

Thebes (2007)

2-4 Players

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Object: Over multiple years travel to gain knowledge, assistants, and gear, then head out on excavations. Hold exhibits and scientific conferences. Highest prestige wins.

by BGG user: schuetzsc

Setup

- Each player gets: a set of 5 **excavation permits** , a **time marker**  and a **time wheel**. Start **archeologist**  at Warsaw. Randomly stack time markers on the start space. **3p**: start on 16 space
- Remove the 10 **exhibit cards** from deck, shuffle the rest, draw 4 cards & place face-up on Research area of board
- Make 3 stacks of 27 **researcher cards** each. Shuffle the 5 small exhibits into stack 2. Shuffle the 5 large exhibits into stack 3. Put stack 1 on 2 as the deck, save stack 3. **2p**: Put all exhibits in stack 2
- Put the **year marker**  on **1901** for **2p** or **3p**. **4p**: start on **1902**
- Take one 1VP artifact token  for each area & place on each excavation site on the board

Game Play

- Player whose time marker is last takes turn. If tied for last, marker on top of stack goes 1st
- Moving the player costs time = # of legs traveled. Can occupy same spot as other players. When using Zeppelin card, travel time = 0 [discard card after use]. Car reduces travel of 3+ weeks by 1 week
- A player turn consists of executing **1 Action** [mandatory]
 - **Take Researcher card**: Pick a face-up card, move player to indicated city, put card face-up in play area, advance time marker for movement + card cost, refill supply. If exhibit card drawn during refill, place on space (a) on board, bump existing cards a->b->c->discard. If cards run out, shuffle discards with stack 3 as new supply. **Variante**: limit held cards to 1 car, 3 shovels, 3 assistants max
 - **Exchange cards**: move player to Warsaw, discard current cards & draw 4 new face-up. If exhibit drawn, handle as above. Advance time marker 1 for the action + movement to Warsaw. If taking consecutive turns & exchanging cards again [already in Warsaw], pay +2 weeks to do action again
 - **Excavate**: player must have **permit tile** & 1+ points of **special knowledge** for area being excavated. Move player, pay movement time. Calculate **Total Knowledge**. Special knowledge = # technical books & rumors/legends for area + assistants [2/3 assistants = 1/2 point special knowledge, 1 assistant = 1 point but must be discarded]. Add **General Knowledge** books. Cannot use more **general knowledge** than **special knowledge**. Set **time wheel blue** value = # total knowledge, choose # weeks to dig, draw tiles = **red #** [>0] from bag. With **shovel cards**, can draw additional tiles [1/2 for 2/3 shovel cards, or +1 tile for 1 card but must discard]. Advance time marker. Put **debris** back in bag, put useful items face-up in play area. Discard **rumors/legends cards** used. If 1st player to dig, claim 1VP token. Turn **permit tile** to 'X' [player can dig site again next year]. The **Special Excavation card** allows player to excavate again at site [discard after use]
 - Variante**: Once per game, spend 2 weeks to redraw from bag
 - **Exhibit**: move player to city on exhibition card, advance time marker. Take exhibit card after showing that artifact requirements are met [books are not artifacts], do not discard artifacts
- When the player's time marker passes 52, turn permits to valid side. If last player to cross, advance year marker to next year

End Game & Scoring

- Player ends when playing in 1903 & moves past week 52 [must stop action on year 1 space]. Can't move again, other players continue
- **Special knowledge** for each site: +5VP for most, or +3VP to all tied
- +VP for **artifacts**, **exhibition cards**, and # of **congress cards**
- Assistants, legends, general knowledge don't count
- Most VP wins. Tie: no tiebreaker

| | | | | | | | |
|---|---|---|---|----|----|----|----|
|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|  | 1 | 3 | 6 | 10 | 15 | 21 | 28 |

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Technical Book (45) *9 per site*
1-3 specific knowledge at the site of its color.
Never discard.



Assistant (6) *don't discard*
2: 1 specific knowledge at any site.
3: 2 specific knowledge at any site.
1 card: May discard for +1 specific knowledge if you have **exactly** 1 card.



Zeppelin (2)
Reduce travel time to 0 for 1 turn, no matter how far.
Discard after use.



Local Legend (5) *1 per site*
May use this to add 2 specific knowledge at its site.
Discard after use.



Shovel (6) *don't discard*
2 cards: draw +1 disc.
3 cards: draw +2 discs.
1 card: May discard to draw +1 disc if you have **exactly** 1 shovel.



Car (2)
Reduce travel time of 3 or more weeks by 1 week during all turns.
Never discard.



General Knowledge (8)
Use open books at any site, up to your specific knowledge there.
Never discard.



Special Permit (2)
Flip any permit from its X side back to its valid side.
Discard after use.

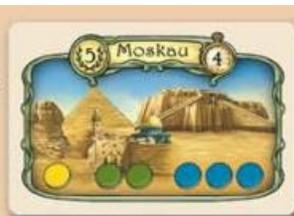


Conference (9)
Earn VP for the number of Conference cards you own (table on card), 28 VP max.
Never discard.



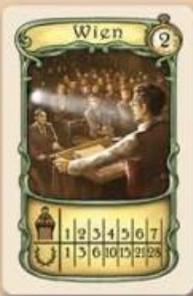
Small exhibition (5 cards)

- earns a player 4 points
- takes 3 weeks time
- requires 3 artifacts from 2 specific regions



Large exhibition (5 cards)

- earns a player 5 points
- takes 4 weeks time
- requires 6 artifacts from 3 special regions



Congress (9 cards)

Earns a player a maximum of 28 points. A player earns:

| | |
|--------------|-----------|
| 1 congress | 1 point |
| 2 congresses | 3 points |
| 3 congresses | 6 points |
| 4 congresses | 10 points |
| 5 congresses | 15 points |
| 6 congresses | 21 points |
| 7 congresses | 28 points |