

LOST RUINS OF ARNAK

THE SEARCH FOR PROFESSOR KUTIL



When a wealthy sponsor approached our small team offering to fund an expedition, I could scarcely believe it! Its sole goal would be to locate the lost expedition of the famous Professor Kutil, who vanished about a year ago. The man was widely known for his supposedly delusional claims that a lost land was hidden somewhere in the uncharted waters of the Pacific Ocean.

Needless to say, we accepted right away. I was already familiar with some of his research, but – let me tell you – this entire endeavor was much more challenging than I had anticipated. I must confess I was on the verge of giving up several times and would have probably turned back long ago if it were not for my dear pupil, Antoinette Dupré. You could very well say it was she who found this wondrous island. Her tenacity and judgment do not cease to amaze me.

Sadly, life is not filled with only pleasant surprises. I recently discovered that Antoinette has decided to rebel against my leadership. She formed a splinter faction in our expedition, gaining many for her cause. I must have been too blind to see it. She is a great scholar with a passion for knowledge and accuracy and was a great friend too. But maybe she is too young, too greedy to gain recognition and fame. Still, she is an inspiring figure nonetheless, and many are swayed by her passion.

Our expedition was supposed to be able to face anything. But with our ranks now splintered, and so many following her lead, I fear we might not accomplish our goal here.

The Search for Professor Kutil

Campaign Rules Introduction

To play the campaign, you need the **LOST RUINS OF ARNAK** board game, and you need to be familiar with the rules for the solo variant. You can find the rules at [arnah.game](#).

After following the special setup instruction for each chapter, set up the rest of the game following the standard solo game setup. Each chapter will specify which side of the board to use, as well as certain tweaks that will make the chapter unique. Be sure to check out the special setup rules before setting up the game.

You may play the campaign with the purple actions from the solo mini-expansion that you can also find at [arnah.game](#).

New keywords

There are several new elements we are introducing in the campaign.

These are:

• SPECIAL RULES

These will be revealed for each chapter as you progress through the story.

• GOALS

When you accomplish a goal, you win the chapter. Even then, keep playing until the end of round V to record your final score.

• ACHIEVEMENTS

It is not necessary to complete them to win the game, but completing them can improve your score and possibly offer extra rewards to carry on to the next chapters.

• STORY MARKERS

You will need a handful of coins or board game tokens to mark certain story points – the reserve tiles  may be used for this purpose. The starting player marker  will be used as a special story marker. The rival does not gain nor remove any story markers.

• STORY CARDS

There is a deck of story cards for each chapter. You may print them out, or use the web app to handle the cards. Unless the setup specifies otherwise, shuffle the corresponding deck before the game and place it near the board. You will draw a card each time you gain . Resolve the story card immediately.

• REWARD

At the end of a chapter, you will usually receive a reward based on how many achievements you accomplished.

Scoring and Winning

The **difficulty** should be set for the entire campaign before you start the first game. That way, it will be easier for you to compare your score with your future results or with other players.

You win a chapter if you complete all the goals. Compare your score with the rival's score – the difference between them is your

dominance. You do not need to beat the rival's score to win, you can continue the campaign with a negative dominance.

You lose the chapter if the game ends before you accomplish the chapter's goal. Record no score and try the chapter again.

Campaign results are counted after you win the final chapter. Your score for the campaign on the chosen difficulty is the sum of all the chapters' **dominances**.

Meet your Rival

Before you start to play, you will need to choose the rival deck difficulty to use during the whole campaign. Choose wisely – you should keep the same difficulty throughout the entire campaign if you want to be able to compare your score with other players.

To count your difficulty, add up the value of all the rival cards you choose to use. Green has a value of 0, red 1, and purple 2.

In the table below, you will see your difficulty level name, as well as your starting resources, which might differ from the normal solo game.

0. BACKYARD EXPLORER:



1. SCOUT:



2. ADVENTURER:



3. SEASONED EXPLORER:



4. PATHFINDER:



5. EXPEDITION LEADER:



6. RENOWNED ARCHAEOLOGIST:



7. RELENTLESS LORE HUNTER:



8. WORLD-FAMOUS ARNAKOLOGIST:



9. ARA-ANU'S CHOSEN ONE:



10. REINCARNATION OF ARA-ANU:



Chapter I – The Lost Expedition

When we first arrived, the land seemed pristine. But soon, we found signs of human passage – wreckage of a plane near the shore. Surprisingly, it appears that, with the right equipment, we might be able to repair it. What a discovery!

On our approach to the wreckage, we disturbed a strange beast – a giant Owl, seemingly a statue, hewn of rock. However, it flew off as we approached it. Our poor cook is still in shock over this. He claims to have seen it carrying something away – possibly a book. If that was some kind of journal Kutil left behind, we should definitely try looking for it!

For now, we have decided to look for any signs of the expedition in the jungles near the shore in hopes of locating any possible survivors, while also trying to track down the Owl to retrieve the book it carried away, for it may hold priceless information.

However, we have encountered beasts in the jungle, the likes of which we have never seen before. Giant, majestic, and fearsome. Some become friendlier when offered gifts; others, strangely enough, respond if you best them in a fight – they become almost tame, lingering around, even helping us for a while. Never have I seen such a thing. I sincerely hope we will have time to study this phenomenon.

For better or worse, Antoinette and her followers decided to pursue a different course of action, focusing heavily on studying the ruins. I do not know what their aim really is, but we can say for certain that they have shown no interest in looking for Professor Kutil so far. Perhaps she plans to claim sole credit for discovering the island?

Setup

To set up the first chapter, follow the steps below and then set up the rest of the game following the standard solo game setup.

STEP 1

- Use the **BIRD TEMPLE** side.



- Remove the *Stone Key* artifact and the *Brush* item from the game for this chapter.
- Set aside the *Aeroplane* and *Journal* items to be used in steps 2 and 3.

STEP 2



- Place the crashed plane level site over the two-compas site, and place the *Aeroplane* card underneath.

STEP 3



- On the research track space with the owl illustration, place the marker instead of a research bonus tile.
- Place the Owl guardian next to the board, with the *Journal* card underneath.

STEP 4



- Do not set up any idols on the board.
- Instead of an idol, place a cube on each site in region.

STEP 5



- Remove the compass archaeologist action tile from the rival's action stack (only for this chapter).

STEP 6

- Take the starting resources according to your difficulty level.

Special Rules

To win this chapter, you need to find and overcome the Owl guardian.

DISCOVERING NEW SITES

- You cannot Discover a New site in region
- Whenever you Discover a New site in region :
 - Draw 2 site tiles, choose one of them and resolve its effect. Put the unused site on the bottom of the stack.
 - After awakening the guardian, take the story marker.
 - Reveal a story card and choose one of the two options it offers.
 - Then place the site's story marker next to a row of the research track. Your tokens can only access spaces in a row that has a story marker next to it.

RESEARCHING

- counts as a story marker. You don't need to place a on its row.
- Both your and tokens can only research in rows that are already marked by a or the .
- You cannot research above the Owl until you have overcome it.
- Rows above the Owl still need to be marked with a to be accessible, including the temple.

STORY

- is a story marker. When you gain it, reveal a story card.
- When you research the space with the story marker, leave it there and read the story text marked with the in this rulebook.
- Once you have reached the Owl space, you can Overcome the Owl guardian as your main action at any later turn.

THE CRASHED PLANE SITE

- Treat the site as a site in this chapter.
- As your main action, you can pay 5 coins to take the Aeroplane card into your hand. If you do, remove the site tile from the game. (You do not need to be on the site to do this.) The site underneath now becomes the usual site.

RIVAL

- Your rival has no compass action in this scenario, leaving 9 action tiles in her deck.
- The rival is not limited by any story markers while researching.
- Your rival does not discover new sites nor reveal guardians. Instead, whenever she should Discover a New site, she randomly draws a token from the box (or two whenever she should Discover a level site) and places it face up on her board following the usual rules: Unique will be worth 3 points and duplicates 2 points at the end of the game.

Goals

To win the chapter, you need to complete these 2 goals:

- – Advance your magnifying glass to the space marked by the starting player marker .
- Overcome the Owl guardian.

Achievements

- Score 4 points if you reach the row with your notebook token.
- Score an additional 3 points if you manage the previous achievement without exiling the Journal card.
- Score 5 points if you reach the temple with your token.

Read this text when you reach the with your magnifying glass.



Could this be the advantage we need?
It seems to be particularly fond of any kind of writing.
This place feels like sitting on a horse of ancient tablets.
The walls are covered with inscriptions. The Owl guards
we finally tracked the Owl to an ancient temple. The

The Owl guardian cannot be overcome by any other means than paying the three tablets. Once you overcome the Owl guardian, keep it as usual (you can use its boon), and add the Journal to your hand.

Read this text if you overcome the Owl guardian:



had in mind.
more information about the destination of collector Quill
journal from its collection. Hopefully, the journal has
for its hoard, and it even allowed us to take the artifacts
actually became peaceful after we offered a few tablets
After some trial and error, we discovered that the Owl

Rewards

If you successfully finished this chapter, you may choose a reward to carry on to the next chapter – you will start with one extra item on the bottom of your deck:

- If you fulfilled the goals of this chapter, start with the Journal.
- If you also fulfilled **one** of the achievements, instead of the Journal, you may keep one of the other item cards in your deck, provided it costs 3 coins or less.
- If you fulfilled **multiple** achievements, instead of the Journal, you may keep one item from your deck or your rival's deck, provided it costs 3 coins or less.

Please make a note of which reward you chose so you can start with it in the next chapter.

Chapter II – The Survivor

Studying the journal yielded its rewards – while we have not deciphered everything, we now know where they were headed. We set off immediately.

We have found that the beasts we befriend often linger and help us to move through these jungles more efficiently, which is especially useful while looking for traces of Kutil's expedition in this vast land.

After a few days, we began to stumble upon some traces of human passage here and there. Disturbingly, some of the things we find seem to be relatively undamaged. I wonder what happened to the expedition that made them leave such valuable equipment just lying around in the jungle? It is a bit worrisome, but let's hope for the best.

Setup

To set up this chapter, follow the steps below and then set up the rest of the game following the standard solo game setup.

STEP 1

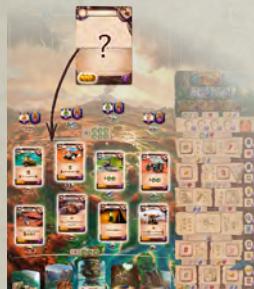
From Chapter I:

- Place the *Journal* card on the bottom of your deck. (Or another card, if you gained it as a reward in the previous chapter.)

Rival

- When setting up the temple tiles, place one of the 11-point tiles on your rival's board. Only one will be left in the temple.

STEP 2



- Use the **SNAKE TEMPLE** side.
- Place a random face-up item costing **300** on each site in region **1** instead of an idol tile.
- In region **2**, place idol tiles as usual.

STEP 3



- Place a **cube** at the end of rows 2, 6, and 8 on the research track.
- Place the **clock** at the end of row 4 as a special story marker.
- Divide the story card deck for this chapter into three parts according to their backs, and prepare a random card face down next to rows 2, 6, and 8 of the research track.

STEP 4

Take the starting resources according to your difficulty level.

Special Rules

To win this chapter, you need to reach the temple before your rival does and gain the remaining 11-point tile. You also need to collect two idols.

DISCOVERING NEW SITES

- You cannot Discover a New Site in region **2** until you reach the assistant rescue space on the research track.
- In region **1**, instead of gaining an idol, gain the site's item to the bottom of your deck. Other than that, discovery works according to the usual rules.

RESEARCHING

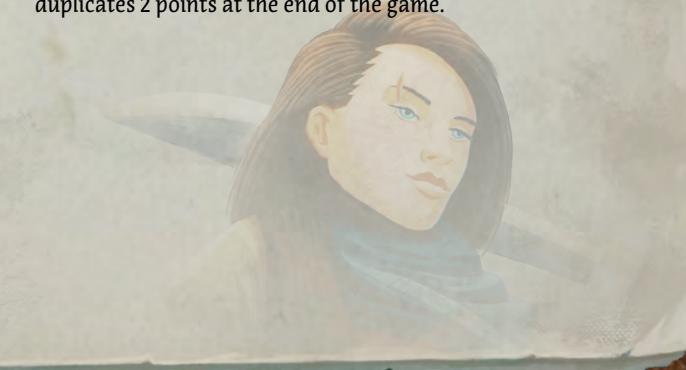
- As your main action, you may remove one of your overcome guardians from play to Research with either your **key** or your **book** for free, even if you have already used the guardian's boon. This might be especially useful for paying the **temple** research cost. However, you cannot use this action to take a temple tile.

STORY

- Whenever your **key** reaches a row with a **cube**, reveal the prepared story card.
- The **clock** marks one of your goals. When you reach it with your **key**, read the story text connected to it in this rulebook.
- The story card you gain upon reaching the Lost Temple row will offer you an optional bonus instead of taking one of the face-down bonus tiles. You may look at the tiles before deciding whether to take one or to use the optional bonus.

RIVAL

- When the rival expedition discovers a site in region **2**, they gain the item card and a random leftover idol face up following the standard rules: Unique idols will be worth 3 points and duplicates 2 points at the end of the game.



Goals

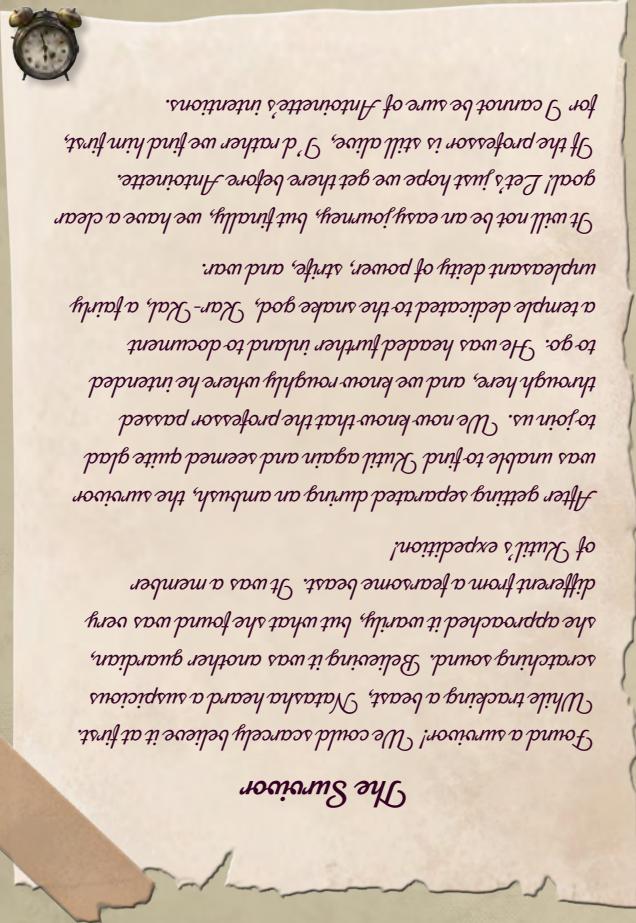
To win the chapter, you need to complete all these goals:

- – Reach the assistant rescue space with your .
- Reach the Snake Temple before your rival does.
- Gain the remaining 11-point tile.
- Have two idols.

Achievements

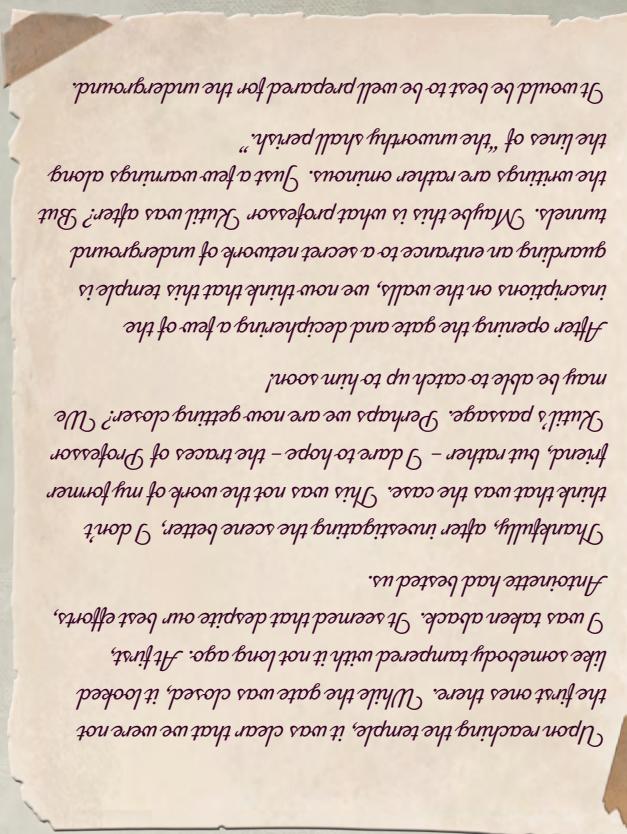
- Score 4 points if you have two unused idols at the end of the game.
- Score 3 points if you have no Fear cards at the end of the game.

Read this text, when you reach the assistant rescue space:



- The chosen assistant joins your expedition exhausted, as usual. Take note of which assistant it was; you will need this information later.
- From this moment on, you can discover sites.

Conclusion



Rewards

If you successfully finished this chapter, you may choose a reward to carry on to the next chapter – create a deck from the following equipment suitable for exploring the underworld:

- Grappling Hook
- Rope
- Whip
- Torch
- Axe
- Flask

From this deck, draw randomly 2, 3, or 4 cards according to the number of fulfilled achievements in Chapter II (0, 1, or 2) and select one item. You will start the next chapter with this item on the bottom of your deck.

You will also start the next chapter with the assistant you rescued in this chapter.

Please make a note of your rewards to be able to start with these in the next chapter.

CREDITS:

Game Design: Mín & Elwen | Writing: Mín | Graphic Design: Radek "rbx" Boxan | WebApp programming: pajada & Faire
Art: Ondřej Hrdina, Jiří Kůs, Milan Vavroň, Jakub Politzer, František Sedláček

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