



The “team mode” variant allows you to discover a new way to play *Ancient Knowledge* for even more dynamic games with **4 players**.

As a team, play simultaneously with your teammate and add your victory points together.

This rule sheet describes gameplay elements and setup instructions specific to this variant. The rules explained on this sheet are only those that differ from the base game rules.

SETUP

Make 2 teams of 2 players. Sit beside your teammate, then set up the game following the 4-player instructions (see page 5 of the base game rulebook).



GAME OVERVIEW

Follow the normal base game rules, but add the following rules:

TEAM TURN OVERVIEW

Teammates play their turns simultaneously (completing the normal 3 phases). When both players have finished their turn, the opposing team takes their turn.

A. ACTION PHASE

You can freely discuss and plan your actions with your teammate (namely for the **LEARN** action).

EXCHANGE 1 CARD

During the opposing team's turn, you can exchange 1 card from your hand with your teammate. If they accept your card, they must give you 1 from their hand. If you do not want to exchange cards, nothing happens. Before making an exchange, you may discuss the cards you have in hand, without showing them to each other.

EFFECTS AND TARGET

Card effects that target opponents only target players on the opposing team, never your teammate.

END OF THE GAME

At the end of the game, add all ✨ from both members on each team. The team with the **most ✨ is the winner**. In case of tie, the player with the highest individual score breaks the tie for their team.

EXAMPLE OF A TURN

Adrien and Georgina make up **team 1**, while Remi and Joelle make up **team 2**.

Team 1 was chosen to play first. Adrien and Georgina start playing the first turn simultaneously **1**.

During **team 1**'s turn, Remi and Joelle exchange 1 card from their hands with each other **2**.

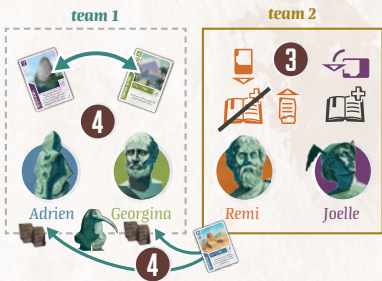


Now it's **team 2**'s turn.

Remi and Joelle would like to take the same Technology card. They put their heads together and finally decide that Joelle will take the **LEARN** action to add the card to her collection. Remi decides to take a different action instead **3**.

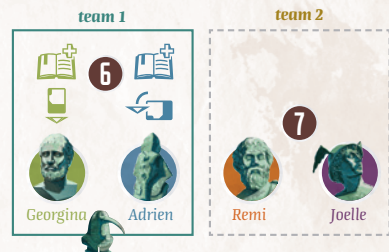
Remi plays the Sphinx of Giza card on his board and adds 2 on Adrien and Georgina monuments because of its effects. The card effect does not affect Joelle **4**.

During **team 2**'s turn, Georgina would like to exchange a card with Adrien. Though he would rather keep all his current cards, Adrien decides to exchange a card anyway to help his teammate **5**.



Later on in the game, during **team 1**'s turn, Adrien isn't happy with the available Technology cards. Georgina takes a **LEARN** action first and uses the effect of her new Technology tile to renew the available Technology cards. Now that he has more choices, Adrien takes his **LEARN** action **6**.

During **team 1**'s turn, Remi and Joelle can exchange a card with each other, but decide not to this time **7**.



At the end of the game, each player adds up their points like normal, then adds them to their teammate's score.

Remi and Joelle win the game!

