SCARABYA™

🇬🇧 | 8+ 👤👤 | 👥 1-4 | ⏱ 15-20 min

Game Components

🪲 4 sets of 12 "Camp" tiles (1 set per player)
🪲 4 sets of 4 "Archaeological Site" boards (1 set per player)
🪲 4 sets of 8 rocks (1 set per player)
🪲 4 frames to outline the Archaeological Site
🪲 72 Scarab tokens worth 1, 2, 3 and 4 points
🪲 12 Mission cards

Introduction

A new mystery is stirring within the archaeological community: a remarkable, ancient symbol has been uncovered. It has the shape of a mysterious Scarab Beetle and traces of its presence have been found in several archaeological sites located at the four corners of the globe. You are leading a team of archaeologists leaving on an expedition to set up camps and mark out excavation areas. Your goal is to gather as many Scarab relics as possible to help solve the mystery of Scarabya.

Object of the game

While exploring their Archaeological site players try to position their Camp tiles to isolate small excavation areas (no larger 4 squares) rich with Scarabs. Each excavation areas will bring players points depending on the number of Scarabs.
At the end of the 12 rounds, the player with the most points wins the game.

Set-up

Each player chooses a color and takes the matching components: 1 Frame, 4 Archaeological Site Board, 12 Camp tiles and 8 Rocks.The youngest player is assigned the role of **Great Explorer** and takes the pack of Mission cards, shuffles them and places them face down in a pile in the center of the table.

The **Great Explorer** then chooses a way to set up their 4 boards inside their frame, to form an archaeological site of 10 squares x10 squares .

The other players must then replicate this setup by arranging their 4 boards in the exact same way. All the players then position their rocks on the allocated spots.
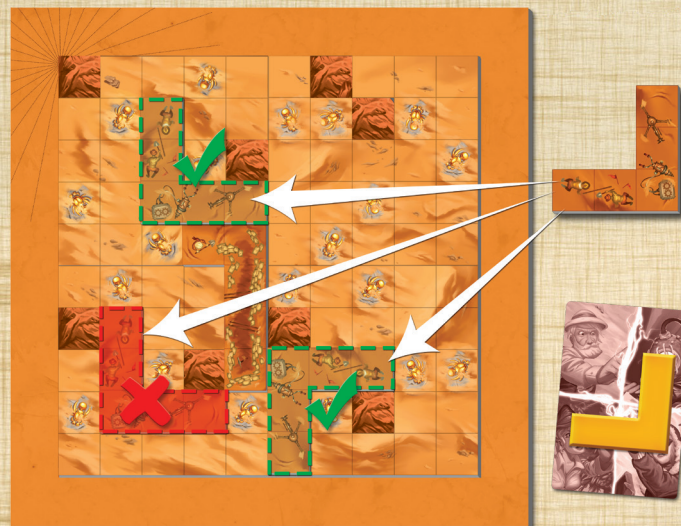
Playing the game:

The game is played over 12 rounds.

First, the Great Explorer draws a Mission card. This card will indicate the shape of Camp tile players will use . They pick the corresponding tile and place it on their archaeological site following the layout rules.

Players play simultaneously, and the round is over when everyone has placed their Camp tiles and collected any Scarab Tokens they have earned .

Layout rules:

❖ **The first tile must cover at least 1 of the 4 central squares in the archaeological site.**

❖ **All other placed tiles must connect to another previously placed tile by at least one side (connecting diagonally does not count).**

❖ **Tiles must always cover 5 squares of the player's archaeological site.**

❖ **Rocks are natural obstacles that all players must work around. Tiles may not overlap.**

✦ Scarab symbols can be covered.
✦ If a Camp tile can be placed on the Archaeological Site, it must be played.
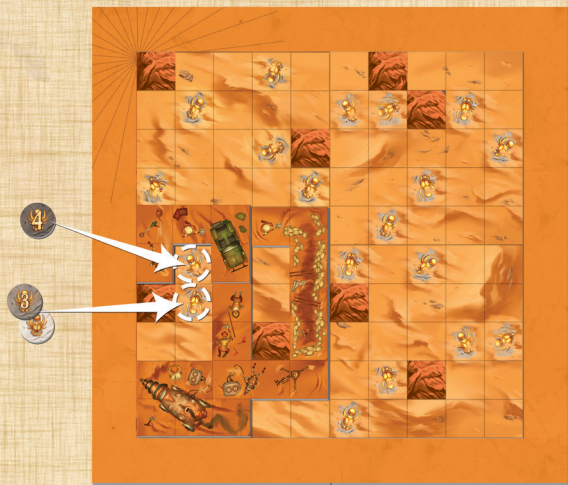✦ If a Camp tile cannot be positioned, it has to be discarded.

Set up of an excavation area:

An excavation area is an enclosed space of 4 squares or less, bordered by Camp tiles, Rocks and/or the Frame itself .

Count the number of squares in the excavation area you have just created, then place a Scarab Token corresponding to that number on top of each Scarab Symbol.If there is no token equal to that number, just add together several tokens of lesser value to make up the required total.

Example: *You just created a 4-square excavation area containing 2 Scarab symbols. On each of these symbols, place a Scarab token worth 4 (if all 4-point value tokens have been used, replace with a 3-point value token + a 1-point value token).*

End of the game

The game ends at the end of the 12th Mission.

Each player counts all the Scarab tokens on their Archaeological Site.. The player with the highest points total wins the game.

Scarabya offers two variations:

One to one:

Two archaeologists are competing, trying to find as many Scarabs as possible in one shared Archaeological Site.

❖ Choose and set up one Archaeological site, as indicated in the basic game, and place it between the two players in the center of the table.

❖ Place the corresponding Camp tiles between the two players.

❖ Shuffle the Mission cards and place them in a pile face down.

Taking turns, each player flips a Mission card over and places the corresponding Camp Tile on the Archaeological site, **strictly following the same layout rules as in the basic game.**

Once the CampTile is placed and creates one or more excavation area, players:

❖ win any Scarab token scored for each new excavation area and place them in front of them

❖ mark this newly-created excavation area as accounted for by placing any unused Scarab Token onto one of its squares. The value of the token does not matter as it is just a reminder.

If there is at least one way a Camp tile can be positioned on the archaeological site, then it MUST be played. Otherwise, the tile is discarded, and the same player flips the next card over, and so on until that player can effectively place a Camp tile.

The game ends when all the Mission cards have been played. The second player may have positioned one less Camp tile. If this is the case, the second player gets one Scarab token with a 1-point value for each Scarab symbol that is <u>not</u> in an excavation area The player with the highest point total wins the game.

Note: after the first game, you can decide to rematch on the same Archaeological site To do this, reverse the order of play but keep the order of the Mission Cards.

Solo:

You are the last remaining descendant of a civilisation everyone believed was extinct. Your ancestors left you a mission: ensure that the secret of your people is never discovered ! Therefore you must make sure that all Archaeological searches fail! Your goal is to cover all of the Scarab symbols.

❖ Choose and set an Archaeological site, as indicated in the basic game.

❖ Take the corresponding Camp tiles.

❖ Shuffle the Mission cards and place them in a pile face down.

❖ Flip Mission cards over one after another, placing the corresponding Camps on the archaeological site each time, **strictly following the same layout rules as in the basic game**.

If there is at least one way to place a Camp tile on the archaeological site, then it MUST be played. Otherwise, the tile is discarded. Flip the next card over, and so on until you cannot play anymore.

The game ends when all the Mission cards have been played.
And you win... if, and only if you have covered ALL the Scarab symbols!

You may think it's easy? Well just try it! If you fail on your first try, you may flip the Mission cards over, face down and without changing their order and try again!

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