

UNEARTHED – Rules

Overview

In **Unearthed**, players lead archaeological expeditions, uncovering artifacts while trying to avoid worthless rubble. Each player builds a grid of excavation sites and gradually reveals what lies beneath. Valuable discoveries reduce your score, but careless digging can leave you with piles of debris. Timing when to reveal your final site is crucial. The archaeologist with the **lowest total score** wins.

Components

The excavation deck contains:

- 5 cards of value -2
- 10 cards of value -1
- 15 cards of value 0
- 10 cards each of values 1–12

Setup

1. Shuffle the excavation deck.
2. Deal **12 cards** to each player.
3. Arrange cards face-down in a **4 × 3 grid**.
4. Flip **two random cards** face-up.
5. Flip one card to start the discard pile.
6. The player whose two face-up cards total the **highest value** takes the first turn.

Turn Structure

1. Draw a Card

Choose one:

- Draw the top card from the draw pile (look at it before deciding).
- Take the top card from the discard pile.

2. Choose an Action

Keep the Card: Replace any card in your grid with the drawn card. The replaced card goes to the discard pile.

Discard the Card: Place the drawn card on the discard pile and flip one face-down card in your grid face-up.

Ending the Round

A round ends when a player reveals their **final face-down card**.

After this happens, **each player takes one final turn**.

Scoring

Reveal all remaining face-down cards and add the values in your grid.

Negative values reduce your score.

Expedition Bonus

If the player who ended the round has the lowest score, their score becomes **0**.

If they do not have the lowest score, their score is **doubled** (unless it is 0 or less).

End of the Game

Play rounds until a player reaches **100 points or more**. The player with the lowest total score wins the game.