

ARCHOL·EOLOGY

✦ A roleplaying adventure game in the cities by Guy Pradel
for 2 to 6 players, written by Guillaume Jentey. ✦



Play a team of archoleologists who explore abandoned cities to discover their secrets and the traditions of those who built them and lived there.

◆ THE TEAM ◆

Everyone creates an **archoleologist** on a scrap of paper. Write their name and a quick description.

Give a rating to each of your 4 **characteristics** BODY / HANDS / EYES / MIND. Each has a value between -1 and +2 and they should sum to +2.

To finish off, choose a specialty for your archoleologist such as architect, artist, engineer, explorer, historian, linguist, mystic, soldier...

◆ THE SITE ◆

Choose one of the 26 locations in the Archol architectural guide book.

Everyone should learn the name and description of the site, some phrases about it, study the illustration and where it is placed on the map. If you wish you can choose a city that isn't in the Archol guide book and go off to explore new locations.

◆ THE DIG ◆

You **play out scenes** in which your characters explore every part of one of Archol's cities.

One of the players **frames the scene** by throwing D6s on the tables below, using the results as you see fit, for inspiration or to invent totally new elements.

or Encounters :

Rival team Aggressive squatters Chatty hermit Savage beasts Terrifying monster Supernatural servant of the location

or Finds :

Sacred relic Object or evidence of the everyday life of yore Secret Room Work of Art or Craft in good condition Coins, jewellery or other valuables Deteriorating Fresco

or Events :

Trap A strange mechanism starts up Natural threat Difficult passageway (overgrown, flooded, void, maze, etc.) Music or noises coming out of the walls Ghostly Scene plays out and then fades

Any player can add their character to the scene. Those whose characters aren't present in the scene may play the environment or secondary characters with the person who framed the scene.

When a character does something considered important for the scene, the player throws **2D6 + their rating** in the most appropriate rating (BODY / HANDS / EYES / MIND). BODY is for actions requiring strength or endurance, HANDS for dexterity or know-how, EYES for observation or reflexes, MIND for knowledge or analysis!

If the result is 10 or more	The player describes the outcome.
If the result is 7 , 8 or 9	The player starts describing the outcome but the other players finish, adding a problem or something unexpected.
If the result is 6 or less	The players playing the frame describe how the situation gets out of control.

On top of this, **once per session**, a character can use their specialty to take control of the narrative. Whatever the result of the dice, the player describes how, using their specialty, they take control, save the situation, or make an incredible discovery!

At the end of each scene the players all create together a **DISCOVERY**. This is a scrap of paper on which they describe an element they liked from the scene just played out: a trace of the Old World, an architectural detail, a cultural testimony, etc.

◆ **DISCOVERIES AND THEORY** ◆

When enough scenes have been played out to create between **6 to 10 DISCOVERIES**, the players come up with a theory on the city and the culture of those who lived there.



The players formulate their theory together, perhaps staging it as a debate between the members of the group, or as presentation in a lecture theatre, or to sponsors of the expedition. When a player first uses one of the **DISCOVERIES**, they take its scrap of paper.

The theory is agreed and the members of the team of archeologists are thanked for their work if all the **DISCOVERIES** are used and if every player has taken at least one **DISCOVERY**.

◆ AFTER ◆

When the game is over, take a moment to discuss between yourselves about the game, your visit to the city, your theory, and what you enjoyed. Why not keep a research notebook with a resumé of each of the game, creating the history of each city? You might then, if you fancy it, play a game in these cities, from a time when they were full of

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	CERTIFIED ARCHIOLEOLOGIST		
	Valid throughout the Communal aggregate of Archol		
	Name :		
	Surname :		
	Specialty :		
Description :			
Characteristics			
BODY :	HAND :	EYES :	MIND :

◆ DISCOVERY ◆
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◆ DISCOVERY ◆
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◆ DISCOVERY ◆
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Silka : atipo foundry
Basteleur : Keussel

☐ Dicier ☑ : Speak the Sky

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