

# Lost Ruins of Arnak

**Introduction:** Players take the role of explorers, investigating the island of Arnak. They will equip their expedition, search the jungles for artefacts, idols and expedition sites, and overcome guardians, aiming to learn the secrets of the island.

**Game End and Goal:** The game ends after 5 Rounds. After final scoring, the player with most VPs wins.

## Setup:

- Place the **Main Board** in the middle of the table. Set it **Bird Temple** Side up (indicated R above expedition track).
  - For an advanced game, use the Snake Temple (see Variants).
- Take the Cards (which all have the same backs), and separate them as follows into:
  - 40 Item Cards** (Trowel icon) – shuffle deck, and place face-down top right of board.
  - 35 Artefact Cards** (Vase icon) - shuffle deck, and place face-down top left of board.
  - 19 Fear Cards** – place as a face-up deck, middle top of board.
  - Then, place the Moon Staff between the first and second artefact/item card slots.
  - Then, deal 1 Artefact face-up to the slot left of the moon staff, and 5 Items, one to each slot, face-up to the right of the Moon Staff.
- Take the **16 Idol Tiles** (hexagonal), shuffle them face-down and place them on the sites (middle of board) as follows:
  - 1 Idol on each Level 1 (I) Site
  - 2 Idols on each Level 2 (II) Site
  - Then flip all Idols on the board face-up.
- Depending on the player count, you may need to add up to 5 Blocking Tiles to the game board as follows:
  - In a 4P game, the blocking tiles are not used.**
  - In a 3P game, block 3 'double-boots' action spaces using three of the 5 Blocking Tiles**
    - The blocking tiles have each site's effect printed on their reverse so you can randomise them face-down and draw 3 to determine which 3 sites to block).*
    - All the sites that can potentially be blocked are found in the bottom row of sites.*
  - In a 2P game, similarly, block all 5 'double boots' action spaces. Each site will have space for only 1 archaeologist.**
- Take the **24 Temple Tiles** (Gold, Silver, Bronze oblongs), sort them by colour, and place them in stacks on their slots above the Research Track. **Each Stack should contain the same number of tiles as there are players, with the remaining Temple Tiles being returned to the box.**
- Take the **18 Research Bonus Tiles** (square, with the same backs as the Cards), shuffle them face-down, and place them on the board as follows:
  - Lost Temple Bonus Stack:** Make a stack with tiles equal to the number of players **face-down** at the top of the research track.
  - Bonus Tile Spaces:** Research Token spaces on the Research track each get 1 Bonus Tile (depending on the number of players – check each space for the player count). Once the spaces requiring Research Tokens have been populated with face-down tokens, flip the tokens on these spaces face-up.
- The **Supply Board** can be placed anywhere near the Game Board. Place the following components on the Supply Board:
  - Resources** (separate supplies for the **16 Tablet Tokens**, **12 Arrowhead Tokens**, **9 Jewel Tokens**, **27 Gold Coins**, **27 Compass Tokens**).
  - Level 1 (I) Site Tokens** – Shuffle the 10 Level 1 Sites, and place them face-down.
  - Guardian Tiles** – Shuffle the 15 Guardian Tiles, and place them face-down
  - Level 2 (II) Site Tokens** – Shuffle the 6 Level 2 Sites, and place them face-down.
  - Assistant Tiles** – Shuffle the 12 Assistant Tiles, and place them silver-side up into 3 random stacks of 4.
- Each player chooses a colour (**R/Y/G/B**), and takes the following components in their colour:
  - Player Board**
  - Research Tokens** (a Magnifier, and a Notebook), which they place below the research track, with the magnifier on top of the notebook.
  - 2 Archaeologist Figures**, which they place on their player board (on the tents).
  - 4 Basic Cards** (2 Funding, 2 Compasses). They additionally take **2 Fear Cards** from the Fear Deck. Shuffle these 6 starting cards together, and place them face-down on your Player Board (LHS).
- The player who most recently visited a new place is the **Starting Player**, and gets the **Starting Player Marker** (alarm clock). The player order proceeds clockwise from the Starting Player.
- Give the players their **starting resources** as follows:
  - P1 = 2 Gold
  - P2 = 2 Gold, 1 Compass
  - P3 = 2 Gold, 1 Compass
  - P4 = 1 Gold, 2 Compasses

**Course of Play:** The game is played in 5 Rounds (I-V). Each Round proceeds as follows:

1. **Draw:** All players draw from their decks until they have a hand of **5 Cards**.
  - a. If a player has insufficient Cards in the deck to fill their hand, they draw all they can.
2. **Take Turns:** Beginning with the Starting Player and proceeding clockwise, players take turns. On their turn they do **1 Main Action**, plus **any number of Unlimited Actions**. See Main Actions (below)
3. **Pass:** If you have completed all actions you wish to perform on your turn, you may Pass. Once all players have passed, proceed to step 4.
4. **Set Up for Next Round:**
  - a. Shuffle all the cards in your **play area** (not your deck). **Return them to the bottom of your deck.**
  - b. Set the Game Board up for the next round.
  - c. Pass the Starting Player Marker to the left.
5. **Move the Moon Staff:** Move the Moon Staff one divider to the right.

**Main Actions:** On their turn, the player does **1 Main Action**, plus a unlimited **Free Actions**. The Main Actions are:

1. Dig at a Site:
2. Discover a New Site
3. Overcome a Guardian
4. Buy a Card
5. Play a Card
6. Research
7. Pass

**Playing Cards:**

- Each Card in your Hand can be played for its **Travel Value** (Boot/Car/Boat/Plane icon, top left)), OR for its **Effect** (main panel), but NOT BOTH.
  - Fear Cards have Travel Value (Boot), but no Effect.
- When you play a card from your hand, place it in your Play Area (to one side of your Player Board).
- Any Effect with the Lightning Symbol is a **Free Action**, and does not consume your Main Action to do (but does use the card, so you cannot also use its Travel Value as well on the same turn).
- You may perform as many Free Actions as you wish before, after, or even during your Main Action.

**1: Dig at a Site:** On your turn, you can dig at any of the 5 Tent sites, and potentially at any available (I) or (II) site after they have been discovered. To Dig at a Site:

1. **Pay the Travel Cost** depicted on the **vacant** space you wish to move to.
  - a. The travel cost is depicted by 1 or 2 icons showing a Plane, Car, Boat or Boot. Play a card with the relevant icon(s) to your play area to pay it. Remember the travel hierarchy:
    - i. A Card with **1 Plane icon** can pay **any 1** travel icon cost.
    - ii. A card with **1 Car icon** can pay **1 Car or 1 Boot** icon cost
    - iii. A card with **1 Boat icon** can pay **1 Boat or 1 Boot** cost
    - iv. A card with **1 Boot icon** can pay **1 Boot** cost.
    - v. Two Coins can pay for any single icon.
    - vi. Two different sources can be used to pay a two-icon cost.
    - vii. Any excess icons you play cannot be carried over to the next turn.
2. **Move your archaeologist** to that space.
3. **Resolve the Effect** of the icons depicted at that site. *Usually you will gain resources. Also see Appendix for effects.*

**2: Discover a New Site:** At the start of the game, only the five tent sites are available. During the game you will discover new (I) and (II) sites. You do this as follows:

1. **Traverse the Wilderness:** Pay **3 Compasses** to discover a **(I) site**, or **6 Compasses** to discover a **(II) site**.
2. **Take the Idol:** Collect any Idol(s) at that location and resolve their effect. If the location has **2 Idols**, resolve the effect of the **face-up one only**. Then place any idols collected face-down **on the supply crates** (*NOT on the Idol Slots yet*) on your player board.
  - a. **Idol Slot Effects:** As a **Free Action** on your turn (or a future turn) you may move 1 Idol from the crates to an **Idol Slot**. If you do, **gain one of the 5 Idol Slot effects** (shown left of slots). However, **EMPTY idol slots are worth Points** at the end of the game, so use your Idol Slot Effects sparingly/wisely. Once placed in an Idol Slot, Idols cannot be moved or removed, unless a game effect specifically permits it.
  - b. Each Idol is worth 3 Points at the end of the game (irrespective of whether its in a slot or on a crate).
3. **Discover the Site:** Take the top tile from the corresponding site stack (I) or (II), place it at the site you discovered and **immediately resolve its effect**.
4. **Awaken the Guardian:** Draw the top tile from the Guardian Stack and place it face-up on the site tile. The Guardian has no immediate effect, but at the end of the round, if the Guardian not overcome and your archaeologist is still at that site, you will **take 1 Fear card**. *You can try to overcome the guardian on a later turn, or moving away from that site before the end of the round to avoid this.*

**NB:** The discovered site is now a new place Archaeologists can be sent to dig. When being sent to dig, a player does not have to pay the traversal cost in Compasses, because the site has already been found.

**NB2:** An archaeologist can be sent to a site that has an awakened guardian, but similarly to above, they must either overcome the guardian or move away before the end of the turn, else take 1 Fear at the end of the round.

**3: Overcome a Guardian:** One of your archaeologists must be present at a site with an awakened Guardian.

1. **Pay the cost** at the bottom of the Guardian Tile
2. **Remove the Guardian** from the board, and place it face-up next to your player board.
  - a. Some Guardians have a **Boon** (top right). A Boon is a **once-per-game** effect that may be resolved on any of your turns.
    - i. Some Boons are travel icons that can be added to the cost of travel, as required.
    - ii. Others are free actions that can be used at any time on your turn.
    - iii. Flip the Guardian face-down when you have used its Boon.
  - b. Most Guardians also have Points (bottom right) which are scored at the end of the game whether you use the boon or not.

**4: Buy 1 Card:** Examine the Card Row and select 1 Card to buy (Artifacts are left of the Moon Staff, Items are right of the Moon Staff):

1. **Select 1 Card**
2. **Pay its Coin Cost** (items), or **Compass Cost** (Artefact).
  - a. If it is an item, place it on the **bottom of your deck**.
  - b. If it is an artefact, move it to your **play area**. You may immediately resolve its effect (ignoring the normal Tablet Cost). *This is considered part of your Buy 1 Card Action.*
3. In either case, **refill the card row**, by sliding the relevant section of the card row towards the Moon Staff closing any gaps, and then reveal and place a new card of the type that was bought into the remaining empty space in the card row.

**5: Play 1 Card** (that is not a Free Action Card):

1. **Play 1 Card** from your Hand face-up into your Play Area.
2. **Resolve the Card's Effect**

Any Card Effect **with** lightning next to it can be used as a Free Action, and does not need a Main Action to use

- e.g. playing the basic cards 'Funding' and 'Exploration', does not require a Main Action.

Any Card Effect **without** a lightning icon requires a Main Action to use.

- e.g. all Artifact Cards need a Main Action to use.

Artifact Cards require a **Tablet Token to be spent in addition to playing the card to gain its Effect each time it is played.**

- Artefacts may also have other costs to be paid each time they are activated.

**Remember** – A card can be played for its Travel value or its Effect, but not both.



**Exiling Cards:** If a game effect (see icon) causes a card to be Exiled, it is placed in a pile above the Game Board (unless it is a Fear card, in which case return it to the Fear Deck). Exiled cards are removed from the game and do not come back into play (unless they are a Fear Card).

**6: Advance Research:** Advance one of your Research Tokens to the next row of the Research Track.

1. **Select one of your Research Tokens** (notebook or magnifier) to move.
  - a. **Restriction:** Your Notebook can never enter a higher row than your Magnifier.
2. **Select a space to advance the token into**
  - a. You can **only move a Token up** the research track, never down
  - b. The space you select must be **adjacent** to the space the token is currently on. *Sometimes there will only be one choice.*
  - c. **Pay the Cost** between the current space and new space.
  - d. **Gain the effect** of the new space **AND** the row effect **AND** the effect of any Bonus Tile (if present).
    - i. **If a Bonus Tile is present** on the research space, gain its Bonus, then remove the tile from the game.
    - ii. **Gain the Row's Effect:** The row effect will be different depending on whether you moved your Magnifier or Notebook (effects are surrounded by magnifier or notebook shaped border). The points are scored at Game End.
    - iii. **The Lost Temple:** When your Magnifier reaches the top row of the Research Track, you have discovered the Lost Temple!
      1. Place your Magnifier on the highest valued vacant space.
      2. Then, take Bonus Tile stack, search through it for the tile you want, and gain its bonus.
      3. Your Notebook can never enter the Lost Temple row.
      4. **Exploring the Lost Temple:** Once your Magnifier has reached the Lost Temple, if you take the research action, you instead pay to take 1 Temple Tile from any of the stacks.
        - a. **Bronze:** The cost of a Bronze Temple Tile is shown under each of the three different Bronze stacks, respectively.



- b. **Silver:** Pay the sum of the left and middle costs below the pyramid (for the LH Silver Temple Tile), or right and middle costs (for the RH Silver Temple Tile).
- c. **Gold:** Pay the sum of all three costs below the pyramid for a Gold Temple Tile.
- d. Tiles are limited. You cannot buy a Temple Tile from an empty Temple Tile Stack.

**Assistants:** During the game, a player may **Recruit an Assistant** when they move their Notebook to the Assistant row of the Temple Track (see icon, above). Each Assistant has two levels (Silver and Gold). When you gain an Assistant, it arrives on its Silver side, and you may upgrade it when you advance to the **Upgrade Assistant** row of the Temple Track (icon, above). The Upgraded Assistant has a stronger power.

- **When you activate the Recruit Assistant Temple Row:**
  - Choose one of the three Assistants available on the Temple Board.
  - Move the Assistant to an Assistant Square on your Player Board, keeping them Silver side up.
- **Using Assistants:**
  - Assistants have various effects: lightning effects are Free Actions, else their Effect requires a Main Action.
    - You may need to choose from a choice of two effects.
    - Assistants may provide discounts, or perform conversions of resources.
  - The Effect of an Assistant may be used immediately (if a Free Action), or saved until later.
  - When you use an Assistant, twist it sideways to show it has been used.
  - Assistant Effects are generally once-per-round, and Assistants are twisted upright at the end of the round to refresh them.
    - Certain Card Effects are also able to refresh assistants mid-round.
- When you activate the Upgrade Assistant Temple Row:
  - Flip one of your Assistants to its Gold side.
  - **This Assistant is immediately refreshed, even if it has already been used this round.**

**7: Passing:** On your turn, you can choose to pass. Passing counts as your main action for the turn. **When you pass, you may use up any free actions you still have available.** Once you have passed, you get no more turns for the rest of the round. The round ends when all players have passed.

### Setting up for the next Round:

**If it is the end of Rounds I-IV,** end the round by setting up for the next one as follows:

1. Return both of your archaeologists to your player board.
  - a. Each time you take back an archaeologist **from a site with a guardian, add 1 Fear card** to your play area.
2. If you have cards left in hand, each card can be either:
  - a. Discarded to your play area, or,
  - b. Saved for the next round.
3. Gather all cards in your play area, shuffle them thoroughly, and put them face down **on the bottom of your deck.**
  - a. Since the Card you may have purchased this round went on the bottom of your deck **immediately after purchase**, the cards you just shuffled from your play area will go below it in your draw deck.
4. Refresh your assistants (twist them vertical)
5. The card row should be adjusted as follows:
  - a. Exile the two cards on either side of the Moon Staff (1 artifact and 1 item).
  - b. Move the Moon Staff one position to the right (to indicate the number of the next round).
  - c. Refill the card row (as per Action 4, Step 3).
6. The starting player marker moves one place to the left.

Start the new round (returning to Step 1 of Course of Play).

**If it is the end of Round V,** Do Step 1 only, then the **Game Ends:** proceed to Final Scoring.

**Final Scoring:** Record all players' points on the scoring sheet and total them for each player. Points can come from the following sources:

- **Each of your research tokens (Magnifier and Notebook) scores points based on its row.**
  - Magnifying glasses in the Lost Temple row will score points based on the Points space they were placed on.
- **Each of your Temple Tiles** scores the amount shown on the tile.
- **Each of your Idols scores 3 points**, even if it is in a slot. Also add in the points shown in empty idol slots.
- **Each Guardian you overcame is worth 5 points**, whether you used the boon or not.
- **Each item and artifact card** scores the amount of points shown in the lower right corner.
- **Fear cards score -1 point each.**
  - If you have Fear Tiles (because the Fear Deck ran out), they score -2 points each.

The Player with the most points wins. In case of a tie, the tied player who reached the Lost Temple first wins. If no one reached the Lost Temple, the tied player with the highest Research Token Score wins.

**The Snake Temple side:** Has different Travel Costs, and a Research Track with Assistants who can be rescued by paying an Idol to enter the space. The Assistant you rescue enters play Exhausted. There is also now a Magnifier temple row that allows you to Upgrade an Assistant. There is also now a Research Track row where you can Gain 1 Fear Card to gain 1 Bonus Tile.

**Appendix:** The Game's Rulebook has Appendices from p22-24 to cover any Card-related questions.