Game:	**THEBES**	**v1**
Pub:	**©2007 Queen Games**	
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For best results, print on card, laminate and trim to size.		

Setup

Each player takes a **time marker** and **time wheel**, a set of **excavation permissions**, and an **archaeologist**, in the color of his choice.

Put one value 1 **artifact token** from each excavation area on their excavation areas on the board, and the remaining tokens into their matching colored bags.

Remove the 10 **exhibition cards** from the deck, shuffle the remaining cards, draw 4 cards and place them face up on the board. Divide the remaining cards into 3 face down stacks. Shuffle the 5 small exhibition cards into the second stack, and the 5 large exhibition cards into the third stack (with 2 players, shuffle all exhibition cards into the second stack). Place the first stack on top of the second stack to form the **card supply**. Set the third stack aside.

For 2 or 4 players, place the **time markers** for all players on the start space. For 3 players, place them on space 16.

For 2 and 3 players, place the **year marker** on the 1901 space; for 4 players, on 1902.

Place the 5 **summary cards** next to the board, and all archaeologists on **Warsaw**.

The players choose a starting player who places his time marker on top of the time marker stack.

Game Round

The game is played over 3 years with 2 players, about 2½ years with 3 players, and 2 years with 4 players.

During the game, the player whose time marker is *last* on the track is the player who takes his turn. If several markers share the last space, the player whose marker is stacked on top takes his turn.

When a player's time marker lands on a space with other markers, he places his on top.

A player moves his archaeologist on the board from place to place and then *must* execute an action.

At the end of his turn, the player pays any costs in weeks he has incurred by moving his time marker.

Movement

Movement from one place to another along the dashed lines costs 1 week per place.

Several archaeologists may occupy the same place.

Actions

In Berlin, London, Moscow, Paris, Rome or Vienna: Take a researcher card

In Warsaw: Exchange the 4 cards displayed

In Greece, Egypt, Crete, Palestine or Mesopotamia: Execute an excavation

In Berlin, London, Moscow, Paris, Rome or Vienna: Execute an exhibition

Take a Researcher Card

The player chooses one of the face up **researcher cards** on the board, moves his archaeologist to the city indicated (paying the cost in time for the move if necessary), pays the cost in time indicated on the card, and places the card face up in front of him.

He then draws the top-most card from the supply and places it face up in the empty space on the board.

When an exhibition card is drawn, it is placed face up on exhibition space *a* on the board. If there are already cards there, they are shifted from space *a* to *b* to *c*. Cards on space *c* are discarded. After the card is placed a new one is drawn to fill the researcher card space.

When the card supply is exhausted, shuffle the discards together with the third stack to form a new supply. When this is exhausted shuffle the discards.

Exchange the 4 Cards Displayed

The player may, if in Warsaw, discard the 4 researcher cards on the board and replace them with 4 new cards drawn from the supply. Any exhibition cards drawn are handled as described above. **This costs 1 week of time.**

If a player takes a second turn immediately following, and chooses this action again, he pays 2 weeks. Further consecutive turns and the choice of this action costs an additional week each time.

Execute an Excavation

If the player has a valid **excavation permission** token and at least 1 point of **specialized knowledge** for an area, he may move there and execute the excavation action by drawing tiles from the bag corresponding to that area.

The number of tiles drawn depends on the amount of time the player chooses to spend and the amount of knowledge points he has for the area.

Knowledge Points

The amount of knowledge points a player can spend on an excavation is:

Special knowledge: technical books matching the area (by color), rumors and legends from the people in the area (by color), and assistants (number for each area).

General knowledge: from books (opened books count for all areas).

Each symbol (opened book, colored technical book, or note) gives 1 point of knowledge.

2 **assistants** count for 1 point of special knowledge, and 3 assistants count for 2 points.

Special knowledge for the area is counted first then general knowledge points are added. A player may not use more points of general knowledge than special knowledge. Extra general knowledge is not used.

The time wheel and excavating

Move the wheel to display the amount of **current total knowledge** (white number on blue background). If the total exceeds 12, choose 12.

The player then decides how many weeks (1-12) he wants to dig. The red number to the left of this is the number of tokens he blindly draws from the excavation bag (must be more than 0).

By using 2 **shovel** researcher cards, he may draw an extra token, and by using 3 cards, he may draw an extra 2 tokens. By *discarding* 1 shovel card, he may draw an extra token.

The player moves his time marker by the number of weeks he chose to dig.

After drawing tokens, any **debris** (blank) tokens are returned to the bag. Useful items are placed face up in front of the player.

The excavation permission token the player used is turned to the **X** side, and he may now only dig again in the area after his time marker has passed week 52 on the time track.

By *discarding* the **special excavation** card, he may excavate in the same area a second time in a year.

The first player to excavate in an area gets the value 1 token that was placed there during setup.

Execute an Exhibition

If the player wants to execute one of the **exhibition cards** on the board, he moves his archaeologist to the city shown on the card.

Each card shows how many artifacts from each area the player must have; the value is not considered. The player shows the other players he has the necessary artifacts and takes the exhibition card, places it face up in front of him, and pays the cost in weeks shown on the card.

Year End

When a player's time marker crosses space 52, a **new year** begins. He immediately turns all of his excavation permissions to the valid side.

When the last player's marker crosses space 52, he also moves the year marker to the next year.

Once players are in 1903, when a player's marker crosses space 52 he must end on space 1. He may use no more weeks. Once all players have reached the space, the game ends and scoring commences.

Scoring

Each player adds up his victory points:

– points on each artifact and exhibition

– points for the *total* number of congress cards

– 5 points for the most special knowledge (assistants, notes and general knowledge cards are not counted) in each area (if there is a tie, each scores 3 points)

The player with the most victory points is the winner.

THEBES

Actions

In Berlin, London, Moscow, Paris, Rome or Vienna:
Take a researcher card. Move to location and pay card cost.
Execute an exhibition. Move to location and pay card cost.

In Warsaw: Exchange the 4 cards displayed (costs 1 week).

In Greece, Eqypt, Crete, Palestine or Mesopotamia:
Execute an excavation. Valid permision and at least 1 specialized knowledge point required. Turn permission to X side.

Scoring

Each player adds up his VPs; the player with the most is the winner:

– points on each artifact and exhibition;
– points for the *total* number of congress cards;
– 5 points for the most special knowledge in each area (if there is a tie, each scores 3 points).

General Knowledge
Works for all sites.

A player may not use more points of general knowledge than special knowledge.

Special Knowledge
Works for specific site.

Earns VPs for player with the most special knowledge for each region at game end.

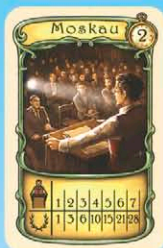### Special Knowledge
Works for specific site.

Discard after use.

Special Excavation
Valid excavation permission that works for any site.

Discard after use.

Congress
Earns player VPs based on number of cards held at game end.

Car
Travel time for turns of 3 or more weeks reduced by 1 week.

Zeppelin
Travel time for a turn to 0 weeks.

Discard after use.

Assistant
Give points of special knowledge for all sites:

2 assistants = 1 point
3 assistants = 2 points

If used alone, 1 point, but **discard after use**.

Shovel
Allows player to draw additional tokens:

2 shovels = 1 extra token
3 shovels = 2 extra token

If used alone, 1 token, but **discard after use**.

Small Exhibition
Requires 3 artifacts from 2 specific regions.

Large Exhibition
Requires 6 artifacts from 3 specific regions.

Artifact Distribution