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# v1

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Game:	<b>ARCHAEOLOGY: THE NEW EXPEDITION</b>
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Page 2:	<b>Monument tiles</b>

(Note that Setup is on the back of the summary so the full game sequence can be on the front.)

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Phil Witkin-Hendry

# ARCHAEOLOGY

THE NEW EXPEDITION

## PLAYING THE GAME

The **first player** is the last person to have put their feet in the sand. Each turn, a player digs for treasure, and then may take other actions.

### 1. DIG FOR TREASURE

You must first **dig for treasure** by drawing the top card from the dig site.

#### If it's a **treasure card**...

Add the card to your hand without revealing it to the other players. There is no hand limit.

#### If it's a **Thief card**...

Discard the card faceup, so all players can track how many **Thief** cards remain to be drawn.

You must choose an opponent to steal from. Take 1 card from their hand (without looking) and add it to your hand without revealing it to the other players. If no opponents have cards in their hands, nothing can be stolen.

#### If it's a **Sandstorm card**...

Discard the card faceup, so all players can track how many **Sandstorm** cards remain to be drawn.

Starting with the player to your left, each player declares if they will be using their **Tent** card. If a player uses their tent, it is discarded from the game and the sandstorm does not affect them.

Then, starting with the player to your left, each player who did not use their tent must choose and discard half of their cards (round down). Add the lost cards to the marketplace in the middle of the table.

**After the sandstorm has taken effect, restart your turn by again digging for treasure.**

### 2. OTHER ACTIONS

After digging for treasure, you perform any of the following actions. Except for the **explore** action, you may take them any number of times and in any order; or just take none of them.

#### a. Trade at the marketplace

**Trade** any number of cards in your hand for any number of cards in the marketplace of equal or lesser **trading value** (top corners of the card).

You may trade multiple times in 1 turn. If the cards chosen are of lesser trading value than those traded in, the difference is lost.

#### b. Explore a monument (only once per turn)

If you have any **Map** cards, you may use them to **explore** the monument. Depending on the monument, discard 1 or more **Map** cards from your hand to take a given number of treasure cards from one of the monument's chambers.

Add all cards taken to your hand without revealing them to the other players. Remove discarded **Map** cards from the game.

Most chambers may only be explored once. Exceptions are described on the monument tiles.

#### c. Sell to the museum

You may choose to **sell** a set of 1 or more treasure cards of the same type from your hand to the museum. Announce to the other players what you are selling, then place the set of cards faceup on the table in front of you in an overlapping row, so that all the cards are visible. Each time a set of treasures is sold, place it in a new pile. You may sell multiple times in one turn.

The value of a set of treasures is determined by the **selling prices** at the bottom of its card.

Cards cannot be added to a set of treasures that has already been sold. You cannot sell a set containing more treasures than the maximum number listed in its selling prices. You may, however, sell multiple sets of the same type of treasure.

Sold treasures cannot be stolen by thieves or lost in sandstorms.

### 3. END OF TURN

When you have finished taking actions, play passes to the next player clockwise.

## ENDING THE GAME

When there are no cards left in the deck, play continues, but players no longer dig for treasure at the start of their turn. Continue taking other actions as usual, pass and take no actions.

If all players pass in sequence, the first player who passed must sell at least 1 of their cards to the museum when play returns to them.

When every player is left without cards in their hand (all remaining treasures have been sold to the museum), the game is over.

Each player calculates the **total value** of what they sold to the museum. The selling value of each set of sold treasures is calculated separately, then these values are added together and the player with the highest total wins.

Unused *Tent* cards are not worth any points at the end of the game.

On a tie, the tied players count the total number of cards they sold to the museum. Whoever has the *lowest* total is the winner.

## SETUP

Set aside the *Map*, *Thief*, *Sandstorm*, and *Tent* cards. **2 or 3 players:** Return the *Broken Tablet* and *Broken Pendant* cards to the box. **4 players:** Return the *Broken Pendant* cards to the box.

Shuffle all the remaining cards into 1 **treasure deck**, and deal 4 cards facedown to each player. Each player takes these into their hand, keeping them hidden. Each player also takes 1 *Tent* card and places it faceup in front of themselves (return the other *Tent* cards to the box).

Deal 5 cards from the deck faceup to the middle of the table to form the **marketplace**. Any number of cards may be in the marketplace at one time (arrange them by type).

Shuffle the 6 **monument tiles** and reveal one. Return the rest to the box. For each chamber (brown circle), deal a pile of that many **treasure cards**. Note monument special setup rules.

Take a number of *Sandstorm* and *Thief* cards depending on the number of players, and return the rest to the box. Shuffle these and the *Map* cards into the rest of the treasure deck, and place it facedown to form the **dig site**.

## VARIANTS

### LONG EXPEDITION (2 OR 3 PLAYERS)

For a longer game, add the *Broken Tablet* and *Broken Pendant* cards to the game during setup. Also add 1 extra *Thief* card to the game.

### FIERCE WEATHER

Use all 6 *Sandstorm* cards, regardless of the player count. Tents may be used twice during the game. After you use your *Tent* card for the first time, flip it facedown. After using it for the second time, remove it from the game.

### BEGINNER'S LUCK

This variant gives a small advantage to the player with the least valuable starting treasures. Once the players have all received their starting hands, they add up the trading value of their 4 cards and announce the total. Whoever has the lowest total takes the first turn of the game. If multiple players tie for the lowest, then whichever tied player last put their feet in the sand is the first player.

Phil Witkin-Hendry

# ARCHAEOLOGY

THE NEW EXPEDITION

## THE MONUMENT TILES

### BURIED RUINS

**Setup:** Prepare 3 chambers, each with 1 faceup treasure card. Also, deal a pile of 12 facedown treasure cards beside the buried ruins tile.

**Explore:** You may discard 1 map to take all the cards from any 1 chamber.

**During play:** Whenever a *Sandstorm* card is drawn, the player who drew it immediately adds 1 card to each chamber, using cards from the pile prepared during setup. These are placed faceup in the chambers so that all cards in the chambers are visible to all players.

Then, play continues as normal regarding the effects of the sandstorm, including the decision to use a tent or not. In this way, more treasures are revealed as sandstorms occur, and as explore actions are taken, the number of treasures in each chamber may differ.

Once the prepared pile of treasure cards runs out, no more treasures are added to the chambers when sandstorms happen.

### GREAT PYRAMID

**Setup:** Prepare 3 chambers: one of 2, one of 5, and one of 8 facedown treasure cards.

**Explore:** Discard 1, 2, or 3 maps to take the cards in the chamber of 2, 5, or 8 cards respectively.

### MINE

**Setup:** Prepare 1 chamber of 15 facedown treasure cards.

**Explore:** You may discard 1 map to explore the mine. Shuffles the chamber, then begin drawing cards, 1 at a time, placing them faceup on the table. At any time, you may stop drawing cards and add to your hand all those you have drawn. However, if at any time the trade value of the cards drawn is greater than 5, then all the cards are returned to the chamber facedown, and you receive nothing. Players may check how many cards remain in each chamber at any time.

### SPHINX

**Setup:** Prepare 1 chamber of 15 facedown treasure cards.

**Explore:** You may discard 1 map to explore the sphinx. Name 2 different treasure card types you would like to find, then shuffle the chamber, draw 5 cards, and place them faceup on the table (if there are fewer than 5 cards, draw all that remain). Then take all the treasure cards that match the types you named. Return any cards not taken to the chamber. Players may check how many cards remain in the chamber at any time.

### TEMPLE

**Setup:** Prepare 3 chambers, each with 5 facedown treasure cards.

**Explore:** You may discard 2 maps to take all 5 cards from any 1 chamber.

**During play:** Whenever you sell to the museum, you may pick up all the cards in any 1 chamber, look at them and return them facedown, without letting any opponents see them.

### TOMB

**Setup:** Prepare 2 chambers: one of 7 and one of 8 facedown treasure cards.

**Explore:** You may discard 1 map to pick up all of the treasure cards in 1 chamber. Look at them, choose 2 to keep, and return the rest facedown, without letting any opponents see them. The number of cards in each chamber will decrease as the game goes on. Once you choose a chamber, you must discard the map and take 2 cards from it. If there is only 1 card left in a chamber, that is all you receive. Players may check how many cards remain in each chamber at any time.