

Numbers	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8
Total of 1s								
Total of 2s								
Total of 3s								
Total of 4s								
Number Total								
30 for 30 bonus								
Kingdoms	Any Item	Any Item						
Sun (Yellow)								
Mountain (Red)								
Forest (Green)								
Ocean (Blue)								
All 4 Colors (15)								
Kingdom Total								
Items	Any Color	Any Color						
Keys								
Axes								
Shields								
Coins								
All 4 Items (15)								
Item Total								
Grand Total								



Felinda Blanc

Archeologist

1-6 players (15-20 minutes)

Summary:

The famed archeologist, Felinda Blanc, needs your help to build displays for the museum. Collect sets of artifacts in matching types. This game can be a playful way to practice sorting skills, counting and addition.

The Object:

Match colors, items and numbers of artifacts to build more high scoring displays!

The Deck:

Remove the Jokers and Kingdom cards. Also give everyone a pencil and a copy of the Score Sheet.

The Deal:

Each player takes turns as the Dealer. Choose the first dealer at random, then the dealership passes to the player to their left after each hand.

Each hand has three deals. Each player gets four cards in the first deal, then they get two extra deals to improve their hand by replacing cards they don't want.

After you get your four cards, decide which cards (if any) you want to replace. Turn those cards face down. Starting with the player to the left of the dealer each player asks for a number of new cards. Say 1, 2, 3 or 4 for how many new cards you want. Say "Pass" to hold all 4 of your cards.

After the second deal you can decide if you want to try for a better hand and repeat the process for the final deal. You may turn over cards that you held for the second deal if you wish.

After the third deal you get to decide what is the best display you can make with your artifacts. Calculate your score and fill in the blank for the appropriate category. Once you fill a category you can not change it later.

The Dealer passes the deck to the player on their left to shuffle and start the next deal.

Scoring:

The score sheet has three sections: Numbers, Kingdoms and Items.

For the Numbers section add up all of the artifacts with matching numbers: 1, 2, 3 or 4.

If the Numbers section adds to 30 or more you earn a 30 point bonus!

For the Kingdom section add up all of the artifacts with the same color: Yellow Sun, Red Mountains, Green Forest or Blue Ocean. Get all 4 colors in one hand for 15 points!

For the Item section add up all of the matching Items: Keys, Axes, Shields or Coins. Get all 4 Items in one hand for 15 points!

Fill one category for each hand. If you can not fill a category you must enter zero for one of your available categories.

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The End:

The game ends when there are no more categories to fill. Each game takes 14 deals and everyone should finish on the same turn.

Add the totals for each section for your final score. The player with the most points wins!



This hand can count as:
6 points for Twos,
5 points for Green Forest,
4 points for Coins,
or 5 points for Keys!



This hand has all 4 Colors (Yellow Sun, Red Mountain, Green Forest and Blue Ocean) and it also has all 4 of the Items (Axe, Shield, Coin and Key).
Fill either the "All 4 Colors" category or the "All 4 Items" Category for 15 points!