

Game Rules



TASKFORCE
SAVING ANTIQUITIES

Contents

- 90 clue cards



- 1 game board



- 14 item cards



- 7 figures +7 holders



- 8 help cards



- 7 figure cards



- 12 penalty cards



- 1 transparent solution card



- 16 question cards



- 1 escalation marker



- 4 case cards



- 1 set of rules



- 12 starting clues



- 70 action counter



The cases

△ The relief

○ The torso

□ The crown

★ The pearl

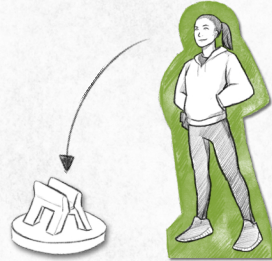


All cards belonging to a case have the respective symbol of the case on the back.

Setting up

Put the figures in the figure holders before you start.

The figures have been cut out with a laser. Dark edges and a smell of smoke are normal on unpacking and will disappear over time. The edges can simply be wiped over with a tissue.



Sorting the cards

When you start a new game, you have to sort the clue cards into the correct order and by location.

On the back of the cards is a place and a number. You sort the clue cards for each place by their numbers. 1 goes on top.



The rules

-
- 1+ players (3-8 recommended) from 15 years of age
- Takes ~1 to 2 hours
- Free internet and cell phone/laptop/tablet needed for research
- Paper and pens needed for notes



It is best to read the rules out to everyone.

You can also make notes about your suspicions regarding the case.



Research on the internet is always allowed – and even encouraged!

Taskforce: Saving Antiquities is a collaborative game of deduction. This means that all the players work together to solve the case. You win or lose the game together. Your task is to investigate the origin of ancient objects and uncover illegal machinations.

To obtain valuable clue cards, use the different characters of your investigation team according to their skills. You win the game only when you can answer all the key questions correctly. For this you need information both from the game play itself and

from the internet. If you answer the questions incorrectly, the escalation marker goes up! Then you have to draw penalty cards, which can cause your mission considerable problems!



All names and characters are invented!



Setup

- Choose a case.
- Place the penalty and help cards in the squares marked for them.
- Place the cards for the figures in their areas so that they point to the arrow with 3 action points. Place the figures next to them.
- The clue cards for the case go in the places marked for them.
- Place the round counter on the second square from the left on the escalation bar.

All other cards and unused counters can be kept next to the board.



Starting the game

The last person to visit a museum has the first turn. Players then take turns in a clockwise direction (you can make a note of the order). Read the case description and the starting clue cards carefully - what information do they provide?



- Starting clues and clue cards

The starting clues provide a starting point for the case and give you initial information to solve it.

Read them carefully and take notes as necessary.



The rules

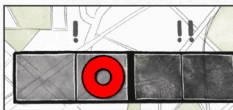
The clue cards gradually provide you with more information about the case, the object and the people involved. You have to use them in the course of the game with the figures and you have to spend action points on them to solve the case.



1. Start of a round

At the start of a round you pick up at least one help and penalty card. The exclamation marks above the escalation marker show you exactly how many cards you have to pick up.

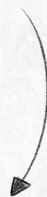
You also move all the figure cards back to their starting position, so that you have three action points available again. Action points spent on unsolved cards stay where they are!



Pick up **one** penalty card.



Pick up **three** penalty cards.





- Cards

The penalty cards cause you problems.



Place cards that block locations on top of the stack for that location. They are blocked until the necessary action points are spent. At blocked locations, clues cannot be worked on until the penalty card has been removed.



Some cards require you to spend action points, although they are not linked to any location. These cards represent a location in themselves, so you must also spend an action point if you move a figure to this card.

? - Cards

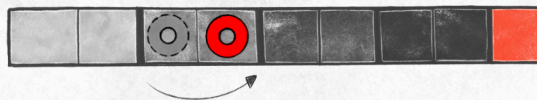
The help cards provide you with assistance. You can use them once without spending an action point. So think carefully about when you want to use them.



Use the card whenever you need it.



This card moves the counter on the escalation marker. If you move into a new zone, you do not have to pick up any more penalty cards in that round. The help cards provide you with assistance. You can use them once without spending an action point. So think carefully about when you want to use them.



2nd turn

Players can all normally spend 3 action points.

These action points can be spent on various game figures, for example two on the archaeologist and one on the lawyer. Each figure has a limited number of action points per turn. When these are used up, no more actions can be carried out with the figure until the next round.

To show how many action points a figure still has, turn the figure cards clockwise.



The archaeologist has 3 action points left.



The archaeologist has one action point

- Spending action points

You can do three things with action points:

- Move figures to another location or a penalty card.
- Work on part of a clue.
- Deal with and remove a penalty card.2nd turn



- Moving figures

You have to spend an action point to move a figure.

To work on a card, the figures must be in the right location. This also applies to penalty cards, even if they are blocking a figure rather than a location.

Figures can be moved several times each turn and work on various cards - as long as you have action points left.



- Working on clue cards and penalty cards

To work on a clue or penalty card, the corresponding figure must be depicted and located in the appropriate place.

White squares can be used by any figure.

Place a counter for the figure in question on a square that you have already worked on.



Once you have dealt with all the squares, you can reveal the clue card. The figures stay in the same place. You can remove the counters.

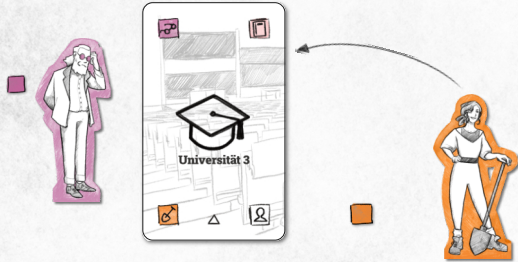


Some clue cards give you item cards. Solve the clue card, look for the corresponding item card and keep it ready. Some clues may only be worked on if a requirement ("X required") has been fulfilled and you have the corresponding item card.



Example

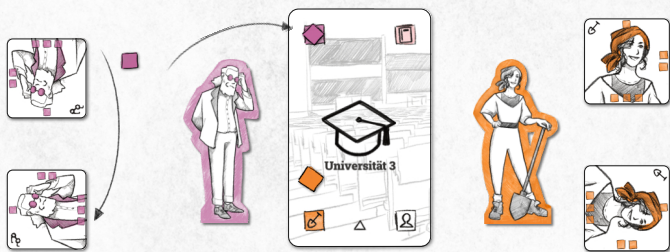
- 1** 1) Player A has 3 AP. For one AP, she moves the archaeologist to the university, where the curator is already standing.



- 2** 2) Player A has 2 AP. She spends one AP on the archaeologist to work on the square with her.



- 3** 3) Player A has 1 AP. She spends one AP on the curator to work on his square.



3. End of the round

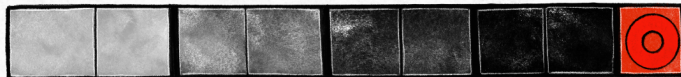
The round is over when all of the action points for the figures have been spent or you decide to end the round. Leave the figures where they are.



The archaeologist has no more action points.

How you lose the game

You lose the game if the escalation marker reaches the last square of the bar.



How you win the game

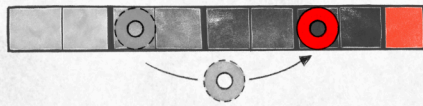
To win the game, you have to answer all the key questions correctly.



- Key question cards



You can try to answer the key questions at any time.

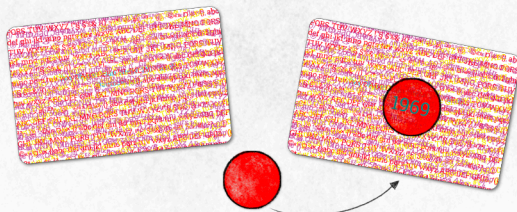


If you answer a key question correctly, you can draw 3 help cards.

If you answer incorrectly, move the counter on the escalation marker on 4 spaces.

Solving the key questions

The correct answers are hidden on the back of the key question cards. Use the red solution disc to reveal the answer.



Concepts

Ancient world: In the traditional understanding, the 'ancient world' includes cultures that originated in the first millennium before and in the first millennium after Christ in the countries around the Mediterranean and also spread beyond, especially those of Greece and Rome. They deal with the subjects of ancient history, classical archaeology and classical philology (Greek and Latin studies). This spatially, temporally and culturally highly restricted use of the term is now considered obsolete.

Today, the concept of the ancient world is extended to all antiquity in Europe, North Africa and the Middle East – to cultures that often interacted with Greece and Rome, but were independent of them and often far older.

Antiquities: The term 'antiquities' refers to objects and objects of all kinds that were made by people in ancient times. Which objects are considered antiquities depends largely on how the term antiquity is defined. Based on a temporally and regionally broad concept of antiquity, these include ceramic vessels from the Neolithic period, cuneiform tablets from the Near East, papyri from Egypt or statues from Greece. In a narrow understanding of antiquity, only the material legacies produced in the first millennium B.C. and the first millennium A.D. are considered antiquities in the countries around the Mediterranean Sea.

Archaeometry: Archaeometry lies at the interface between classical studies and natural sciences. It comprises scientific concepts and methods that provide insights into the materials used, the exact dating, the origin and use of objects in archaeology. This also includes the examination of structures hidden in the ground and investigations from the air. Due to the rapid development of this still young subject, its exact definition is also changing at great speed.

Counterfeit: A counterfeit is a replica of an original piece that is created to deliberately deceive others. However, originals can not only be forged, they can also be counterfeited. This is done, for example, by changing or restoring an object. They can also be based on a certain style, without a direct model existing.

Receiving and disposing of stolen goods: The sale of stolen items is illegal. Whether it takes place at the level of organized crime or on a smaller scale, such as occasional sales: The theft of cultural goods is a major problem for the preservation of the cultural heritage of humanity. Fencing antiquities is often associated with money laundering and international terrorism.

Protection of cultural property: As part of the cultural heritage of mankind, cultural property has more than just monetary value. Such property also represents knowledge, experiences and practices in a special way and is thus an expression of cultural identity. Protecting cultural property from damage caused by natural disasters, terrorism and illegal trade is a challenge that must be addressed at both the national and international level. Internationally, there are regulations for the protection of cultural property in times of war and peace: In wartime, cultural property is to be protected by the Hague Convention of 1954 and its Second Protocol of 1999. In peacetime, norms developed by UNESCO come to bear, but they remain valid even in wartime. In Germany, for example, the German Act on the Protection of Cultural Property has been in force since 2016.

Looting: Looting is the theft and robbery of items and goods by individuals, groups or gangs. Looting is facilitated by conflict and war or the collapse of public order. In Germany, looting is considered a breach of the peace and is a criminal offence.

Provenance: The provenance describes the history of an object from its discovery to its current location and owner. Ideally, there is an unbroken line of owners from the time of discovery to prove the rightful possession and authenticity of the object.

Object biography: Includes the history of origin, genesis and development of an object.

Illicit excavation: The term illicit excavation is generally used to describe excavations carried out without permission from the appropriate governmental authorities. In a narrower sense, improper work, in which the information content of the archaeological context is lost, can also be called an illicit excavation.

Raubgrabung: Als Raubgrabungen werden im Allgemeinen illegale, ohne Genehmigung durchgeführte Grabungen bezeichnet. In einem engeren Sinne können auch unsachgemäße Arbeiten, bei denen der Informationsgehalt des archäologischen Kontextes verloren geht, als Raubgrabung bezeichnet werden.

Restitution: In international public law, restitution refers to reparation by return or compensation paid by an occupying power in response to the finding of the illegal removal of objects in a territory occupied by war. Cultural policy refers to the return of cultural property or works of art to the countries of origin.

World cultural heritage: The totality of tangible and intangible cultural property is called cultural heritage. The Hague Convention describes it as "movable and immovable property of great importance for the cultural heritage of all peoples." According to the World Heritage Convention of 1972, natural heritage is also included in addition to architectural heritage. Intangible cultural heritage, however, has only been part of world cultural heritage since 2003.







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saving-antiquities.org

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Saving Antiquities

Kulturgutschutz geht uns alle an! Erfahre mehr über diese wichtige Aufgabe und die Bedeutung der Altertumswissenschaften für den Schutz und Erhalt unseres kulturellen Erbes.



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Vertiefe Dein Wissen

Schmale unser Angebot, um mehr über
das Altertum zu erfahren.

Master Dein Wissen

Game Design

Illustration

Concept & Lead

Scientific Project Lead

Project Lead Game Design

Scientific Research

Scientific Research

Scientific research

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Adviser

Technical Adviser

Website Design