

LOST RUINS OF ARNIAK

TWISTED PATHS



WORK IN PROGRESS



MIN & ELWEN



Using this Expansion

Twisted Paths allows you to explore undiscovered regions of Arnak in the form of a new, double-sided main board. To play with it, leave the original main board in the box. Place the **Twisted Paths** main board on the side you would like to explore, and follow the setup instructions listed below.

The new main boards in this expansion feature challenging research tracks. Using leaders will make it easier to reach the top of these temples.

The new maps were not designed to be used with any of the additional research tracks from the Expedition Leaders or Missing Expedition expansions. Of course, you are still welcome to experiment—at your own risk!

The Spider Temple Map

This place is unlike any other on this island! It offers so much more, dares us to delve into its secrets... but something about it feels increasingly chilling. I have caught myself looking over my shoulder more than once lately...

Setup

This temple uses the included **dark tablets**. When setting up the game, place one dark tablet **per player** into each of the dark tablet spaces at the bottom of the game board. Put any remaining dark tablets back in the box.

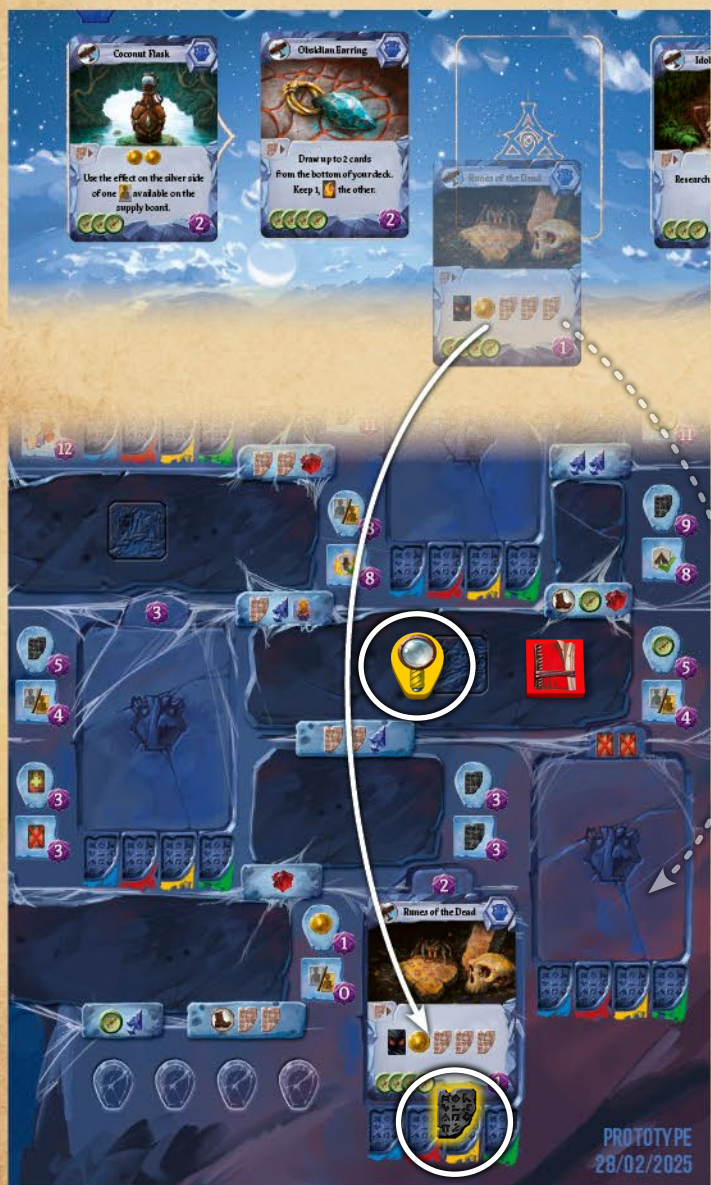


Dark Tablets

Dark tablets are used to **invoke altars** on the Spider Temple research track, giving players a new way to use artifacts.

There is a **limited supply** of dark tablets in the game. Whenever a player gains a dark tablet, take it from the leftmost dark tablet space at the bottom of the board. If no dark tablets remain on the board, take a regular tablet instead.

Dark tablets can also be used in all the same ways as regular tablets. If you spend a dark tablet in place of a regular tablet, it is returned to the rightmost space of the dark tablet supply that contains fewer dark tablets than the number of players.



Invoking an Altar

Dark tablets can be used to take a new main action: **invoking an altar**. This action gives you a new way to activate artifacts.

To take this action, you **must** have a research token any number of spaces above one of the **altars** printed on the research track. You also **must** have a dark tablet.

- To invoke an altar, place one of your dark tablets on the spot below the altar that matches your color. You then activate the effect of the artifact on that altar.
Note: you must have a research token above an altar to invoke it.
- Altars will be empty at the start of the game. If you invoke an empty altar, activate any artifact from the card row. Place the artifact you activated on the altar you invoked, where it will remain for the rest of the game.
- If you invoke an empty altar when you have a research token above multiple empty altars, you can choose any of them.

Each player can place a maximum of **3 dark tablets** below each altar.



Scoring Dark Tablets – The Cost of Ambition

The incantations worked! Just thinking about all the knowledge now within our grasp! Yet the sigils speak of a threat, and caution us not to touch the altars. Why has this place been forbidden?

Anytime a player uses a dark tablet as a regular tablet (to pay a cost or to trade for an artifact), it is returned to the rightmost empty position at the bottom of the board.

As players use dark tablets to invoke altars, those dark tablets will remain on the research track, and will **never** return to the bottom of the board. The dark tablets you used will lose you points at the end of the game:

- Any unused dark tablets the players have left at the end of the game are returned to the dark tablet supply. Remember that each space fits as many tablets as there are players.
- Look at the 7 spaces at the bottom of the board. The rightmost space with no dark tablets on it determines how many negative points each used dark tablet is worth.
- For each dark tablet that a player used to invoke an altar, that player loses points equal to this amount.
- Finally, evaluate each altar with an artifact: determine which player placed the most dark tablets on each altar. That player **gains** the rewards printed above the altar. If there is a tie, all tied players gain these points.

UNCOMMON ICONS

For this notebook reward, activate any **unoccupied** level 1 site. Then the volcano erupts and destroys it! Return the site tile – and any guardian on it – to the box. Turn up the top tile of the leftover idols stack and place it face up where the site was. It is now possible to Discover a New Site again at that location.

Note that if there are no unoccupied 1 sites, this has no effect.

For this reward, either take a new silver assistant or upgrade one of your silver assistants to gold and refresh it. You are limited to 2 assistants, so if you already have 2, you must choose the upgrade option.

Owl Temple

Carved into the rock, this entire place seems to tell a story along the path. The story of a prophet, the man who wore the owl mask and tamed the Guardians.

Setup

Each player will need a **lantern** research token. Leave these on your player boards for now.

This temple uses a unique set of temple tiles. Leave the regular temple tiles in the box.

- Place Owl temple tiles at the top of the temple according to the printed numbers. (For example in 2 players, there will be just one 1-point tile on each pile.)
- Place a temple tile (as well as research bonus tiles and face-down idols) on each of the appropriate marked spaces along the research track. Some spaces only receive a tile in a 3 or 4 player game.

Be sure to add temple tiles to the **secret passages** on the research track as well!



If you are playing with idols from the Missing Expedition expansion, remove idols with temple tile and draw effects – they are not used in games with this temple. Note that on this map the second row of level 1 sites start with 1 face-up and 1 face-down idol. These sites also cost 2 extra coins to explore (in addition to the regular 3 compasses).



Top temple tiles setup for two players.



Secret Passages

The Owl Temple's research track has six secret passages, which players can explore using their magnifying glass.

1. As a research action, a player with their magnifying glass on a step connected to a secret passage may enter it by paying the printed cost.
2. They place their magnifying glass into the reserved space, and gain the bonus shown below the secret passage.
3. The passage is now **blocked** for all other players: each passage can only be explored once!
4. Finally, the player who explored the secret passage places their lantern on the starting space of the research track.



A player that takes a secret passage cannot move their magnifying glass again for the rest of the game:

- On future research actions, they may either move their lantern or their notebook.
- The notebook can be moved **up to the level** where a player's magnifying glass is located. After that, they may not move their notebook unless their lantern is ahead of it.
- For the purpose of card effects, the lantern is never considered a magnifying glass. Example of specific card or cards.
- Because the magnifying glass remains on the secret passage, each player can only explore one secret passage per game.



Taking Temple Tiles

Temple tiles are spread throughout the Owl Temple's research track. As a research action, a player with one of their research tokens in the **same space** as a temple tile may pay the cost to acquire it.

Additionally, once a player reaches a row marked with one of the pyramid icons, they may start acquiring temple tiles from the top of the temple:

- If you have reached the 5th row, your Research action can be used to gain a 1-point temple tile or idol, paying the usual cost.
- If you have reached the 7th row, you can gain a 1-point or 5-point temple tile, paying its usual cost.
- If you have reached the 9th row, you can gain any temple tiles, paying their usual cost.



Secret passage

New Temple Tile Powers



Temple tiles from the Labyrinth Temple have a special power associated with them. If a player collects two Labyrinth Temple tiles, they may combine them together to create an additional idol slot.

Players can gain any of the regular effects by slotting an idol in these slots. They cannot gain any blue slot effects. You do not lose any points when placing an idol into one of these slots.

Scoring

At the end of the game, score points based on the position of your Magnifying Glass (even if it's in a Secret Passage), Notebook, and Lantern.



Solo Variants

SPIDER TEMPLE

SETUP

After you assemble the rival's 10-tile action stack, shuffle the Spider Temple action tile into the stack to form an 11-tile stack. Perform the rest of the solo setup as usual, setting up the board and the dark tablet supply as you would for a 2-player game.

SPIDER TEMPLE ACTION TILE



When the rival reveals the Spider Temple action tile on their turn, there are 2 possible effects:

- : Invoke an altar, using the decision arrow to determine whether the leftmost or rightmost artifact in the card row is chosen.
- The rival follows the same rules as the player for placing artifacts; their research token must be above an empty altar in order to invoke it. If no spaces are available for the rival, or if their magnifying glass has not progressed high enough on the research track, then nothing happens.
- If the rival places a new artifact, they also take a dark tablet from the dark tablet supply and place it below the artifact.
- : The rival places a dark tablet from the dark tablet supply below the topmost altar with an artifact, regardless of the location of their magnifying glass.

SCORING

The rival does not lose points from any dark tablets they have placed, but they do score the points for possessing a majority of dark tablets on the altars just like a player would. All other scoring for the rival is performed as usual.

OWL TEMPLE

SETUP

After you assemble the rival's 10-tile action stack, shuffle the Owl action tile into the stack to form an 11-tile stack. Perform the rest of the solo setup as usual, setting the board up as you would for a 2-player game.

SECRET PASSAGES

- If the rival would advance their magnifying glass and has not already taken a secret passage this game, the rival will choose to take a secret passage on the same row as their magnifying glass if the decision arrow points in its direction. Give the rival any idols or temple tiles from the secret passage they take when they do this.
- Once they've taken a secret passage, place a lantern in the rival's color at the bottom of the research track.

OWL TEMPLE ACTION TILE



When this action is revealed, the rival attempts to take the temple tile lowest on the research track. If more than one temple tile is lowest, the rival uses the decision arrows to select one.

- If it is a 1-point tile, the rival takes it and advances their magnifying glass one time.
- If it is a 5-point tile, the rival takes it.
- If it is a 10-point tile, the rival will mark it with a compass and advance their magnifying glass two times if it hasn't already been marked. Otherwise, the rival takes it. If the player obtains a marked 10-point tile before the rival, they do not get the compass used to mark it.

Regardless of their position, the rival does not need to be on the same space as a temple tile in order to take it; they can take temple tiles from anywhere.

Arnak Solo Mini-Expansions

Our joy at discovering the petroglyphs was greatly diminished when we also discovered the other expedition's footprints. Too many times have we been second. Well, no more! If they plan to leave their camp at sunrise, then we must leave ours before first light.

Rival Objectives

This mini-expansion provides the rival expedition with additional motivations. Each time they accomplish an objective, they will score additional points. You can thwart their plans by accomplishing their objectives first.

New Components



This mini-expansion uses 5 new cards called **rival objectives**.

Setup

Use the two-player setup, as you usually do for an Arnak solo game. Six of the 2-point temple tiles will be left over after the temple is set up. Keep these tiles handy – they represent rewards your rivals can win by accomplishing objectives. You may need some of the leftover 6-point tiles as well.

Keep the 5 objective cards in a face-down stack within easy reach.

Gameplay – One Round

Your rival is the starting player each round, as usual in the solo game.

Before your first turn each round, shuffle the objectives face down. Draw 3 at random and place them on the table face up. These are the actions your rival wants to take before you do.

Because the rival expedition has already taken one action this round, it is possible they have already accomplished one of these objectives. They don't get points for that. Replace that objective with one of the two remaining in the deck, drawn at random.

If you are the first player to accomplish a particular objective, just flip it face down – your rival will not get points for it this round.

If your rival is the first player to accomplish a particular objective, flip it face down and give your rival a 2-point tile – these points will be added into their final score.

Thus, in each round, your rival can earn 0, 2, 4, or 6 points from objectives. You do not earn points, but you can reduce the amount of points your rival gains.

Tile Shortage: If you aggressively pursue the objectives, the rival expedition will accomplish objectives only when they get lucky, and you will have enough 2-point tiles to last the entire game. However, if you are pursuing a less antagonistic strategy, you may occasionally need to give your rival a 6-point tile so you can return three 2-point tiles to the supply.

Tweaks

We feel that 3 objectives per round gives the game good variety and increases the challenge of the usual solo game. It is possible to get a taste of this expansion by dealing only 2 objectives each round. You can also increase the challenge by using 4 objectives, but the variety is best with 2 or 3.

Another way to tweak the expansion is to make the first card turned up worth 4 points. Put two 2-point temple tiles on it to denote that it is a higher-priority objective.

Key



Be the first player to buy an item this round.



Be the first player to buy an artifact this round.



Be the first player to discover a new site this round.



Be the first player to advance their magnifying glass token this round.



Be the first player to have a lot of archaeologists on the main board. Your rival needs 3; you need 2.

Tip: To help you remember this objective, put 3 rival archaeologists on the card – or 2, if your rival has already sent one to the main board.

Notes

You can accomplish an objective (and thus prevent your rival from scoring it) even if the action is not your main action. For example, an effect that lets you gain an item for free counts as "buying" the item, which would accomplish the Buy an Item objective.

It is possible to accomplish multiple objectives on one turn. Because the Discover a New site objective overlaps with the Archaeologists objective, even your rival could accomplish two on one turn.

Arnak Solo Mini-Expansions

I tell my comrades to stay on task, to ignore the other expedition and focus instead on what we can do. How I wish I could take my own advice! It seems that no matter how much we accomplish each day, the other expedition is always able to do a little more.

Purple Actions

Congratulations on winning the Lost Ruins of Arnak solo variant. Multiple times. At the highest difficulty level.

Many fans of Arnak have written to us telling us how they have already beaten our toughest solo game and are looking for a bigger challenge. Here it is:

Components

The action tiles that came with your game are replaced by these print-and-play action cards.



Setup

Instead of a stack of action tiles, you will make a deck of action cards. Use the 5 archaeologist action cards, as usual:



And add 5 purple or red action cards, one of each type:



Your difficulty level increases by 1 for each red card and 2 for each purple card, giving you a range from 5 to 10.

We have also included print-and-play versions of the green tiles, in case you want to use them, too.



The other difference in setup is that the rival expedition will now have a notebook token to go with their magnifying glass.

Actions

Purple actions are mostly the same as red and green actions ... but nastier.

RESEARCH



In round V, the rival expedition advances their magnifying glass twice. Thus, it is possible for them to get 2 temple tiles in one turn.

OVERCOME A GUARDIAN



After overcoming a guardian (or researching with the magnifying glass when no guardian is available) the rival expedition will research with their notebook – unless that would move their notebook above their magnifying glass.

Their notebook can remove research bonus tiles, and it will score notebook points at the end of the game.

Note: If you are using the Rival Objectives mini-expansion, the notebook has no effect on the magnifying glass objective.

BUY A CARD

Your rival buys two cards with one action, one of each type. One card is the one with the highest point value in the indicated type. The other is the card with lowest point value.

DISCOVER A NEW SITE



The action follows the same rules as before. However, at the end of the game, each of the rival expedition's idols is worth one extra point. (That's 4 points for each unique, face-up idol, and 3 points for those in the -1 stack.)

Note: This rule applies only if this purple card is among those chosen for the game.

Other Components and FAQ

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TO BE DONE

KEEP EXPLORING

There's much left to discover! Follow the link below for explanation videos, designer diaries, art progress, and more.



www.cge.as/explore-arnak

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GENERAL INDEX

Gain the indicated tokens.

Gain the indicated tokens.

Gain the indicated tokens.

Gain a *Fear* card and the indicated tokens. You must take a *Fear* card from the board and put it face up in your play area. (Ignore its travel value.) If no *Fear* cards are available, take a fear tile, as explained on page 23.

You may pay the cost on the left to gain the benefit on the right. If you cannot pay the cost or do not wish to, then you do not get the benefit.

Pay the cost to choose one of the two tokens.

Make one of these two trades: OR

On an artifact card, this is a reminder that the effect costs 1. However, this cost applies only when you play it from your hand, not when you buy it.

You pay this cost by putting one of the cards in your hand face up into your play area, ignoring the card's travel value and effect. If you have no cards left in your hand, you cannot pay this cost, and thus cannot gain the benefit of the effect.

You may draw a card. If your deck is empty, then this has no effect.

You may choose a card in your hand or in your play area and send it to exile (as explained on page 13).

You may draw a card. Then you may exile a card in your hand or in your play area. Note that each part of the effect is optional.

You may draw a card. Then you must put a card in your hand face up into your play area, ignoring its travel value and its effect.

You may refresh one of your assistants.

This icon denotes that the effect does not count as your main action for the turn. You can play as many free actions as you want before, after, and even during your main action.

You may immediately take a Dig at a Site or Discover a New Site action, if you have an archaeologist on your player board. The effect may specify special benefits or limitations.

You may immediately overcome a guardian without paying the cost depicted on the guardian tile. This effect applies only to a guardian on a site where you have an archaeologist.

You may immediately buy an artifact or item from the card row. The price is reduced by the amount indicated.

Perform the Buy an Artifact action, skipping the step where you pay its cost, but do resolve its effect.

Perform the Buy an Item action, skipping the step where you pay its cost.

You may choose any guardian you have overcome whose boon has already been used. Flip it face up to make its boon usable again.

Choose one of the unused guardians you have overcome and flip it face down without gaining its boon.

Activate any site.

Activate any discovered level site.

Activate any discovered level site.

Use the effect of any face-up idol on the board

Use the effect on the silver side of one assistant available on the supply board.

Use the effect on the gold side of one assistant available on the supply board.

Use the effect on the silver side of one assistant available on the supply board. Then place it on the bottom of its stack.

Choose one: Gain either or .

This idol effect is not a free action.

Take the card and place it on top of your deck. (You do not resolve the card's effect.)

You may draw the bottom card of your deck. If your deck is empty, then this has no effect.

Use one of your assistants, but instead of resolving its effect, gain the depicted tokens. If the assistant's effect has a cost (such as) ignore that cost.

On the Waterfall Temple, this is a reminder to choose one of the hidden sites, activate it, remove it, and return it to the bottom of the regular stack.

Use the effect of any face-up idol on the board. If there are no face-up idols, then this has no effect.

On Chapter Six encounter cards, this means you gain a face-down idol, one of those left over after setup.

Draw and evaluate an encounter card from the indicated chapter.

To resolve this idol's effect, take one of the 2-point temple tiles from any of the three stacks.

To pay this cost, exile an artifact from your hand or play area.

Place an unused idol on an empty pedestal to perform its depicted effect.

Activate any **unoccupied** level site. Remove it from the game. Turn up the top tile of the leftover idols stack and place it where the site was. It is now possible to Discover a New Site there.

Either take a new silver assistant or upgrade one of your silver assistants to gold. (You cannot take more than two assistants.)

Refresh two assistants. You cannot refresh the same assistant twice.

GENERAL NOTES

Free actions are generally legal between the parts of an effect.

If the card you draw has a free action, you can play it before exiling it.

Free actions are legal after you draw, but **you must not leave yourself unable to pay the cost.**