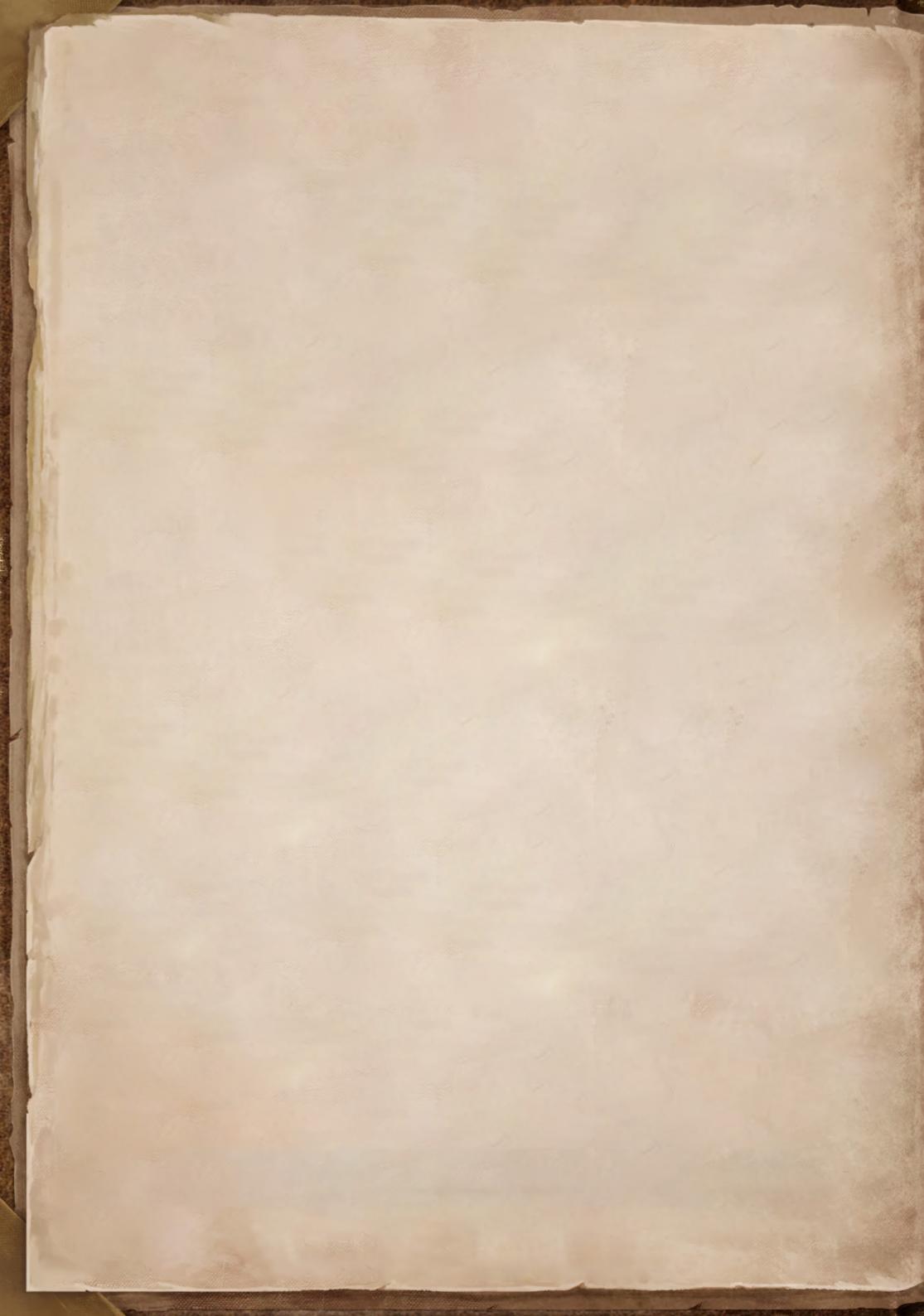


LOST RUINS OF ARNAK

THE RIVAL EXPEDITION



A fanmade solo expansion by Albert PT



The rival expedition

The Rival Expedition introduces a set of 6 rival expedition leaders to challenge you in solo mode. Each one has unique mechanics and components. Will you manage to defeat them all?



THE GUARDIAN HUNTER

THE NATIVE



THE MERCHANT



5 Toll tiles

THE SCHOLAR



THE SHAMAN

16 corrupted idol tiles



THE RIVER EXPLORER



6 flood tiles

New starting site

6 rival leader assignment tokens



The Guardian Hunter



The Guardian Hunter has arrived in Arnak with the intent to capture as much prey as possible. And he will do whatever it takes to achieve his goal...

New automa action tiles



The Guardian Hunter aims to annihilate as many Guardians as he can to keep them as trophies. He's a sadist. In this mode, there will be many active Guardians on the main board, and our rival will do everything possible to bring them to his board. At the end of the game, the Guardian Hunter will have many points coming from the Guardians, so... watch out!



HUNTING AWARDS

Each time the Guardian Hunter achieves a certain number of kills, he will immediately receive the reward indicated in this table. Thus, when he manages to defeat:

- **2 Guardians:** You gain a Fear card.
- **3 Guardians:** Advance the rival's magnifying glass to the next row.
- **5 Guardians:** You gain 2 Fear cards.
- **8 Guardians:** Turn all the repeated idols in your rival's board and set them aside. At the end of the game, they will count for 3 points as usual.

SELECTIVE HUNTING

Starting from round 3, the Hunter will not excavate in sites unless the other actions on his current action tile cannot be carried out.



NEW ICON

When this icon appears, if possible, awaken a Guardian in a site where there is a rival explorer. If there are multiple options, use the decision arrow from the Action Pile.

ACTION STACK

The Hunter introduces new exclusive actions. During setup, use the 10 actions with the Hunter icon. Some of these actions feature new rival behaviors:



Place a rival archaeologist on a site that provides that type of resource. Then, if there is a Guardian in that dig site, the rival defeats it.

Note: This does not apply to archaeologists that the rival already has placed.



Place a rival archaeologist in a site that contains a Guardian. If none are available, the rival discovers a dig site and awakens a Guardian.



At the end of Round 5, the rival will defeat all the Guardians present in sites occupied by the rival.

The Native



The Native is an important member of one of the various tribes that inhabit the lands of Arnak. She loves her home and considers the Guardians her friends and protectors.

New automa action tiles



The Native is already familiar with the lands of Arnak, so she starts with her magnifying glass on the final space of the research track. She also begins with 10 Guardians in her personal board stack, giving her a starting total of 98 points. Our goal is to reduce her initial victory points by defeating Guardians, among other things.

CHANGES DURING PREPARATION



- Place 10 randomly selected Guardians face up in their designated space on the rival's board. During this game, each time you need to awaken a Guardian, take it from the Native's stack instead of the general reserve.



- Place the Native's magnifying glass in the Temple, at the end of the research track. The Native is already familiar with her homeland of Arnak, so she does not need to research.



NEW ACTION: ESTABLISH CONTACT

When this icon appears in the action stack, the rival will not take any actions during that turn. Instead, you will have the option to perform the two establish contact actions found on the Native's board. Each action can only be performed once per round.

TRADE



As a free action, you can purchase an Artifact from the Native's Artifact stack by paying two tablets.

PAY RESPECTS



You can place one of your unused idols in a free space on your board to activate any already discovered .

SEND ASSISTANT TO A MISSION



You can send one of your assistants to defeat a Guardian that is in the possession of the Native. To do this, as a main action on your turn, exhaust one of your assistants and pay the cost to defeat the topmost revealed Guardian in the Native's Guardian stack and move it to your board.

RECOVER GUARDIAN



Place a rival archaeologist in a site that contains a Guardian. Then, the Native returns that Guardian to her stack of Guardians.

The Merchant



The Merchant has set up her shop in Arnak to sell useful items to explorers. Her goal is clear: get rich. She has raised market prices and established tolls at various sites in Arnak.

Now, excavating will be more expensive!

5 toll tiles

New automa action tiles



The Merchant will always prioritize sending archaeologists to sites that contain coins. Market items will be more expensive, and excavating dig sites will come at a cost.

Take care of your coins; they will be very valuable!

THE MARKET



Thus, in the second and third rounds, the items will have an additional cost of one coin. In the fourth and fifth rounds, the Artifacts will have an additional cost of one compass.

SELLING TO THE MERCHANT

At any time, we can perform these 3 free actions, using the power of one of our unused idols or flipping one or two of our Guardians without gaining their favor.

The Merchant controls the Market in Arnak, so she is free to set the prices as she pleases.



WEALTH

At the end of the game, the Merchant will gain as many victory points as the coins printed on the Item cards in her deck. She will not gain the victory points printed on the cards.

TOLLS



The Merchant has purchased the majority of sites in Arnak and is sending her assistants to collect tolls from all the archaeologists who wish to exploit her lands.



When you resolve this action, after discovering a new site, you must place a Toll tile next to the movement icon. From that moment on, as an additional cost to excavate in that site, you will need to discard one coin from your personal reserve.

IDOLS

When the Merchant receives an idol, place it in the next available space, even if it is a duplicate. Starting from the sixth idol, they will count for 2 points each as usual.



NEW ACTIONS



The rival keeps the item with the highest cost in coins.



Exile the items with a cost of 1 and 2 coins. Then, fill the empty spaces with new cards.



The Scholar



The Scholar has settled in Arnak to study the ancient artifacts and hieroglyphs present in many of its locations. He doesn't care about anything else and will do whatever it takes to ensure that no one disturbs him in his research.

New automa action tiles



The Scholar is not interested in the rewards found on the research track. His sole objective is to learn more about the artifacts and hieroglyphs present in the ruins of Arnak. Therefore, in this mode, all the Bonus tiles on the research track will be placed face down. When the Scholar advances on the research track, he will also take the Bonus tiles and place them face down on his personal board.

CHANGES IN PREPARATION



Place a research bonus tile face down in all spaces of the research track that are not occupied solely by other game elements (Guardians, assistants, cards, etc.). Place a tile even in empty spaces or those for +3/+4 players.



STUDYING THE RUNES

Each time the Scholar obtains a rune, he will place it in the next indicated space on his board, from left to right and top to bottom. The last space can hold more than one rune.

ANCIENT RUNES



In this mode, all research bonus tiles will be played face down, regardless of their benefits. The Scholar will use these tiles on his personal board to gain various bonuses as the game progresses.

STUDYING ARTIFACTS



Unlike other resources, when a rival archaeologist excavates in a site that contains tablets, take the indicated tablets and place them in this space on the Scholar's board. Once the Scholar has 3 tablets in this space, he immediately discards them to purchase the highest-value artifact in the market.

NEW ACTIONS



When you reveal this action, you must check how many runes the Scholar has on his board, and he will receive the associated bonuses.

- With 1 or 2 runes, he will receive one tablet.
- With 3 or 4 runes, he will receive one tablet and advance one space on the research track with his notebook.
- With more than 5 runes, he will receive all of the above and advance one space on the research track with his magnifying glass.

The River Explorer



The ancient writings found in the Temple of the Waterfall foretold it: the lands of Arnak are flooding. A young woman who calls herself "***The River Explorer***" has taken advantage of the situation. She has offered to help us, but everything comes at a price...

New automa action tiles

12 flood tiles



In this mode, in each round, you will have to place a Flood tile on top of an icon on the main board. This way, in each round, there will be more flooded dig sites with the icon. You can also hire the services of "The River Explorer." But be careful, because she does not like competition and will try to get rid of your movement cards.

NEW SUB-PHASE: FLOODING



At the beginning of each round (including the first), you must place a Flood tile in a dig site that does not have a movement value of and that is orthogonally adjacent to another dig site with a Flood tile. That represents the flooding spreading round after round. Place the Flood tiles in each round as indicated on The River Explorer's board.

Note: It is recommended to play against this opponent on the Bird Temple side of the board.



SPECIAL ACTION: SEARCH IN THE DEPTHS

In this game, the blocking tiles have a different function. During setup, shuffle them face down and place them in their usual space.



When you send an archaeologist to a site, you can pay a movement value of to flip the blocking tile and also gain its resource. From that moment on, and for the rest of the game, the tile will remain face up, and we will be able to gain its resource by spending a movement value of .

HIRE SERVICES



At any time, you can discard two cards from your hand to gain a movement value of .

FINANCE DISCOVERIES

The River Explorer believes that discovering new sites comes at a cost. Each time she places an idol in her space, you will immediately receive the corresponding penalty.



REMINDER: Each time the icon appears in The River Explorer's action stack, she will prioritize the sites or items that have that movement value printed on them.

HIRE TRIPULATION



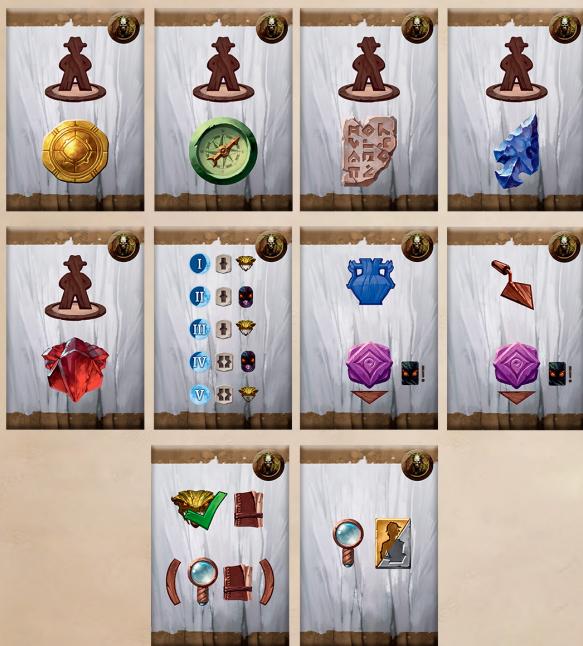
When The River Explorer obtains an assistant, you must place it in this space on her board. At the end of the game, she will gain one victory point for each assistant.

The Shaman



A Shaman from a secret tribe has corrupted all the idols to perform his evil rituals.
You must stop him before he corrupts the lands of Arnak!

New automa action tiles



New starting site



In this mode, during setup, you must place corrupted idols instead of the original ones. These idols have negative effects and will cause you to lose victory points while they remain on your personal board. Fortunately, you can excavate in the "Sacred Temple" (a new starting dig site) to exchange a corrupted idol for a standard one (also gaining its bonus). But be careful of the **Shaman**; he is skilled at instilling fear in his victims...

CHANGES IN PREPARATION

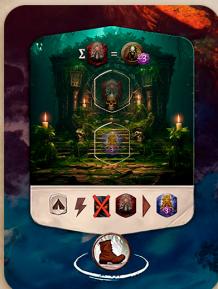


- Place the new starting site next to the main board. Place 15 standard idols on top of its reserved space.

- Place all the corrupted idols face down in their corresponding space, replacing the standard idols.



NEW STARTING SITE: THE SACRED TEMPLE



When placing an archaeologist here, exile a fear card and discard a corrupted idol. Take a standard idol from the Sacred Temple in exchange. As this is a free action, you can repeat it as many times as you have fear cards and corrupted idols.

Place the discarded corrupted idols on top of the Sacred Temple, in the reserved space for them. At the end of the game, the Shaman will receive -3 points for each corrupted idol on the Sacred Temple.

CORRUPT IDOLS



Unlike in normal setup, all corrupted idols will be placed face down on the main board. When we

When we obtain a corrupted idol, we must flip it over and immediately receive its bonus or penalty. A corrupted idol in our supply can be used to perform the associated action on our board, but placing it in its area will result in us earning fewer victory points. The first 5 corrupted idols obtained by the Shaman will grant him 2 victory points each, while the rest will grant 1 point.



INSTILL FEAR



When these two actions appear, we need to pay attention to the Shaman's board. Depending on the current round, when the Shaman buys a card, before moving the cards to the lunar

rod, you must place a Fear card in the empty space where that card was. As the next card moves, place it on top of the Fear card. When you go to buy a card with a Fear card underneath, you must also take it.