ARCHEOLOGIC

⚙ YOANN LEVET

🖌 PAULINE DETRAZ

40' | 1–4 | 12+

Ludonaute

CONTENTS

1 Viewfinder token

*Axis of the map the
Archeoscope aims at*

1 Starting clues Wheel

Time track
Coordinates Circle

Front: multiplayer

1 City board
The place to map
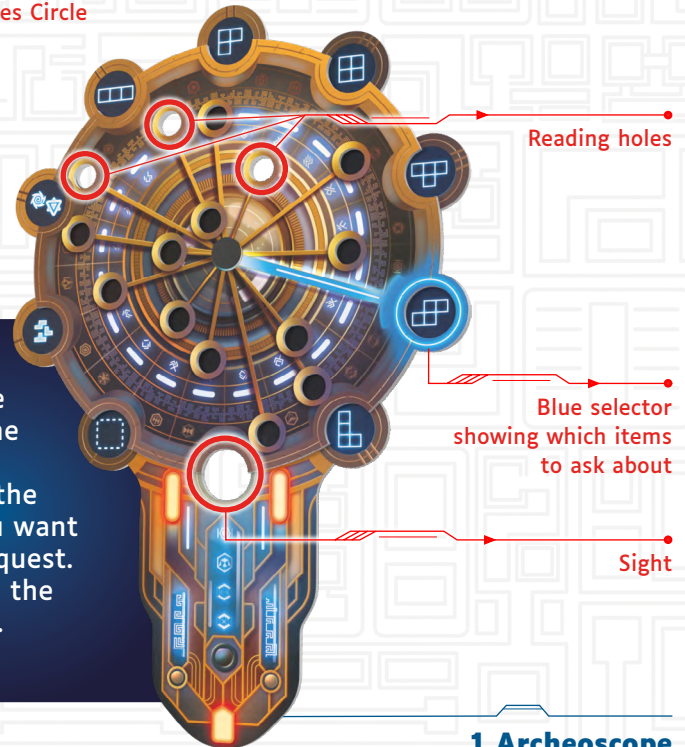
28 coded cards
Clues left by the Ancients
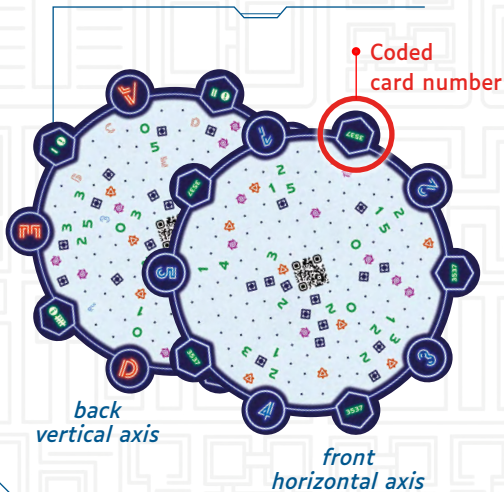
Coded
card number

back
vertical axis

front
horizontal axis

Reading holes

The
Archeoscope
deciphers the
coded card
and has all the
answers you want
about your quest.
It deciphers the
coded cards.

Blue selector
showing which items
to ask about

Sight

1 Archeoscope
(comes in 2 pieces to clip together before the first game)
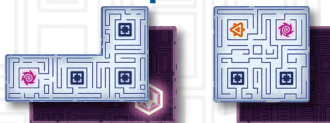*A highly sophisticated piece of equipment that can read the coded cards*

6 different Building tiles:
(back with the Archaeologist's color):
The buildings of the City mentioned in the Ancients' writing

4 big Buildings made up of 4 boxes

2 small Buildings made up of 3 boxes

- Risk-free box ⊞
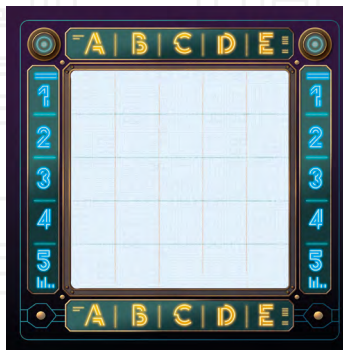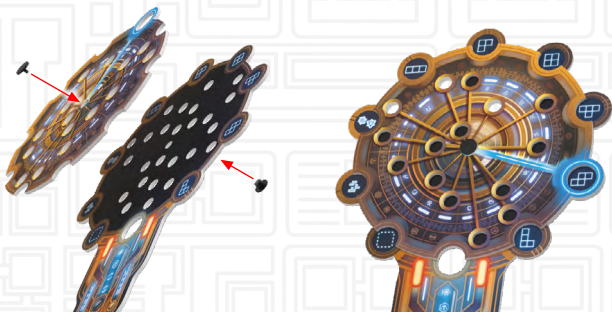- Fire trap box ▽
- Sharp trap box ◉

Note sheets

8 Trap tokens
To help you think

1 Map board
(made of 25 zones)
The uncharted map of the City you will fill out

A B C D E
1 2 3 4 5
A B C D E

1 Time pawn
The time you spend gathering information

Front: Searching

Back: Checking

Played aid on the back

ARCHEOLOGIC

2 screens
Because the others don't need to know what you're thinking...

ASSEMBLING
Make sure you clear all the small holes of the Archeoscope.
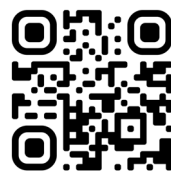
APPLICATION

There is a web app to play ArcheOlogic. The gaming experience is slightly different, but you don't need the web app to play.

Read the APPLICATION inserts and learn more.

Flash!

SETUP

1 Take the contents of your Archeologist: 2 screens, 1 Map, 6 Buildings, 1 Time pawn, 8 Trap tokens and 1 note sheet. You'll need pens that are not provided in the box.

Put your Plan, your note sheet and the 6 Buildings behind your screens so that the other players cannot see them.

Put the unused Archaelogist contents back in the box.

2 Put the City board at the center of the table, on the Multiplayer or Solo side depending on the chosen game mode, and place the Viewfinder on the axis ⚟.

Randomly put the Time pawns, face Searching up, on the first spaces of the track, one pawn per space. Start with the top-left position, on the right of the hourglass. For example, in a 3-player game, put one Time pawn on each of the first three spaces.

3 Take a coded card at random; it will be your quest for this game and it has all the information needed to map the City. Put all the other coded cards back in the box, they will not be used during this game.

4 Put the Archeoscope close to everyone.

STARTING CLUES

Each starting clue ❶ shows where one Trap is in one of the Buildings. Your job is to find which Building that is as the game goes on.

Agree with the other players on how many starting clues you want to use:

- ◎ from 3 clues for harder games,
- ◎ to 5 clues for easier games.

Put the coded card under the Starting clues Wheel.

Turn the card to have the icon Clue ❶1 in the hexagonal sight at the bottom of the Wheel.

Read aloud the 3 items *(1 coordinate made of 1 Letter and 1 Number, and 1 Trap symbol)* that compose the clue to allow every Archaelogist to acknowledge and write them down.

If you want a second clue, turn the card under the Wheel until you see the icon Clue ❶2 in the hexagonal sight. Then read aloud the 3 items.

Repeat the process until you reach the number of clues agreed on.

Example of a starting clue: ℂ, ⚟, ⚡ = there is a ⚡ symbol at the intersection of the column ℂ and the row ⚟.

You can give new Archaelogists one or two more clues to help them and level the playing field.

For every game,
the card you
chose gives you a
new quest.

The more starting clues you have,
the easier it will be.

A City in the mountain was discovered... But no one dares exploring it without the place having been mapped! Finally, a mission worth of a highly logical archaeologist like yourself. To assist you in your mission, you can count on the Archeoscope, the only research tool that can decipher the coded cards left by the Ancients.

Find clues and use your deduction skills to establish the connection between them in order to map this mysterious place... But beware, without an accurate map, exploring it could have deadly consequences.

It's your turn!

PRINCIPLE AND GOAL OF THE GAME

Each coded card represents a unique layout of the City's Buildings that you will piece back together on your Plan with your 6 Tiles.

Your goal is to be the first player to find the correct layout. Position AND direction of the Buildings will be needed.

You have the Archeoscope to help you. It is a highly sophisticated research device that will never fail you. Ask questions and it will give you valuable information on the position of Buildings and Traps, on the empty zones, etc.

But asking the Archeoscope is a long process and the more complex your question is, the longer it takes. Think, then ask the right questions. Use your deduction skills and logic to be the quickest player to place the Buildings.

ABOUT THE BUILDINGS' PLACEMENT

○ All the Buildings need to be set on the same side, showing the Trap and Risk-free boxes. *You cannot put them on the other side to get them in!*

○ The Buildings cannot go over the 5X5 Map.

○ All 6 Buildings need to be set on the Plan.

○ There are 4 Sharp trap boxes ◉ and 4 Fire trap boxes ▽ for all the Buildings combined.

○ There are 3 empty zones on the Map, with no Building.

INTRODUCTION TO THE APP

As you will see throughout the rules, you can play all game modes (solo or multiplayer) with the Application.

To start a new game, go to the Home page and click on **Launch a game**.

Enter the number of the coded card and click on the chosen mode: normal or expert *(see page 15)*.

English ▾

ARCHEOLOGIC

Launch a game

Daily Challenge

It also offers you regular new games for more challenge. Its interface is simple and intuitive.

09:58

English ▾

ARCHEOLOGIC

XXXX

Search this card

Random card

GAME TURN

In ArcheOlogic, you do not follow a specific order. Instead, the position of the pawns of the time track determines which player gets to act.

You play when your pawn is **last on the track**. You need to ask a question, that will make you lose time and thus move your pawn forward.

At the start of the game, the Archaeologist whose pawn is first on the right of the arrow starts the game. Then the Archaeologist whose pawn is on the next position, **clockwise**, will play, and so forth.

You may play several turns in a row if your pawn is still on the last position after your turn.

IMPORTANT: When moving your Time pawn forward depending on the time your question cost, you never take into account the spaces where other players' pawns are. There can never be 2 pawns on the same space.

Starting situation

End of the Example situation

Example

Alex is first to act and moves his pawn 4 spaces, then Robin plays and moves her pawn 3 spaces. Finally, Charlie plays and moves her pawn only 2 spaces. Since Charlie's pawn is still in last position, she gets to play another turn right away. After that, it will be Robin's turn to play.

There are 3 steps to each one of your turns, even those played consecutively:

1 - MOVE THE VIEWFINDER.

At the start of each turn, the axis on which you ask your question changes **automatically**. Move the Viewfinder token one step clockwise on the City board. The Letters refer to the columns on your Map, the Numbers to the rows.

The Archeoscope's sight changes each turn.

2 – CHOOSE A QUESTION AND SPEND TIME.

◎ **Settle on the question** you want to ask the Archeoscope. You **can** choose to change the Viewfinder's position and you **must** choose which item to ask about (Building, Trap, Empty zone). Those two choices will establish how much time your question will cost.

You can choose to change the Viewfinder's position for an axis that you prefer:

cost:
- Move the Viewfinder clockwise by one more step.

cost:
- Move the Viewfinder on the axis you want, wherever you want on the Circle of the coordinates.

You can change the Archeoscope's point of view, but reprograming the device takes time.

◎ **Move your pawn** on the Time track by as many spaces as the total cost of your question.

Choose one of the following items to ask about, knowing that their costs vary:

cost:
- **How many different Buildings are on the selected axis?**
The answer will be a number between 1 and 5.
- **How many Empty zones are there on the selected axis?**
The answer will be a number between 0 and 3.

cost:
- **Which boxes of a specific small Building are on the selected axis?**
The answer will be between 0 and 3 symbols.
- **Which Trap boxes are on the selected axis?**
The answer will be between 0 and 3 symbols.

cost:
- **Which boxes of a specific big Building are on the selected axis?**
The answer will be between 0 and 3 symbols.

Some pieces of information require more time than others.

Example

Alex's pawn is in last position, so it is his turn to play. Alex chooses his question: which boxes of ⊞ are there on the axis ⇑?

Alex moves the Viewfinder by one more step and sets it on the axis ⇑, which costs him 1 time ⧖. He also chooses to ask about the ⊞, costing him three times ⧖⧖⧖.

In total, Alex's question costs him 4 times ⧖⧖⧖⧖ and he must move his Time pawn by 4 spaces on the Time track.

3 – USE THE ARCHEOSCOPE TO GET YOUR ANSWER.

Start by taking the Archeoscope and put the blue Selector on the position matching the item you asked about.

Then take the coded card, turn it on the axis side shown on the City board by the Viewfinder token (Letter or Number) and put it behind the Archeoscope, showing the axis in the Sight. Make sure the card has a good fit with the Archeoscope, using the rounded shapes on the sides of both objects for a good fit.

Setting the Archeoscope **first** is important, before placing the card - you do not want to inadvertently see other pieces of information.

Please note that you can, at any time during the game, check the answer to a previously asked question.

The question you chose is public information that you must say out loud. But the **answer** you get from using the Archeoscope is **strictly personal**.

Example

Alex puts the blue Selector on the ▦, matching the item chosen previously.

Alex takes the coded card of the ongoing game and puts the axis ⇡ in the Sight, making sure the rounded shapes of the Archeoscope and the card are a good fit.
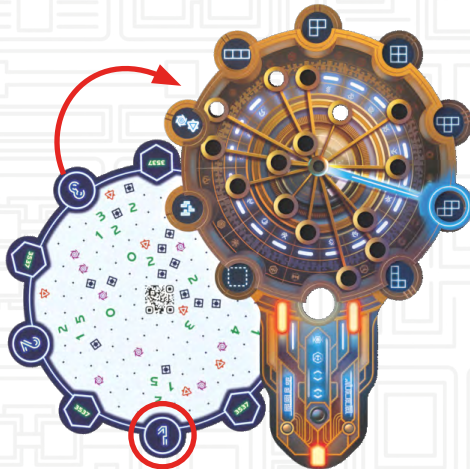
And here's the Archeoscope's answer to Alex's question:

The answer given by the Archeoscope shows here that there is a ▦ Risk-free box ▦ and a Sharp Trap box ⟳ on the ⇡ axis. The small dot • indicates that no other space of this Building is present on this axis.

READING THE ANSWER GIVEN BY THE ARCHEOSCOPE.

○ **For a question about a Building,** the Archeoscope shows 3 holes in which you either see an icon of a Risk-free ⊞, a Fire trap ⩔ or a Sharp trap ◉ for each of the Building's boxes on this axis, or nothing at all. *Note that the orientation of the Fire Trap on the Plan should not be taken into account when placing a Building.*

○ **For a question about the Traps,** the Archeoscope shows 3 holes in which you either see a Fire trap ⩔ or a Sharp trap ◉ for each of the Trap boxes on this axis, or nothing at all. No information shall be provided on the Risk-free boxes ⊞.

○ **For a question about the number of different Buildings,** the Archeoscope shows 2 holes with, in one of them, a number giving the number of Buildings on this axis.

○ **For a question about the number of Empty zones,** the Archeoscope shows 2 holes with, in one of them, a number giving the number of Empty zones on this axis.

Do not forget to write down, as accurately as possible, the valuable information. It is the key to slowly create the City map.

You can choose to write down information whichever way you prefer, but we suggest you write the answers either by row, by column or by question.

Answers the Archeoscope can give you depending on the coded card:
Which boxes of the Building ⊞ are there on the column ℂ?

● **3 empty holes**

There is no box of the Building ⊞ on the column ℂ.

● **1 empty hole + 1 icon Fire trap ⩔ + 1 icon Risk-free box ⊞**

The Fire trap box ⩔ and the central Risk-free box ⊞ are on the column ℂ, and no other box of the Building ⊞ is on the column ℂ.

● **2 empty holes + 1 icon Fire trap ⩔**

The Fire trap box ⩔ is on the column ℂ, and no other box of the Building ⊞ is on the column ℂ.

or

or

11

I THINK I'VE FOUND IT!

At the beginning of your turn, if you think you've found the exact layout of the Buildings on the Map, flip your Time pawn on its Checking side ♀ and move it forward by 4 spaces (ignoring the spaces occupied by your opponents' pawns). **This action counts for your whole turn, you don't move the Viewfinder forward, you don't ask questions.**

Set the layout of the Buildings following your deduction behind your screens. Then let the other Archaelogists play until your pawn is again in last position.

You enter the City looking for its treasures. Will you make it out unscathed?

WHEN PLAYING WITHOUT THE WEB APP

When it is your turn to play again, check if the layout matches the solution shown at the end of the rulebook *(pages 16 to 19)*. You will find the number of the quest on the coded card.

If it is, the game ends and you win! Congratulations!

You come out of the City with more relics than you can carry. You are definitely one of the world's best archaeologists.

If it is not, too bad! You lost and are out of the game.

You made mistakes in mapping the Plan and will not make it out of the City alive.

The other Archaeologists keep playing. If no one gets the answer right, the game is lost! You will need to spend more time training ArcheOlogic.

Card number 5773

Back

APPLICATION

When it is your turn to play again, replicate the layout you made by dragging the Buildings onto the map of your screen, then confirm. Note that to change the orientation of a Building, you just need to click on it.

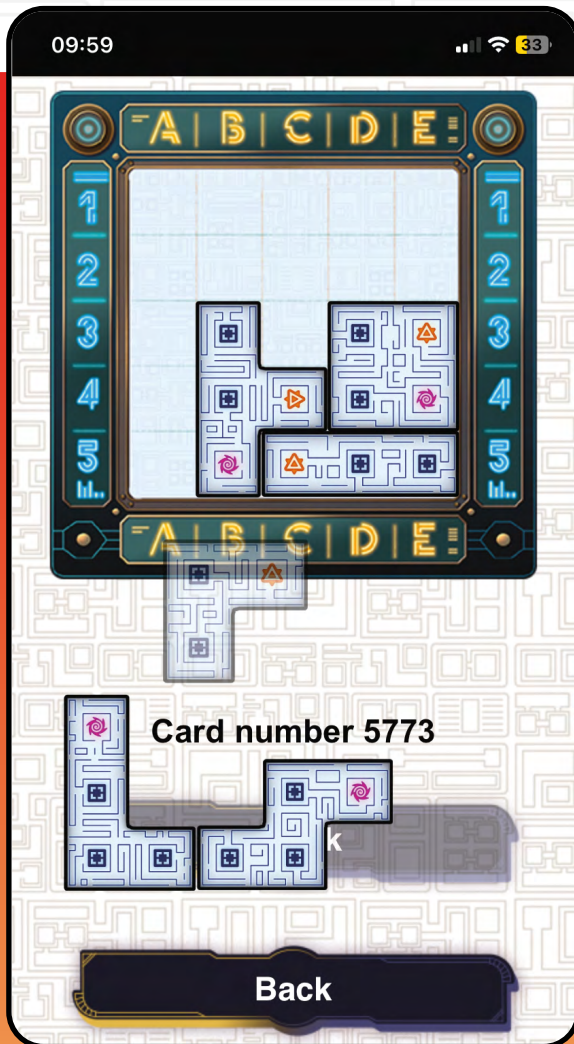If you found the right answer, you win and the game ends! Congratulations!

You come out of the City with more relics than you can carry. You are definitely one of the world's best archaeologists.

If not, the app will show the Buildings you had right in green, those you had wrong in red.

You then immediately play another turn. Flip your pawn on the Searching side. You can either play a normal turn, or give a new solution by spending 4 times.

You made mistakes in mapping the Plan and lost time to try out this wrong layout.

You keep on playing with the other Archaeologists until the solution is found.
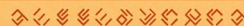
SOLO MODE

◎ SETUP

Take your City board Solo mode face up.

Put your Time pawn on the 0 of the Time track, Searching side up.

Write down the 3 Starting clues.

Place the Viewfinder on the axis of your choice.

◎ GAME TURN

The game is the same as a multiplayer game, except for one rule: when asking the Archeoscope, for each Trap icon (⬇ or ◉) that you see, move the Viewfinder by one step clockwise.

◎ END OF THE GAME

If you successfully found the layout of the Buildings, well done! You've earned the **apprentice** Archaeologist title.

You'll notice that under each Solution are 2 numbers, which measure your level of success.

Count the number of spaces your Time token has traveled at the end of the game.

If the value is lower or equal to the highest number, congratulations, you are a **Seasoned** Archaeologist. If the value is inferior or equal to the lowest number, the world bows to you, one of the few **Master** Archaeologists.
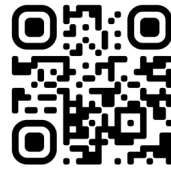
APPLICATION

You can also play the solo player mode with the app. Scan the QR code in the center of the coded map, write down the starting clues you are given by clicking on Show starting clues.

When you think you've found it, click on Test a solution, and compare your score to that of the application.
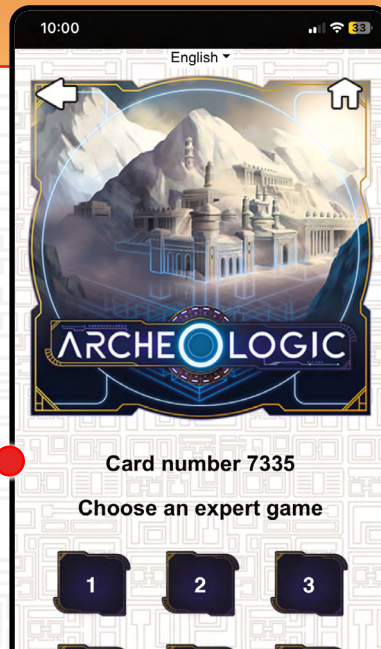
EXPERT MODE

APPLICATION

This game can be played on an expert mode to *(almost)* never play the same game twice and play a more challenging game.

The Expert mode offers a new kind of clue, harder to decipher. You need to get on the app to access these clues.

Unlike normal mode, you don't scan the QR code in the center of the coded card. Flash the QR code here to go to the home page and then, after starting the game and choosing the coded card, choose the Expert mode to access the expert starting clues.

For one card, the expert clues vary from one game to the other.

You can play this mode solo or with other players.

Phone screen 1

10:00

English ▾

ARCHEOLOGIC

Card number 7335

Normal Mode

Expert Mode

Phone screen 2

10:00

English ▾

ARCHEOLOGIC

Card number 7335

Choose an expert game

1   2   3

Phone screen 3

10:00

Card number 7335
Expert Mode #2

245 : ⊞ have at least one part to the top of ⊞.

A B C D E
1 2 3 4 5

3537

18 ———— 27

3573

19 ———— 29

3575

19 ———— 29

SOLUTIONS

3577

20 ———— 31

3735

20 ———— 32

3753

20 ———— 32

3755 — 21 — 33

3757 — 21 — 33

5337 — 21 — 34

5357 — 21 — 34

5373 — 21 — 35

5375 — 22 — 35

5377 — 22 — 35

5537 — 22 — 36

5733 — 22 — 36

5737
22 — 36

5773
22 — 36

7335
22 — 36

7353
23 — 37

7355
23 — 38

7357
23 — 38

7375
23 — 39

7533
24 — 40

7535
24 — 40

7537

24 ———— 40

7553

24 ———— 40

7573

24 ———— 41

7735

25 ———— 41

CREDITS

Game Designer | Yoann Levet

Artist | Pauline Detraz

Publisher | Ludonaute
www.ludonaute.fr
contact@ludonaute.fr
Copyright 2023 Ludonaute