



EXCAVATION EARTH

IT BELONGS IN
A MUSEUM

RULEBOOK



COMMON RULE ELEMENTS

The expansion contains 4 modules: 2 new races, mysterious artefacts, the galactic museum and pop-up markets. You can use them together or use the mysterious artefacts alone. One of the two new races can be used without any of the new modules, while the other requires the galactic museum module. These modules are compatible with all previous content.

As long as you are using any of this expansions' four modules, always apply the following rules:

SECURITY GUARDS RULE CHANGE

When playing with any modules of this expansion, you may **never** move, remove, or reassign a security guard from a completed column in your gallery. This overrides any rule stating otherwise.

RESEARCHERS

When an effect allows you to gain a researcher, take one of the wood-coloured cubes, and place them on your player board.

At the **end of the game** (before scoring for samples in your gallery), assign researchers to any empty space in your gallery, as if they were **security guards**. During scoring, they count towards end game column and row scoring.

Unlike crew cubes in your colour, researchers can never become traders, envoys, custodians, or tour guides.

BROKERS

When an effect allows you to gain a broker, select a buyer from the supply (thus potentially affecting the colour's popularity) and place it on your player board. You may only have **one broker of each colour at any given time**. If you would gain a wild broker, take a broker of any colour instead.

On your turn, you may send a broker to the mothership (do not displace other buyers from there) to either:

- Make a played action card of a different colour match the colour of the broker.
- Make a played action card of the same colour as the broker match every market icon.

Unused brokers are worth their colour's **popularity bonus** in credits at the end of the game.

PRETTY BOXES*: RULE CHANGE

If you sample a pretty box artefact, gain a **researcher** instead. Pretty boxes may **not** be offloaded at the black market. *Remember:*

- The Psychics may not take pretty boxes for free.
- Pretty boxes match every exhibition requirement on the museum board.
- If the Seekers send a pretty box straight to the museum board without sampling it, they do **not** gain a researcher.

* Pretty boxes is a promo set released together with the base game crowdfunding, and it is not required for the game.

MODULE 5: SEEKERS AND COMMANDERS

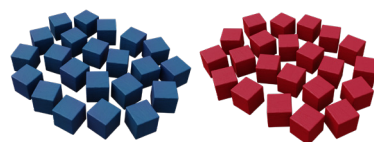
COMPONENTS



2 Faction Boards



6 Explorer Pawns



44 Crew Cubes



2 Turn Order Markers

SEEKERS TRIBES OF FEINMORT

The Seekers require Module 7 to be in play.

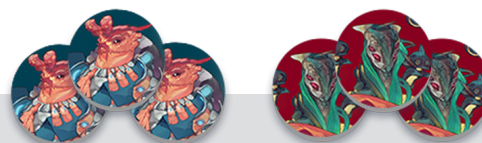
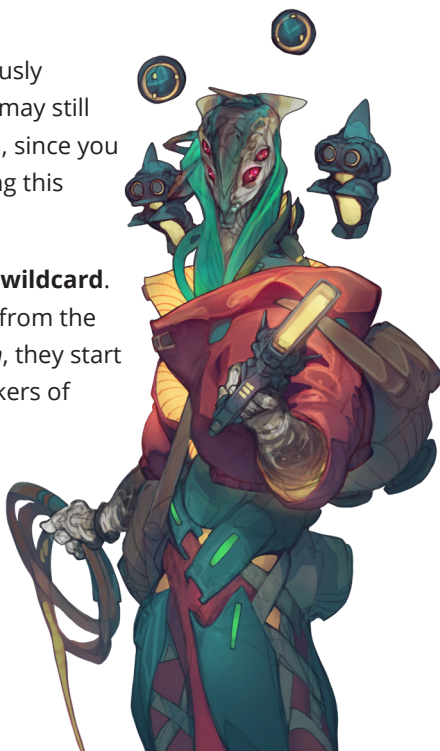
When you choose to acquire artefacts using the Smuggle action, you may choose to **not** sample one of the artefacts acquired, and immediately send it to the museum instead.

Restrictions and benefits of the Exhibit action apply to this placement.

If you acquire a previously sampled artefact, you may still send it to the museum, since you did not sample it during this turn.

The Seekers have no wildcard.

When using Module 1 from the *Second Wave expansion*, they start with two different brokers of their choice (chosen immediately before their first action, when placing the third explorer).



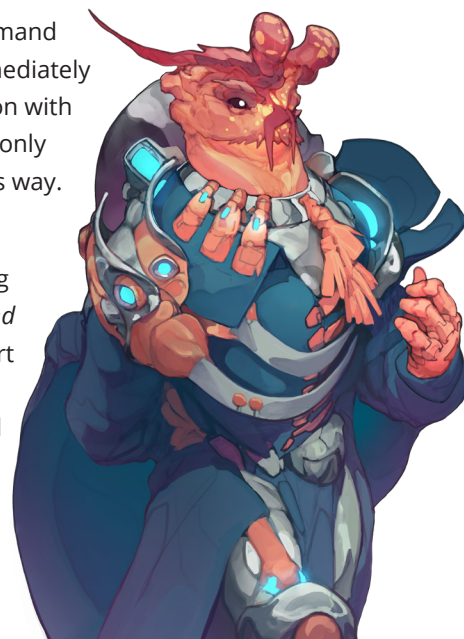
6 Achievement Tokens

The achievement tokens together with the 3 achievement cards in this expansion are meant to be used with module 3 of the Second Wave expansion. The cards can only be used in conjunction with module 7.

COMMANDERS ADMIRALTY OF MAZZ-UN

When you take the Command action you may also immediately resolve an Excavate action with the same card. You may only excavate **one** artifact this way.

The Commanders have no wildcard. When using Module 1 from the *Second Wave expansion*, they start the game with a random reverse engineering card instead.



MODULE 6: MYSTERIOUS ARTEFACTS

COMPONENTS



21 Reverse Engineering Cards



12 Researcher Cubes



10 Mysterious Artefacts



5 Map Overlay Cards





4 Command Cards



Map overlay card placement

SETUP

- In **step 1** of the base game setup, add the five **overlay tiles** to their matching positions on the main board.
- In **step 12**, mix the 10 **mysterious artefact tiles** in their respective piles.
- In **step 18**, shuffle the new command cards into the respective deck. (If you are playing without Module 7, do not shuffle in the ones showing a museum icon .)
- After **step 18**, shuffle the **reverse engineering cards**, and place them next to the command centre in a face-down deck. (If you are playing without Module 7, remove the cards showing a museum icon  first.)
- If a mysterious artefact is drawn during setup:
 - When placing on the map (**step 13**): Place it as normal on the matching dig site.
 - When creating the black market (**step 14**): Place it on the map instead (on the matching dig site). Do not draw a replacement.

CHANGES TO ACTIONS

Excavate - You cannot sample mysterious artefacts. However, **you have to assign a crew cube** to the tile itself to act as a **custodian**, to protect everyone from the artefact's potential dangers. If you have no crew cubes available, you may reassign security guards from your gallery, but you cannot reassign your traders from the market or your envoys from the command centre. If you cannot assign a crew cube to be the artefact's custodian, you may not excavate it. You cannot ever choose to reassign a custodian anywhere else.

When resolving a **Sell** action, you cannot sell mysterious artefacts. The possibilities of a mystery on the open market are too dangerous to even imagine.

Command - When you **place** an envoy, you *may* move a mysterious artefact from your cargo hold to the mothership to be analysed. If you do, immediately draw the top 2 reverse engineering cards. Choose one, and place it face-up next to your player board. Its ability is now active for you.
(continued on next page.)

Place the other one at the bottom of the reverse engineering deck. When you send the mysterious artefact to the mothership, return the custodian to your crew pool. You may use the returned custodian as the envoy for the **Command** action.

Smuggle - If you offload a mysterious artefact:

1. Gain 6 credits for each analysed mysterious artefact currently on the mothership (regardless of who sent it up, since their previous ownership is not tracked).
2. Remove the offloaded mysterious artefact from the game (do not place it in the black market) **along with its custodian**. The weapon smuggler offered them a better salary, so now you have one crew cube fewer.

You can never acquire a mysterious artefact from the black market. Analysed mysterious artefacts remain on the mothership for the rest of the game.

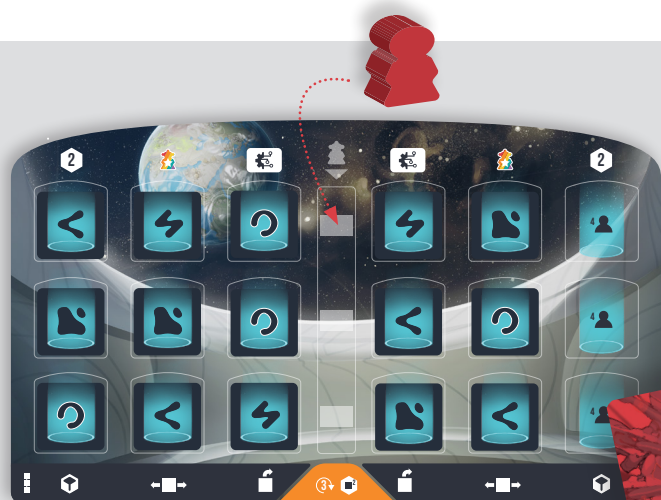
Survey - Mysterious artefacts must be immediately placed (on the map on the matching dig site). Draw a replacement. You may not choose to shuffle it back, nor purchase it.

CHANGES IN PREPARATION PHASE

If a mysterious artefact is drawn when resolving a **Surveyor Forecast (step 3)**, always place it on the map, even if drawn third. Do not draw a replacement.

END OF THE GAME

Gain credits equal to the values shown on all your reverse engineering cards.



3 player museum board setup example



MODULE 7: GALACTIC MUSEUM

This requires module 6 to be in play.

COMPONENTS



SETUP

- In **step 18**, shuffle the new command cards and the reverse engineering cards showing a  into their respective decks. If you are also playing with module 3 shuffle the 3 achievement cards showing a  into the achievement card deck.
- After **step 19** of the base game setup, perform the following:
 - Place the museum board next to the mothership board.
 - Randomly place exhibition tiles on each space of the museum board, except any space with a higher player count listed, as explained below:

PLAYERS	EACH SYMBOL	+5/+7	TOTAL
2P	3	0	12
3P	4	0	15
	-1 random tile		
4P	4	2	18

- Take a buyer pawn from supply matching the top visible card in the buyer card discard pile, and place it on the topmost space of the museum board. Then flip the top card from the buyer card deck, and place a matching buyer pawn from supply on the middle space below the other buyer. *Buyers on the museum board are known as **curators**.*

NEW ACTION: EXHIBIT

In order to Exhibit, you must discard an action card from your hand. Then do one or both of these options:

- Send an **artefact** from your cargo hold or hidden hold to the museum board. This artefact's colour **must match** the **colour** of the card played.
- Send an **artefact** from your cargo hold or hidden hold to the museum board. This artefact's colour **must be different** from the **colour** of the card played.

Then perform the following **mandatory** step:

- Flip the top card of the buyer deck, and place a curator from supply on the back of the museum queue. Move the rest of the curators one space forward.
 - If the card reveals a wild buyer, place a curator of your choice, but not a wild one. Wild buyers never enter the museum as curators.
 - If the buyer deck empties, reshuffle the discard pile.
 - Whenever a curator is ejected from the museum queue, they are returned to the supply. Curators on the museum board affect popularity levels as usual.

Each exhibition tile either shows an **artefact icon**, or an **artefact value (5+ or 7+)** as a restriction. For each artefact sent to the museum, select an empty exhibition tile where it matches the icon restriction and place it there. An artefact meets the icon restriction if it shows the same icon as the exhibition tile, and meets the value restriction if its value is equal or higher than the value shown on the exhibition tile. Pretty boxes meet **every** restriction. Mysterious artefacts and junk artefacts cannot be sent to the museum.

Whenever you send an artefact to the Museum you also **have to assign one of your crew cubes onto it as a tour guide**. If you have no crew cubes available, you may reassign security guards from your gallery, but you cannot reassign your traders from the market, your envoys from the command centre, or tour guides from elsewhere in the museum. If you cannot assign a crew cube to be a tour guide, you may not send artefacts to the museum.

If an artefact sent to the museum also matches the **colour of the curator** currently present in its row (if any), you immediately receive the bonus shown on the top of its column:

- The **outermost columns** give you 2 credits.
- The **middle columns** give you a broker of any colour.

- The **innermost columns** allow you to draw the top 2 cards of the reverse engineering deck, pick one to put into play, and place the other one on the bottom of the deck.

Matching the curator's colour is only relevant when you place the artefact in the museum, and this is evaluated before the new curator is placed and the others are moved forward.

If you placed an artefact on the last empty exhibition tile of a column, each player with a tour guide in that column immediately receives the benefit shown at the bottom of the column. If a player has more than one tour guide in the completed column, they receive the reward for each of their tour guides.

- The **outermost columns** give you a researcher (which you will place in your gallery at the end of the game).
- The **middle columns** allow you to *optionally* move one of your envoys (from a command centre), or one of your traders (from a market), or one of your observers (from the observation barge if you are playing with Module 4 from the *Second Wave* expansion) to any market or command centre (or the observation barge). You may move a trader to become an envoy or vice versa this way.
- The **innermost columns** allow you to *optionally* retrieve one of your envoys from any command centre, or one of your traders from any market (or one of your observers from the observation barge if you are playing with Module 4 from the *Second Wave* expansion).

Spaces without exhibition tiles (in 2 and 3 player games) do not count as empty tiles, thus filling the rest triggers this bonus.

CHANGE IN PREPARATION PHASE

There are no changes in the Preparation Phase. The museum queue is **not** reset or modified at this time.

END OF THE GAME

At the end of the game, players earn credits for their tour guides. Each player scores **1/4/9/16/25/36/49/64/...** credits for having 1/2/3/4/5/6/7/8... tour guides on the museum board.

MODULE 8: POP-UP MARKET

This requires module 6 to be in play. Not supported for Solo.

COMPONENTS



10 pop-up market cards

Pop-up markets allow players to take advantage of roaming traders across Earth. These alien traders have either cheap artefacts to sell, or are looking for very specific artefacts to buy.

Pop-up markets are placed on the board either after Sell actions or during Preparation phases. Whenever you place a pop-up market on the board, place it **next to the dig site indicated on the card**. The pop-up market counts as part of this dig site. An explorer which is on a specific dig site can perform the pop-up market action along with any other action associated with that dig site.

CHANGES TO ACTIONS

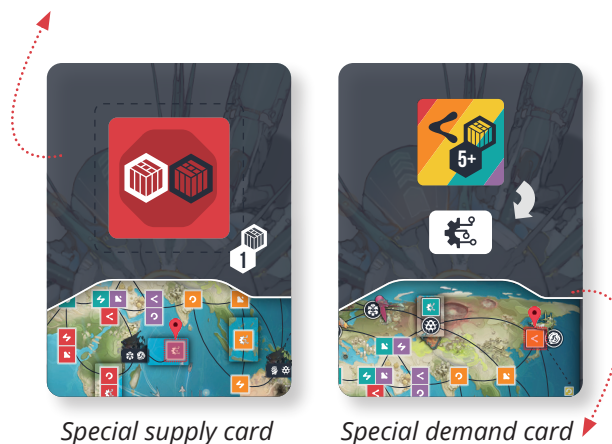
Whenever you take **any action except travel or pass**, as long as you have an explorer on a pop-up market, you may activate the pop-up market in addition to your regular action.

Changes to Sell

Whenever anyone sells any number of artefacts, place one pop-up market on the board. Place it next to the dig site indicated on the card. Do not cover the dig site.

TYPES OF POP-UP MARKETS

Special supply: Whenever a special supply pop-up market is placed on the board, place an artefact of the matching colour on top of it. If it's a special artefact tile (junk tiles, pretty boxes, or mysterious artefacts), shuffle it back into its pile and draw a new artefact instead. As long as you have an explorer present, you may buy the special supply artefact for 1 credit instead of its normal price. Remove the pop-up market from the game, when the tile is bought.



Special supply card

Special demand card

Special demand: As long as you have an explorer present on a special offload pop-up market, if you have an artefact that matches the requirements of the special demand card, you can remove that artefact from the game and gain the reward listed on the special offload pop-up market. Remove the pop-up market from the game once the demand is fulfilled. *In the example above right you would need to discard an artifact of the same symbol, of any colour and with a value of 5 or more to gain a reverse engineering card.*

CHANGES IN PREPARATION PHASE

During round 2 and round 3 Preparation, place one pop-up market on the board. Place it next to the dig site indicated on the card. Do not cover the dig site.

SOLO RULES CHANGES

COMMON RULE ELEMENTS

These rule changes can be used when playing just the base game too.

ZU SETUP CHANGE

Instead of giving Zu two full sets of player cubes, give it all of **one set's cubes +2 cubes** from a second colour (for a total of 24 cubes). It may gain more cubes of the second colour in Module 7, so keep them nearby.

ZU CORE RULE CHANGE

Zu can now potentially run out of cubes to place. If Zu ever runs out of cubes and needs to place one:

- **Excavate:** It still excavates, but doesn't sample the excavated artefact; **Module 6:** it ignores mysterious artefacts when choosing what to excavate
- **Command - Exhibit: Module 7:** If Zu has just 1 cube left, it doesn't place a trader; if it has no cubes left, Zu recalls an envoy (see below) if it can. Otherwise it takes a failed action;
- **Market / Survey / Snipe:** If Zu would place a trader, it takes a failed action instead.
- **Smuggle:** if Zu would acquire, it offloads instead.

ZU COMMAND ACTION RULE CHANGE

In rounds 2 and 3, when taking a Command action, if Zu already has majority control of the area it wants to put an envoy into, it instead recalls an envoy from that area and gains 5 credits (instead of taking the command region's ability).

In round 3, when taking a Command action, Zu will not place a trader into a market with no buyers left in its queue (it will *only* place or recall an envoy).

MODULE 5: SEEKERS & COMMANDERS

No changes required for playing these characters against Zu.

MODULE 6: MYSTERIOUS ARTEFACTS

Excavate - Zu prioritises excavating mysterious artefacts over regular artefacts.

Sell - Zu cannot sell mysterious artefacts, as per the core rules.

Command - When Zu places an envoy (rather than recalls one), *and* has at least one mysterious artefact in its hold:

- If there are already 4 mysterious artefacts (from any player) in the mothership, Zu offloads its mysterious artefact instead (as if it took a Smuggle offload action - see below).
- Otherwise, Zu sends its artefact to the mothership to be analysed, discards the top card from the reverse engineering deck, and gains 20 credits.

If Zu has multiple mysterious artefacts in its hold, it picks a random one to send/offload.

Smuggle - When offloading to the black market, if Zu has at least one mysterious artefact in its hold, and there is at least one mysterious artefact in the Mothership, it offloads it (instead of offloading a regular artefact), following the usual rules for offloading a mysterious artefact (including earning 6 credits per mysterious artefact currently in the mothership).

MODULE 7: GALACTIC MUSEUM

Extra Components



3x Exhibit / Command Zu action cards

Setup Changes

Before setting up Zu's round decks, remove 3 of its Command action cards at random, and replace them with the new Exhibit/Command cards.

When setting up each of Zu's round decks, treat the Exhibit/Command cards as Command cards (shuffle the Command and Exhibit/Command cards together and deal out into the round decks as required).

Exhibit/Command Card

If Zu plays a Exhibit/Command card:

- If it has at least one artefact it could legally send to the museum board, it takes an Exhibit action (see below).
- Else it takes a Command action, placing an envoy in an area which would cause the biggest influence swing. If it can't place an envoy, it recalls from the area if it can. Otherwise it takes a failed action.

Exhibit Action

If Zu chooses to send artefacts to the museum board, it will try sending two if possible, otherwise, it will send one. It sends its first artefact by legally matching the colour of the curator in the following priority, if able:

- it picks the artefact of the lowest-popularity.
- it picks an artefact of the colour it has fewer of.
- it picks the cheapest artefact.
- it picks randomly.

Its second artefact must be a different colour from the first using the same priorities.

If it cannot legally place an artefact that matches a curator or there are multiple curator colour matches possible, it places artefacts based on the following priority:

- a column in which it has tour guides already
- a column with *any* tour guides
- the outermost column
- the column with the highest possible row to place in
- choose randomly.

Zu then places a tour guide on the artefact(s) placed in the museum.

If Zu matched the colour of the curator in the row it placed the artefact in, it gains the following bonus:

- **Inner Columns:** Discards top card of the reverse engineering deck, and gains 20 credits.
- **Middle Columns:** Gains an extra cube from the 2nd cube colour it's using, instead of a broker.
- **Outer Columns:** Zu gains 2 credits.

If a museum column completes, Zu gains the following bonus for each of its tour guides in that column:

- **Inner columns:** If it is winning in any command areas, it recalls an envoy from whichever area it is winning the most in (choose randomly if it is equally winning in multiple ones).
- **Middle columns:** If it is losing in any command areas, it places an envoy in the command centre it is losing the most in (choose randomly if it is losing equally in multiple ones).
- **Outer columns:** Gains an extra cube from the 2nd cube colour it's using, instead of a researcher.

Zu then inserts a curator in the museum queue, according to the usual rules.

END OF GAME

Before scoring its gallery, Zu places any unused cubes into the gallery as security guards (the same as a player would do with researchers), in positions that optimise its score.

Zu scores the museum board as per the multiplayer rules.

CREDITS

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