

4 PHARAOH'S MASK



SELL TO MUSEUM

x1	x2	x3	x4
4	15	30	50

3 TALISMAN



SELL TO MUSEUM

x1	x2	x3	x4	x5
3	10	20	32	45

3 TALISMAN



SELL TO MUSEUM

x1	x2	x3	x4	x5
3	10	20	32	45

1 BROKEN TABLET



SELL TO MUSEUM

x1	x2	x3
1	2	10

1 BROKEN TABLET



SELL TO MUSEUM

x1	x2	x3
1	2	10

1 BROKEN TABLET



SELL TO MUSEUM

x1	x2	x3
1	2	10

2 COIN



SELL TO MUSEUM

x1	x2	x3	x4	x5
2	6	12	20	30

2 COIN



SELL TO MUSEUM

x1	x2	x3	x4	x5
2	6	12	20	30

2 COIN



SELL TO MUSEUM

x1	x2	x3	x4	x5
2	6	12	20	30

3

MAP



6

SELL TO MUSEUM

x 1

3

2

BROKEN CUP



6

SELL TO MUSEUM

x 1 x 2

2 12

2

BROKEN CUP



6

SELL TO MUSEUM

x 1 x 2

2 12

3

MAP



6

SELL TO MUSEUM

x 1

3

6 5 4 4 5

SAND STORM



6 5 4 4 5

SAND STORM





THIEF!

4 6 8 10

2 3 4 5



THIEF!

4 6 8 10

2 3 4 5



THIEF!

4 6 8 10

2 3 4 5

1 PARCHMENT SCRAP



16

SELL TO MUSEUM				
x 1	x 2	x 3	x 4	
1	2	3	10	

1 PARCHMENT SCRAP



16

SELL TO MUSEUM				
x 1	x 2	x 3	x 4	
1	2	3	10	

1 POT SHARD



16

SELL TO MUSEUM				
x 1	x 2	x 3	x 4	x 5
1	2	3	4	15

1 PARCHMENT SCRAP



16

SELL TO MUSEUM				
x 1	x 2	x 3	x 4	
1	2	3	10	

1 POT SHARD



16

SELL TO MUSEUM				
x 1	x 2	x 3	x 4	x 5
1	2	3	4	15

1 POT SHARD



16

SELL TO MUSEUM				
x 1	x 2	x 3	x 4	x 5
1	2	3	4	15

1 PARCHMENT SCRAP



16

SELL TO MUSEUM				
x 1	x 2	x 3	x 4	
1	2	3	10	

1 POT SHARD



16

SELL TO MUSEUM				
x 1	x 2	x 3	x 4	x 5
1	2	3	4	15

3 BROKEN PENDANT



5

SELL TO MUSEUM				
x 1	x 2			
3	16			

THE NEW
EXPEDITION



ARCHAEOLOGY

THE CARD GAME

THE NEW
EXPEDITION



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THE CARD GAME



Setup: Prepare 2 chambers: one of 7 and one of 8 facedown Treasure cards.
Explore: Discard 1 map to pick up all of the Treasure cards in 1 chamber. He looks at them, chooses 2 to keep, and returns the rest facedown, without letting any opponents see them.

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.

Setup: Prepare 3 chambers, each with 1 faceup card. Deal a pile of 12 facedown cards.
Explore: A player 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.

TOMB

GREAT PYRAMID

BURIED RUINS



Setup: Prepare 1 chamber of 15 facedown cards.
Explore: A player may discard 1 map to explore the Sphinx. First, he names 2 different Treasure card types. He shuffles the chamber, and then draws 5 cards and places them faceup on the table. The player takes all the Treasure cards that match the types that he named.

Explore: Discard 2 maps to take all 5 cards from any 1 chamber.
During play: Whenever a player sells to the museum, he may pick up all the cards in any 1 chamber, look at them and return them facedown, without letting any opponents see them.

Explore: Player shuffles the chamber, and then begins drawing cards, 1 at a time, placing them faceup on the table. At any time he may stop drawing cards and add to his hand all those that he has 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.

SPHINX

TEMPLE

MINE

THE NEW
EXPEDITION



ARCHAEOLOGY

THE CARD GAME

THE NEW
EXPEDITION



ARCHAEOLOGY

THE CARD GAME

THE NEW
EXPEDITION



ARCHAEOLOGY

THE CARD GAME

MONUMENTS



ARCHAEOLOGY

THE NEW EXPEDITION

MONUMENTS



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THE NEW EXPEDITION

MONUMENTS



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THE NEW EXPEDITION

MONUMENTS



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THE NEW EXPEDITION

MONUMENTS



ARCHAEOLOGY

THE NEW EXPEDITION

TENT

When a Sandstorm card is drawn, you may discard this Tent to ignore it



TENT

When a Sandstorm card is drawn, you may discard this Tent to ignore it



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TENT

When a Sandstorm card is drawn, you may discard this Tent to ignore it



TENT

When a Sandstorm card is drawn, you may discard this Tent to ignore it



TENT 2

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