

THE ROYAL SOCIETY OF ARCHEOLOGY



You are part of the very exclusive circle of long-haul adventurers exploring the oceans and continents at the dawn of the twentieth century. At the head of an archeology society, you send your explorers to the four corners of London and the planet to organize excavation campaigns and thus acquire prestige and science.



A bit of history?

All the sites featured in The Royal Society of Archeology are steeped in history. Learn more about them using the digital booklet available via the QR code or this link:

https://www.atalia-jeux.com/extra_prestashop/royal_society/livret_historique.html



Game Principle

Each player manages a team of 3 explorers that they will deploy in London or send on an expedition, based on their expertise. In London, explorers prepare their expeditions by studying civilizations at the University and by scouring The City district in search of funding to depart. Upon their return from an expedition, they deepen their knowledge, exhibit relics in the Grand Gallery of the Royal Museum and gain the recognition of their peers from the Royal Society of Archeology. But they must not forget to meet the requirements set by King George V, a great archeology enthusiast and an ardent promoter of England's influence in this field.

Objective

Players have between 4 and 5 years (depending on the number of players) to develop their archeological society and gain Prestige and Scientific knowledge. To achieve this, they must organize expeditions requiring expertise, knowledge and funding, which will allow them to achieve personal objectives and objectives common to all players. At the end of the game, only each player's lowest score between Prestige and Science is considered to determine the winner.



Material

- 1 1 London board (double-sided)
- 2 1 Year marker
- 3 3x4 Royal Society tiles (A, B, C)
- 4 2x10 Bloomsbury tiles (10 Prestige, 25 Prestige)
- 5 2x4 Royal Requirement tiles (period 1, period 2)
- 6 12 Collection tiles (double-sided) (4 tiles x 3 sizes)
- 7 60 Relic tokens (15 per region) + 4 Region bags
- 8 48 Expedition cards
- 9 16 Patron cards
- 10 12 Society cards
- 11 16 Study cards
- 12 96 £ tokens (56x1, 24x5, 16x10)
- 4 Society kits in 4 colors:
 - 13 1 Society board
 - 14 3 Explorer pawns
 - 15 3 Expertise cubes
 - 16 15 Society discs
 - 17 3 Society markers (turn order x1 and score tracks x2)
- 18 1 Rulebook
- 19 1 Player aid (double-sided)
- 20 9 Automa cards (solo and 2-player mode)



Game Setup

- 1 Place the London board in the center of the table, on the side corresponding to the number of players (*indicated at the top left of the board*).
- 2 Form a supply with the £ tokens next to the board.
- 3 Sort the Relic tokens by region (*color*) and place them in their respective bags. Shake the bags and place them next to the London board.
- 4 Randomly place three Collection tiles of 3 relics, two of 5 relics and one of 7 relics on the corresponding spaces of the Grand Gallery.
- 5 Place the Year marker on space I of the Calendar track.
- 6 Randomly draw one Royal Requirement tile from period 1 and place it **FACE UP** on space 1 of the Calendar track. Do the same with a period 2 tile on space 2.
- 7 Randomly draw 1 A tile and place it **FACE UP** on the corresponding space of the Royal Society. Do the same with B and C tiles.
- 8 On Bloomsbury, form a **FACE DOWN** draw pile of **NUMBER OF PLAYERS +1** [10] Prestige tiles (*e.g., 5 tiles for a 4-player game*). Do the same with the [25] Prestige tiles.
- 9 Shuffle the Patron cards, then form a deck and place it, honored side visible, on the The City location space.
- 10 Shuffle the Expedition cards, then form a deck on the left space of the Program. Reveal the top six cards and place them on spaces 1 through 6.
- 11 Shuffle the Society cards and the Study cards separately, then form two separate decks and place them next to the London board.

Return any unused components to the game box.



For your first games, we recommend a simplified setup. (see p.19)

Player Setup

For each player:

- A** Choose a color and take the corresponding material: **1 Society board**, **15 Society discs**, **3 Explorer pawns**, **3 Expertise cubes** and **3 Society markers**.
- B** Place one **Society disc** on **space 4** of the **Reputation track**.
- C** Place one **Society marker** on each 0 space of the **PRESTIGE** and **SCIENCE** tracks around the London board.
- D** Place one **Society disc** in front of each line of the **Knowledge track**.
- E** Draw **2 Study cards**, **2 Society cards** and **4 Expedition cards**.

Based on these cards:

- Choose the side of your **Society board**.
- Using the Expertise cubes, assign **1 EXPERTISE** to one of your explorers, **2 EXPERTISE** to another and **3 EXPERTISE** to the last one.
- Keep **2 Expedition cards**. Discard the 2 remaining ones face up on the right space of the **Program**.
- Keep **1 Society card** from the 2 received. Gain the starting benefits indicated at the bottom of the card. Then slide the card into the slot at the top of your Society board, leaving your special ability visible (see *Description of Society cards* p. 16-17).

- F** Place the **2 Study cards** face down next to your **Society board** (see *Description of Study cards* p.16).

- G** Place your **Explorer pawns** on their respective portraits on your **Society board**.

Start of the Game

- H** Randomly determine a player. They place a **Society marker** on a free space of the **Turn Order track** and immediately gains the indicated bonus. (see A.1 *Defining the turn order* p.8).

Following clockwise order, the other players do the same.

The turn order for the first year is now set; the game can begin.



Concepts

EXPLORER

Each player manages 3 explorers who allow them to perform actions each turn. Each explorer is characterized by:

1. a portrait,
2. a permanent skill, which facilitates the organization of certain expeditions,
3. their **EXPERTISE**, which determines the power of their actions and their ability to go on expeditions.

See *Description of explorer skills p.11.*



EXPERTISE



An explorer's **EXPERTISE**, defined during setup, can increase during the game in two ways.

If gained, **EXPERTISE** is permanently increased by one level on the Society board.

To enhance an action, a player can spend **REPUTATION** to temporarily increase, for the duration of the action, an explorer's **EXPERTISE**.

An explorer's **EXPERTISE** can never exceed 6, even with a temporary increase.

Furthermore, an explorer's **EXPERTISE** cannot be temporarily increased beyond the threshold required by the action.

The higher an explorer's **EXPERTISE**, the more actions they have access to or the more powerful their actions' effects are.

The lower an explorer's **EXPERTISE**, the more chances they have to learn from their peers in Location.

See *Locations and location rewards opposite.*

An explorer can always perform an action requiring lower **EXPERTISE**.

REPUTATION



During the game, players will gain or lose **REPUTATION**, depending on the actions they perform. Tracked on the eponymous track, it has multiple uses.

REPUTATION is used to determine the turn order at the beginning of each year. It also determines whether a player has access to *The City* and *Royal Museum* locations.

REPUTATION can be spent to enhance an explorer's action, satisfy missing prerequisites for going on an expedition, reserve an expedition or sell a relic.

(see p.10 to 12)

GAINING REPUTATION

- During their turn, a player can exchange 1 Society disc for 2 **REPUTATION** (see the *Gain Reputation* action p. 12).
- Honoring a patron (see p. 12) and various other bonuses obtained during the game also allow gaining **REPUTATION**.

LOCATIONS AND LOCATION REWARDS

Explorer placement follows the same principles in each of the 4 **London** locations.

There is no limit to the number of explorers that can be placed in the same location. Several explorers from the same player can be placed there.

The City and *Royal Museum* locations require the player to have a **REPUTATION** greater than 4 or 6 respectively to place an explorer there. **REPUTATION** is checked before activating an explorer (and any temporary increase of their *Expertise*).

LEARNING FROM PEERS



If a player places an explorer in a **Location** with **EXPERTISE** strictly lower than that of an explorer already present (even one of their own), they immediately gain the location reward (left bonus).

The player(s) owning the explorer with the highest **EXPERTISE** in the location gain(s) 1 **REPUTATION** OR 2 **PRESTIGE** (right bonus), depending on the location.

EXPEDITION CARDS

Expeditions are at the heart of the game! They allow you to increase your explorers' **EXPERTISE**, acquire relics and gain **PRESTIGE** and **SCIENCE**.

Expedition cards represent the different expeditions you can organize during the game in the four regions, each identified by a different color.

The top left corner indicates the prerequisites you must meet to go on an expedition:

- 1 The minimum **EXPERTISE** the explorer you send on the expedition must have, the minimum **KNOWLEDGE** level you must have in the expedition region (tracked on the *Knowledge track*) and the **COST** to spend to launch the expedition.
- 2 On some cards, an additional condition is required to depart (having already organized an expedition of a particular type or in a given region).

The bottom section presents:

- 3 The **EXPERTISE** icon (which reminds you that upon returning from an expedition, the sent explorer gains expertise).
- 4 The symbol of the expedition region and the name of the explored site.
- 5 The type of expedition (Excavation, Exploration, Anthropology, Cartography) and any specificity of the site (linked to a Myth or listed as a Wonder of the ancient or modern world).
- 6 The icons in the lower part indicate the gains you immediately obtain by playing this expedition.



EXPEDITION PROGRAM

The Royal Museum has just published its excavation program, setting priorities.



The top of the London board offers 6 permanently accessible **Expedition** cards, hereafter called the **Program**.

The 4 left positions require spending **REPUTATION** if you wish to play them (see *Organize an Expedition action p.11*) or reserve them (see *Reserve an Expedition action p.12*).

REMINDER: you can spend a Society disc at any time to increase your Reputation and thus access coveted cards (see *Gain Reputation action p.12*).

As soon as you take a card from the **Program**, slide the Expedition cards to the right, without changing their order, then fill the vacant space on the left with a new card drawn from the top of the Expedition card deck.

If the **Expedition card deck** is empty, shuffle the discard pile to reform the deck and place it face down on the designated space to the left of the **Program**.

RELICS

Relics acquired on expeditions are the second core element of the game. They allow you to deepen your knowledge at the *University of London*, earn money in *The City* or gain **KNOWLEDGE**, **PRESTIGE** and other benefits at the *Royal Museum*.

Each expedition region bag (*Africa, Mediterranean, Asia and South America*) contains 15 Relic tokens.

There are 4 types of Relic tokens: **musical instruments, pottery, scrolls and jewelry**.

The distribution of each type varies by expedition region: it is easier to find a scroll in Asia, the cradle of humanity, than in South America, fond of jewelry and other ornaments.

	x6	x4	x3	x2

DISCARD: Whenever you must discard a Relic token, place it face up next to the bag of its original region. If the bag is empty, place all discarded tokens into the bag to replenish the supply.

PRESTIGE AND SCIENCE

Throughout the game, you will progress on 2 tracks present around the London board to track:

PRESTIGE, which represents the public image of your archeological society. You progress on it notably through the expeditions you organize and the relics you exhibit in the *Grand Gallery*.

SCIENCE, which values your level of scientific knowledge, acquired through study and observation. This will essentially evolve thanks to presentations made to your peers at the *Royal Society of Archeology* and your Study cards.



During the final scoring, only your least advanced marker on the 2 tracks will be considered. (see *End of Game and Scoring p.9*)

ACTIONS

2 types of actions can be performed during a game:

- **Location actions**, triggered by placing an explorer in a location,
- **Optional actions**, activated by gains, bonuses or by the player themselves.

All actions have prerequisites. These can be:

- **MINIMUM EXPERTISE** that the activated explorer must have.
- **MINIMUM REPUTATION** that the player must possess.
- An element to discard (Relic token, £ token, Society disc, ...).

If you do not meet the prerequisites of an action, you cannot perform it.

An optional action, triggered by the player, can be performed at any time during their turn, even during the resolution of a Location action.

An optional action, activated by a gain or a bonus, is never mandatory.



SOCIETY DISCS

Society discs are used to validate your positions in the *Grand Gallery* and at the *Royal Society*. They also remind you of unmet Royal Requirements.

Once the setup is complete, you only have 10 **Society discs** for the duration of the game.

If you have no more discs in your reserve, you can no longer exhibit relics in the *Grand Gallery* or claim an objective at the *Royal Society*.

Game Flow

A game of The Royal Society of Archeology takes place over a total of

4 years (with 4 players)

OR

5 years (with 2-3 players).



Each of these years is divided into 2 phases:

A. Upkeep

B. Activation of explorers

+ Royal Requirements in years 2 and 4 for 4 players, 3 and 5 for 2-3 players.

Phase A. UPKEEP

At the beginning of each year (except the first), perform the following operations:

A.1 DEFINE TURN ORDER



Set aside all Society markers on the Turn Order track to the left of the track. Then, starting with the player with the highest **REPUTATION** and following descending order, place your Society marker on a free **King's Favor** space.

Immediately gain the indicated favor.



Gain **3 PRESTIGE**.



Perform the **Reserve an Expedition** action. (see p.12)



Gain **£5**.



Gain **1 KNOWLEDGE** in the region of your choice.



Gain **2 REPUTATION**.



Take **1 relic** of your choice from the Region bag of your choice.

NOTE: If 2 players have the same Reputation, the player whose pawn is on top chooses first.

The leftmost player on the Turn Order track becomes the first player for this year.

A.2 GATHER EXPLORERS

Retrieve all your Explorer pawns and place them on the corresponding portraits on your Society board.

A.3 ANNOUNCE NEW EXPEDITIONS

Discard the **Expedition** cards from spaces 1 and 2 by placing them in the **Discard** space to the right of the **Program**. Shift the remaining cards two spaces to the right, then draw two new cards to replenish the two left spaces.

NOTE: If the draw pile becomes empty, shuffle the discard cards to reform the Expedition card deck.


Phase B. ACTIVATION OF EXPLORERS

SUPPORT AN EXPLORER: you can temporarily increase an explorer's **EXPERTISE** by spending **REPUTATION**. An explorer's **EXPERTISE** can never exceed 6.



Each year, players take turns, following the order defined on the Turn Order track, until they have activated all their explorers.

On your turn, perform the following operations:

- **Choose an explorer** from your Society board.
- **Place them in a Location** in the numbered section corresponding to their **EXPERTISE** (temporarily increased or not).
-  **Distribute Location bonuses** if there is already a more experienced explorer present than yours (see *Learning from Peers* p.6).
- Perform one **Location action** (and only one).
- **Apply the special ability of your Society** and/or any **Bloomsbury** tile if applicable.
- Check that you do not have more than 3 cards in hand (see *Hand Limit* p. 12).

At any time during your turn, you can also:

- **Gain REPUTATION**. (see p.12)
- **Honor a patron** by discarding the requested relic. (see p.12)

End of the year

When players have activated all their explorers, the year ends.



Depending on the year, check if you meet the **Royal Requirement**. See opposite.

Advance the Year marker one space and begin a new year.

ROYAL REQUIREMENTS

At the end of certain years (*depending on the number of players*), you must have achieved the objective set by King George V, indicated on the Royal Requirement tile.

(see Description of Royal Requirement tiles p.14)

If you have not succeeded (*voluntarily or not*), suffer the indicated penalty.




Also place one of your Society discs on the relevant Royal Requirement tile.

If you have no more in reserve, you must retrieve one from the **Grand Gallery**. If you don't have any in the Grand Gallery either, use a discarded disc but immediately lose **15 PRESTIGE**.

End of Game and Scoring

The game ends at the conclusion of the 4th or 5th year depending on the number of players. Then proceed to the final scoring.

Each player modifies their **PRESTIGE** and **SCIENCE** as follows:

- GRAND GALLERY**
 For each **complete** collection, the player with the most Society discs there gains **12 PRESTIGE**.
 For each **incomplete** collection, the player with the most Society discs there gains **6 PRESTIGE**.
 In both cases, in case of a tie, players share the **PRESTIGE** equally (*rounding down*).
- STUDY CARDS**
 Gain the indicated **SCIENCE** based on the number of objectives achieved (*voir p.16*).
- Bloomsbury Tiles**
 Gain the **SCIENCE** and **PRESTIGE** from your tiles  (see p.15).
- PATRON CARDS**
 Lose the **PRESTIGE** indicated on each unhonored Patron card.

Each player moves their Society marker from the **SCIENCE** track to the adjacent space on the **PRESTIGE** track. Their least advanced Society marker indicates their final score.

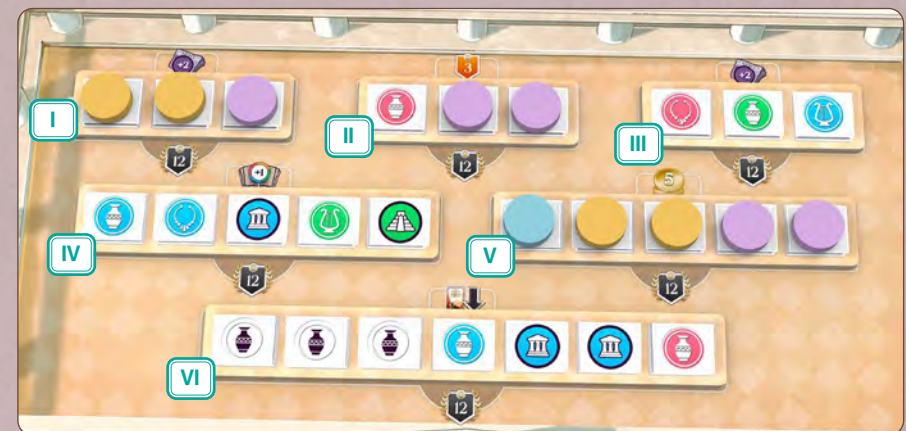
The player with the highest final score is declared the winner.

In case of a tie, the player among the tied players whose 2nd disc is the most advanced wins. In case of a new tie, Reputation breaks the tie.

EXAMPLE OF FINAL SCORING

At the end of the 5th year, the purple player reached scores of **49 PRESTIGE** and **10 SCIENCE**.

The situation in the *Grand Gallery* is this:



Thanks to their exhibited relics, they gain **6 PRESTIGE** for collection II (*incomplete*) and **6 PRESTIGE** for collection V (*complete*), for a score of **61 PRESTIGE**.



They lose **5 PRESTIGE** due to an unhonored patron. Their score decreases to **56 PRESTIGE**.



They achieved 2 out of 3 objectives on their Study card and thus gain **2 SCIENCE**.

They finish with a score of **56 PRESTIGE** and **12 SCIENCE** (**12 SCIENCE** equals **60 PRESTIGE** on the track).

Their final score is therefore **56**.



The 4 Location Actions



Spend hours on the University benches to perfect your knowledge of the different regions of the globe.

Location Bonus:
+1 KNOWLEDGE

Location Bonus:
+1 REPUTATION

STUDY IN THE UNIVERSITY

- If your explorer has an EXPERTISE of 1 or 2,** gain **1 KNOWLEDGE** in the expedition region of your choice.
- OR**
- If your explorer has an EXPERTISE of 3 or more,** gain **2 KNOWLEDGE** to distribute in one or two expedition regions of your choice.

DEEPEN KNOWLEDGE

- If your explorer has an EXPERTISE of 4 or more,** discard 1 Relic token from a region to gain **3 KNOWLEDGE** in that region.

KNOWLEDGE TRACK

Going on an expedition requires a minimum **KNOWLEDGE** level in the explored region. You can acquire **KNOWLEDGE** by

going to the university, going on expeditions or through various bonuses. The **KNOWLEDGE** track allows you to follow your score in each of the expedition regions (**Mediterranean, Africa, Asia, South America**).



KNOWLEDGE BONUSES

Each time you reach or exceed a score of **5** in a region, gain **1 SCIENCE**.

Each time you reach or exceed a score of **8** in a region, gain either **1 SCIENCE** OR **5 PRESTIGE**.

Each time you reach a score of **12**, gain **2 SCIENCE**.

If you already have a score of **12**, gain **1 PRESTIGE** for each point you would have gained beyond **12**.



Contribute to the splendor and wealth of the Royal Museum.

Location Bonus:
+1 REPUTATION

Location Bonus:
+2 PRESTIGE

The museum administrator is looking for relics, represented on the Collection tiles placed at the start of the game. Collections can contain:

- relics of a specific type and region, e.g., *Mediterranean pottery*.
- relics of a specific type, regardless of the region of origin, e.g., *a scroll*.
- relics from a specific region, regardless of its type, e.g., *a relic from Asia*.

EXHIBIT A RELIC

- You must have a **REPUTATION** of **6** or more before activating an explorer (and possibly supporting them).

2 4 6

1/2/3

If your explorer has an EXPERTISE of 2 or 3, you can discard 1 Relic token.

If your explorer has an EXPERTISE of 4 or 5, you can discard 2 Relic tokens.

If your explorer has an EXPERTISE of 6, you can discard 3 Relic tokens.

For each discarded relic, place **1 Society disc** in the *Grand Gallery* on a corresponding free space of the collection of your choice.

Gain the reward described at the top of the supplied collection(s).

NOTE: If on your turn, you place 2 or 3 relics in the same collection, you only benefit from the reward once.

STUDY A RELIC

- You must have a **REPUTATION** of **6** or more before activating an explorer (and possibly supporting them).

1-4

1 SCIENCE.

If your explorer has an EXPERTISE of 1 to 4, discard 1 Relic token to gain **1 SCIENCE**.

5-6

2 SCIENCE.

If your explorer has an EXPERTISE of 5 to 6, discard 2 Relic token to gain **2 SCIENCE**.



Scour the business district in search of patrons ready to finance your expeditions.

Location Bonus:
+£3

Location Bonus:
+2 PRESTIGE

MEET A PATRON

You must have a Reputation of 4 or more before activating an explorer (and possibly supporting them).

Draw 2 Patron cards, choose one and place it unhonored side up in front of you.

Gain between **£3** and **£5** per **EXPERTISE** level of your explorer. The Patron card that is not kept is placed under the Patron card deck.

PATRON CARDS

Patron cards are one of the ways to finance expeditions.

At the end of the game, if **unhonored** a patron makes you lose **PRESTIGE**.

To **honor a patron**, you must discard 1 relic.

(see the Honor a patron action p.12)



SELL A RELIC

You must have a Reputation of 4 or more before activating an explorer (and possibly supporting them).

Lose 1 REPUTATION and discard 1 Relic token to gain £15.

-- A bit of history --

This game is rooted in history and addresses a sensitive subject: the theft of cultural heritage. At the beginning of the 20th century, theft and study unfortunately often went hand in hand and many relics ended up in national museums or private collections. Modern archeology has changed behaviors and opened an era of unprecedented discoveries.

This game is not intended to glorify the practices used at the time but rather to pay tribute to all those archeologists who helped illuminate our past.



Join the ship you chartered and set sail for a new expedition.

Location Bonus:
Reserve an Expedition

Location Bonus:
+1 REPUTATION

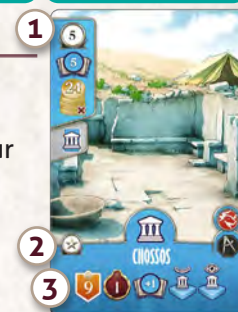


ORGANIZE AN EXPEDITION

(See resolution example p.19)

Take an Expedition card from the Program or from your hand and place it next to your Society board.

If you take it from the Program, spend the **REPUTATION** indicated under the space from which the Expedition card was taken.



PREREQUISITES

1 Verify that you meet the prerequisites (see Expedition Cards p.6) and pay the indicated **Cost**.

PLAY YOUR REPUTATION

When you go on an expedition, you can spend **2 REPUTATION** to reduce the cost of the expedition by **£3** or decrease the **KNOWLEDGE** required by the expedition by **1**.

You can thus spend **4 REPUTATION** to compensate for each prerequisite **once**.



EXPLORER SKILLS

Your explorers each have a skill, mentioned on the right of your Society board. You can use it when you send an explorer on an expedition, regardless of their **EXPERTISE**.

They can be of 2 types:



LOGISTICS: this explorer reduces the cost of the expedition by **£3** when you send them on an expedition.



EXPERTISE: this explorer brings you **+2 KNOWLEDGE** when you send them on an expedition in the indicated region.



GAINS

2 Add **1 EXPERTISE** to your explorer on expedition, then gain the indicated benefits **3**. (see the example p.19)

NOTE: Your society's special ability can influence the cost or gains of an expedition, don't forget it!

If you took the Expedition card from the Program, shift the cards to the left of the empty space to the right and reveal a new card on space 6.

Optional actions

PRESENT DISCOVERIES TO THE ROYAL SOCIETY



Sit on the illustrious benches of the Royal Society to present your discoveries to the greatest scientists of the United Kingdom.

Trigger: **achieving the objective of one of the Royal Society tiles.**

Directly score the **SCIENCE** or **PRESTIGE** indicated under the validated objective:

- If you are the first, place a Society disc on the left icon and score **4 SCIENCE** or **20 PRESTIGE**.
- Otherwise, place a Society disc on the right-hand icon and score **2 SCIENCE** or **10 PRESTIGE**.

(See Description of Royal Society tiles p.14)

NOTE: multiple players can place a Society disc on the right-hand icon.

RESERVE AN EXPEDITION



Trigger: **collection reward, location reward, King's Favor (Turn Order), Bloomsbury tile.**

Perform one of the 2 following actions:

- Take an Expedition card from the Program and place it in your hand.
- Spend any **REPUTATION** indicated on the space.
- Complete the Program.

OR

- Draw 3 Expedition cards, place one in your hand and discard the other 2.

HAND LIMIT

You cannot have more than 3 cards in hand. At the end of your turn, check the number of cards you have in hand and discard the excess to respect this limit.

GAIN REPUTATION



Trigger: **at any time during your turn.**

- Place 1 Society disc on the London board below the **REPUTATION** track and gain **2 REPUTATION**.
- You will no longer be able to use the discs thus placed for the rest of the game.
- You can place multiple discs during the same action.
- You cannot increase your **REPUTATION** beyond **9**.
- If you have no more Society discs in reserve, you can no longer do this action.

FIND A PUBLISHER IN BLOOMSBURY




Knock on the doors of publishers in the Bloomsbury district to sell the tales of your expeditions.



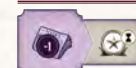
Trigger: **reaching a PRESTIGE score of 10 or 25.**

Consult the stack of Bloomsbury tiles corresponding to the **PRESTIGE** (10 or 25) reached, choose one of the tiles and reveal it.

- If it is a tile with the symbol , gain its benefit immediately. Otherwise, place the tile next to your Society board.
- Place the remaining tiles face down in their place.

You can only take one tile of each type for the entire game. If you were to lose **PRESTIGE**, reaching the triggering score again does not allow you to obtain a new Bloomsbury tile of that value.

SUPPORT AN EXPLORER



Trigger: **when activating an explorer.**

Spend **1 REPUTATION** to temporarily grant **1 EXPERTISE** to the activated explorer.

- The **EXPERTISE** obtained can never exceed a value of **6**.
- An explorer's **EXPERTISE** cannot be temporarily increased beyond the threshold required by an action.
- You can perform this action multiple times when activating an explorer.
- The explorer is placed in a Location in the numbered section corresponding to their thus increased **EXPERTISE**.
- The explorer's thus increased **EXPERTISE** is only valid for this activation and should not be modified on the Society board.

HONOR A PATRON



Trigger: **at any time during your turn.**

Discard the Relic token indicated on the Patron card.

Flip the Patron card to its validated side and immediately gain **1 REPUTATION**.

You can perform this action multiple times in the same turn, as long as you have patrons to honor and you have the required relics.

An unhonored patron makes you lose **3 to 5 PRESTIGE** at the end of the game, depending on the card.

Solo and 2 player game

You can play The Royal Society of Archeology as 1 player in Solo mode or as 2 players in two different ways:

- **Confrontation Mode:** with a setup blocking spaces for the entire game.
- **Competitive Mode:** with the Solo mode Automa as if you were playing a 3-player game.

SOLO MODE

Perform a setup (see p.4 and 5) for a 2-player game up to step D, then apply the Automa installation rules. Then resume the course of a setup by performing steps E, F and G.

At the end of the game, the player is awarded an honorary title by King George V based on their score:

SCORE	TITLE
< 40	Novice
40-49	Royal Archeologist
50-59	Honorary Fellow of the Royal Society
60-69	Grand Archeologist of His Majesty
70-79	Fellow of the Royal Society
> 80	Sir

CONFRONTATION MODE

Perform a general setup (see p.4 and 5) for a 2-player game up to step D, then take 12 Society discs of an unused color and place one:

- on the [4] section of each location (Royal Museum, University of London, The City, Port of London),
- on the left space of objective B of the Royal Society,
- randomly on 1 space of each top Collection (3 collections with 3 spaces; 2 collections with 5 spaces) and on 2 spaces of the bottom Collection of the Grand Gallery.

The Royal Society and Grand Gallery spaces thus blocked are unusable for the entire game.

The Automa's Society discs are counted at the end of the game when calculating collection points for the Grand Gallery.

The discs placed on locations allow you to gain the location reward if you play an explorer with an EXPERTISE lower than 4.

Then resume the course of a setup by performing steps E, F and G.

COMPETITIVE MODE

Perform a general setup (see p.4 and 5) for a 3-player game up to step D, then apply the Automa installation rules.

Then resume the course of a setup by performing steps E, F and G.

Automa

The Automa simulates an additional virtual player in the action phases. It allows playing in Solo mode and can be used for 2-player games to play in Competitive mode.

SETUP

After step D, perform the following steps:

- Take the Automa card deck, shuffle it and place it face down within reach.
- Place the Society discs and Explorer pawns of an unused color next to the Automa card deck.
- Place 1 Automa Society marker on space 1 of the Turn Order track (the Automa does not gain King's Favors).

The Automa plays first in the 1st turn. Then resume the course of the setup from step E.

PHASE A. UPKEEP

During step A.2 GATHER EXPLORERS, also remove the Automa's explorers from the London board.

PHASE B. ACTIVATION OF EXPLORERS

When it is the Automa's turn to play, reveal the top card of the Automa card deck:

- Place the Automa's Society marker from the Turn Order track on the King's Favor indicated at the top right of the card. You will not be able to benefit from this bonus on the next turn.
- Perform the action indicated on the line of the Automa card corresponding to the current turn.



Automa Actions



Place an Automa Explorer pawn on the indicated location, in the corresponding numbered section.

Place an Automa Society disc in collection III, on the leftmost empty space. Then a second one in collection V, on the rightmost empty space.

Take the Expedition card from space [3] of the Program. Place an Automa Explorer pawn in the Port of London location, in the numbered section corresponding to the expedition's expertise level. Return the Expedition card to the box then complete the Program.

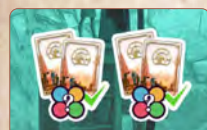
Draw an Expedition card. Place an Automa Explorer pawn in the Port of London location, in the numbered section corresponding to the expedition's expertise level. Return the Expedition card to the box.

Draw the top tile from the indicated Bloomsbury tile stack and return it to the box.

Place an Automa Society disc on the left space of the indicated objective. If this space is no longer free, the Automa does nothing this turn.

The Royal Society Tiles

See the Present Discoveries to the Royal Society action p.12.



Have completed 2 expeditions in one region and 2 expeditions in another region.



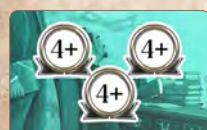
Have completed 3 expeditions in 3 different regions.



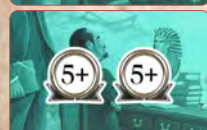
Have completed 4 expeditions all requiring a different **EXPERTISE**.



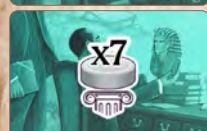
Have completed 3 expeditions of the same type (Excavation, Exploration, Anthropology, Cartography).



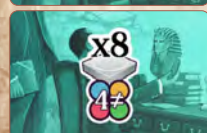
Have reached an **EXPERTISE** of 4 or more for each of your explorers.



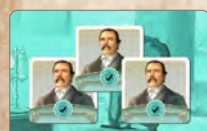
Have reached an **EXPERTISE** of 5 or more for two of your explorers.



Have placed 7 relics in the **Grand Gallery**.



Possess 8 Relic tokens from the 4 regions.



Have honored 3 patrons.



Have organized 2 **Myth** expeditions or 2 **Wonder** expeditions.



Have reached a **KNOWLEDGE** level of 4 or more in each of the exploration regions.



Have reached a **KNOWLEDGE** level of 12 in one of the exploration regions.

The Royal Requirement Tiles

See Royal Requirements p.9.



Royal Requirements 1
Activate at the end of year II for 4 players or at the end of year III for 2 or 3 players. All these penalties are permanent.



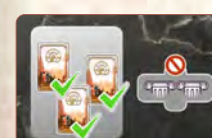
Requirement: have reached a score of at least **15 PRESTIGE**.

Penalty: you can no longer temporarily increase an explorer's **EXPERTISE** beyond 5 until the end of the game.



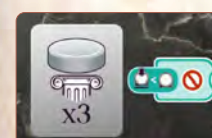
Requirement: have a score of at least **3 SCIENCE**.

Penalty: until the end of the game, instead of choosing Relic tokens, draw them at random.



Requirement: have completed at least 3 expeditions.

Penalty: you no longer gain Collection rewards until the end of the game.



Requirement: have placed at least 3 Society discs in the **Grand Gallery**.

Penalty: you no longer gain location rewards (right bonus) until the end of the game.



Royal Requirements 2
Activate at the end of year IV for 4 players or at the end of year V for 2 or 3 players. These penalties only activate once.



Requirement: have reached a score of at least **45 PRESTIGE**.

Penalty: lose **1 SCIENCE**.



Requirement: have reached a **KNOWLEDGE** level of 6 or more in two different regions.

Penalty: lose **1 SCIENCE**.



Requirement: have reached a score of at least **6 SCIENCE**.

Penalty: lose **8 PRESTIGE**.



Requirement: have completed at least 1 objective of the **Royal Society**.

Penalty: lose **8 PRESTIGE**.

The Bloomsbury Tiles

See *Prestige and Science* p.7 and *Find a Publisher in Bloomsbury* p.12.



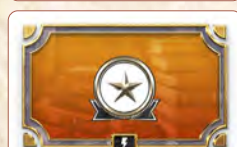
Take 1 Relic of your choice from the Region bag of your choice.



Perform the **Reserve an Expedition** action (*see* p.12).



Gain **4 REPUTATION**.



Add **1 EXPERTISE** to the explorer of your choice.

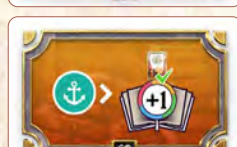


Gain **£20**.

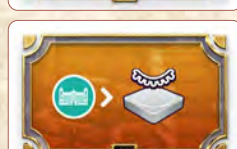


Gain **3 KNOWLEDGE** to distribute as you wish on the Knowledge track.

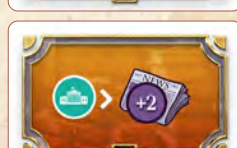
Gain **PRESTIGE** or **SCIENCE** bonuses if applicable.



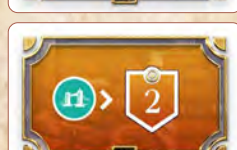
Each time you organize an expedition at the **Port of London**, gain **1** additional **KNOWLEDGE** in the explored region.



Each time you place an explorer in the **University of London** location, gain 1 relic from the region of your choice, drawn randomly from the bag.



Gain **2 REPUTATION** each time you place an explorer in the **Royal Museum** location.



Gain **2 PRESTIGE** each time you place an explorer in **The City** location.



Gain **7 PRESTIGE**.



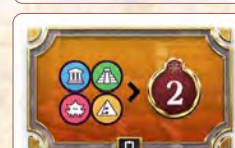
Gain **1 SCIENCE**.



Gain **2 EXPERTISE** to distribute as you wish among your 3 explorers.



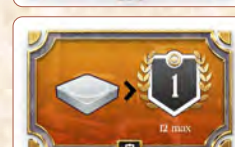
Gain **2 SCIENCE** if you have completed at least 1 expedition of each type.



Gain **2 SCIENCE** if you have completed at least 1 expedition in each region.



Gain **3 PRESTIGE** per **EXPERTISE 5** or higher expedition you have completed.



Gain **1 PRESTIGE** per relic in your possession (maximum **12**) at the end of the game.



Gain **2 PRESTIGE** per Grand Gallery collection where you have placed at least one Society disc.



Gain **1 PRESTIGE** per **KNOWLEDGE** point in the region where you have the highest score at the end of the game.



Gain **1 PRESTIGE** per **REPUTATION** point you possess at the end of the game.

GAIN EFFECTS



IMMEDIATE



PERMANENT



END OF GAME

The Study Cards

Study cards allow you to score **SCIENCE** at the end of the game based on the expeditions you have organized.

Each card contains 2 or 3 objectives to be completed in any order. At the end of the game, you gain **SCIENCE** based on the number of objectives achieved.

WARNING: an Expedition card can only contribute one symbol to one objective. A Study card with 5 or 6 symbols therefore requires having organized 5 or 6 expeditions, each contributing one and only one symbol to the Study card.



OBJECTIVES

Have organized 2 expeditions in the **Mediterranean** region and 1 **Excavation** type expedition

Have organized 1 expedition in the **Mediterranean** region and 1 **Cartography** type.

Have organized 1 **Wonder** expedition.

GAINS

Gain **1 SCIENCE** if you have achieved 1 objective.

Gain **2 SCIENCE** if you have achieved 2 objectives.

Gain **4 SCIENCE** if you have achieved 3 objectives



OBJECTIVES

Have organized 1 expedition in each region.

Have organized 1 **Myth** expedition.

GAINS

Gain **2 SCIENCE** if you have achieved 1 objective.

Gain **4 SCIENCE** if you have achieved 2 objectives



OBJECTIVES

Have organized 1 expedition in the **Mediterranean** region and 1 **Excavation** type expedition.

Have organized 1 expedition in the **South America** region and 1 **Excavation** type expedition.

Have organized 1 expedition in the **Mediterranean** region and 1 expedition in the **South America** region.

GAINS

Gain **1 SCIENCE** if you have achieved 1 objective.

Gain **2 SCIENCE** if you have achieved 2 objectives.

Gain **3 SCIENCE** if you have achieved 3 objectives

The Society Cards



LIVINGSTONE'S FRIENDS CENACLE

Each time you carry out an expedition in **Africa**, choose a relic of your choice from the Africa bag.

SETUP:

Gain **3 KNOWLEDGE** in Africa.

Gain **1 KNOWLEDGE** in another region of your choice.

Draw **2 relics** at random from the **Africa** bag.



GREATER LONDON FOUNDATION OF ARCHEOLOGY

Each time you carry out an **Excavation** type expedition, draw **2 relics** at random from the bag of the explored region and keep 1. Discard the other relic.

SETUP:

Gain **2 KNOWLEDGE** in the region of your choice.

Gain **2 KNOWLEDGE** in another region of your choice.

Gain **£20**.



THE RED LION CLUB

Each time you carry out an **Anthropology** type expedition, gain **1 KNOWLEDGE** in the explored region.

SETUP:

Gain **2 KNOWLEDGE** in the region of your choice.

Add **1 EXPERTISE** to the explorer of your choice.

Gain **1 RÉPUTATION**.

Gain **£10**.



BRITISH SCHOOL OF ORIENT

Each time you gain **KNOWLEDGE** in the **Asia** region, regardless of the number of points, gain **1 RÉPUTATION**.

SETUP:

Gain **2 KNOWLEDGE** in the **Asia** region.

Draw **2 relics** at random from the **Asia** bag

Gain **1 RÉPUTATION**.

Gain **£10**.



LEVANTINE SOCIETY OF LONDON

Each time you exhibit a **Mediterranean** relic at the **Royal Museum**, gain **2 PRESTIGE**.

SETUP:

Gain **2 KNOWLEDGE** in the **Mediterranean** region.
Draw **1 relic** at random from the **Mediterranean** bag.
Add **1 EXPERTISE** to the explorer of your choice.
Gain **£10**.



MESOAMERICA INSTITUTE OF CAMDEN

Each time you carry out an expedition in the **South America** region, gain **£3** (you must be able to pay its cost before gaining the **£3**).

SETUP:

Gain **2 KNOWLEDGE** in the **South America** region.
Add **1 EXPERTISE** to the explorer of your choice.
Gain **2 PRESTIGE**.



ST PANCRAS GEOGRAPHICAL SOCIETY

Each time you carry out an **Exploration** type expedition, gain **1 REPUTATION**.

SETUP:

Gain **2 KNOWLEDGE** in 3 different regions.



WESTMINSTER ANTIQUARIAN SOCIETY

Selling **1 relic** at **The City** location earns you **£18** instead of **£15**.

SETUP:

Draw **1 relic** at random from the bag of each region.
Add **1 EXPERTISE** to the explorer of your choice.



LONDON INSTITUTE OF ANTHROPOLOGY

Each time you take a **Patron** card, gain **£3** more.

SETUP:

Gain **1 KNOWLEDGE** in the region of your choice.
Add **1 EXPERTISE** to the explorer of your choice.
Gain **1 REPUTATION**.
Gain **£10**.



KING CROSS ARCHAEOLOGICAL CIRCLE

Each time you carry out a **Cartography** type expedition, take **1 relic** of your choice from the bag of the explored region.

SETUP:

Gain **2 KNOWLEDGE** in the region of your choice.
Draw **2 relics** at random from the bag of the previously chosen region.
Perform the **Meet a Patron** action (see p.11) as if you had placed an explorer with an **EXPERTISE** of **4**.



ASSOCIATION OF BRITISH ARCHAEOLOGISTS

A **REPUTATION** of **4** (instead of **6**) is enough for you to go to the **Royal Museum**.

SETUP:

Gain **2 KNOWLEDGE** in the region of your choice.
Gain **1 KNOWLEDGE** in another region.
Take **1 relic** of your choice from the bag of one of the 2 previously chosen regions.
Gain **£20**.



LONDON'S EXPLORERS CLUB

Each time you reserve an expedition from the **Program** (see p.12), do not lose **REPUTATION**.

SETUP:

Gain **1 KNOWLEDGE** in the region of your choice.
Gain **£10**.
Gain **1 REPUTATION**.
Perform the **Find a Publisher in Bloomsbury** action (see p.12) with the **[10] PRESTIGE** cards set aside during setup.

Iconography

EXPEDITION REGIONS



AFRICA



ASIA



SOUTH AMERICA



MEDITERRANEAN



REGION OF YOUR CHOICE

EXPEDITION TYPES



ANTHROPOLOGY



CARTOGRAPHY



EXPLORATION



EXCAVATION



IDENTICAL EXPEDITION TYPE



WONDER



MYTH

KNOWLEDGE



REQUIRED KNOWLEDGE OF 4+ IN 1 REGION OF CHOICE



GAIN +1 KNOWLEDGE IN 1 REGION OF CHOICE



REQUIRED KNOWLEDGE OF 2+ IN AFRICA



GAIN +1 KNOWLEDGE IN ASIA

FINANCIAL COST / GAIN



GAIN OF £5



COST OF £10



REDUCTION OF -£3

REPUTATION



REQUIRED REPUTATION OF 6 OR MORE



GAIN +2 REPUTATION



LOSE -2 REPUTATION

EXPERTISE



REQUIRED EXPERTISE OF 3 OR MORE



GAIN +1 PERMANENT EXPERTISE



GAIN +1 TEMPORARY EXPERTISE



DIFFERENT EXPERTISE

PRESTIGE (VICTORY POINTS)



GAIN +3 IMMEDIATE PRESTIGE



GAIN +12 PRESTIGE AT END OF GAME



LOSE -3 IMMEDIATE PRESTIGE

SCIENCE (VICTORY POINTS)



GAIN +2 SCIENCE



LOSE -1 SCIENCE

RELICS



A RELIC



GAIN A RANDOM RELIC



GAIN A CHOSEN RELIC



GAIN A CHOSEN MEDITERRANEAN RELIC



GAIN A RANDOM MEDITERRANEAN RELIC



GAIN 2 RANDOM RELICS



DISCARD A RELIC



DISCARD A JEWELRY TYPE RELIC



DISCARD AN AFRICAN RELIC



DISCARD AN ASIAN POTTERY TYPE RELIC

RELIC TYPES



POTTERY



MUSICAL INSTRUMENT



SCROLL



JEWELRY

SOCIETY DISCS



SOCIETY DISC



DISCARD A SOCIETY DISC



PLACE A SOCIETY DISC IN THE GRAND GALLERY

FAMOUS LOCATIONS IN LONDON



ROYAL MUSEUM



UNIVERSITY OF LONDON



THE CITY



PORT OF LONDON

EXPEDITIONS



AN EXPEDITION CARD



RESERVE AN EXPEDITION (FROM THE DECK OR PROGRAM)



ORGANIZE AN EXPEDITION



ORGANIZE AN EXPEDITION IN SOUTH AMERICA



ORGANIZE AN EXCAVATION TYPE EXPEDITION



ORGANIZE AN EXPEDITION ON A MYTH SITE



ORGANIZE AN EXPEDITION OF LEVEL 5 OR MORE

BLOOMSBURY TILES



IMMEDIATE AND UNIQUE EFFECT



PERMANENT EFFECT



EFFECT DURING FINAL SCORING

OTHER PICTOGRAMS



ACTION/BONUS FORBIDDEN



LINKED ELEMENTS (FROM THE SAME REGION)



PATRON HONORED

EXAMPLE OF RESOLUTION FOR THE ORGANIZE AN EXPEDITION ACTION (PORT OF LONDON)

Blue, leading the British School of Orient, starts their turn with a **REPUTATION** of 4 and a **PRESTIGE** score of 18.

They wish to go to **Ur**, an expedition from the Program located in position [6] and requiring an **EXPERTISE** of 5.

They must first meet the prerequisites.

They start by lowering their **REPUTATION** level to 3 to temporarily increase their explorer's **EXPERTISE** to 5 and places her on the corresponding numbered section of the **Port of London** location.

Blue then lowers their **REPUTATION** level to 1 to take the card from the Program.



With their score of 5 in **KNOWLEDGE** of the Asia region and their explorer's skill, they meet the required prerequisite of 7.

Blue has £20. They must therefore lower their **REPUTATION** level by 2 to obtain a £3 reduction and thus be able to pay the requested cost. As they no longer have enough **REPUTATION**, they decide to discard a Society disc to gain 2 **REPUTATION** and thus benefit from the reduction. They spend the £20.

Blue having already carried out an expedition to Palmyra, in Asia, therefore meets the last constraint and goes on expedition.

They can now resolve it. They begin by increasing their explorer's **EXPERTISE** by 1, reaching an **EXPERTISE** of 5.

They then gain 10 **PRESTIGE** and 2 **SCIENCE**. They advance their markers on the 2 score tracks.

They also progress by 1 on the Asia **KNOWLEDGE** track.



As they have just increased their **KNOWLEDGE** in Asia, they gain 1 **REPUTATION** thanks to their Society.


They draw one relic at random from the Asia bag and then take one relic of their choice from the same bag.

Finally, having reached a score of 28 **PRESTIGE**, they can perform the **Find a Publisher in Bloomsbury** action.


Simplified Setup (FIRST GAMES)


For your first games, to limit the choices available to players, we provide them with a simplified setup.

Make the following modifications compared to a standard setup (see p.4):

- 10 Isolate the Expedition cards showing the  symbol (top right).



Shuffle them then deal 2 to each player. Shuffle the remaining  cards with the other Expedition cards to form a draw pile on the left space of the Program. Reveal the first 6 cards and place them on spaces 1 to 6.

- 11  Shuffle the Study cards and form a deck. Return the Society cards to the box.

- E Draw only two Study cards (no Society card). Based on these cards and the 2 Expedition cards received in step 10 :

- Choose the side of your Society board.
- Assign 1 **EXPERTISE** to one of your explorers, 2 **EXPERTISE** to another and 3 **EXPERTISE** to the last one using the Expertise cubes.

Gain £20 and 2 **KNOWLEDGE** in each region.

Rules to Remember

EXPLORER EXPERTISE

An explorer's **EXPERTISE** can never exceed a value of 6, whether permanently or temporarily.

An explorer's **EXPERTISE** cannot be **temporarily** increased beyond the threshold required by an action.

REPUTATION

When determining the turn order, if 2 players have the same **REPUTATION**, the player whose pawn is on top chooses their King's Favor first.

CARDS IN YOUR HAND

You cannot have more than 3 Expedition cards in hand. If an action or reward allows you to take a card from the deck or the Program, you must, at the end of your action, discard a card to respect this limitation.

ROYAL MUSEUM & GRAND GALLERY

You must have a **REPUTATION** of **6** or more to be able to place an explorer there. The **REPUTATION** check is performed at the beginning of your turn, before possibly spending **REPUTATION** to support your explorer.

If you donate relics to several collections on your turn, you gain the reward for each collection.

If, on your turn, you place 2 or 3 relics in the same collection, you only benefit from the collection's reward once.

THE CITY

You must have a **REPUTATION** of **4** or more to be able to place an explorer there.

The **REPUTATION** check is performed at the beginning of your turn, before possibly spending **REPUTATION** to support your explorer.

THEMATIC NOTE

The theme of this game is inspired by real historical events. Although we have sought to faithfully depict certain aspects of this period, we wish to specify that the behaviors, practices or systems described within the framework of this game (notably the theft of cultural heritage) in no way reflect our values or those of our current society.

We recognize that these events have had negative and lasting impacts, particularly in terms of exploitation and injustices and we commend the progress made towards better understanding, recognition and historical reparation.

Our intention is to offer a playful experience that invites reflection and exploration of complex historical contexts, while firmly condemning the oppressive practices of the past. We hope that this game will spark respectful and constructive dialogue about history and its lessons for the future.

AUTHOR'S ACKNOWLEDGMENTS

This game would never have seen the light of day without a great team. A huge thank you to Cesare, Ben and Guillaume for this wonderful playful expedition, ready to go again whenever you want!

A special nod to Bruno Cathala, the Jeux de Demain team (Paris est Ludique 2017), Guillaume Chifoumi and the Ludix 2017 jury, as well as Nicholas Bodart and Pascal Ribault for their precious support.

And above all, a huge kudos to you, players! Whether you discovered the game recently or have been following it since its first steps in 2016, your enthusiasm and patience have been the best fuel for this adventure.

Thank you for playing and dreaming with us!

CREDITS

AUTHOR / DEVELOPER: **Eric Jumel**

ILLUSTRATOR: **Guillaume Tavernier**

ARTISTIC DIRECTOR: **Benjamin Treilhou**

RULES : **Eric Jumel, Benjamin Treilhou**

PROJECT MANAGER : **Cesare Mainardi**



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Hutter Trade GmbH + Co. KG
Bgm.-Landmann-Platz 1-5
89312 Günzburg, GERMANY
www.hutter-trade.com



A bit of history?

All the sites featured in The Royal Society of Archeology are steeped in history. Learn more about them using the digital booklet available via the QR code or this link :

https://www.atalia-jeux.com/extra-prestashop/royal_society/livret_historique.html