

We've made this special demo game of Lost Ruins of Arnak so you can play a quick, 2-player game with customers in your store!



Setup

- 1 Use the back of this sheet as a small board made just for this demo!
- 2 This will be a 2-player game. Give each player a starting hand of 2 explore cards, 2 funding cards, and 1 fear card. (They will not have any cards in their deck)
- 3 Put each player's magnifying glass on the starting spot of the research track (leave the journal in the box).
- 4 Create an artifact deck out of the following cards: Inscribed Blade, Pathfinders Staff, Mortar
- 5 Create an item deck out of the following cards: Sturdy Boots, Pickaxe, Carrier Pigeon, Revolver, Hat, Automobile, Gold Pan, Steam Boat
- 6 Create a card market at the top of the board with 1 artifact and 3 item cards.
- 7 Create a stack of 2 assistants with  assistant on the bottom and    on top.
- 8 Create a resource supply of coins, compasses, tablets, and arrowheads.
- 9 Set aside the   level 1 site and    guardian.
- 10 Give the first player 1 coin and 1 compass. Give the second player 1 coin and 2 compasses.
- 11 Return all other components and cards to the box.

Objective

The players take the role of explorers in the lost land of Arnak, where they compete to discover the island's secrets, buy items, find artifacts, defeat guardians, and research the lost temple to gain the most points  and win!

Demo

In Lost Ruins of Arnak players will take a series of turns consisting of one main action and as many free actions as they'd like, marked by a  symbol. A normal game would consist of 5 rounds, but this demo will only go for one round.

Main actions

- **Dig at a Site:** Place an explorer from your supply on an unoccupied spot at a discovered location by paying the travel cost listed, and resolve the effect printed on the site. The travel cost can be played by discarding a card for the travel symbol.
- **Discover a New Site:** Pay 3 compasses and the travel symbol listed on the site and place an explorer for your supply there. Receive the bonus compass from discovering the site. Take the set aside Lvl I site, place it on the board, and resolve the printed effect. Then place the set aside guardian on the site.
- **Overcome the Guardian:** The player on the site with the guardian can pay the listed cost to overcome the guardian. Take the guardian off the board and move it to the player's supply. The guardian may be used once during the game for the boon listed in the top right corner, then flip the guardian.
- **Buy a card:** Choose an Item or Artifact card to buy. Pay the  or  cost listed at the bottom of the card. If an Item card is bought, it will go the bottom of the player's deck. If an Artifact card is bought, it gets played for its effect immediately.
- **Play a card for its effect:** Play a card from your hand for its effect. If it has a  icon, it is a free action.
- **Research:** Pay the cost listed on the research track to move your magnifying glass to the next step on the track. You then activate the effect printed on the right of the track. The first play to reach each step of the track also receives the bonus printed on the space. The first spot on the track rewards you with an assistant. Take the top assistant of the stack and move it to your supply. Assistants can be activated once in this demo for their effect.
- **Pass:** Take no more actions this round.

That's all you need to know for the demo! If you'd like, players can count their score to see who won. You'll find a guide to some symbology on the back along with the game board.

Effects

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

You may **exile a card** from your hand or play area. Exiled cards go to the top of the main board. (They don't return to your deck.)

You may **overcome a guardian** for free on a site where you have an archaeologist.

Take the **Dig at a Site** action or the **Discover a New Site** action.

Take an **assistant** from the supply board.

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