ANCIENT
KNOWLEDGE

RULES

You are the ancient builders of this world, the last survivors of the civilization before ours. You are now the only holders of this multi-millennial knowledge. Leave your mark on history through stone and traditions, and protect this *Ancient Knowledge*.

144 BUILDER CARDS

108 monument cards
- 36 cities (🏛)
- 36 megaliths (🗿)
- 36 pyramids (🔺)

36 artifact cards (🏆)

Type
Starting space
Quantity of initial knowledge
Victory points
Additional cost
Activation
Effect
Name + modern country

PYRAMID OF THE NICHE

3 📖   1 ☀

Secretly look at the top 7 Technology **II** cards of the deck:
▶ **LEARN** 1 if you fulfill its requirements;
▶ and put the remaining cards on the bottom of the deck, in any order.

45 TECHNOLOGY CARDS

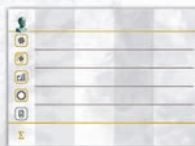**27 Level I cards**
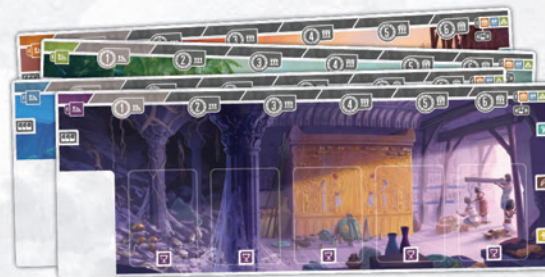**18 Level II cards**

Name   Requirement
Type
Effect
Activation

ANAXIMENES

3 🏆
on your board.

Draw 3 cards.

1 SCOREPAD

1 FIRST PLAYER TOKEN

40 1-VALUE KNOWLEDGE/LOST KNOWLEDGE TOKENS (GREY)

10 5-VALUE KNOWLEDGE/LOST KNOWLEDGE TOKENS (GOLD)

4 BUILDER BOARDS (1 PER PLAYER)

3 TECHNOLOGY TILES

4 PLAYER AID CARDS

ACTIONS (ANY 2)
CREATE
LEARN
ARCHIVE
EXCAVATE
SEARCH

TURN OVERVIEW
A. ACTION PHASE
Any 3 actions.
B. TIMELINE PHASE
C. DECLINE PHASE
END OF THE GAME

Ancient Knowledge is a strategy game for 2 to 4 players where you must build a game engine that will evolve over the course of time. Each turn, all your monuments get closer to the inevitable: belonging to the past… It's up to you to find the best synergy so you can pass down your knowledge before the decline of the emblematic monuments you have constructed, and which we still find nowadays in the four corners of the globe. From Mexican pyramids to the Sphinx of Giza, passing through the famous cities of Tiwanaku and Babylon, only the cleverest builder will shine through the ages and seize victory.

In this game, your greatest enemy is time. Monuments you put into play are all accompanied by **knowledge** (📄). At the end of each turn, all your monuments must slide to the left, declining little by little, until they reach the Past and make you regret all this lost knowledge. When a player has at least 14 monuments in their Past, the game ends. Will your monuments withstand the trial of time?

1. EACH PLAYER CHOOSES A BUILDER BOARD AND PLACES IT IN FRONT OF THEM.

Each Builder board has 5 zones:

1 At the top is the "Timeline." During the game, you will place *monument* cards (city 🏛, megalith 🗿, pyramid 🔺) above this **Timeline**, and you will slide them to the left as the game goes on.

2 The **Past** is represented by the zone to the left of your board. You will place all your *monument* cards that have left your Timeline here. They are always visible to your opponents. The end of the game is triggered once one player has at least **14 monuments in their Past**.

3 In the middle of your board, you have **5 spaces** to place *artifacts* (🏆).

4 The zone to the right of your board lets you sort Technology cards by type (ancient 🔑, writing 🪶, secret ⚱). There is no limit to the number of Technology cards you can place in this zone.

5 The zone to the bottom left is reserved for lost knowledge. You will place any 📜 tokens you receive during the game here.
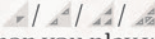

One player's playing area.
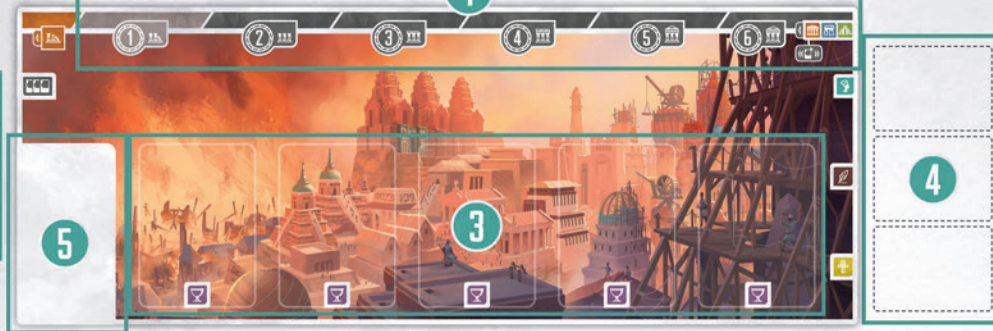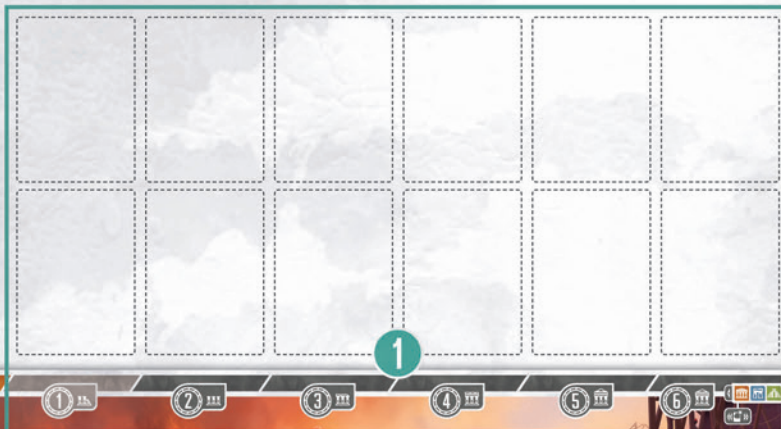
2. PREPARE THE REST OF THE ELEMENTS AS FOLLOWS:

FIRST GAME?

During your first game, we recommend using **starting hands**. *Ancient Knowledge* is a game with simple rules, but very varied card effects.

The game includes 4 starting hands, each with 6 cards. You can identify them by the ⬜/⬜/⬜/⬜ symbols in the bottom right of the cards. When you play with this option, before shuffling the Builder cards, ignore step **A** and separate all the starting cards by symbol.
Each player takes a random deck. Then shuffle the rest of the cards (including any unused starting cards).

1 Randomly choose the first player. They place the **First Player token** in front of them and keep the scorepad handy.

2 Shuffle all the **Builder cards**, then continue as follows:

A Randomly deal 10 cards face down to each player. After looking at your cards, discard 4 cards so you only keep 6.

B The 3rd and 4th players each draw 1 extra card. (Ignore this rule in a 2-player game.)

C Make a deck in the center of the table, within reach of all players. Leave space nearby for the discard pile.

Builder cards represent the monuments that will last through time thanks to your expertise.

3 Place the 3 **Technology tiles** in the center of the table (△ visible) so there are 2 Level **I** and 1 Level **II**.

▸ Shuffle the Level **I** Technology cards and randomly place 3 face up on each of the 2 Level **I** Technology tiles.

▸ Shuffle the Level **II** Technology cards and randomly place 3 face up on to the Level **II** Technology tile.

▸ Make 2 separate decks (**I** and **II**) with the remaining cards and place them in the center of the table, within reach of all players. Leave space nearby for discard piles.

Technology cards represent famous figures and technologies that aid in the development of your civilization.

4 Place the 📄 **tokens** in the center of the table to make a reserve, within reach of all players. You can make change at any time, using tokens of different values.

*These tokens represent **knowledge** (📄) when they are on cards in a player's Timeline, or **lost knowledge** (📄) when they are in the corresponding zone on a player's board.*

Example of setup for a 3-player game.

A game of *Ancient Knowledge* plays over an unlimited number of turns. As soon as a player has **14 or more cards** in their Past, the end of the game is triggered. After final scoring, the player with the most victory points wins!

Starting with the first player, then taking turns clockwise, take your turns as described below.

TURN OVERVIEW

On your turn, complete the following 3 phases in order:

A. ACTION PHASE

CREATE / LEARN / EXCAVATE / ARCHIVE / SEARCH.

B. TIMELINE PHASE

ACTIVATE ALL YOUR MONUMENTS AND ARTIFACTS WITH THE TIMELINE SYMBOL 📖.

C. DECLINE PHASE

SLIDE ALL MONUMENTS IN YOUR TIMELINE TO THE LEFT.

During the Action Phase, you will take **2 actions** chosen from the 5 available options. You can take the same action twice on your turn.

CREATE

The **Create** action lets you play a *monument* or *artifact* card.

CREATE A MONUMENT 🏛, 🗿 or 🛕.

Choose a *monument* card in your hand. Add it to your Timeline, (in the zone above your board), following these steps:

1. If the 🗂 symbol is shown on the top left of this card, discard as many cards from your hand as indicated in the symbol. If you cannot discard enough cards, you cannot CREATE this *monument*.

2. Place the chosen card on its starting space (shown by the ○ symbol).

3. Add as many 📄 to this card as the number shown in the colored band (next to the 📄 icon).

4. If the ⚡ symbol is shown in the colored band, immediately apply the effect. If you cannot apply the full effect, apply as much as possible.

Only while creating a monument, you can play your *monument* on a different space than the one shown. To do so, discard cards equal to the difference between the 2 spaces.

Choose carefully though, since once a card is played, you cannot move it (by discarding cards again) for the rest of the game. You cannot play a *monument* directly to your Past in this way.

If this lock symbol is shown in the top left of the played card, you cannot discard cards in this way. Therefore, you can only play the card in the indicated space.

You can play a *monument* in an unoccupied space by placing one card above the other, respecting the following conditions:

▸ If there are already 2 cards on a space, it is <u>impossible</u> to place a third card.

▸ When a space is empty, always place the first *monument* just above your Timeline. Therefore any second *monument*, must be played above the first card.

▸ If the *monument* on top ends up being the only card in the space, <u>always</u> slide it down so it is just above your Timeline.

ADJACENT CARDS

Certain card effects refer to adjacent *monuments*. *Monuments* are considered to be adjacent if they are placed in the same space (one above the other) or in the same row in 2 side-by-side spaces. 2 diagonal *monuments* are not adjacent.

You cannot voluntarily reverse the position of 2 monuments in the same space.

Example: Adrien takes the CREATE action. He wants to ad the monument card Heracleion to his Timeline. He discards 2 cards from his hand, as required by the 🂠 symbol on the card **1**. Since he wants the card to enter his Past quickly, he decides to discard 1 extra card from his hand to play Heracleion on space **①** of his Timeline instead of space **②** **2**. Finally, he adds 2 📄 to this card, as shown in the colored band **3**.

CREATE AN ARTIFACT 🏆.

Choose an 🏆 card in your hand, then place it on one of the available spaces on your board (5 in the begining). An 🏆 card can never be covered by another 🏆 card. If all 5 of your spaces are occupied, you can no longer play cards of this type.
Only certain card effects will let you discard 🏆 you have played.

📖 LEARN

The **LEARN** action lets you take a Technology card from the center of the table. Proceed as follows:

Choose an available Level **I** or **II** Technology card and check its requirements, if it has any, in the box to the right of the title.

If there are no requirements or if you fulfill those on the card, take the card and place it to the right of your Builder board. It is now part of your **collection**. There are three types of Technology cards: ancient 🗿, writing ✒, and secret ☥. Place it in the corresponding row to the right of your board.

If the card has the ⚡, symbol, immediately apply its effect. If you cannot apply the full effect, apply as much as possible.

If the card has the ❋ symbol, it will provide victory points at the end of the game.

Example: *Adrien takes the* **LEARN** *action. He would like to take the Astronomy card, but he is missing 1 🏛 in his Past to fulfill the requirements. He decides to take Aristotle instead, since he has enough 🔺 in his Past. He then immediately draws 3 Builder cards and places the Aristotle Technology card in his 🗿 collection.*

Example: *You must have 3 🏆 in play to take this card.*
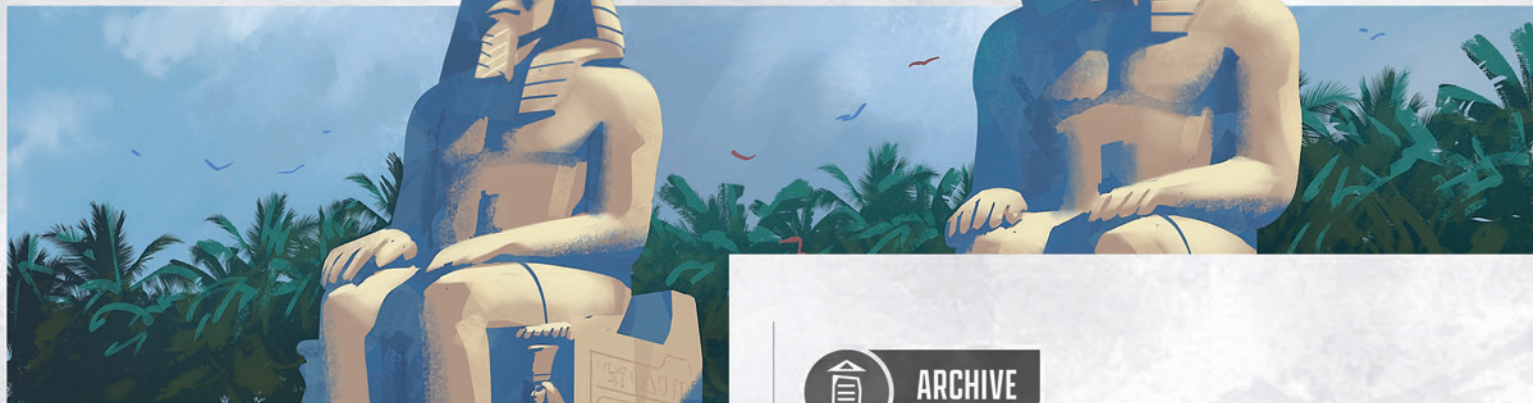
AVAILABLE TECHNOLOGY CARDS

Do not refill the Technology tiles when you take a card. Wait until it contains only **a single card**, then discard this card to the pile next to the deck. Draw 3 new Technology cards from the corresponding deck (Level **I** or Level **II**). Refill this tile with these of 3 face-up cards, on the tile without any cards.

When a deck of Technology cards is empty, shuffle the discard pile to make a new deck. If there are not enough cards left to refill tile, put the cards and tile back in the box instead.

MIDDLE OF THE GAME

As soon as a player has at least **7 monuments in their Past**, flip over one of the Level **I** Technology tiles to its Level **II** side ▲. (The player chooses which tile). Immediately discard the cards on the corresponding tile and refill it with Level **II** cards. From now on, this tile must contain only Level **II** cards. This only happens once per game.

ARCHIVE

The **ARCHIVE** action lets you discard 📄 tokens from *monument* cards in your Timeline.

Discard as many cards from your hand as you want. For each card discarded this way, remove 1 📄 from a *monument* in your Timeline. Return removed tokens to the reserve.

You cannot discard cards if you have no 📄 tokens in your Timeline.

Example: *Adrien takes the* **ARCHIVE** *action. He discards 4 cards from his hand to discard 3 📄 from one monument and 1 📄 from a second monument in his Timeline. He returns these tokens to the reserve.*

ADVICE

1📄 = -1✦

Try to discard 📄 tokens from your Timeline regularly, so they don't become 🗺 during the **DECLINE PHASE**, which provide negative points at the end of the game. But be careful, since certain cards have 🗺 as a requirement. History is made of tough choices…

EXCAVATE

The **EXCAVATE** action lets you draw cards using *monuments in your Past.*

Rotate by 90° as many *monument* cards in your Past as you would like. For each card rotated this way, draw 2 Builder cards and add them to your hand.

Rotated *Monuments* in your Past must be straighten by card effects before you can rotate them again.

Example : Adrien takes the EXCAVATE action. He rotates 2 monument cards in his Past to draw 4 new Builder cards.

SEARCH

The **SEARCH** action lets you draw cards little by little.

Draw 1 card from the Builder deck and add it to your hand.

ADVICE

Expert players will almost never use this action, since it only lets you draw 1 card at a time. It's better to make quick use of *monuments* in your Past so you can draw more cards with the **EXCAVATE** action.

HAND SIZE LIMIT 🃏 10

You can <u>never</u> have more than 10 cards in your hand. If you should draw cards above this limit, do not draw additional cards above 10.

Example : Adrien LEARNS the card Coptic Alphabet and must draw 3 Builder cards. He already has 8 cards in hand, he only draws 2 cards so he doesn't exceed the 10-card limit.
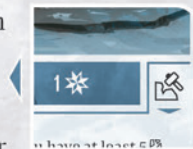
EMPY BUILDER'S DECK

If the Builder deck is empty, shuffle the discard pile and create a new deck.

After you have taken 2 actions, continue to the TIMELINE PHASE.

During this phase, certain *monument* and *artifacts* effects are triggered.

In any order you choose, apply the effects of each of your 🏛, 🏗, 🏚 and 🏆 cards in your playing area that have the 🪓 symbol.

Careful: The effects of *monument* cards in your Past are **never** active during the game.

Then continue to the DECLINE PHASE.

During this phase, time takes its toll. If accumulated knowledge was not passed on, it is lost.

Immediately **Decline** (🏚) *monument* cards in the ① space of your Timeline by following the steps below.

GO INTO DECLINE

When a card goes into **Decline**, follow these steps <u>in order</u>:

1. If it has the 🏚 symbol, apply its effect. Otherwise, nothing happens in this step.

2. If it still has 📖 on it, immediately move these tokens to the **lost knowledge zone** on your board. They are now lost knowledge 🔖.

3. Move the card to your Past, to the left of your board. It is no longer in play, and its effects are not available for the rest of the game.

   If you must **Decline** 2 cards, choose either card and follow <u>all</u> the steps above, then follow them for the second card.

   After **Declining** all the cards in the ① space, check your Past:

   ▸ If there are at least 7 cards, flip over 1 of the Level **I** Technology tiles 🔺 face up (see **MIDDLE OF THE GAME**, page 9).

   ▸ If there are at least 14 cards, the end of the game is triggered (see END OF THE GAME, page 13).

Then slide all *monuments* still in your Timeline, as well as any 📖 tokens on them, 1 space to the left (cards on space ② move to ①, those on ③ move to ②, etc). Cards that move to ① will go into **Decline** on your next turn. Do not slide 🏆.

Example : During this phase, Adrien has the Yonaguni and Mycenae cards in space ① of his Timeline. They both go into **Decline**.

He chooses to resolve Mycenae first. Since it has the 🗻 symbol, he applies its effect. He decides to discard 7 📄 from Yonaguni.

Mycenae still has 1 📄. He places it on his board and it becomes a 🏵. It will be worth -1 ❊ at the end of the game.

He then moves Mycenae to his Past. He now has 1 🏛 in his Past.

Adrien now resolves Yonaguni. It does not have any 🗻 effect to resolve. He moves the remaining 📄 from this card to the lost knowledge zone on his board.

He then moves Yonaguni to his Past. He now has 1 🏛 and 1 🔺 in his Past.

Adrien has no more cards in **Decline** (meaning on space ①). He slides all remaining monument cards in his Timeline to the left 1 space and ends his turn.

Once your **DECLINE PHASE** is over, the player to your left begins their turn with the **ACTION PHASE**.

ADVICE

In the beginning, players tend to avoid moving *monuments* to their Past so they don't gain 🏵. However, *monuments* in the Past provide victory points (❊) at the end of the game. This is usually worth it, since the difference between ❊ and 🏵 is sometimes zero.

For example, Calakmul is on space ①. It will go into **Decline** at the end of the turn, giving you 1 🏵 (-1 ❊). However, this pyramid provides 1 ❊ at the end of the game. This card might cause you to gain/lose 0 ❊, but provides you a nice effect when declining.

On your next turn, having this *monument* in your Past provides multiple opportunities: draw cards by rotating it with the **Excavate** action, fulfill certain requirements, etc.

It's sometimes worthwhile to play cards that provide 🏵 to have even more benefits later on. It's just as possible to win the game with more than 20 🏵 as with a limited amount. Find the best strategy and adapt to it.

As soon as a player has at least **14 cards** in their Past, the end of the game is triggered. Continue playing until each player has played the same number of turns (use the **First Player token**), then proceed to final scoring.

> The end of the game is often triggered by a player having 15 cards in their Past. All they need is to have 13 cards in their Past and 2 cards on ① in the previous turn.

FINAL SCORING

Each player adds up their total victory points (✸) in the following way:

✸	Count the victory points visible in the colored band for each *monument* card in your Past (rotated or not).
✸	Add victory points from certain *monument* card effects in your Past.
📘	Add victory points for each of your Level **II** Technology cards.
◯	Add 1 ✸ for each *monument* left in your Timeline (✸ and 📖 on these cards do not count).
🖐	Remove 1 ✸ for each 🖐 in the dedicated zone on your board.

The player with **the highest** ✸ is the winner.

In case of a tie for the first place, the player with fewer 🖐 between the tied players wins. If there is a tie after that, the most ancient player between the tied players wins.

	Rémi	Vincent	Adrien
✸	40	17	21
✸	4	7	0
📘	11	21	14
◯	3	0	2
🖐	−15	−5	−2
Σ	43	40	35

+3✸

+40✸

+11✸

+4✸

-15✸

ICONS

ACTIONS

| CREATE | LEARN | ARCHIVE | EXCAVATE | SEARCH |

KNOWLEDGE

| Knowledge | Lost Knowledge | Victory Points |

BUILDER CARDS

MONUMENTS

| City | Megalith | Pyramid |

| Artifact | Cost (DISCARD CARDS) | Required Space | Starting Hands |
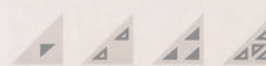
TECHNOLOGY CARDS

| Ancient | Writing | Secret |

TIMELINE

① ② ③ ④ ⑤ ⑥

ACTIVATION

| Immediate | Ongoing (with conditions) | Timeline Phase | Decline Phase | Final Scoring |

CREDITS

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Thank you to Laura for her expert advice and this inspiring phrase: "Don't write a book, it's boring. Make a game!" Thanks to my family for their support. Thanks to Mathieu from l'Équipe Ludique, who has been involved with this project since the beginning. He paved the way for Ancient Knowledge, making it even bigger, even better. Thanks to Nico who inspired me to finish one of my projects for once. Thanks to Clément who participated in more than 400 playtests, and also just for being a perfect friend. Thanks to everyone who bought the game, a product of 5 years of work and research. Thanks to the Iello team for believing in me, and specifically Adrien; it has been a pleasure working with you.

PLAYTESTERS

Without these playtesters, nothing would have been possible! Thanks to everyone: Laura, Clément, my mom, my bros Yann and Théo, Karine, Kévin, Adrien, Vincent, Lucas, Nico, "Lucky" Charles, Yoel and Héloïse from the game bar "Au beau jeu" in Lille, Lisa, Thibaut, Benjamin, Pierre and his friend from "Dernier bar avant la fin du monde", Max, Mathieu and Yann from l'Équipe Ludique, Etienne and Nilesh in Mayotte, Anthelme, Clément from Catch Up Games, Sofiane, Léo, JB, Cédric from Atalia, Jeremy, Arnaud, Marion and Rémi, Pierre and Jordan, Florian from Sylex, Cédric from Ludonaute, Rémi and Côme and their cheerfulness, Clément, Arthur during a forced meeting, Laurent from Ludibreak, Fred from Bad Taste Game, Pauline, Jean-François, and Damien Fort for his expert advice.

ACTIVATION

Builder cards each have one or more active effects when they are in your playing area (in your Timeline – 🏛 / 🗿 / 🏯, or on your board – 🏆). Certain effects are only activated at specific moments during your turn. When this happens, you must apply these effects, if possible. If multiple effects are activated at the same time, choose the order of resolution.

⚡ Apply the card effect as soon as you play it, during the **CREATE** or **LEARN** action.

∞ Apply the card effect at any moment when the conditions are met.

🔨 Apply the card effect during each of your **TIMELINE PHASES** if it is in your Timeline or among the Artifacts you've created (but not in your hand or Past).

⛰ Apply the card effect only when it goes into **DECLINE**.

✳ Apply the card effect during **FINAL SCORING** (only if it is in your Past). The ✳ effects of cards in your Timeline do not count.

GOLDEN RULES

1. The text on certain cards may contradict the game rules. The card text always takes precedence.

2. Card effects are only active when they're played in your Timeline or on your board (except cards with a ✳ activation).

3. During the game, cards in your Past are only used to fulfill requirements of Technology cards, satisfy conditions of other *monument* effects, or be rotated during an **EXCAVATE** action. Once in your Past, card effects are not active for the rest of the game.

4. You must always apply all card effects when possible. If you cannot apply the full card effect, apply as much as possible and ignore the rest.

5. Do not slide *Artifacts* during the **DECLINE PHASE**. It is impossible to have more than 5 on your board.

6. Card effects only affect elements in your own playing area, unless the card specifically mentions something to the contrary. Unless stated otherwise, cards which type is not specified always are Builder cards.

7. You can never have more than 10 cards in your hand. If you must draw cards above this limit, do not draw additional cards.