

# BAAKO: UNEARTH THE PAST

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The ruins of a new civilization have been discovered, and archaeologists from around the world has begun to work to unearth all the treasures and stories that the ancient city of Baako has hidden.

You will take the role of one of these prestigious archaeologists and, during each turn, you will draw fences throughout your land to make the shapes that the cards determine and thus discover the different fossils, treasures and ruins that are hidden. The bigger the discovery, the most victory points you will earn.

What are you waiting for? Take your shovel, and together we will unearth the past.



1 - 100  
Players



Age 10+



30 mins

## Rulebook

# How to Play

## SETUP

### 2 or more players

Give each player a pre-printed sheet of BAAKO on their A side.



Have two six-sided dice ready.



Hand out something to draw to each player (we recommend a pencil and an eraser in case they need to make corrections).



Randomly, take 1 discovery card from each of the 5 types and place them face up in the center of the table where everyone can see them.

There should be 5 cards on the table:  
1 treasure, 3 fossils, and 1 ruin.



Treasure

Fossils

Ruin

Each player may write their name or their archaeologist pseudonym at the top right of their sheet.

Archeologist:

Alexander

## TURN ORDER

### Phases of each turn

#### 1.- Start of turn

Each Baako game (on its A side) is divided into 15 turns where all participants play simultaneously.

To keep track of the played turns, at the beginning of each turn each player must fill in the corresponding circle on their timeline:

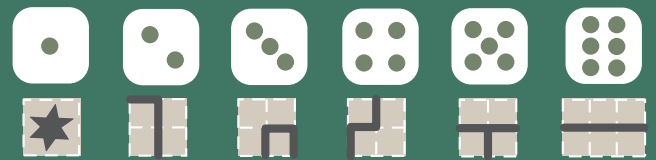


#### 2.- Throw the dice

Designate a player to roll the two dice on the table, the result must be visible to everyone.

#### 3.- Draw fences on your sheet

All players use the result of both dice to draw the corresponding fence:





- The numbers 2 to 6, represent the perimeter of a fence, which will help you to complete the shapes indicated by the cards.
- The number 1 is a hole that you will draw on another player's sheet to block their move (see next page).



## TURN ORDER (cont.)

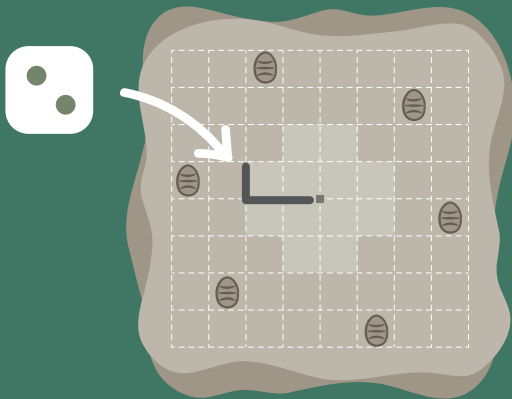
### How to draw fences



When you are going to draw a fence, you must do it from the **center point of the land** of your sheet, or from the **vertex or side of another previously drawn fence**, following the dotted line.

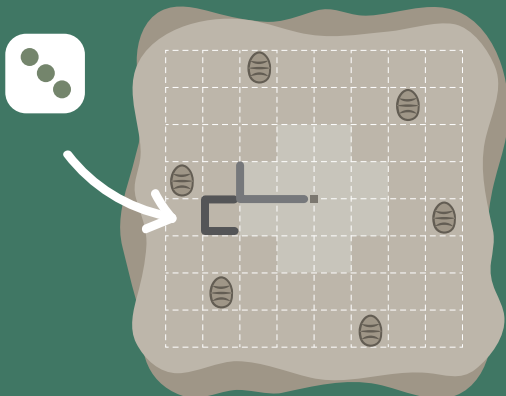
Note: You can draw the fences in any orientation and direction, as long as the lines do not cross or overlap with each other.

Example: It is just the first turn of the game, and the result of the dice is  and .


The player decides to draw the fence , (corresponding to the  die) and he must do so from the center point of his land.





Then the player decides to draw the fence , (corresponding to the  die), and he can do it from the center point of his land or from any fence already drawn.



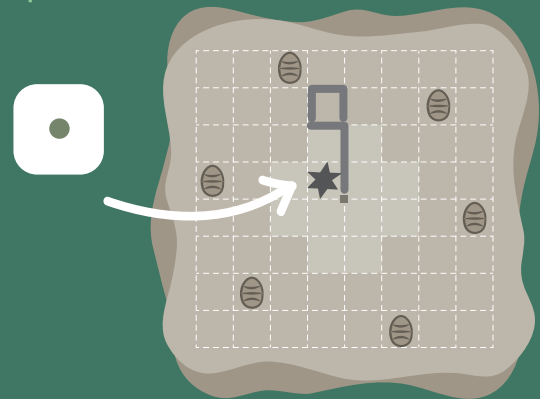
### Draw Holes

If the result of one die is , before drawing any other fence, **players must pass their sheet to the player on their left**.

Each player must draw a  in a square on the other player's sheet, with the intention of blocking his compliance of the cards shapes. The hole must be drawn from the **center point of the land** or **vertex or side of an unfinished fence**. Once all the players drew it, they return the sheet to its owner, and they continue to draw the fence corresponding to the result of the other die.

In case the dice roll is double , ignore that roll and the dice must be re-rolled.




Example:



### 4.- End of turn

When all the players have finished drawing their fences, and their discoveries, (see next PAGE), the current turn ends, and the next one begins.

### END OF THE GAME

After finishing the last turn , and drawing the special fence  (see page 5), **the game ends and the players count their victory points**  they got through their discoveries (see next page).

# EARN VICTORY POINTS by completing discoveries

You will earn victory points ★ when drawing your fences in the "Draw on your sheet" phase, and completing the shape that the cards requires.

There are 5 cards in play during each game, corresponding to 3 categories of discoveries:



Three fossils: Fossil cards are the most common, representing ancient fossils of 2, 3, and 4 squares. These discoveries award victory points for completing them, and award extra points for fulfilling its extra conditions.



One treasure: These are discoveries of only 1 square. They can only be completed if its condition is met.



One Ruin: These are discoveries of 5 squares, and they are the ones that give you the most points of all the discoveries. They can only be completed if its condition is met.

In short, the three Fossil cards can be completed no matter what, and they will also give you extra points if you meet their condition. Ruins and Treasure cards can be completed at any point too, but they will ONLY grant you points by fulfilling their condition.

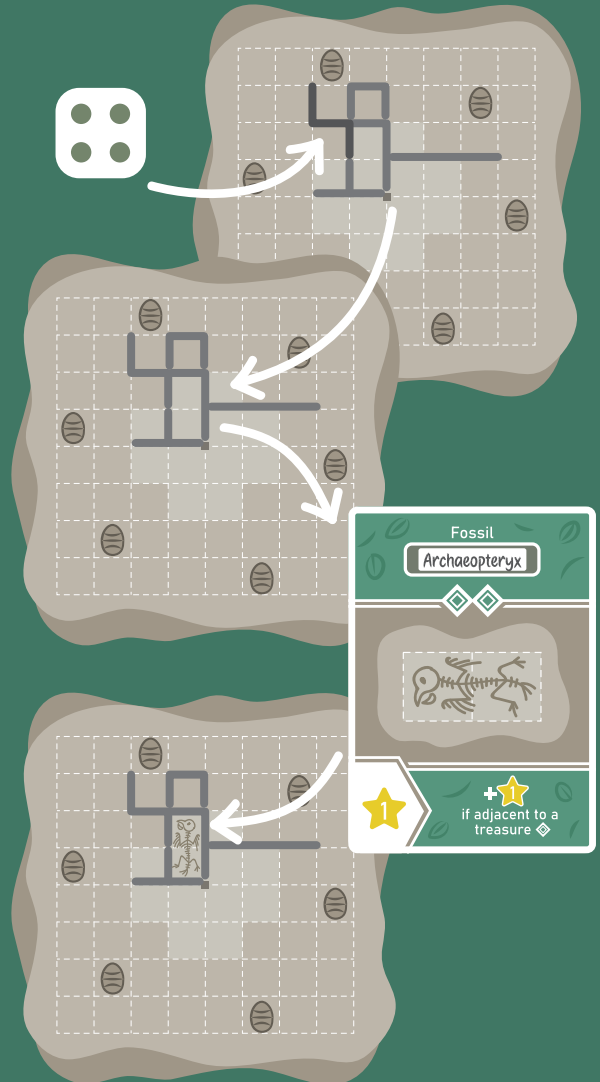
You will not be able to draw a discovery if there is a hole overlapping the shape



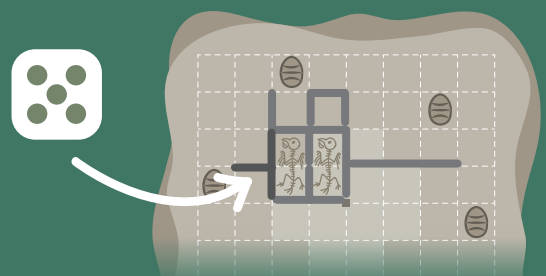
Note: Like when you draw fences, shapes can be completed in any direction and orientation.

Example: The result of the dice this turn were 8 and 8.

First, the player decides to draw the fence 8, (corresponding to the 8 die), and thanks to that move he has completed the Fossil discovery shape, and draws its figure inside.



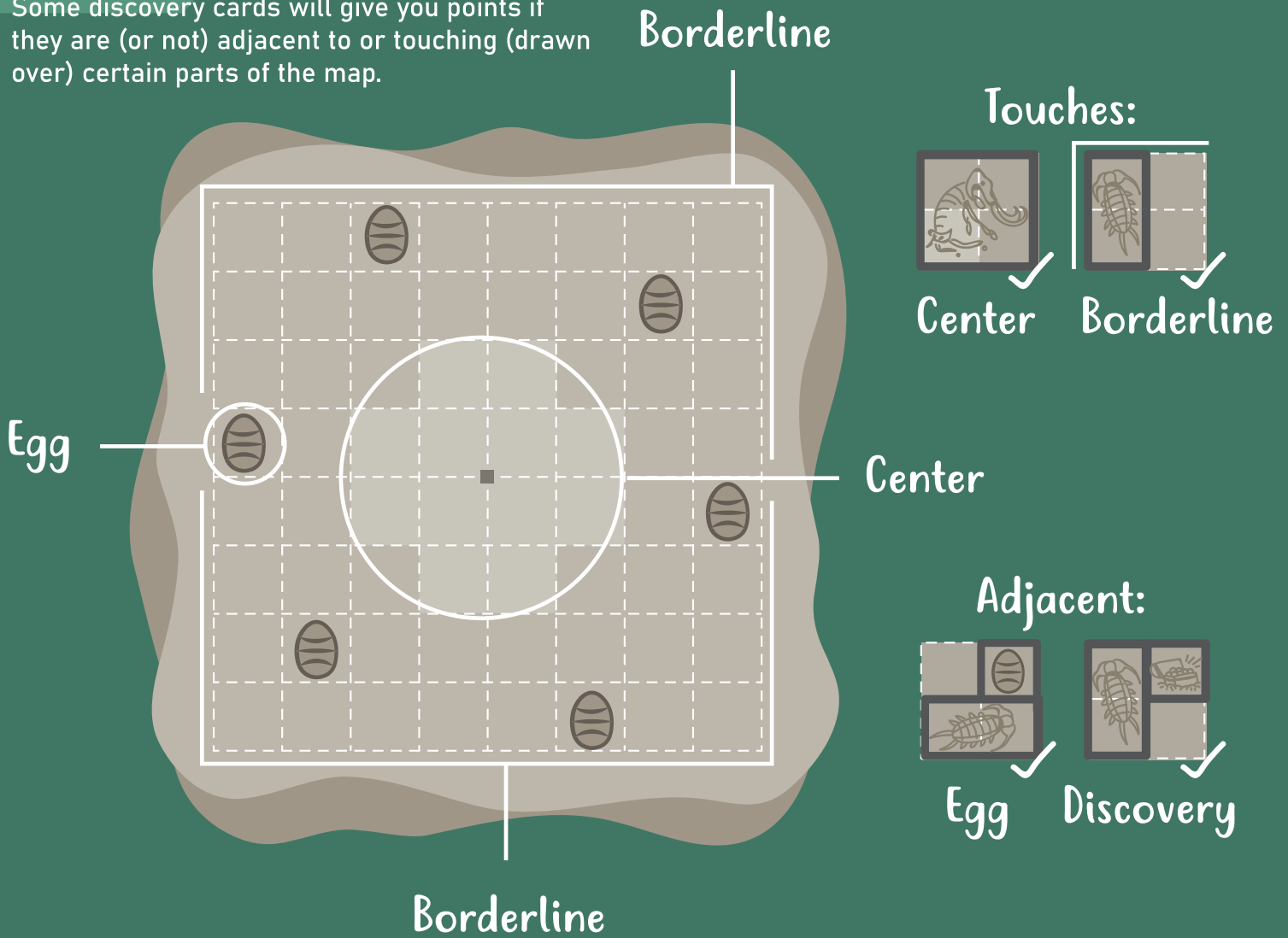
Then, he draws the fence 8, (corresponding to the 8 die), completing another Fossil and draws it inside.






## LAND MAP

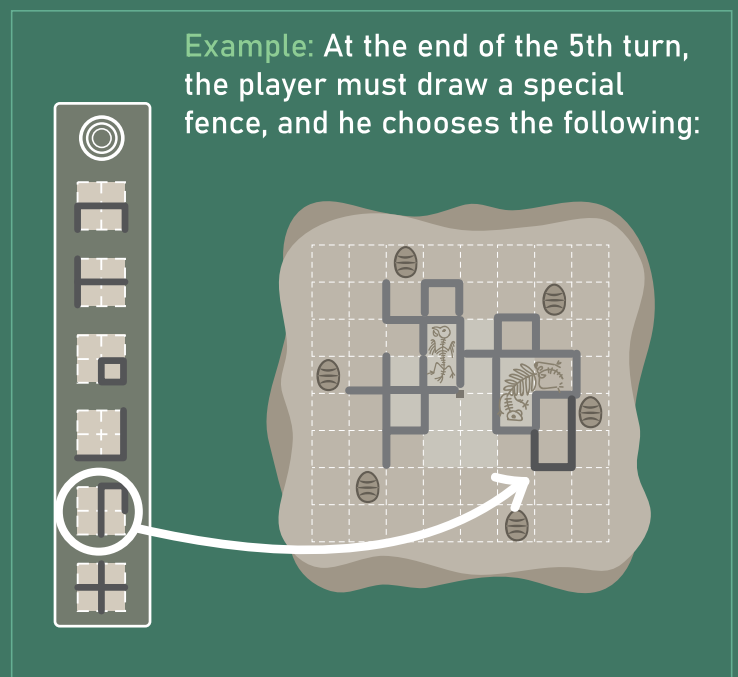
Some discovery cards will give you points if they are (or not) adjacent to or touching (drawn over) certain parts of the map.



## SPECIAL FENCES

At the end of the 5th, 10th and 15th turn, you will notice the symbol  on your timeline. In each of these 3 pauses, **all players must draw on their map one of the 6 special fences** that are on the left side of their sheet.

Once one of these special fences has been used, cross it out **X** to indicate that it will not be usable in the next pause. It is mandatory to draw one of these fences at each pause, and once everyone has done so, they can continue the game as normal.





## SOLO MODE

### Setup

For a solo Baako game, follow the same setup steps, just use sheet B instead.

### Rule Changes

In essence, the rules of the game are the same: **Roll two dice each turn to draw the fences, and try to meet the requirements of the 5 discovery cards.** However, there are a few important changes when playing solo.

- 1.- The timeline is shorter (12 turns), but there are still 3 pauses ☉ like in a multiplayer mode.
- 2.- The result 🟩 now is not a hole, but a fence 🧱, so you will not pass the sheet or draw a hole anywhere.
- 3.- The only holes 🟦 on the land are already pre-drawn, and, contrary to what happens with eggs, if you completely enclose a hole, you will lose 2 victory points per enclosed hole.

All the rules for discovery cards remain the same.

### Scoring

At the end of the game, calculate your points in the normal way, and try to reach the best score:







- Less than 6 ⭐ - Past destroyer
- 6 to 15 ⭐ - Student
- 16 to 25 ⭐ - Adventurer professor
- 26 to 35 ⭐ - Veteran explorer
- 36 to 50 ⭐ - Exotic discoverer
- More than 50 ⭐ - Time traveler







Game Design and Graphic Design  
by **Alexz Martínez.**

If you wish to contribute or leave a comment,  
you can do so via email to [alarmaes@gmail.com](mailto:alarmaes@gmail.com)

# BAAKO: UNEARTH THE PAST






































Archeologist Name:

A







 -2
  $\Sigma$

+  +  +  +  -  =

- 1 2 3 4 5  6 7 8 9 10  11 12 13 14 15 

# BAAKO: UNEARTH THE PAST

Archeologist Name:

A row of six dice showing 1, 2, 3, 4, 5, and 6 dots. Below each die is a corresponding grid icon: a 1x1 grid, a 1x2 grid, a 2x2 grid, a 2x3 grid, a 3x3 grid, and a 3x4 grid.

B

A vertical bar containing eight different grid icons: a 1x1 grid with a circle, a 1x2 grid, a 2x2 grid, a 2x3 grid, a 3x3 grid, a 3x4 grid, a 4x4 grid, and a 4x5 grid.

A 12x12 grid representing an excavation site. The grid contains several symbols: stars, eggs, and a small square. The symbols are located at the following coordinates (row, column): (2, 4), (2, 10), (3, 2), (4, 2), (5, 10), (6, 10), (7, 2), (7, 8), (8, 4), (8, 12), (9, 4), (9, 12), (10, 2), (10, 8), (10, 12), (11, 4), (11, 10), (11, 12), (12, 4), (12, 10), (12, 12).

A mathematical equation bar for scoring. It starts with a yellow star icon. The equation is:  $\square + \square + \square + \square + \square - \square = \square$ . Above the first five squares are dice icons showing 1, 2, 3, 4, and 5 dots. Above the sixth square is an egg icon with "-2" and a star icon with "-2". Above the equals sign is a sigma symbol ( $\Sigma$ ). Below the first five squares are three empty boxes for the sum.

A row of 12 numbered circles (1-12) with target symbols at the ends.

Fossil

Archaeopteryx



1 + 1

If adjacent to a treasure

Fossil

Ammonoidea

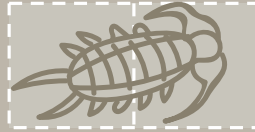


1 + 1

If not adjacent to another fossil

Fossil

Giant Trilobite



1 + 1

if adjacent to an egg

Fossil

Australopithecus



2 + 1

if it doesn't touch the center

Fossil

Pappochelys



2 + 1

if adjacent to a hole

Fossil

Panthera Onca Augusta



2 + 1

if adjacent to another fossil

Fossil

Mammothus




4 + 1

if it touches the center

Fossil

Lagenanectes

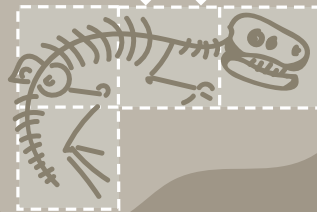


4 + 1

if not adjacent to an egg

Fossil

Tyrannosaurus Rex



4 + 1

if it touches the borderline

Treasure

Gold



1

Only if it touches the  
borderline

Treasure

Diamond



1

Only if adjacent to  
any type of fossil

Treasure

Stone Mask



1

Only if adjacent to  
another treasure

Ruin

Pyramid



7

Only if it touches the  
borderline

Ruin

Settlement



7

Only if adjacent to an  
egg

Ruin

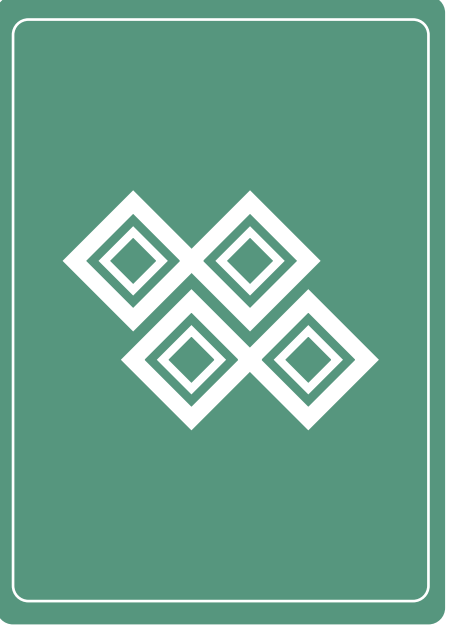
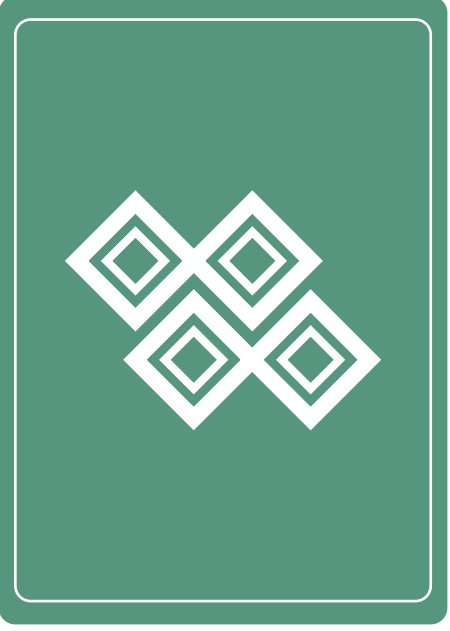
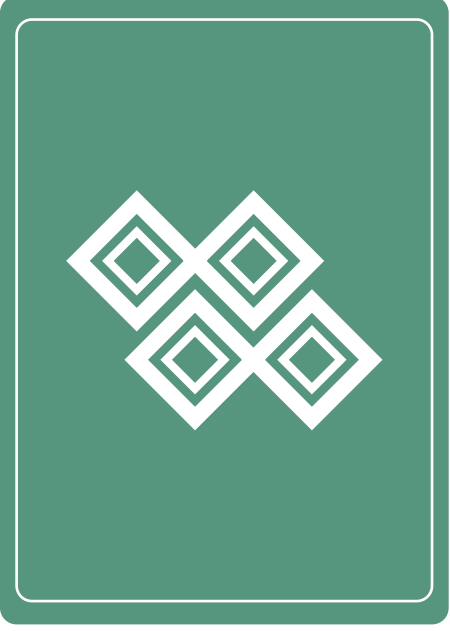
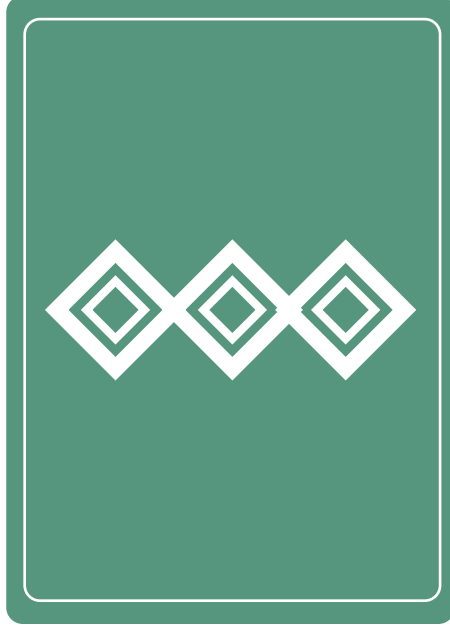
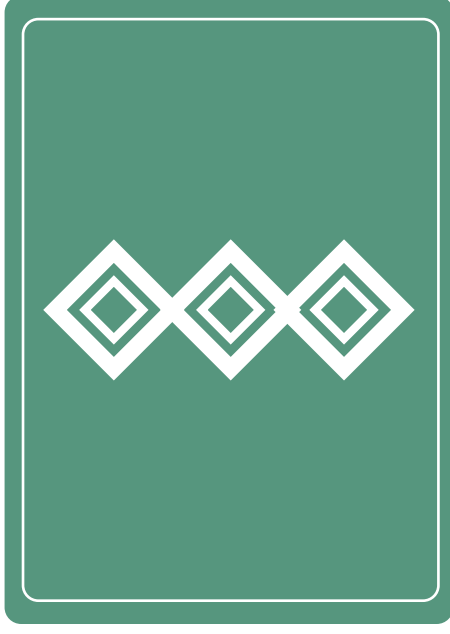
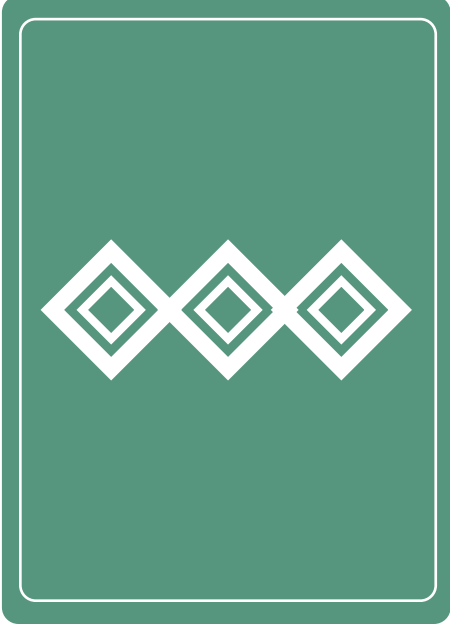
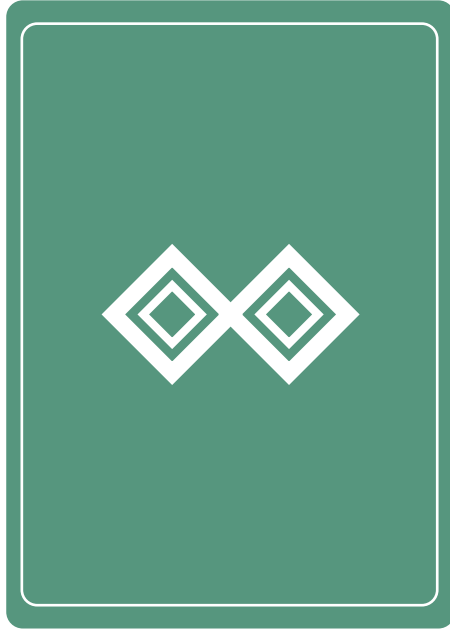
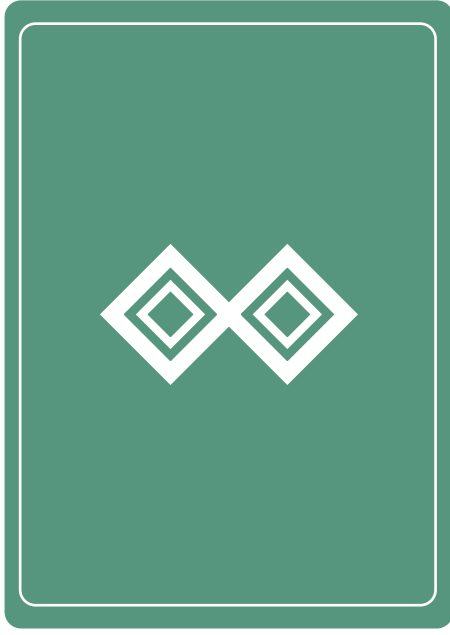
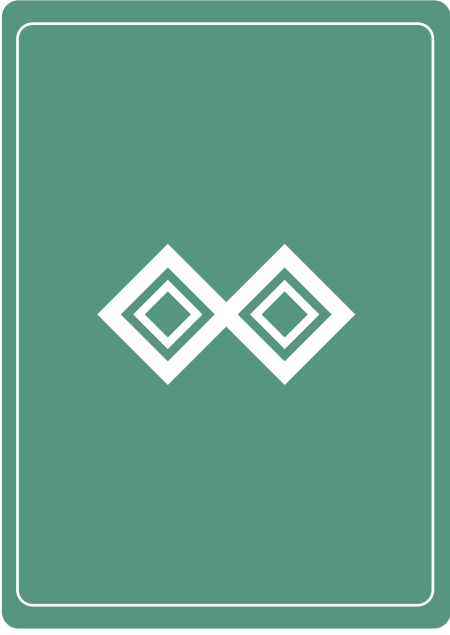
Road



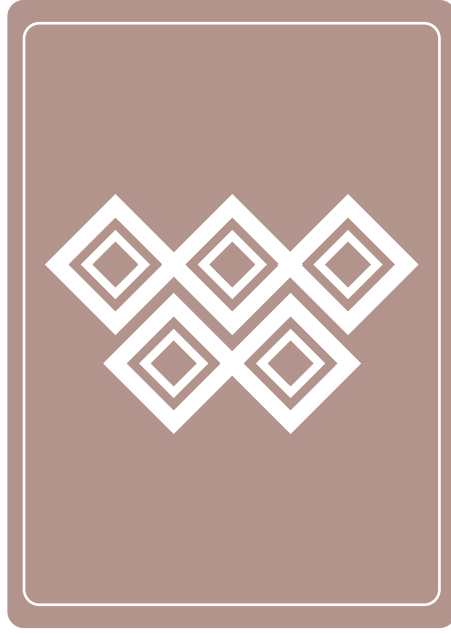
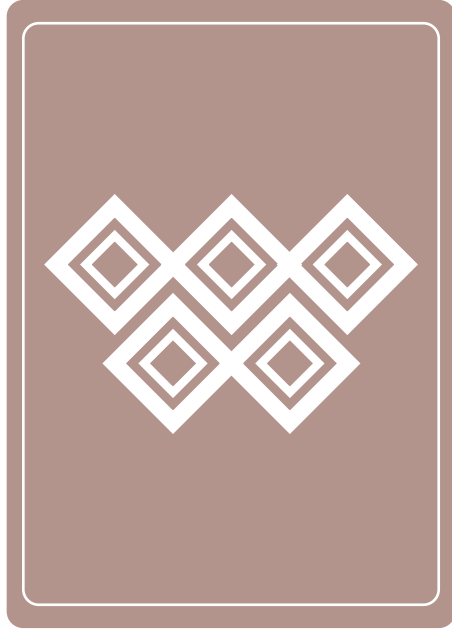
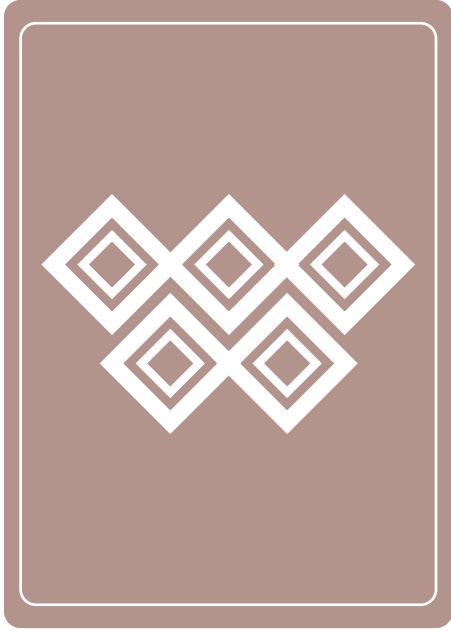
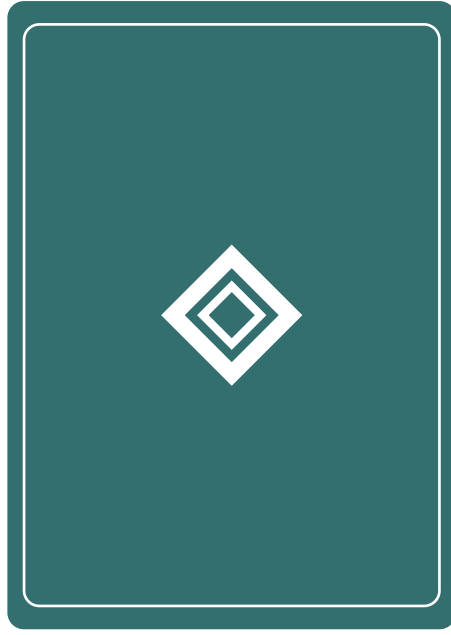
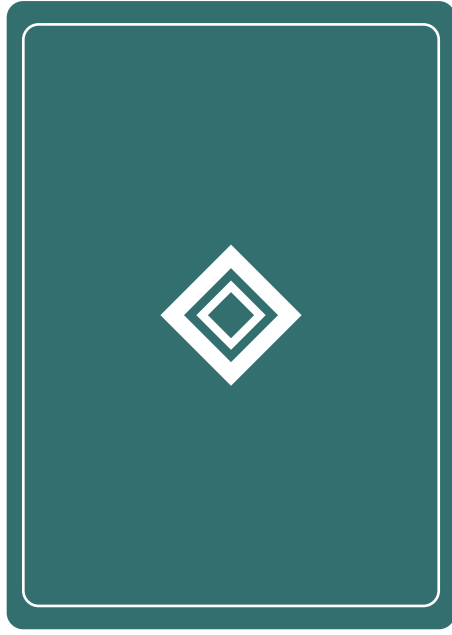
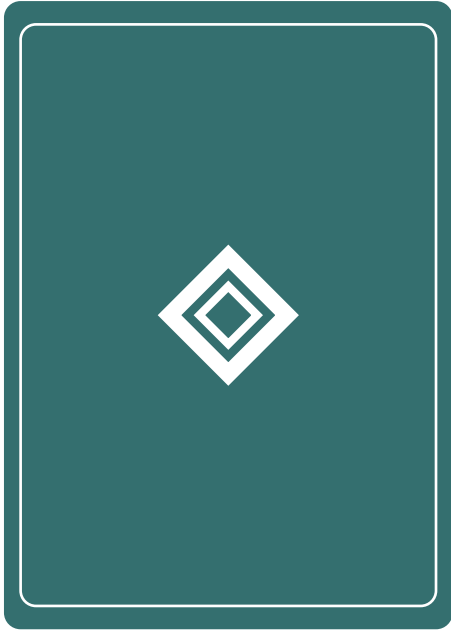
7

Only if adjacent to 3  
or more fossils





Optional backside for the cards

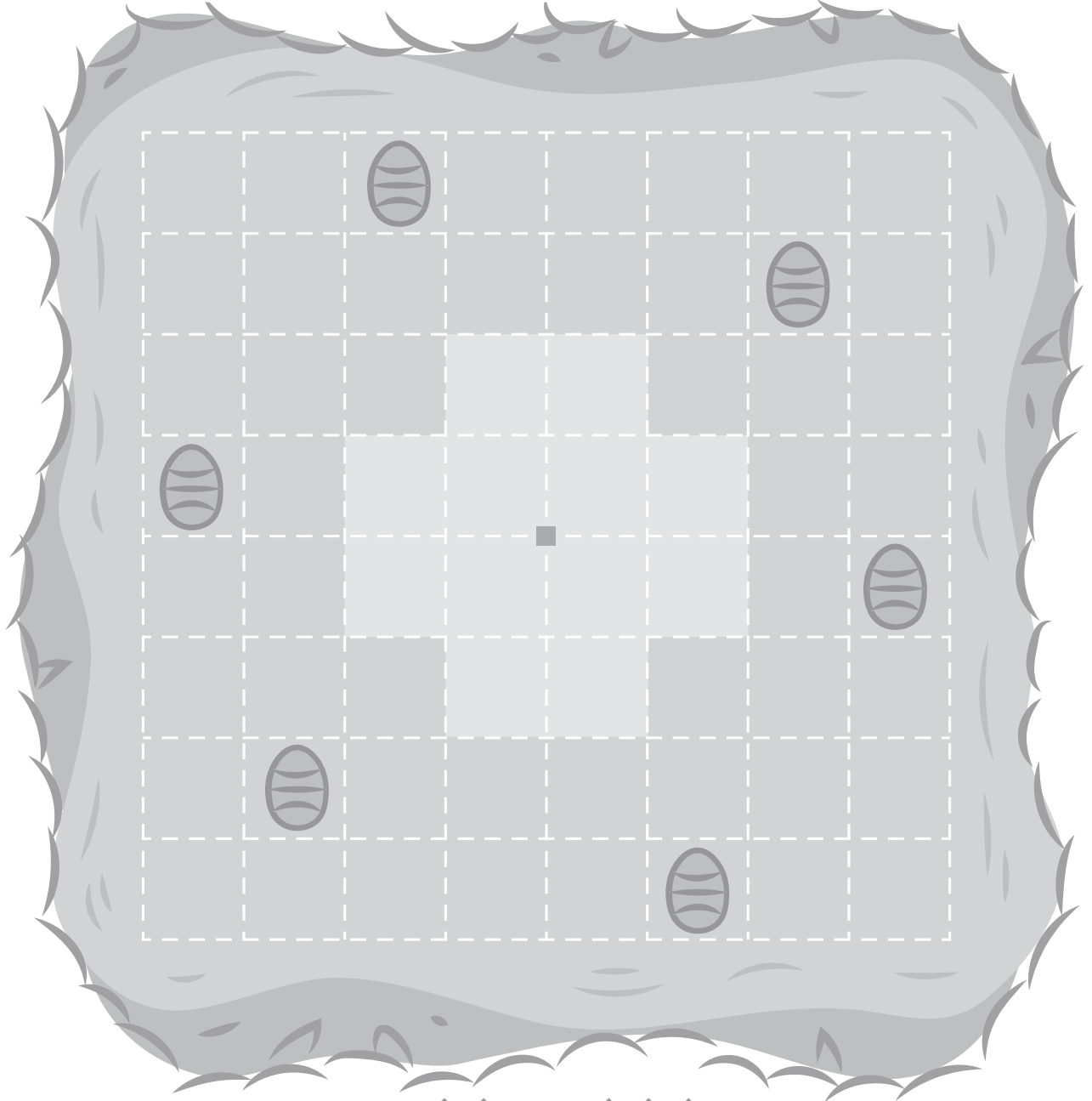


Optional backside for the cards

# BAAKO: UNEARTH THE PAST


Archeologist Name:

A

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|---|---|---|---|---|--|---|---|---|---|----|--|----|----|----|----|----|--|
| 1 | 2 | 3 | 4 | 5 |  | 6 | 7 | 8 | 9 | 10 |  | 11 | 12 | 13 | 14 | 15 |  |
|---|---|---|---|---|--|---|---|---|---|----|--|----|----|----|----|----|--|

# BAAKO: UNEARTH THE PAST

Archeologist Name:

B

$\star + \square + \square + \square + \square - \square = \square$

- 1
- 2
- 3
- 4
- 
- 5
- 6
- 7
- 8
- 
- 9
- 10
- 11
- 12
-

Fossil

Archaeopteryx



1 +1  
If adjacent to a treasure

Fossil

Ammonoidea



1 +1  
If not adjacent to another fossil

Fossil

Giant Trilobite



1 +1  
if adjacent to an egg

Fossil

Australopithecus



2 +1  
if it doesn't touch the center

Fossil

Pappochelys



2 +1  
if adjacent to a hole

Fossil

Panthera Onca Augusta



2 +1  
if adjacent to another fossil

Fossil


Mammothus



4 +1  
if it touches the center

Fossil

Lagenanectes



4 +1  
if not adjacent to an egg

Fossil

Tyrannosaurus Rex



4 +1  
if it touches the borderline

Treasure

Gold



1

Only if it touches the  
borderline

Treasure

Diamond



1

Only if adjacent to  
any type of fossil

Treasure

Stone Mask



1

Only if adjacent to  
another treasure

Ruin

Pyramid



7

Only if it touches the  
borderline

Ruin

Settlement



7

Only if adjacent to an  
egg

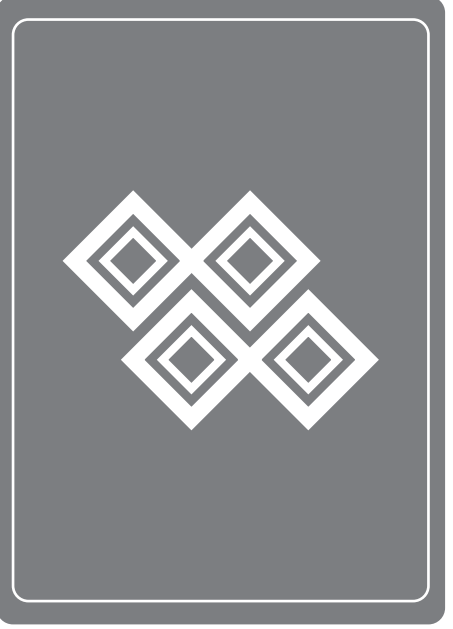
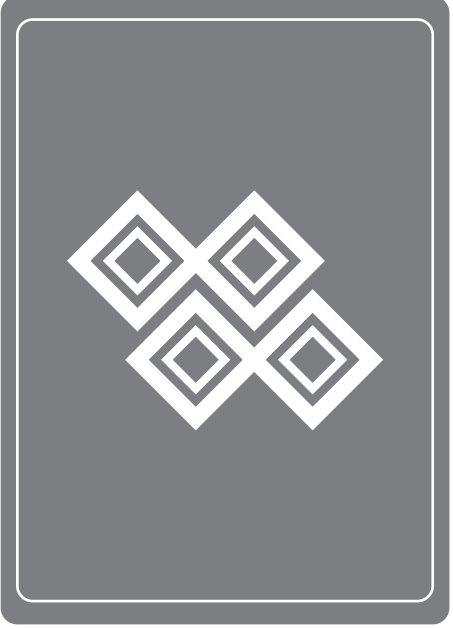
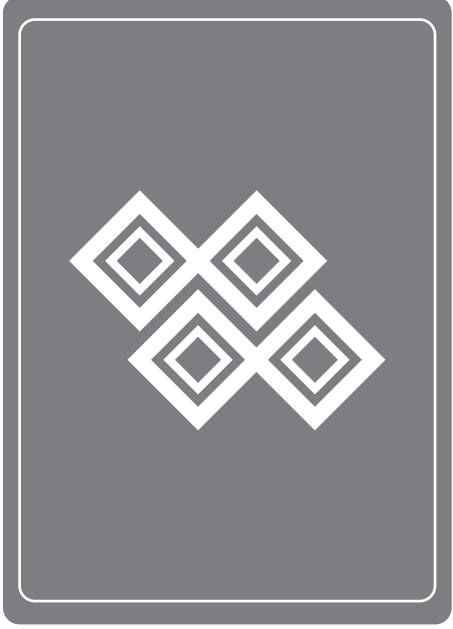
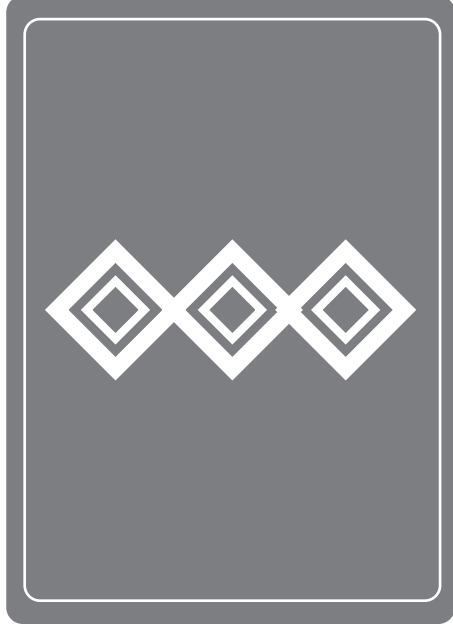
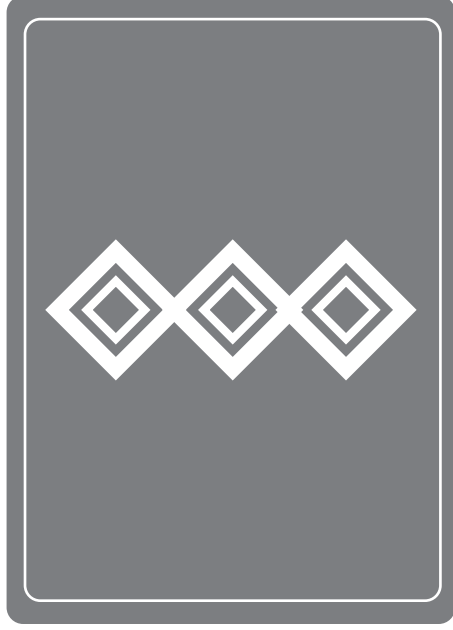
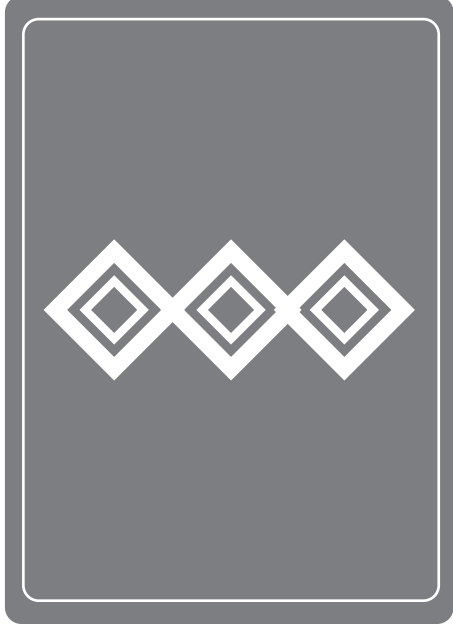
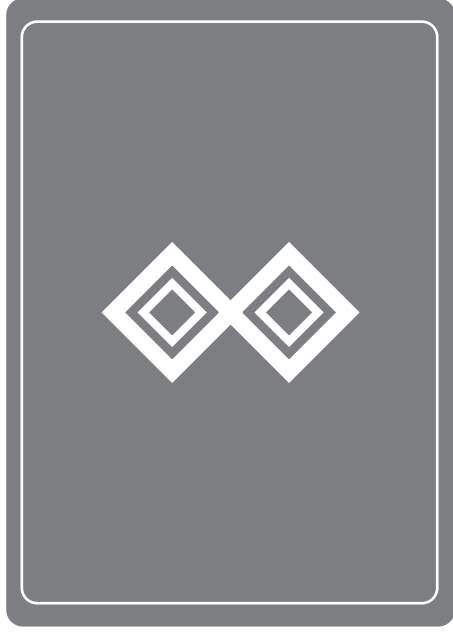
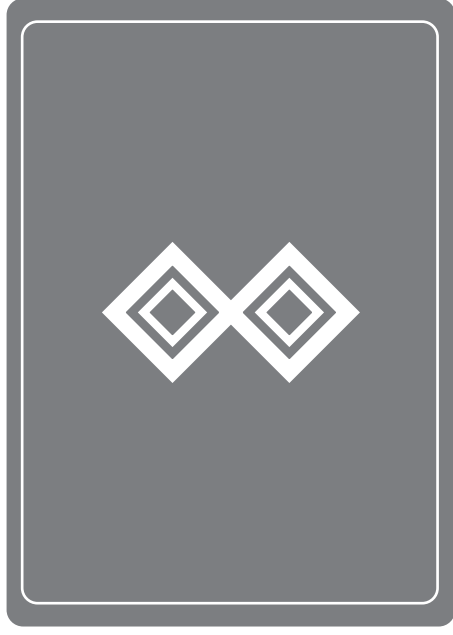
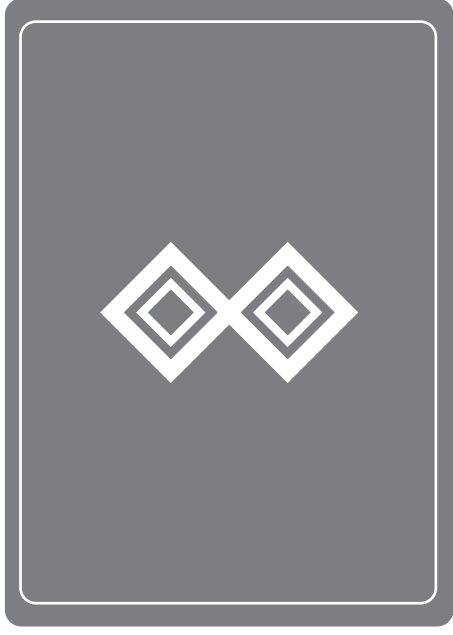
Ruin

Road



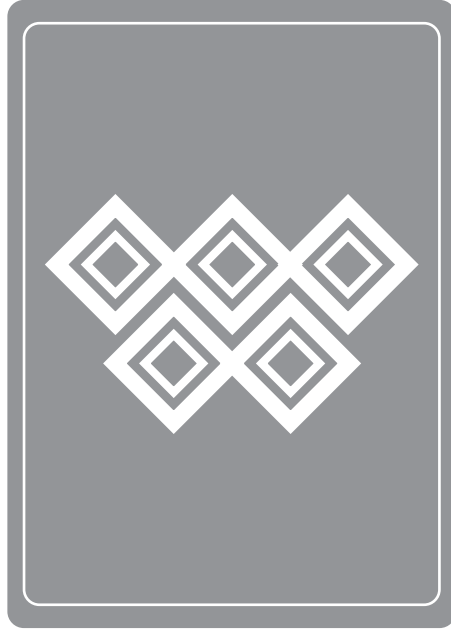
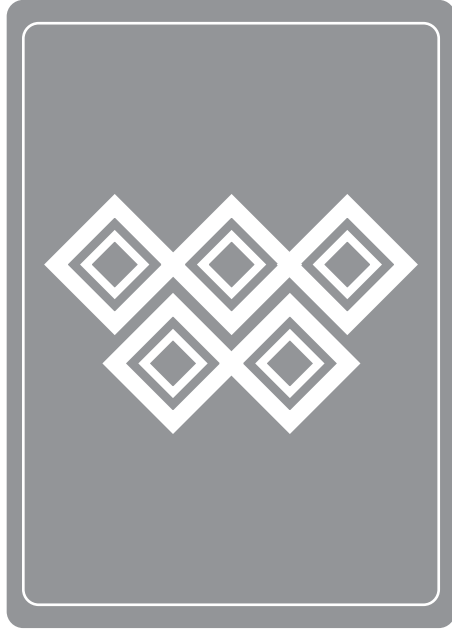
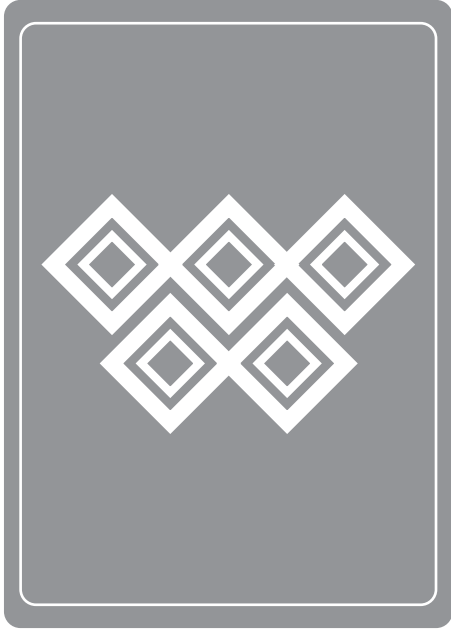
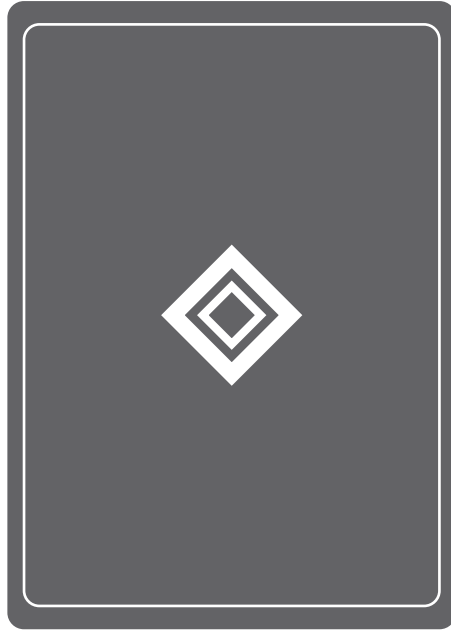
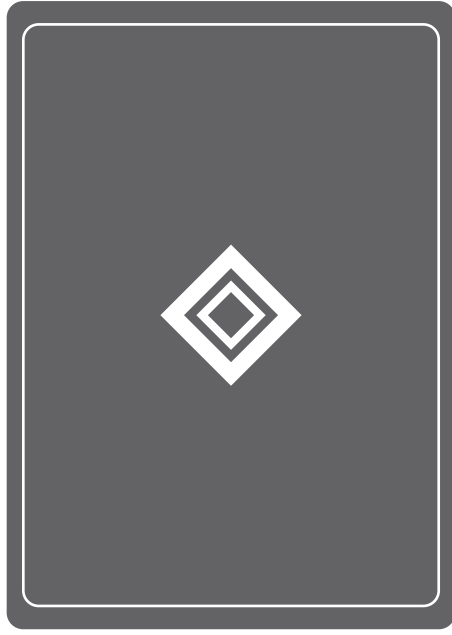
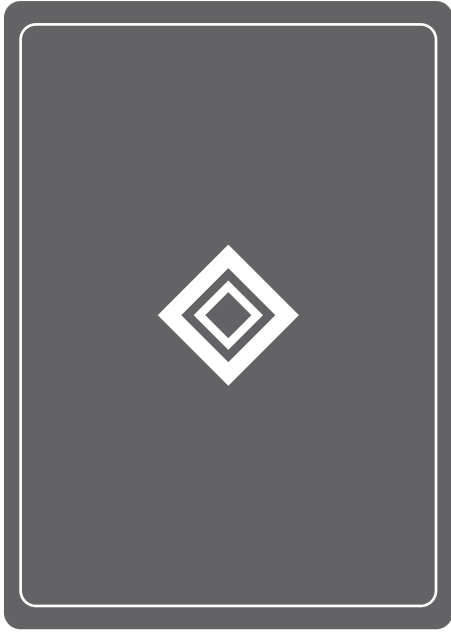
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Only if adjacent to 3  
or more fossils



Optional backside for the cards





Optional backside for the cards