Lost Ruins of Arnak: Easy-To-Forget Rules

GAME BOARD SELECTION & SETUP

The **Bird Temple** main board is for **beginners**
The **Snake Temple** for **experienced players**
- Research track **setup**: Deal **1 random assistant per player**
  - The regular assistant stacks will now have two stacks of 4 and one stack of whatever remains (3/4/5)
- To advance a research token to this tier, you must first **pay 1 non-slotted idol**
  - Then **privately choose 1 of the assistants** here, returning the stack in the same order when you're finished
    - This newly "rescued" assistant is **not available until refreshed** (at round end or through some other effect)

The Monkey/Lizard Temple research track overlays are for experienced players
- Use the Snake Temple main board when playing for these overlays
- You can research for 2/6-point temple tiles before reaching the top tier

Monkey Temple setup**:** Deal a random face-up **artifact** with a **3-compass cost**
- Your magnifying glass activates it (for free) when reaching this tier
  - But the artifact is left in place for the other players to activate it later

Lizard Temple setup**:** Deal a random **face-down guardian**
- It is turned face-up the first time someone's magnifying glass reaches it
  - No research token may move beyond it until it has been overcome
  - It is overcome as with normal guardians, and it will give you 1 fear per research token present at the end of the round (max 2 fear)
- Also, for tier 6: Place the **4 leftover idols facedown** nearby
  - When your notebook reaches this tier, **activate any discovered, unoccupied level I site**, then trash it and any associated guardian
  - Take the top leftover idol and place it **face-up** on this space, which can now be "discovered" all over again
  - Left side of tier 6: **Pay 1 non-slotted idol** (+ 2 tablets) to advance to here

GENERAL SETUP

Blocking Tiles (waves): Used in 2-3 player games
- 2p: Use them to **cover all 5** 'double-boot' basic site archeologist spaces
- 3p: Randomly select 3 of them to **cover 3** of these spaces

Temple Tiles (2/6/11 bonus points): Each stack has only as many tiles as there are players
Research Bonus Tiles: Stacks of tiles remain facedown, single tiles flip faceup after setup
Player Setup: If using Expedition Leaders, you *may* assign them with **random-role tokens**
- **Expedition Leaders**, ranked from least to most **complex**: Captain (take the **grey archeologist**), Falconer (take **eagle tile**), Baroness, Professor (take **suitcase**), Explorer (take the **3 snack tokens**)
- In addition to **4 basic/starting cards**, take **2 fear cards** (6 card starting deck)
- **Starting resources:**
  - Player One: 2 coins
  - Player Two: 1 coin + 1 compass
  - Player Three: 2 coins + 1 compass
  - Player Four: 1 coin + 2 compasses

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GAMEPLAY

Card Management:
- **Draw** until you have **5 cards** in hand (at the start of each round)
- **Newly acquired:**
    - **Fear cards** go into your play area **(not into your hand)**
    - **Artifact cards** are **played immediately**, and you **don't pay a tablet**
        - When you play the artifacts again **later, you must pay a tablet**
    - **Item cards** go **under your deck**, hopefully to be drawn next round
- If your deck runs out of cards mid-round, you are simply **out of cards; don't shuffle cards in your play area** into a new deck
- There is **no discard pile**
    - **A**t the end of each round, shuffle all played cards and put them **under your deck**
        - Any **cards remaining in hand** (e.g. fear) can either be shuffled in with the played cards, or kept in your hand for next round
- Before moving the **moon staff** at round end, **exile (trash)** 1 card on both sides of the blue staff (2 cards on both side of the red staff)

Discovering New Sites:
- The **compass cost** is only paid once, by the discoverer of a new site
    - There is no compass cost when subsequent archeologists action said site
- Always take the **idol bonuses before the new site's bonuses** (and take the new site's bonuses before revealing the guardian
    - i.e. idol bonuses of up-trading/exiling cannot apply to tablets/arrowheads/fear generated by the site tile

Research Tracks:
- Your **notebook** can never move above your **magnifying glass**
    - Notebooks do trigger **bonus tiles** (allowing you to potentially benefit twice from the same stack of bonus tiles)
- When you **upgrade an assistant** from silver to gold, **immediately refresh** that assistant (allowing it to be used twice in the same round)
- When you arrive at **multiple research bonus tiles:**
    - In a **stack,** you may look at them all and choose 1
    - In a **row**, you choose 1 blindly and don't get to see the others

General Gameplay:
- **Travel costs** must be paid every time an archeologist moves to an action space
    - **2 coins** may be used to cover any **single travel cost**
    - **Planes** pay for anything, **buggies/boats** pay for themselves or boots
- When you **exile** (trash) a card, you can choose from any that you've **already played** (ideally), or from those still **in your hand**
- When a **card is bought** from the card row, **immediately slide/refill the row**
- **'Lightning'** icons are **free actions**, which don't count as your turn's main action
    - Some cards will provide free actions, others main actions
    - A few cards provide a free action "and then" a main action
    - For the Expedition Leaders, **blue idol slots** are required to activate the leaders unique (blue) effect; Slots may be activated in **any order**