

The text you provided contains the full rulebook of **Lost Ruins of Arnak**, and the “**How to Play**” section corresponds to the portion that explains the *flow of play* — that is, how a player takes actions during their turn and how rounds progress.

Here’s the extracted “**How to Play**” section (cleaned and summarized from your text):

How to Play

Objective:

Lead an expedition to explore the uncharted island of Arnak and uncover the secrets of a lost civilization. Over five rounds, players will explore sites, acquire items and artifacts, overcome guardians, and advance their research to score the most points.

Game Overview

The game is played over **five rounds**.
Each round follows this sequence:

1. **Draw Cards** – Each player draws until they have **five cards** in hand.
 2. **Take Turns** – Starting with the first player, players take turns clockwise, performing **one main action** and any number of **free actions**.
 3. **Pass** – A player may pass when finished taking actions for the round. Once all players have passed, the round ends.
 4. **End of Round Setup** –
 - Return archaeologists to your board.
 - Gain **Fear** cards for archaeologists returning from sites with guardians.
 - Shuffle cards in your play area and put them under your deck.
 - Refresh assistants.
 - Adjust the card row and move the moon staff to mark the next round.
 - Pass the starting player marker to the left.
 5. **After Five Rounds**, the game ends and players proceed to final scoring.
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Your Turn

On your turn, you may perform **one main action** and any number of **free actions**.

Main Actions include:

- **Dig at a Site** – Send an archaeologist to an available site and resolve its effect.
- **Discover a New Site** – Pay travel and compass costs to explore a new site and awaken a guardian.
- **Overcome a Guardian** – Pay the guardian’s cost to gain its boon and 5 end-game points.
- **Buy a Card** – Purchase an item (with coins) or an artifact (with compasses).
- **Play a Card** – Use a card’s effect (main or free action).

- **Research** – Advance on the research track to gain bonuses and assistants.
- **Pass** – End your participation for the round.

Free Actions:

- Cards and effects marked as free actions (lightning icon) can be used at any time, even during another action.
- Assistants and idols may also provide free actions.

End of the Game

After the fifth round, calculate points from:

- Research tokens and temple tiles
- Idols and empty idol slots
- Guardians defeated
- Items and artifacts collected
- Subtract points for Fear cards

The player with the **most points** wins.

Would you like me to format this “How to Play” section as a **clean printable version** (e.g., one-page summary or reference sheet)?