

FOSSILIS

Game design by David Diaz
 Art by Apolline Etienne
 Graphic Design by Josh Cappel
 Published and Developed by KTBG



This rulebook and prototype are for previews only; the final version of the game will have more refined visuals and art, and there may be changes to gameplay, contents, tallies, and terminology.

©2019 All rights reserved.

OBJECT

You are a paleontologist, and you are about to embark on the dig of a lifetime. An incredible deposit of dinosaur fossils has been discovered, including bones from many different species and many eras... it's an unprecedented find! Compete with other fossil hunters to carefully clear away layers of terrain to find the bones the museum needs to finish its exhibits!

COMPONENTS

1 Dig Site board



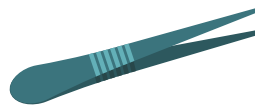
1 Dig Site lid



1 blocker panel

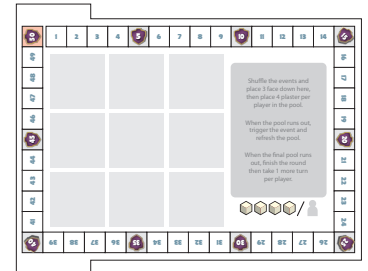


1 tweezers



1 score track

Site Map on back side



35 Terrain tiles



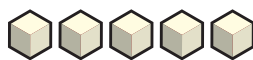
4 Paleontologist pawns



4 Score markers



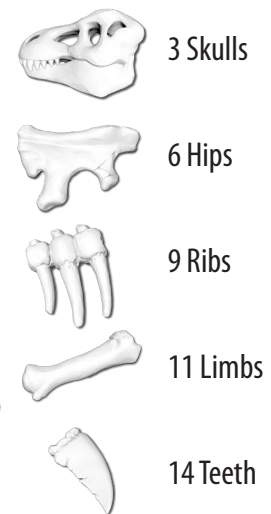
40 Plaster cubes



1 Start player marker

We forgot to include one! Please use any small object.

43 Bones



24 Dinosaur cards



21 Tool cards



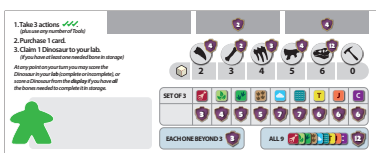
24 Supplies cards



6 Event cards



4 Player Mats



12 Skill tiles



8 Hammers

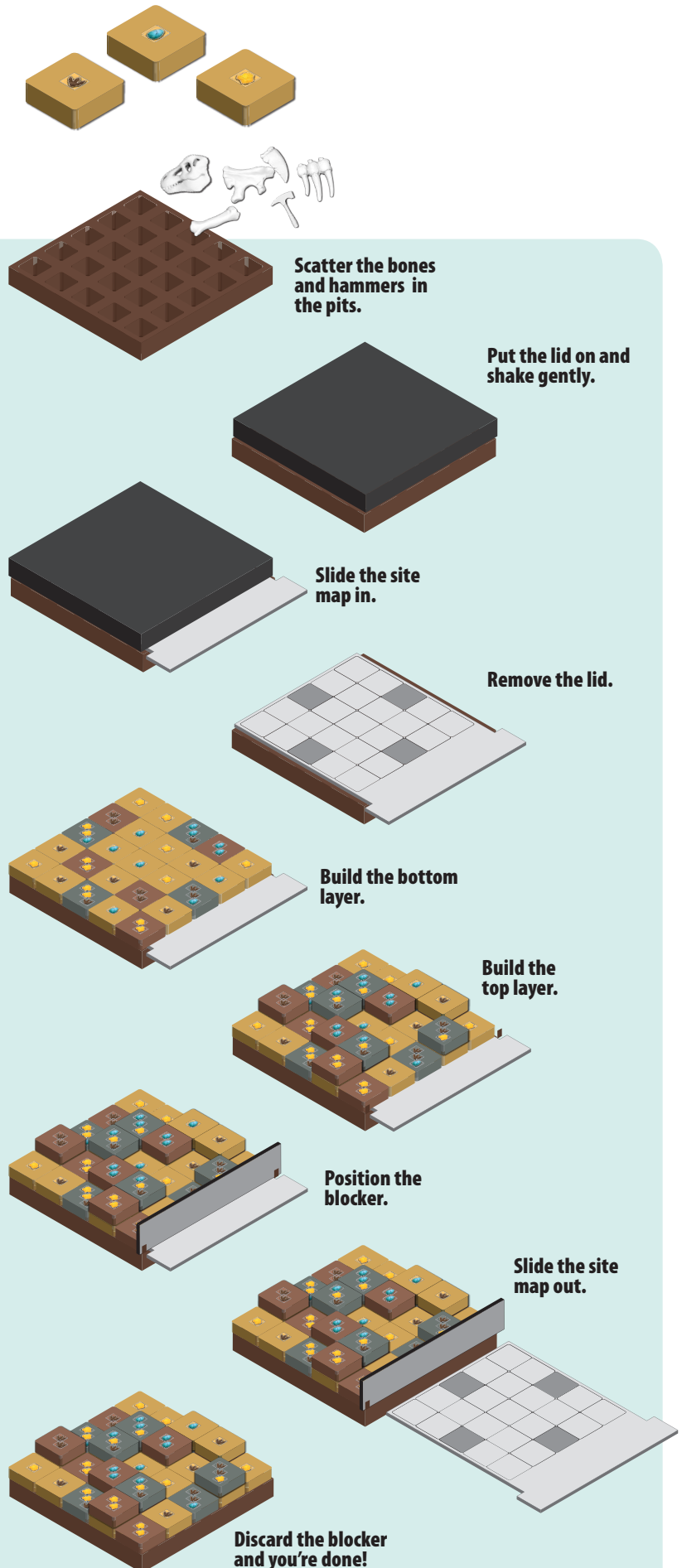


SETUP

1. Set aside three **Sand tiles** to form a face up discard pile (1 each of the three different Fragments: amber, egg, and footprint).

2. **Prepare the dig site:**

- Sprinkle all the bones and hammers into the pits of the dig site, trying to evenly spread everything. Don't look too closely at where they end up.
- Place the lid onto the dig site. Pick up the board and shake it around gently so that bones move around; try to do it in a mostly up-and-down-motion so that bones don't end up all bunched to one side or corner.
- Slide the site map into the slot between the lid and the dig site. Remove the lid and return it to the box.
- Add Terrain tiles face up to the dig site onto the site map in two layers. *All players should help with this so that it goes quickly.* The rules are: On the bottom layer, there should be a Stone tile on each of the dark gray spaces, then all the rest of the spaces must be Clay or Sand. On the top layer any tile can go anywhere but **no** tiles may go in the four corners of the dig site, and Stone tiles may **not** be stacked on other Stone tiles. There are only 10 tiles on the top layer; *finish the bottom layer's 25 tiles before starting the top.*
- Position the blocker upright between two of the dig site's posts and the tile grid. Hold it firmly in place, and pull the site map out from underneath the tiles. You now have a dig site where the bones and hammers are dispersed in an unknown pattern! Return the blocker to the box, and flip the site map over to form the Score track.



3. Draw 9 random **Skill tiles** and place them face up on the skill display. Return the rest to the box.
4. Draw 3 random **Events** and stack them face down on the Event spot. Return the rest to the box.
5. Make a supply pile of all 40 **Plaster**, then add an amount of Plaster on top of the Event stack to form the Plaster pool (the amount is 4 plaster per player). Keep the tweezers nearby.
6. Shuffle the **Dinosaur** deck and make a *Dinosaur display* of 4 face up Dinosaur cards. Keep the deck face down nearby.
7. Shuffle the **Tools** and **Supplies** decks separately. Make a Market display of 4 face up cards; 2 Tools and 2 Supplies. Keep the decks face down nearby.
8. Each player takes the **player mat** and **pawn** of their colour, and places the **scoring marker** of their colour near the start of the score track.
9. Pick a starting player and give them the **Start Player marker**. In reverse turn order, the players place their pawns onto a corner tile of the dig site. *Pawns may not share a tile.*

Now you are ready to begin!



GAMEPLAY

The game proceeds in clockwise order beginning with the starting player. Play continues until the end game is triggered, then the current round is finished and each player gets one more turn. The player with the highest score wins!

ON YOUR TURN

Your turn has three steps:

- 1. Spend Energy to take actions, plus 1 extraction.**
- 2. Buy 1 card from the Market.**
- 3. Claim 1 Dinosaur card into your lab.**

**At any point on your turn you may score a Dinosaur in your lab, or score a Dinosaur directly from the display if you have all the bones needed to complete it.*

1. Spend Energy to take actions, plus 1 extraction.

On your turn you will spend 3 imaginary Energy (✓) to perform actions. Most actions cost 1 Energy, but a few of them cost more. You can perform any action in any combination and any number of times as long as you have the Energy to spend.



You may **also** use **Tool cards** on your turn (*if you have any*) to carry out their functions. Using Tool cards does **not** cost any Energy.

- You gain any tile that is removed or slid off the board by a Tool effect; the Fragment symbols on tiles can be used to buy cards from the Market later in your turn.
- You may use **any number** of Tools on your turn.
- When you use a Tool, flip it face down to show that it's been spent.



Once during this step of your turn (*at any point before, between, or after your actions*), you may spend Plaster to extract 1 bone (*or extract 1 hammer for free*). **This does not cost any Energy.** See *Extracting* for details, below.

ACTIONS

Gain 1 Plaster ✓

Take 1 Plaster **from the Plaster Pool** (*not from the supply*). If the Plaster runs out during your turn, it will trigger the next Event at the end of your turn (see **Events** below). If you gain Plaster on your turn for any reason once the pool has run out, take from the supply instead.

Move 2 spaces ✓

Move your paleontologist pawn up to 2 spaces on the dig site. With each space of movement your pawn may move **orthogonally or diagonally** to an adjacent tile. Your pawn may **pass through** other pawns but you may not end your movement on the same space as another pawn. There is no extra cost to move up or down a layer of tiles.

Climb onto the dig site ✓

Your pawn may get pushed off the dig site during play; it costs 1 Energy to climb back up onto the dig site. When climbing up, you must place your pawn on an unoccupied tile along the same edge of the dig site that your pawn fell off. If there is no such tile, you must first place a Sand tile so that there is one (see **Place 1 Sand tile**, below).

Place 1 Sand tile ✓

Choose any Sand tile you wish from the discard pile and place it onto the dig site. If your pawn is **off** the dig site, the sand tile must be placed along the same edge of the dig site that your pawn fell off. If your pawn is **on** the dig site, you must place the tile orthogonally adjacent to your pawn.

Dig 1 tile: Sand ✓ • Clay ✓✓ • Stone ✓✓✓

Slide 1 Terrain tile that is **orthogonally adjacent** to your pawn (*or the tile that your pawn is standing on*) 1 space in any direction you wish. The “heavier” the tile, the more Energy it costs to dig. The sliding tile can **push** any number of other tiles ahead of it, but **only tiles of the same weight or lighter**. Stone can push anything; Clay can push Clay and Sand; Sand can push only Sand.

- 2-tile stacks may never be pushed (*though the top tile of a stack may be pushed off to drop down a layer*).
- Tiles with pawns on them may be pushed; the pawn goes with the tile.
- If any tiles fall off the dig site as a result of your dig, you get to claim those tiles. Tiles have Fragments on them that you can spend to buy cards from the Market (see Buy a Card, below).

Pawns may be pushed by the action of sliding tiles (*when a top layer tile is pushed towards a pawn standing on a bottom layer tile*). Pushed pawns move into the next space in the same direction.

- If any pawn falls off the dig site (*including your own, which you can accomplish by digging the tile you're standing on*), that pawn must stay off the dig site (*on that side of it*) until the player spends 1 Energy to climb back on (see **Climb onto the dig site**, above).
- If a pawn is pushed **into** a pit, the owner fishes it out and places it off the dig site on any side they wish.
- If a pawn is pushed so that it would be “squished” between two top-layer tiles, the pawn hops up onto the tile it is being pushed toward.
- If a pawn would be pushed onto the same tile as a **second** pawn, the second pawn is pushed ahead of it into the next space.

Extracting (once per turn, 0 Energy)

Once per turn (before, between, or after your other actions) you may extract a bone or hammer from an **open pit** that your pawn is **orthogonally adjacent** to. To do so, spend the amount of Plaster indicated on your player mat then use the tweezers to extract the bone (or zero plaster for a hammer). Spent Plaster goes into the **supply** (not the pool).

For example it costs 4 plaster to extract Ribs, or 0 plaster to extract a Hammer.

When you extract a **bone**, it goes into storage on your player mat. Bones may be kept for their endgame value (displayed on your mat), but they will be more valuable if you can assign them to particular Dinosaurs that need them. You may **assign a bone** from your storage to the Dinosaur card that is **in your lab** whenever you want, but once it's there it is committed and may **not** be removed.

For example you have just spent 4 plaster to extract a Rib. The Rib goes right into the storage area on your card. The *Ichthyosaurus* card in your lab (which already has a Tooth assigned to it) **does** need a Rib, so you could assign the Rib to that card whenever you want by placing it there.

When you extract a **hammer**, you **must** choose 1 Skill token from the skill display and add it to the leftmost empty skill slot in your player mat (imagine that you have returned a lost tool to its owner and they teach you a skill in gratitude). Covering up the VP symbols in the 2nd and 3rd slots means that you won't earn those points at the end of the game, so be sure you really want that Skill! When you gain a Skill token, you **immediately** gain the benefit described on the token for the remainder of the game.

For example you have just extracted a Hammer (for 0 plaster). You place the hammer into your storage and choose a new Skill from the display.

You already have a Skill from earlier, so the new one you choose will go into the next skill slot on your player mat, covering up the 2 VP there.

2. Buy 1 card from the Market

You may spend the Fragments on your collected tiles to buy 1 card from the Market... either a **Tool** card or a **Supplies** card. Each card displays its cost in fragments at the bottom. Whichever one you buy, replace it in the display with a card from the matching deck. Spent tiles go into the discard pile.

- If you are forced to “overpay” for a card because of how your fragments are split up on your tiles, you do **not** get change.



Amber



Footprint



Egg



Wild

Any fragment can be used here.



Tools are action cards that you can save to use during the action step of a future turn (*but not on **this** turn, as the action step of your turn is already over*). They also may provide endgame VP. When you gain a Tool, keep it face up to show that it hasn't been spent yet. Each Tool card describes its effect.



Supplies gain you some combination of Plaster, bones, and endgame VP. Take Plaster **immediately** from the pool (*or from the supply if the pool runs out, triggering an event as normal*). If the card grants you a bone, keep the card face up beside your mat; treat it in all respects as if it were a bone in your storage.

If there happens to be a bone of the matching type in the discard pile, flip the card face down and take that bone from the discard into your storage instead; it's easier to manage that way.

3. Claim a Dinosaur from the display into your Lab.

If there isn't currently a Dinosaur in your lab and you have **at least one** of the required bones of a displayed Dinosaur in your storage, you may *claim that Dinosaur* from the display into your lab. When you claim a Dinosaur to your lab, you **must** immediately assign at least one bone from your storage to it, placing it on the Dinosaur card.

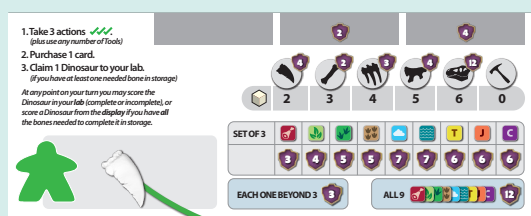
- You may only have 1 Dinosaur in your lab at a time.
- If there **is** a Dinosaur in your lab and you want to claim one from the display, you **must first score the Dinosaur** in your lab to clear it away (*see **Scoring a Dinosaur** below*).
- Keep an eye not only on the bones and VP value of a Dinosaur when you're choosing it, but also on its characteristics; each Dinosaur has three characteristics that will provide valuable end game scoring (*see **Final Scoring** for details*).



For example, you have a Tooth in your storage and no Dinosaur in your lab. You could use the Tooth to claim a Dinosaur from the display.


Two of the Dinosaurs in the display need a Tooth: The Quetzalcoatlus and the Allosaurus. You could claim either one of those into your lab and place the Tooth onto it.

You decide to claim the Quetzalcoatlus since it has a higher Perfect Score than the Allosaurus, and you are interested in the characteristics it provides.



SCORING A DINOSAUR

At any point on your turn, you may score a Dinosaur from your lab. If the Dinosaur has **all** of the required bones, immediately gain the *Perfect Score* shown on the card. If it does **not** have all of the required bones, you may still perform a *Partial Score*: immediately score **only the values of each bone that you have assigned, as displayed on the card**.



The image shows a dinosaur card for Quetzalcoatlus. At the top left, there are three icons: a red dinosaur head, a blue cloud, and a purple 'C'. The main illustration shows a yellow Quetzalcoatlus standing in a desert landscape with flying pterosaurs in the background. Below the illustration, the text reads: "QUETZALCOATLUS They were common in area known as modern day Texas. Paleontologists estimate their wingspan to be around 11 metres, and they had a long neck with sharp teeth." At the bottom of the card, there are three bone icons with numbers: a white tooth with '4', a black hip with '5', and a white limb with '7'. A red circle highlights the '21' Perfect Score in the top left corner. A red arrow points from the text 'Perfect Score' to this circle. Another red arrow points from the text 'Bone values for Partial Scoring.' to the three bone icons. To the right of the card, there is a single white bone icon.

Perfect Score

Perfect scores are far higher than Partial scores even if you added all of the needed bone values together... but sometimes you want to hurry a Dinosaur out of your lab so that you can claim another, or maybe you're just trying to complete a lot of Dinosaurs!

For example, you've already got a Tooth and a Hip on the *Quetzalcoatlus* in your lab. You could score it right now to get a Partial Score of 11VP (4 for the Tooth and 7 for the Hip), or you might want to see if you can dig up the Limb you need to earn a Perfect Score of 21.

Bone values for Partial Scoring.

You may also at any point on your turn score a Dinosaur directly from the Dinosaur display (*skipping your lab altogether even if there's a Dinosaur in it*), but **only** if you have **all of the required bones in your storage**. Immediately score the **Perfect Score** shown on the card, claim the Dinosaur card face down in front of you, and draw a fresh Dinosaur from the deck to add to the display.

- It is possible to score multiple Dinosaurs on the same turn.
- Whether scoring a Dinosaur Perfectly or Partially (*and whether from your Lab or the display*), immediately reflect the earned VP by moving your scoring track marker. Turn the Dinosaur card face down into your “scored” pile. Discard any bones you used on the scored Dinosaur.

EVENTS

When the Plaster pool runs out, that triggers the next event. Give the next Event card (*still face down*) to the active player until the end of their turn. When **the turn is over**, they reveal the Event card and carry out its instructions.

- The “active player” referred to on many Events is the player who triggered the Event.
- Any Plaster gained during an event will come from the **supply**, since there is currently no pool.

After the Event is resolved, replenish the Plaster pool from the supply (*4 Plaster per player*). This replenishment **does** happen after the third Event card is resolved, meaning that after the third Event there will be **one final Plaster pool** before the end game is triggered. *So there will be four full plaster pools total over the course of the game.*

Once that **final** Plaster pool runs out, **finish the current round** (*consult the start player marker to determine where the round ends*), then play one last round so that each player gets **one final turn**. Then the game ends and final scores are calculated! Any Plaster gained by players once that final pool runs out is taken from the supply.

FINAL SCORING

You will probably have gained some points during the game from scoring Dinosaurs, and possibly from Events. Now you will add to your score in a few different ways:

Final Dinosaurs. If there is a Dinosaur remaining in your lab, score it now (*partially or perfectly*). You may add required bones to it now from your storage, if you have them.

Empty Skill Slots. If you have any empty skill slots that show VP, score the displayed amount.

Skill scores. Some skills grant VP at endgame.

1. Take 3 actions ✓✓✓ (before endgame or not)
2. Purchase 1 card.
3. Claim 1 Dinosaur for your lab. (You have at least one available in storage)
At any point during the game you may visit the Dinosaur in your lab (complete or incomplete) or move it to storage from the lab. You have all the bones needed to complete it in storage.

DIG CLAY FOR 1 ACTION

AT ENDGAME SCORE

If this was your player mat, your one empty Skill slot is worth 4VP, and you have a Skill that earns you 5VP.

Leftover bones. Leftover bones in your storage are worth VP as displayed on your mat.

- **Skulls** in particular are worth a lot of VP and aren't required on any Dinosaur card. **Teeth** also are relatively valuable in your storage.

If you had 2 leftover Skulls and 1 Tooth for example, that's a huge 28 VP!

Leftover Plaster. Gain 1VP for every 2 Plaster you still hold, ignoring remainders.

5 leftover plaster is worth 2VP

Market cards. Reveal all of the Tool and Supplies cards that you purchased over the course of the game. Many **Tool** cards (*whether spent or not*) and **Supplies** cards award VP. Score them now.

If you had these four Market cards, the combined VP score from them is 13VP.

Characteristic Sets. Reveal your Dinosaur collection. For each characteristic that you have at least 3 of, score its displayed set value, plus 3VP for each extra symbol beyond the first three.

For example the set value for Biped is 5VP. If you had six Bipedes you would score 5VP for the first three, plus 9VP more (3 x 3VP) for the extra three.

Variety Bonus. If you have at least one of all 9 characteristics in your Dinosaur collection, score 12VP.

SET OF 3

EACH ONE BEYOND 3

ALL 9

If this was your Dinosaur collection at the end of the game, you would score:

- 9VP for your Carnivores (3VP base + 6VP for the 2 extra)
- 5VP for your Bipedes
- 6VP for Jurassic-Era dinosaurs
- 12VP because you have at least 1 symbol of all 9 characteristics!

Once all players have done their final scoring and adjusted their markers on the score track, the player with the most VP wins! In the event of a tie, the tied player with more Dinosaurs in their collection wins. If that's also a tie, share the victory!