UNEARTH



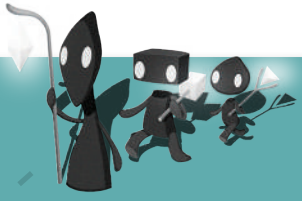
— BROTHERWISE GAMES, LLC —

WELCOME TO UNEARTH

LONG AGO, YOUR CIVILIZATION WAS AN EMPIRE OF WONDER THAT SPANNED THE WORLD — A JEWEL OF INVENTION AND WISDOM THAT ALL LOOKED TO.

THEN SOMETHING HAPPENED, AND ALL WAS RUINED.

NOW YOU AND YOUR SMALL TRIBE ARE TRYING TO RECLAIM WHAT WAS LOST, TO REBUILD WHAT WAS BROKEN, AND TO REMEMBER WHERE YOU CAME FROM.

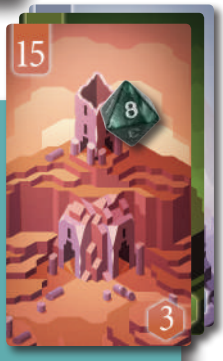


EACH TURN YOU'LL ROLL ONE DIE

Your five **dice** represent your tribe of Delvers. Every turn you'll choose one die to roll on a specific Ruin. Your **Delver cards** can be played before this roll to enhance your efforts.

Learn "Turn Order" on page 4.







RECLAIM LOST RUINS

Claimed **Ruins cards** bring your tribe points, and high rolls help you claim Ruins. Select your Ruins wisely. The more Ruins you have of the same color, the more points you'll receive!

Learn "How to Resolve Claims" on page 5.



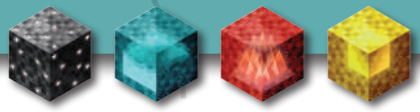
COLLECT STONES TO BUILD WONDERS

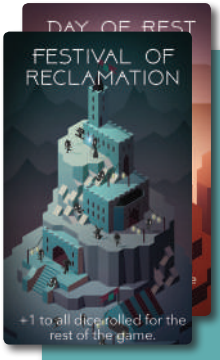


Roll a 1, 2, or 3 with any die, and you get to take a **Stone** from the Ruin. Create a ring of 6 Stones to build a **Wonder**. Some Wonders give you points, while others offer special abilities.

Learn "How to Build Wonders" on page 7.







RUINS AND WONDERS WILL WIN YOU THE GAME

When the **End of Age** card apears, time is running out. When all Ruins have been claimed, total your points from Wonders and sets of Ruins. The most points wins!

Learn "How to Win the Game" on page 9.



USE YOUR DELVERS WELL. COMPETE FOR THE RUINS THAT WILL GIVE YOU THE MOST POINTS. BUILD THE WONDERS THAT WILL GIVE YOUR TRIBE THE ADVANTAGE. RETURN YOUR PEOPLE TO THEIR FORMER GLORY.

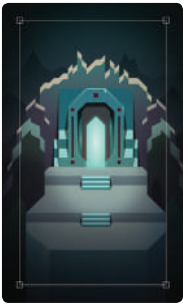
RECLAIM. REBUILD. REMEMBER.

GAME COMPONENTS

- Four sets of five dice in the four player colors (each set has 3 six-sided dice, 1 four-sided die and 1 eight-sided die).
- Ruins Deck of 25 tarot-sized cards
- End of Age Deck of 5 tarot-sized cards
- Delver Deck of 38 mini-sized cards
- Named Wonders (15 hexes with matching cards)
- Lesser Wonders tokens (10 hexes and one matching card)
- Greater Wonders tokens (6 hexes and one matching card)
- Hexagonal Stone tokens (60 hexes; 15 of each color)
- Cloth bag for storage of Stone Tokens
- 4 Player Reference Cards with turn order and scoring summary



Ruins Deck



End of Age Deck



Delver Deck



Wonders Deck

OBJECT OF THE GAME

You (and your tribe of Delvers) are competing with the other players to claim the most Ruins and gather the most Stones, which are used to build Wonders.

There are multiple paths to victory in Unearth. Ruins are claimed by whoever has the highest die on that Ruin, so rolling high can pay off. On the other hand, Stones (used to build Wonders) may only be claimed by rolling low. Both Ruins and Wonders confer points at game's end, so craft your strategy carefully.

SETTING UP THE GAME

1. **Place all of the Stones tiles in the cloth bag**.
2. Shuffle the Delver Deck. **Deal each player two Delver Cards**.
3. Shuffle the Ruins Deck and **deal one Ruins card facedown to each player.** (You may look at your own card, but keep it hidden from the other players until the end of the game.)
4. **Remove the top five cards from the Ruins Deck** and place them back into the game box without looking at them.
5. Shuffle the End of Age Deck, **randomly choose one End of Age card, and place it on the bottom of the Ruins Deck**. Put the rest of the End of Age Cards back in the box without looking at them.
6. **Reveal five Ruins cards** and them face up onto the center of the table.
7. Randomly draw Stones from the bag and **place a number of them on each Ruin** as indicated by the hex-shaped icon in the bottom right corner of each Ruin.
8. Shuffle the Named Wonders deck and **draw Wonder cards equal to the number of players plus 2**. Arrange them on the table and place their corresponding tokens on top of each. Put the unused Named Wonder cards and tokens back in the box.
9. Shuffle the Lesser Wonder and Greater Wonder tokens and **stack them face down on top of their corresponding cards**.
10. Each player **takes a set of dice** of one color.
11. **Roll to see who goes first.** After the first player has taken their turn, play proceeds in clockwise order.

SET UP FOR A 4-PLAYER GAME

6 Named Wonders cards drawn, with their tokens placed on them.





5 Ruins cards dealt out. Stones have been placed on each.



All Stones have been placed in the bag and the bag placed near the play area.

The Greater and Lesser Wonders tokens have been shuffled and placed on their respective cards text-side down.



The Delver Decks and Ruins Decks have been shuffled and placed on the game board.

SETTING UP A 2-PLAYER GAME

The standard set up described on page 2 is for a 3-4 player game. For a 2-player game, set up the game as detailed on page 2, but after dealing each player a facedown Ruins Card, **remove 10 Ruins Cards** from the deck (instead of just 5) and **reveal only 4 Ruins Cards** onto the center of the table at a time (instead of 5).

TURN ORDER

Each Player's turn is composed of two Phases; the first is optional.

1. **Delver Phase:** You ***may*** play any number of Delver Cards from your hand. **Delver cards are resolved immediately in the order they are played,** and then discarded. Some Delver cards result in rerolls of dice already in play.

2. **Excavation Phase:** You ***must*** roll one of the dice from your pool and place it on a Ruins Cards in the center of the table. This is your *Excavation Roll*. **You must declare which die you will roll and which specific Ruin you will roll on before you roll the die.** After your Excavation Roll, play passes to the person to your left.

EVENTS DURING YOUR TURN

- After any die has been rolled or rerolled, or a card has been played, **check to see if any Claims have been resolved** (see Resolving Claims to Ruins; Pg. 5).

- **When you roll a 1, 2, or 3 during either phase, immediately take a Stone of your choice from the Ruin you rolled on and add it to your tableau.** If there are no Stones on the Ruin, you must draw a random Stone from the cloth bag and add it to your tableau (see Building Wonders; Pg. 7).

- Delver cards and Named Wonder effects may never lower a die result lower than 1, nor may they raise the result higher than the highest value of that die.

- Only you may play cards during your Delver Phase and cards may not be played by anyone during the Excavation Phase.

- Rerolled dice remain on the Ruin they were previously placed on.

- The owner of a rerolled die always performs the reroll, even if forced to do that reroll by another player.

RESOLVING CLAIMS TO RUINS

Whenever a die is rolled, rerolled, or a card is played, **check to see if the total of *all* the dice on *any* Ruins Card is greater than or equal to the claim value of the Ruin.** If it is, the Ruin is claimed by the player with the highest individual die result. That player then adds the claimed Ruin, face up, to their collection.

The player(s) that did not claim the Ruin **draw cards from the Delver Deck equal to the number of dice they had on that Ruin.** Reshuffle the discard pile to make a new Delver Deck if the draw pile is empty.

Once the Ruin is claimed, **return all dice to their owners and return all Stones remaining on the Ruin to the cloth bag.** Then **flip up a new card from the Ruins Deck** and place it in the space vacated by the just claimed card. **Place Stones on the new Ruin**, as indicated by the value in the bottom right hexagon on the Ruin.

The **Claim value** of the Ruin. When the total of all dice on the Ruin equals or exceeds this value, the owner of the die showing the highest value claims the Ruin.



There are five of each type of Ruin, distinguished by their art and icon colors.

In the example here, Red wins the Ruin as their die has the highest value showing. Blue will draw two Delver cards in consolation, and Yellow one, as they each had dice on the contested Ruin.

The **Stones value** of the Ruin. This shows the number of Stones that should be randomly drawn from the bag and placed on the Ruin when it comes into play.

TIES DURING CLAIMS

In the case of a tie when resolving a claim, **the die with the higher number of faces (the "bigger die") wins.**

If the tied dice are the same dice type (i.e. both six-sided dice), then **compare the second highest dice of each tied player, continuing to compare "next highest dice" until the tie is broken.**

If a player doesn't have a second die on the Ruin (or third, fourth, etc) then they are assumed to have a zero value for the tie breaker.

If there is an unbreakable tie (e.g. only two opposing six-sided dice showing the same value), no one gets the Ruin Card (place it back into the box) and all players draw a Delver Card for each die they had on that Ruin.



In this example, the red eight-sided die showing a 4 beats the blue six-sided die showing a 4. Red's "bigger die" wins.



Here, Red and Blue are both tied with 5's on their six-sided dice, so Blue's "bigger" eight-sided die showing a 4 will beat Red's six-sided die, also showing a 4, in the tiebreaker.



An unbreakable tie. The Ruin is removed from the game and all Players draw Delver cards equal to the number of dice they had on the Ruin.

BUILDING WONDERS

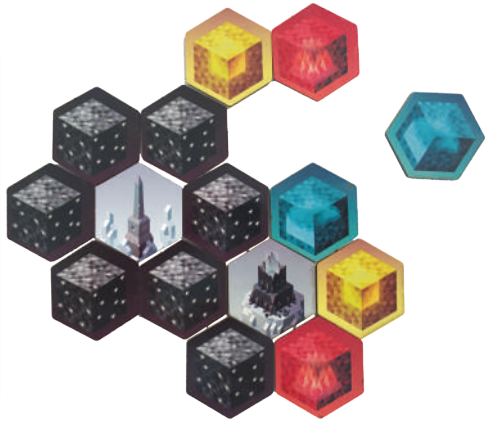
Whenever a player rolls a 1, 2, or 3, they gain a Stone from their declared Ruin (or the bag if no Stones remain on that Ruin) and must immediately place it in their tableau connected to any previously placed Stones. **Players score points by using these Stones to build Wonders: hexagonal rings of Stones with an empty space in the center.**

- If the Stones used to make the Wonder are all the same color, fill the empty space with a randomly selected **Greater Wonder**.
- If the Stones contain more than one color of Stones, place a **Lesser Wonder** in the empty space.
- The **Named Wonders** in play may be placed instead of a Greater or Lesser Wonder, but each require a specific collection of Stones to be built.

Regardless of the Wonder built, **Stones may be arranged in any order in the hexagonal structure.** Greater and Lesser Wonders should be placed point value face down, viewable only by their owner.

Stones may be used in multiple Wonders, but once a Stone has been placed, **it may never be moved** unless specified by some other card or game effect.

In this example, the player has previously built a Greater Wonder using 6 black Stones. They've added to two of the stones from the Greater Wonder to build a Named Wonder, and are now finishing a third Wonder attached to the first two. Because the third Wonder will have multiple colors of Stones in it, and not meet any formula for a Named Wonder, the Player will have to fill the empty space with a lesser Wonder.

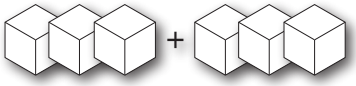


Each Named Wonder token has a matching card detailing its effects and construction requirements. This card should be placed in the player's play area, and their instructions followed, once the Wonder has been built.

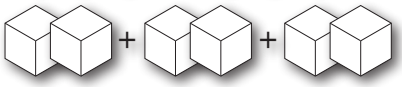
For example: ***Tomb of the Last Age*** grants points for each color of Stone you have at the end of the game, and must be built within a ring consisting of one black Stone, one red, one blue, one yellow, and then two Stones that may be of any type.



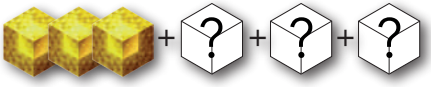
Reading Construction Formulas: White Stone icons with ?'s indicate that any Stone may be used to satisfy that part of the formula. Connected sets of white Stones without ?'s indicate unique sets of colors that must be used in constructing the Wonder. **For example:**



This Wonder must be built within a ring built from 3 Stones of one color and 3 Stones of another color.



This Wonder must be built within a ring built from 2 Stones of one color, 2 Stones of a second color, and 2 Stones of a third color.



This Wonder must be built within a ring of 3 yellow Stones and 3 additional Stones that may be of any combination of colors.

Note that the location of Stones in a ring does not matter. The formula only dictates type of stone, not position in the ring.

END OF AGE

After all of the Ruins Cards have been flipped up and placed in the center of the table, there is one card left in the Ruins Deck: the End of Age Card placed there at the beginning of the game.

Reveal the End of Age Card the same way you would reveal the next Ruin, and do what it says. If it is a new Ruin, place Stones on the Ruin as you normally would. If it is an Event, follow the instructions on the card. **The game continues until all Ruins on the table (including those placed during the End of Age) have been been claimed.**

WINNING THE GAME

When the last Ruin has been claimed, the game ends and points are scored as follows:

1. **Players reveal their hidden Ruins Card and score points for each set of matching Ruins Cards they have,** as shown below.

2. **Players score an additional 5 points for collecting a set of one of each of the 5 colors of Ruins.** This may be scored multiple times for multiple sets, and Ruins may be scored both within their type, and within a set of mixed types.

3. **Players score points for their Lesser, Greater, and (some) Named Wonders** (as indicated on those cards or tokens).

4. **Players score an additional 5 points for building three or more Wonders** (irrespective of type).

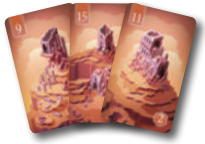
Whoever has the most points wins.



One of any color
2 points



Two of the same color
6 points



Three of the same color
12 points



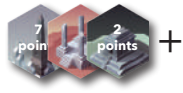
Four of the same color
20 points



Five of the same color
30 points



1 of each color Ruin
+5 points



3 or more Wonders of any type built
+5 points



A TIED GAME

In the case of a tie in points, the player with the most Ruins of the highest claim value wins. For example:

- Red has Ruins with Claim values of 17, 15, 9, 9, 9, 9.
- Blue has Ruins with Claim values of 17, 13, 13, 13
- Green has Ruins with Claim values of 17, 15, 15

All Players are tied for the number of 17 value Ruins. Green therefore wins because she has the most 15 value Ruins.

FAQ

What do I do if I have no dice to roll? If all of your dice are already on Ruins Cards and it is your turn, you must choose one of your dice currently on a Ruin and roll it on any Ruin (including the one it was just removed from).

Do I have to finish one of my Stone rings before starting a new one? No, you do not. You *do* need to make sure that all rings are attached, and each ring has space for a Wonder to be placed within it in the future.

I was forced to reroll one of my dice. If I roll a 1, 2 or 3 on a reroll, do I get another Stone? Yes! Anytime a die is rerolled and rolls a 1, 2, or 3, the die's owner gets another Stone, either off of the Ruin that die is on, or out of the bag if that Ruin is out of Stones. Changing a die to a 1, 2, or 3 with a modifier card does not result in a gained Stone.

What do we do if we run out of Stones? While this is rare, once all Stones have been depleted, they are gone and rolls of 1, 2, or 3 will not result in a gained Stone.

I just played *Ancient Map* and *Reading the Stones* before my roll. Do I get to keep the modifier to the die even if I choose to reroll it? You do not. *Reading the Stones* (and other modifiers) only applies to your first Excavation roll, not subsequent rerolls.

If I play *Lost in the Ruins* and *Restoration* in the same turn, what order do they resolve in? They resolve in whatever order you choose to play them in. Delver card effects are instantaneous.

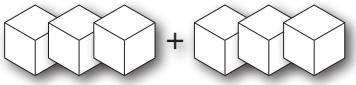
If I play *Reading the Stones* at the same time I play *Lost in the Ruins*, which roll does the +1/-1 modifier apply to: the reroll, or my Excavation roll for the turn? Unless it specifically states that it only applies to Excavation rolls, a Delver card may be used to modify Excavation rolls or rerolls during the Delver Phase. So if you play *Reading the Stones* before you play *Lost in the Ruins*, the +1/-1 would apply to the reroll granted by *Lost in the Ruins*. If you played *Lost in the Ruins* first, you would perform your reroll, unmodified, then be able to modify your Excavation Phase roll for the turn.

The Gathering event is in play, reducing my die rolls by 1, and I play *Ancestral Claim* to give my next D6 +2. If I roll a 1 on the die, how is the result calculated? When an event and a Delver card are both modifing a die result, the player whose turn it is may decide in which order they are applied (even if they're forcing someone else to reroll).

Could I use the same die twice when playing *Band of Delvers*? Yes, if your first roll results in a claimed Ruin, you could reuse that same die after everyone has collected their dice from that first Ruin.

If I use *Ancient Map* on my Excavation roll and roll low both times, do I get 2 Stones? No, with *Ancient Map*, only one of those rolls is counted.

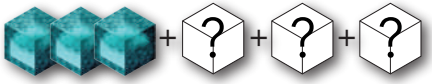
I'm still confused about the Named Wonders formulas. Can you help me out? Certainly. Here are some more examples of how you'd read the formulas:



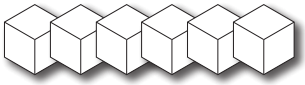
This Wonder must be built within a ring built from 3 Stones of one color and 3 Stones of another color.



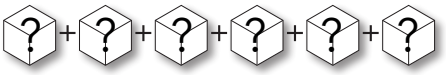
This Wonder must be built within a ring built from 2 Stones of one color, 2 Stones of a second color, and 2 Stones of a third color.



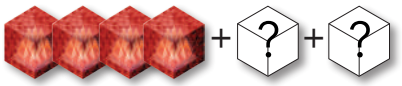
This Wonder must be built within a ring of 3 blue Stones and 3 additional Stones that may be of any combination of colors.



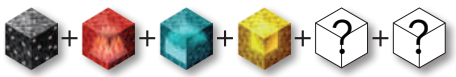
This Wonder must be built within a ring built from 6 Stones, all of the same color.



This Wonder may be built using any combination of Stones.



This Wonder must be built within a ring of 4 red Stones and 2 additional Stones that may be of any combination of colors.



This Wonder must be built using 1 black, 1 red, 1 blue, and 1 yellow Stone, plus 2 Stones that may be of any combination of colors.

Unearth - 1st Edition; 1st Printing
All rights reserved. Printed in China. Reproduction of this rulebook in any form or medium is permitted for non-commercial use only.
Unearth title and logo are Trademark; Brotherwise Games, LLC, 2017.
© 2017 by Brotherwise Games, LLC.
Published in 2017 by Brotherwise Games, LLC; Torrance, CA.
Find us on the World Wide Web at brotherwisegames.com.
Unearth and the Unearth logo are trademarked 2017 by Brotherwise Games, LLC.
Specific art used with the permission of Jesse Riggle.



Credits

Unearth was designed by Jason Harner and Matthew Ransom
Card art by Jesse Riggle (www. jesseriggle.com)
Figure art by David Pietrandrea (www.roboxstudios.com)

Playtesting during development by Paul and Gayle Amann; Ryan Black; Jessica Brown; Bill Cowger; Brendon Eisner; Landon and Kate Fry; John Geyer; Karen Harner; Sara Harner; Brian and Emily Henke; Tim and Kim Hill; Eric Louie; Scott O'Brien; Dana Ransom; Randy and Nancy Ransom; Chris Reid; Tim Weddle; Ben Whitten, and Rio, Sarah, Nathaniel, and Kaitlyn Wibowo.

The Brotherwise playtesting group is Matt González, Leslie Greitl, Kyle Montpas, Chaz Welker, and Mario Martino Suhardi.

Jason and Matthew
- For Cora and Camden

Brotherwise Games
- For Jack, Maddy, Derek, and Ethan