BASE GAME / 2–4 PLAYERS / BIRD TEMPLE SIDE

Lost Ruins of Arnak

Explore the island, improve your deck, and turn what you find into research. The expedition with the most points after five rounds wins.

FIND THESE PIECES



Original symbols for this guide. Match them to the labeled pieces, not the printed icons.

1 / Lay out the island

Use the Bird Temple side. Prepare the item and artifact decks and the Fear pile. Set the moon staff to round I; the market starts with one artifact to its left and five items to its right.

2 / Stock the board

Set up resources, site stacks, guardian tiles, idols, research rewards, assistants and temple tiles. Follow the setup illustrations on pages 4–5 of the official rulebook for exact positions, counts and player-count blockers.

3 / Set up each expedition

Take a player board, two archaeologists, a magnifier, a notebook and four basic cards of your color. Shuffle two Funding, two Exploration and two Fear cards into your starting deck. Stack your magnifier above your notebook on your start space.

4 / Seat order and opening hands

Whoever most recently visited a place they had never been starts; turns go clockwise. Give each player the starting resources shown on rulebook page 6 for their seat, then draw up to five cards.

THE FIRST TURN

Read your travel icons before spending cards for their effects. Pick one main action, use any useful free actions, then hand the turn to the next player who has not passed.

PLAY AT THE TABLE

Your turn, without the hunt

Take one main action on your turn. Free actions can happen before, during or after it. Passing removes you from the rotation for the rest of the round.

DIG	Pay a known site's travel cost, place one of your archaeologists on an open worker space and resolve the site effect.
DISCOVER	Pay travel plus 3 compasses for level I or 6 for level II; place your archaeologist, collect the site's idol(s), reveal and resolve the site, then reveal its guardian.
OVERCOME	At a site where you have an archaeologist, pay the guardian's cost. Keep the tile; it is worth 5 points and offers a one-use boon.
BUY	Spend coins for an item, which goes under your deck. Spend compasses for an artifact: put it into play, resolve it now and skip the tablet cost on purchase.
PLAY	Play a card for its effect, or use its travel value as part of a travel payment, not both. A free-action symbol makes an effect free of the main-action limit, not free of any printed costs.
RESEARCH	Pay a connected route's cost and move one research token up one row. Resolve its reward; the notebook cannot move above your magnifier.
PASS	Take no more turns this round. Other players can continue until everyone has passed.

WORKED MOVE / DISCOVER A LEVEL I SITE

1. Pay
Pay 3 compasses plus the printed travel cost. Two coins can buy one plane icon.

→

2. Place
Send a worker from camp and take the face-up idol; resolve its bonus.

→

3. Reveal
Flip the site, take its reward, then place a face-up guardian.

On a later turn: If your archaeologist is still there, you may spend your main action to overcome the guardian. Otherwise, if it remains under your worker at round end, take Fear when you return that worker.

RESEARCH, RESET & SCORE

Close the expedition

Your deck makes options. Your discoveries make resources. Research turns those resources into lasting progress.

WORKED MOVE / KEEP YOUR TWO TOKENS IN ORDER

1. Both at start
Your notebook cannot move to row 1 yet. Your magnifier has not reached it.

→

2. Magnifier first
Pay the indicated route cost. Move the magnifier up. Take its reward if available.

→

3. Notebook next
On a later turn, pay for the notebook to reach that row. Take its row reward.

Tokens can share a row, but the notebook cannot climb higher than the magnifier. When a research bonus tile is available in your space, follow the board and rulebook for claiming it.

RESET AFTER EVERYONE PASSES

Return archaeologists and take a Fear card for each returned from a site with a guardian. For the next round, shuffle your play-area cards and put them under your deck; refresh assistants. Exile the two market cards beside the moon staff, advance the staff, and refill. Pass the start marker left and draw up to five cards.

SCORING AFTER ROUND V

After returning workers and taking any final Fear, total both research tokens, temple tiles, idols, empty idol slots, overcome guardians and card points. Subtract 1 point per Fear card and 2 points per fear tile. In a tie, compare who reached the Lost Temple first; if nobody did, compare research scores. If still tied, share the win.

THREE EASY MISPLAYS

An artifact normally costs one tablet when played **from your hand**, not when bought. A guardian does not occupy a worker space. Cards spent for travel do not also give their text effects.

KEEP LEARNING

CGE official base-game rulebook

CGE official player aid

Watch TAP’s Pass or Play quick take

Independent companion. Base multiplayer game only; no expansions or solo rules.