Lost Ruins of Arnak

Start:
- 1 artifact & 5 items in card row, separated by moon staff.
- For 2/3P, block 5/3 double boots spaces randomly.
- Temple tile stacks have as many tiles as #players.
- Research bonus tiles. Facedown at lost temple, faceup at others.
- Assistants silver side up, 3 stacks of 4 each.
- Players: Deck = 4 basic cards + 2 fear cards. Players 1/2/3/4 get 2 coin / 1 coin 1 compass / 2 coin 1 compass / 1 coin 2 compass.

Rounds: (5 rounds)
- Players draw to 5 cards.
- Take turns performing 1 main action + unlimited free actions, until everyone passes.
- Cleanup:
  - Return pawns. Gain fear card if pawn returns from site with guardian.
  - May discard hand card to play area.
  - Shuffle cards in play area to bottom of deck.
  - Refresh assistants.
  - Exile cards next to moon staff, then refill.
  - Start player marker passes left.

Concepts:
- A card is used for either travel value OR effect, not both.
- Travel costs: plane can substitute for anything. Car or ship can substitute for boot. $2 = plane.
- Exile = remove card from player's hand / play area.
- Lightning icon = free action.

Main actions
- Dig (discovered) site. Pay travel cost, place free pawn.
- Discover site. Pay discovery cost & travel cost, place free pawn. Take idol(s) and use face-up idol. Place site and resolve. Place guardian.
- Overcome guardian. Must have pawn present. Pay guardian cost. Claim guardian. Guardian boon is once per game.
- Buy card. Refill card row after buying, shifting cards towards moon staff. Item goes to bottom of deck. Artifact goes to play area, may resolve immediately ignoring tablet cost.
- Play card. Pay cost where applicable.
- Research. Pay to move research token 1 step. Claim research tile if available. Resolve row effect. Book may never be higher than magnifying glass.
  - After finding lost temple, may buy temple tiles instead of moving research token.

Others:
- Idol action (free action): Use idol to cover action slot (will cost points) to take idol action.
- Assistants: Usually one use per round (turn sideways when used). When upgrading, refresh. May only see top assistants and may not examine stack.
- If fear cards run out, take fear tile instead. Fear tile may be exiled like a card.

End game scoring:
- Research token positions.
- Temple tiles.
- Idols and unused idol slots.
- Guardians.
- Cards.
- Fear card -1VP, fear tile -2VP.
- Tiebreaker first to reach temple, then highest research score.

How to use this reference sheet

Assumption:
- This reference sheet assumes that you have read the complete rules of the game and are familiar with how the game works

This reference sheet is useful when:
- You have not played the game for some time and do not remember all the rules details (e.g. starting money, scoring methods)
- You are teaching the game and want to give a simple and structured overview

The concise reference sheets are submitted to their respective game entries at www.boardgamegeek.com. The complete set is available below, for the convenience of those who wish to download all in one go:

Download link:
https://drive.google.com/file/d/1x6g8SIYAeL49ic3GkRa9lwjEyrmpaovY/view?usp=sharing

List of games:
https://docs.google.com/spreadsheets/d/1vrGVxYeMns-yTcpm-Je2_qQGKdIKAbUXpMwPKUuv9DM/edit?usp=sharing

Please send a message to my Boardgamegeek mailbox if you find any errors or have any comments. My username is hecose.

My boardgame blogs:
http://hiewandboardgames.blogspot.com
http://boardgametable.blogspot.com (in Chinese)