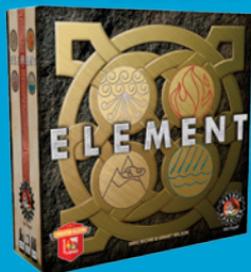


9



Total = 39

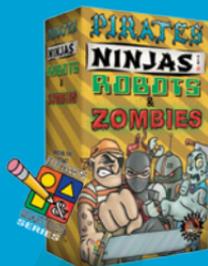
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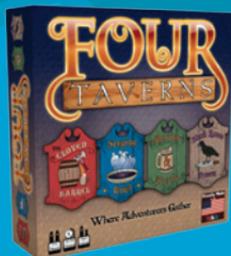
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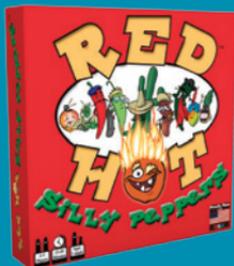
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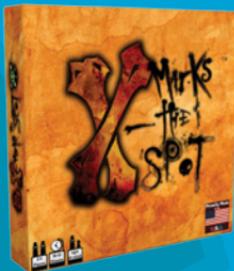
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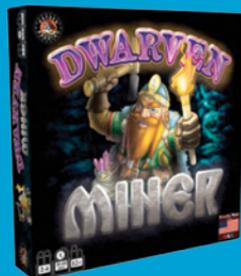
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