

4 PHARAOH'S MASK



SELL TO MUSEUM

x 1	x 2	x 3	x 4
4	15	30	50

3 TALISMAN



SELL TO MUSEUM

x 1	x 2	x 3	x 4	x 5
3	10	20	32	45

3 TALISMAN



SELL TO MUSEUM

x 1	x 2	x 3	x 4	x 5
3	10	20	32	45

1 BROKEN TABLET



SELL TO MUSEUM

x 1	x 2	x 3
1	2	10

1 BROKEN TABLET



SELL TO MUSEUM

x 1	x 2	x 3
1	2	10

1 BROKEN TABLET



SELL TO MUSEUM

x 1	x 2	x 3
1	2	10

2 COIN



SELL TO MUSEUM

x 1	x 2	x 3	x 4	x 5
2	6	12	20	30

2 COIN



SELL TO MUSEUM

x 1	x 2	x 3	x 4	x 5
2	6	12	20	30

2 COIN



SELL TO MUSEUM

x 1	x 2	x 3	x 4	x 5
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

2 3 4 5 6

SAND STORM



2 3 4 5 6

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



ARCHAEOLOGY

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ARCHAEOLOGY

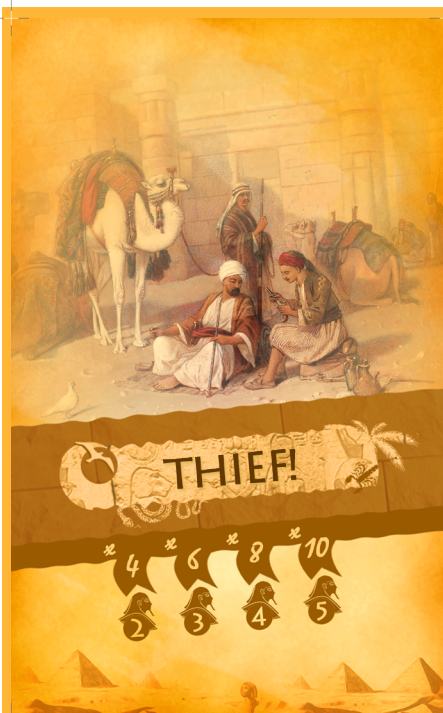
THE CARD GAME

THE NEW
EXPEDITION



ARCHAEOLOGY

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.

TOMB



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.

GREAT PYRAMID



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.

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.

SPHINX



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.

TEMPLE



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.

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



ARCHAEOLOGY

THE NEW EXPEDITION

MONUMENTS



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ARCHAEOLOGY

THE NEW EXPEDITION

MONUMENTS

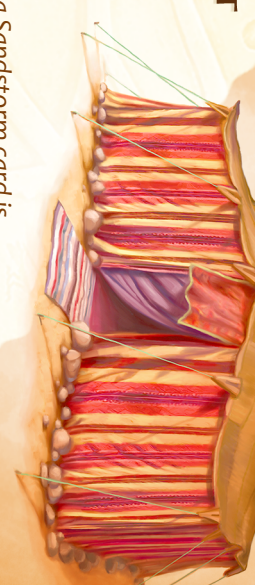


ARCHAEOLOGY

THE NEW EXPEDITION

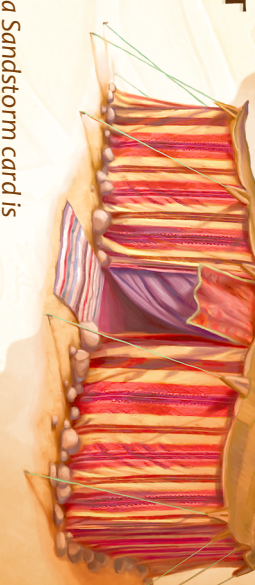
TENT

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



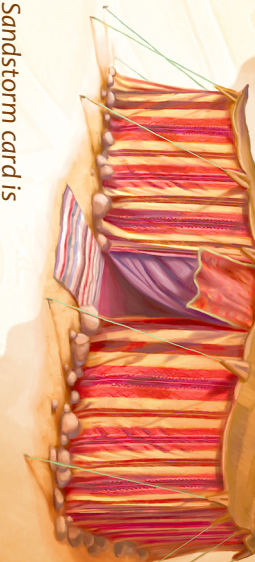
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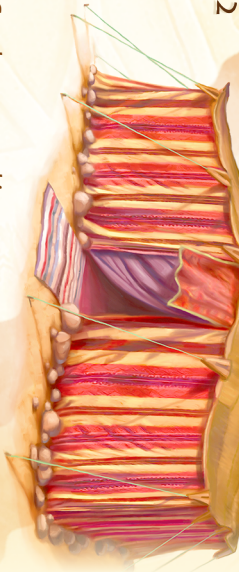
TENT

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



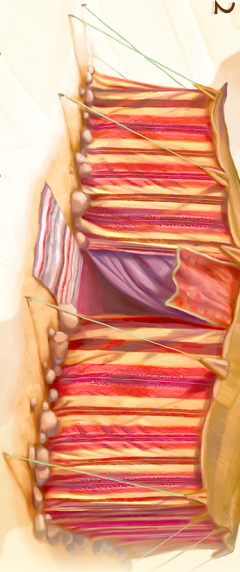
TENT 2

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



TENT 2

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

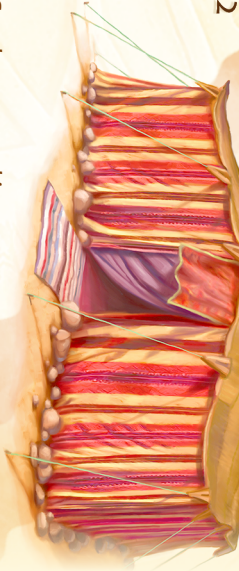


TENT 2

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

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



TENT 2

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