

LOST RUINS OF ARNAK

THE MISSING EXPEDITION

Campaign book

MYTHICAL ISLAND FOUND?



FRIENDS OF A LOCAL UNIVERSITY
PROFESSOR SAY THEY NOW BELIEVE
HE WENT LOOKING FOR A MYTHICAL
ISLAND. THEY AIM TO FIND HIM.

HOW TO PREPARE YOUR HOUSE
FOR THE NEXT YEAR

never thought he served
myself." Not everyone was so

LOCAL PROFESSOR MISSING!

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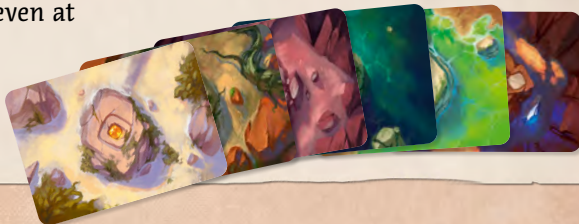
MİN & ELWEN
STORY BY MİN & JASON A. HOLT

Campaign Rules

DO NOT SKIP AHEAD!

This book is designed to be read in order. On these introductory pages, you will find general rules for playing the campaign. The story begins on page 6. After that, the book is divided into six chapters which will tell the story of your search for Professor Kutil on the island of Arnak.

Each chapter is a new way to play *Lost Ruins of Arnak*, with new mechanics that create new challenges. Once you have played through the story, you can return to any chapter and play it again, perhaps even at a higher difficulty level! And of course, the campaign is completely replayable from the very beginning.



Solo or Two-Player


This campaign is designed for one player or for two people playing cooperatively.

In a two-player game, the story assumes you are co-leaders of one expedition, but you play the game as two separate players working together.

Campaign rules specific to the two-player game are written in special text like this.

General Chapter Setup

Set up the game for one more player than you actually have. For example, when you make stacks of temple tiles, they will have 2 tiles in a solo game or 3 in a two-player game. This is because each game will also have a rival – a board and figures simulating the actions of an opponent.

 **Do not block any spaces with the blocking tiles.** However, some chapters may use the blocking tiles in another way.



The rival always plays red. Set out the red player board and give it all 6 red archaeologists. Your rival also uses the red magnifying glass – place it on the starting space beside yours.





The rival uses the red action stack. Set up the action stack according to the solo rules in the base game.

Choose your play order so that the rival goes last in round I. Players get starting resources based on this order.



Each chapter has an overview card to remind you of the goal and achievements.

STARTING RESOURCES

Player 1:  

Player 2:  

CUSTOMIZATION

While setting up according to the specific rules for the chapter, you have some options for customizing your game.



Each player chooses an expedition leader. This does not have to be the same leader you chose in the previous chapter. Think of the leader as a member of your expedition whom you call upon to face that chapter's challenges, and not as a character you become. This expansion lets you choose either the Journalist or the Mechanic, and if you have the *Expedition Leaders* expansion, you may choose one of those leaders instead. If you prefer a simpler leader, try the Prospector or the Traveler, which are explained in the other rulebook (page 10).

Choose a difficulty level. The campaign is designed for experienced Arnak players playing in NORMAL MODE. Each chapter also offers a STUDENT MODE – a chapter-specific rules tweak to help players who are still learning. Those who have already beaten the campaign on Normal Mode are invited to try ARNAKOLOGIST MODE – a chapter-specific rules tweak that makes victory more challenging. You are not required to use the same difficulty level for the entire campaign.

It isn't necessary for both players to play on the same difficulty level; See page 37, Variants section, for details.



General Gameplay

Except for chapter-specific changes, players play their turns according to the usual rules, and the rival's turn follows the solo rules. See pages 20 and 21 of the original base-game rulebook.



At the end of the round, pass the starting player marker, as you would do if the rival were another player. (This is different from the usual solo rules.)

PIGEONS



In a two-player game only, each player starts the game with a pigeon. You can use your pigeon to send your partner 1 of your resource tokens (gold, green, red, blue, or purple).



Sending a pigeon is a free action. Receiving a pigeon is also a free action, so your partner can send you a pigeon during your turn.

When a pigeon brings you a resource, keep the pigeon and turn it face down to show it cannot be used again this round. At the end of the round, used pigeons are turned face up again.

Note that it is possible to start a round with two pigeons. In such a round, you can send up to 2 pigeons, and your partner will be unable to send you anything.

ENCOUNTER CARDS

Each chapter has its own set of encounter cards, offering mysteries for you to explore according to that chapter's special rules.



When you resolve an encounter card, you pick one of the two options and perform its effect.

The choice on the left is an effect you resolve immediately.

The ⌚ effect, on the right, can be saved for later. If it is not marked as a free action, it can be used only as a turn's main action.

In a two-player game, a ⌚ effect can be used by either player.

Each option also has a **story symbol** in the corner. When you choose that option, you have collected that symbol. You will record these symbols when you finish the chapter.

To keep track of your symbols, slide the encounter card under the overview card from the left or the right once you use its effect, so that only the symbol is showing. (As you can see on the following page.)

For ⌚ actions, keep them beside your board until you use their effect.

ACHIEVEMENTS

Each chapter offers 3 item or artifact cards that can be earned during play. When you meet the chapter's requirements for the card, **you gain the card to the top of your deck** 🗂️. (You don't resolve its effect at this time, not even if it's an artifact.)

In a two-player game, either player may gain the card, regardless of whose turn it is.

Each achievement will also give you a story symbol, like those on the encounter cards.



If you earn this symbol, you get to decide what it stands for at the end of the chapter.

Chapter End

Unless otherwise stated, **you play the chapter all the way through to the end of round V**, as usual. Each chapter has its own goal.

CHAPTER GOAL

If you accomplish the chapter's goal, you win. Read the special story text at the end of the chapter.

If you lose, you can simply try again. Replay the chapter as though the game never happened.

Or you can choose to accept the loss. Each chapter has an alternative ending with a penalty that applies to the next chapter. But you aren't required to accept a loss. You can replay the chapter instead.



overview card

STORY PATHS

If you win (or if you choose to accept a loss) record the story symbols from your achievements and encounter cards by marking them on the campaign sheet.

Each path starts at the center of the campaign sheet and moves out. When you mark a symbol, you must either mark it at the beginning of its path or at the continuation of an existing marked path.



Suppose you earned 3 ❤️ and 1 🦋 from encounters, along with and ? from achievements. Using your ? as a ❤️, you could earn a plot point on that path.



Example: If you mark a pawprint next, you could use it to continue the mask path, because of the intersection. But after that, your next pawprint would have to start at the beginning, not at the plot point.

PLOT POINTS

Certain spaces on each story path are marked as plot points. If you reach a plot point, record its number below that chapter's score box, then look it up in the back of the book.

Each plot point gives you a card. **You will start the next chapter with this card on the bottom of your deck.** In a two-player game, either player may start with it.

After you reach the end of a path, any extra story symbols of that type count as ? for you.



CHAPTER SCORE

If you win, calculate your score as usual. In a two-player game, add your scores together and divide by two. Your rival's score is calculated according to the solo rules in the base game.

Subtract the rival's score from your score to get your chapter score. This might be negative. If it is, don't worry, you still won. Record your score on the score sheet.

If you choose to accept a loss, do not count your score; your chapter score is -10.

goal accomplished


chapter score

5

achievement earned

Starting the Campaign

SEPARATE COMPONENTS

 **Before starting the campaign, make sure all items, artifacts, and assistants marked with this symbol are stored separately.** They will not be in their decks at the start of the campaign.

These game components are earned during play. Assistants and achievements earned in one chapter go to the regular decks for future chapters. Plot-point cards start the next chapter at the bottom of your deck, then go to the regular decks for later chapters. Conversely, cards and assistants not earned go back to the bag of components stored separately.

Components are earned only if you win or if you choose to accept a loss. If you choose to replay a chapter, you replay it as though the game you lost never happened.

Mix the guardians and idols from this expansion into their usual piles. The sites from this expansion are not used in the campaign.

START THE STORY!

THE MISSING EXPEDITION

It has been eight months since you last saw your dear friend Professor Kutil. You had believed he was simply traveling abroad, but his return is long overdue, and now his family has reported him missing.

In these modern times of newspapers and aeroplanes, people do not simply disappear. The administrators at Kutil's university suspect he may be dead, but you believe he found a place beyond the bounds of modern civilization, a lost island in uncharted waters, the fabled land of Arnak.

Kutil's obsession with the lost island began long before you met him. At one time his outlandish theories of a vanished civilization were the subject of lively debate. But Kutil's evidence was scant and his theories were unprovable. Eventually his university colleagues convinced him to abandon his crazy theories, stop talking to newspapers, and focus his studies on something more respectable.

But in private, he never gave up. And that is why you do not give up on Kutil.

After contacting Kutil's family, you gain access to his papers. It does not take you long to puzzle out the direction of his recent Arnak research. Kutil believed he had finally deduced the lost island's location. Now you aim to follow him with a fully-equipped expedition.

But how to raise funds? His family will help, of course, but the problem is not fully solved until Antoinette, your chief research assistant, informs you that she has secured the remaining funds from a donor who wishes to remain anonymous.

You are curious about this donor, but see no reason to pry. You are merely grateful that you can launch your expedition without delay. Professor Kutil may yet be alive, somewhere on the lost island of Arnak.

You are now ready to start Chapter One. Best of luck on your journey!

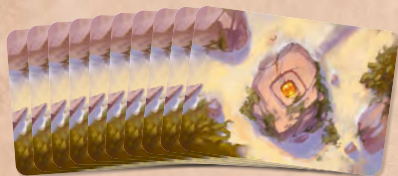
Chapter One

After days of searching empty ocean, a faint smudge on the horizon gives you a glimmer of hope. As your ship draws nearer, it becomes clear you are seeing an island that is not on any of your charts.

Scouting around the shoreline, you spy a bright light gleaming among the jungle foliage. The light vanishes a moment later, but you are certain you saw it – a flash of reflected sunlight. Could it have been a signal? You give the order to drop anchor, and soon your boats are transporting people and equipment to a good landing site on the beach.

Antoinette, your research assistant, offers to supervise setting up camp so you and your most trusted people can go at once into the jungle. You readily agree.

YOU WILL NEED:



10 Chapter One encounter cards



Chapter One overview card



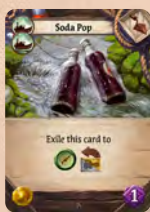
*4 or 7 multiplier tokens



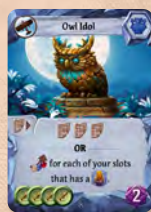
Prof. Kutil's
Diary



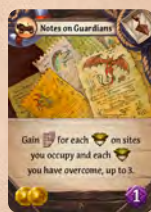
Repaired
Plane



Soda Pop



Owl Idol



Notes on
Guardians



*crashed plane site



*owl guardian



*eagle guardian



fog tile

*denotes components from the base game



Chapter One Setup and Rules



Use the **BIRD TEMPLE** side of the board.

Into the Jungle!

Who knows what you might find?

Shuffle the 10 Chapter One encounter cards.

- 1 Deal an **encounter card** face down to each level site, and to the four outermost level sites. (Set the 2 remaining cards aside.)
- 2 Each level site also gets one **face-up idol** (but no face-down idol).
- 3 The level sites with cards get no idols. Each site with no card gets a **face-down idol**.

EXPLORING THE JUNGLE

Reveal an encounter card when you discover its site. Resolve it immediately before or after the site tile's effect.

The Crashed Plane

Only a short distance from shore, you come across a truly distressing sight – a crashed plane, several months abandoned in this wild and forbidding jungle. The flash you saw was not a signal, but rather a reflection from the plane's broken window. Expedition supplies lie scattered among the wreckage. Of the dear professor, there is no sign.

- 4 Place the **Repaired Plane** item card on the compass site.
- 5 Place the **crashed plane** level site tile on top of it.
- 6 Place 4 **multiplier tokens** on the site tile. These are **repair tokens**.
*In a 2-player game, use 7 **repair tokens** instead.*

REPAIRING THE PLANE

The crashed plane site is a site, replacing the usual compass site until it is repaired.

The repair tokens are for this chapter's Repair the Plane achievement, as explained on page 12.



Guardians of the Air

Inspecting the wings of the plane, you find the damage most curious. The canvas is ripped, as though by giant talons. Professor Kutil often spoke of legendary guardians – fantastically large creatures that could have been tamed or perhaps even created by the lost civilization of Arnak. Could such legends be real?

As if in answer to your question, a bird of enormous wingspan soars over the distant mountains and lands on a high, rocky cliff.

- 7 The research track does not get any of the usual research bonus tiles.
- 8 Place **Prof. Kutil's Diary** on the right research space of the sixth row. Then cover it with the **owl guardian**, face up.
- 9 In a two-player game, also place the **Notes on Guardians** card in the space beside the owl. Then cover it with the **eagle guardian**, face up.



FACING THE GUARDIANS.

The guardians block your path. You cannot research above the sixth row until all guardians on the research track have been overcome.

To overcome a guardian on the research track, you must have a research token on the space with the guardian tile. The guardian can be overcome as your main action or by effects that let you overcome a guardian on a site. (But effects that move guardians do not work.)

At the end of the round, you will gain a *Fear* card for each research token on a space with a guardian.

When you overcome a guardian, take the guardian tile as usual. Also, read the hidden text at the back of this book. **Owl:** hidden text 11. **Eagle:** hidden text 27.



Keep the Chapter One overview card beside the board.


A Path Through the Jungle


You have espied the creature that may have brought down Kutil's plane. But what became of Kutil? Was he carried to the creature's eyrie? Or was he left standing here, staring as the bird flew away? In either case, Kutil's fate is tied to that monstrous bird. You must find a way to its cliff.


- 10** Place the fog tile over the second row of the research track.

FINDING THE PATH

At first you do not know how to reach the birds on the cliff; **you cannot research the row with the fog tile, nor any rows beyond it.** (So at first, you can research only the first row.) To find a path to the cliff, you must explore the island.

In a solo game, **you can advance the fog tile by one row for every site that was discovered.** Advancing the tile is a free action that costs .

In a two-player game, you need 2 discovered sites to advance and advancing is a free action that costs . However, your partner can pay all or part of this cost – by playing cards for travel values or by free actions that give travel values.

Tip: If you advance the fog tile as soon as you discover a site, it won't be difficult to keep track of. However, this is not required. For example, a solo player could discover sites on two turns, then advance the fog tile twice on a later turn. If you want a way to track this, put a  token on the fog tile every time you discover a site. When you advance it, remove a token – **2 tokens in a two-player game.**

In total, you must discover 5 **or** 10 sites to find the path to the birds. **When you advance the tile above the birds, remove it from the game.** You have found the path to the cliff!



Betrayal!

Upon your return from Kutil's crash site, you discover that Antoinette has not been setting up camp as she promised. In fact, Antoinette has disappeared, along with everyone else who was not in the jungle with you. At least she had the courtesy to leave a note:

To our erstwhile expedition members:

Please be assured that it is not our intent to maroon you here, nor to starve you. Captain Smythe is willing to transport both our expeditions, and you will find we have left you ample food. Nor do we wish to hamper your efforts to find Prof. Kutil. We simply feel that one expedition—ours—needs to focus on higher priorities. Please accept this ending of our partnership with no ill will.

~ Antoinette

Antoinette will be your rival for this chapter.

11 Remove the **Discover a New Site** action from your rival's stack.

Add the **green Buy an Item** action tile to your rival's stack.

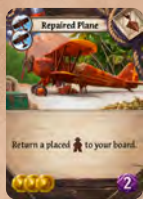
With no Discover action, Antoinette will not discover new sites.

Antoinette's Research action is not affected by the fog tile. She does not interact with the guardians on the research track.



Achievements

REPAIR THE PLANE



Place **Repaired Plane** under the crashed plane site.

Mark the site with a certain number of repair tiles. (Use the $\times 3$ multiplier tiles from the base game).


Remove a repair tile each time you activate the site.


Gain it to the top of your deck when all repair tiles are gone. Also remove the site tile.

Solo: 4 repair tiles **Co-op:** 7 repair tiles

CUSTOMER OF THE YEAR



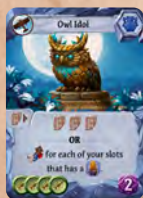
Place **Soda Pop** beside the supply board's  tokens.

Mark it with all the  tokens you spend on items.

Gain it to the top of your deck when it has enough coin tokens.

Solo: 7 **Co-op:** 14

CLIMB TO THE SUMMIT



Place **Owl Idol** beside the temple tiles.

Gain it to the top of your deck when you have reached the temple and researched a 6-point or 11-point temple tile.

Co-op: Each player must research a required tile.


Adjustments

STUDENT MODE

When setting up, go through the items deck and take the *Ostrich*, *Sea Turtle*, or *Pack Donkey*, whichever you find first. (Then reshuffle.) Start the game with that card on top of your deck. Do this before drawing your hand for round 1.

(In a two-player game, each player starts with a beast of burden.)

ARNAKOLOGIST MODE

Start with one less  (each).

The owl and the eagle cost twice as much to overcome, and they cannot be overcome by other means.

Chapter One Goals

Overcome the owl guardian. In a two-player game, you must also overcome the eagle guardian.

READ THIS IF YOU WIN

Excerpt from Kutil's journal:

It seems the only way to pass the Owl is to bribe it with this journal! Which means this, my final entry, is written not for myself, but for you, O finder of secret things. Whether you be behind us by months or by centuries, I hope these notes shed some light on one humble archaeologist's attempt to reach the Temple of Kar-Kal.

IF YOU CHOOSE TO ACCEPT A LOSS

Unable to retrieve Kutil's belongings, you instead go around the guardians, hoping to pick up Kutil's trail on the other side.

Penalty: Start Chapter Two with a fog tile, as you did in step 10 of this chapter. Remove it when it reaches the assistant rescue space.



Remember to mark your story symbols, including those from achievements.

! READ THIS FIRST!

Your deck is ready for the campaign. Content can be revealed chapter-by-chapter as you play through the six-chapter story for solo or two-player cooperative play.

But it's also okay to just mix the new cards into the old decks and start playing a standard game. Details are in the other rulebook on page 2.

*leaders'
starting
cards*

Chapter One

Chapter Two

Chapter Three

Chapter Four

Chapter Five

Chapter Six

**Plotlines Rewards
(items & artifacts)**

EACH CHAPTER HAS

*solo and co-op
overview cards*

*achievements
rewards*

*encounter
deck*

