

One Page Lost Ruins of Arnak – version 1.0

HOW TO WIN – Most victory points after 5 rounds

Victory Points from

- Magnifying glass on Lost Temple research track
- Notebook on Lost Temple research track
- Temple tiles from Lost Temple research track
- Idols from discovered sites (3 VP each)
- Uncovered Idol VP space on player board
- Guardians overcome (5 VP each)
- Item and Artifact cards (VP per card)
- Fear cards and tiles (negative points)
- Tiebreaker – highest Lost Temple research score

KEY CONCEPTS

Using Workers

- Digging and visiting sites require worker placement
- Other actions do not require a worker

Handling Cards

- Cards are used for effect or travel icon
- Cards shuffled at the beginning of the game
- Purchased items placed on bottom of draw deck
- Played cards/purchased Artifacts kept in play area
- At the end of the round
 - Play area shuffled to bottom of draw deck

Travel Icons

- Airplanes can be used as any icon
- Two coins = one airplane
- Autos can be used as boots
- Boats can be used as boots

ACTIONS

Dig at a site

- Play a card for travel cost (to play area)
- May require two icons
- Move worker to unoccupied discovered space
- Resolve the effect

Discover a new site

- Play a card for travel cost (to play area)
- May require two icons
- Pay compass cost (3 or 6)
- Take idol to player board and resolve face-up effect
- Draw site tile and resolve effect
- Awaken guardian

Overcome a Guardian

- Must have worker at Guardian location
- Pay cost on Guardian tile
- Move Guardian tile to player board
- Guardian boon may be used once per game
- Flip Guardian; still worth 5 VP
- If on Guardian space at end of round, gain 1 Fear card

Buy an Item card

- Pay coin cost
- Put Item on bottom of draw deck; refill immediately

Buy an Artifact card

- Pay compass cost
- May resolve Artifact immediately
- Move Artifact to play area; refill immediately

Play a card

- Play a card
- Resolve the effect
- If lightning bolt, Free Action (unlimited)
- If no lightning bolt, costs as turn action

Research

- Book can never move past magnifying glass
- Must move to connected space(s)
- Pay cost for space to be entered
- Move up track
- Gain bonus tile effect if present
- If multiple tiles, look and choose
- Gain row effect (by piece)
- On top row, may purchase tile from research track
- Cost based on span of the tile

Pass

- Required if no main action possible
- Counts as action to allow free actions
- No further actions this round (others continue)

Additional actions

- Use Idol Spots on player board with Idol tiles
- Free action
- May cover any VP space and gain an effect
- Special spaces in expansion
- Activate previously purchased Artifact card
- When playing Artifact card from hand
- Must pay tablet to activate effect
- Exiling cards
- When directed by icon
- From your hand or play area
- Cards to exile piles (Fear cards may reappear)
- Gaining and using assistants
- Gained from research track
- Added to player board
- Rotated when used
- Different effects (free, action, activation cost)
- Rotated to fresh in new round
- May be upgraded from research track
- Bottom of counter shows upgraded effect

Expansion Roles

General

Blue Idol Slots (3 & 4 value)

Captain

Three Archeologists

May assign an Archeologist to a silver Assistant

Unique Cards

Hidden Fear – discard for a Fear + a Compass

Transmission

One effect may be taken

Based on # of Archeologists placed

Falconer

Eagle

Flight

Move up at start of each round

Move up from Falconry and Animal Bonds cards

Move up from Idol Slot action

Move up from Guardian Boon

Return

First two effects are free

Last two effects for discovered sites are actions

Unique Cards

Animal Bond

One effect may be taken

Based on # of Guardians you have overcome

Baroness

Funding – 1 coin in turns 2 thru 5

Unique Cards

Two Airplane icons

Resourcefulness

One effect may be taken

Based on # of Items in play area

Special Delivery

Always in hand at start (one of five cards)

Bought Item goes to hand, not deck

Professor

Archive Artifacts

Top three Artifacts from deck at start

Can only be bought by you

May refill (once) when empty (gain 1 Compass)

Suitcase

Gain resources in turns 2 thru 5 (Archive refill)

May only be used to buy or activate Artifacts

Unique cards

Linguistics

One effect may be taken

Based on # of Artifacts in play area

Explorer

Snacks (to reuse Archeologists)

At Start - One Archeologist but two snacks

Snack gained in round 3

Need to pay to use snacks 2 and 3

Snack usage action

Snack goes to space with Archeologist

Archeologist moves to new spot (+ travel costs)

Cannot move back to space with a Snack

Do not gain Fear if leaving a Guardian site

Unique cards

Hike/Cartography

Place a snack (stays until next round)

Take resources (tent site or tablet + face-up idol)

Mystic

Hand size

Deal 5 + one Fear card from the deck (6 cards)

Idol slots

May add Fear cards to play area

May be immediately discarded per action

Rituals

Exiled Fear goes to a separate pile

Action may remove Fear from pile to take effect

Unique cards

All cards may be exiled to perform Ritual