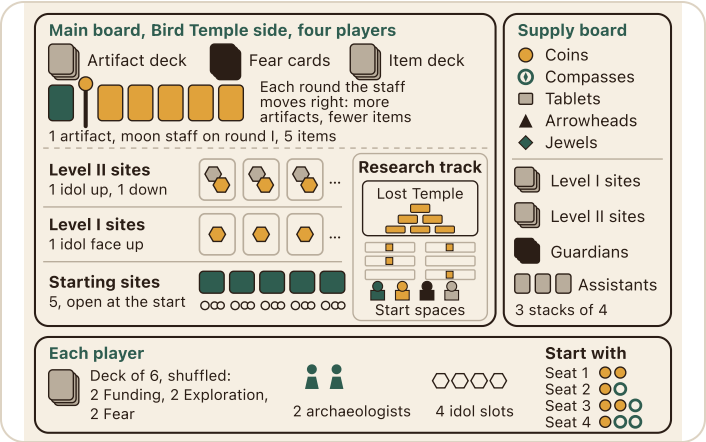
THE LUDARIUM · TEACH SHEET

Teach Lost Ruins of Arnak in ten minutes

1 to 4 players · About 30 minutes per player · Ages 12 and up

The goal: Score the most points by exploring sites, overcoming guardians, building your deck, and researching toward the Lost Temple.



On your turn

1. Round start: everyone draws up to 5 cards.
2. Your turn: exactly 1 main action, plus any free actions (lightning icon).
3. Main actions: dig, discover a site, overcome a guardian, buy a card, play a card, research, or pass.
4. A card pays its travel icon or does its effect, never both. 2 coins make a plane.
5. Items cost coins and go under your deck. Artifacts cost compasses and work right away.
6. Round end: archaeologists come home, plus 1 Fear each from a guardian's site. Shuffle play area under deck.
7. Exile the 2 cards beside the moon staff, move it right, refill. Start player passes left.

Three tips for your first game

1. Exile Fear whenever you can. Each one clogs a hand and costs a point.
2. Research early: each bonus tile goes to whoever reaches its space first.
3. Plan both archaeologists at the start of each round, then spend cards around them.

Setup

1. Bird Temple side up. Card row: 1 artifact, the moon staff on I, then 5 items.
2. Idols: 1 face up on each level I site; 1 up and 1 down on each level II site.
3. 3 players: block the two-boot space at 3 random starting sites. 2 players: at all 5.
4. Temple tile and bonus stacks get 1 tile per player. Bonus tiles go face up on the track.
5. Supply board: resources, site tiles, guardians, and 3 stacks of 4 assistants, silver side up.
6. Each player: board, 2 archaeologists, and magnifying glass on notebook at the research start.
7. Shuffle your deck: 2 Funding, 2 Exploration, 2 Fear.
8. Seats 1 to 4 start with: 2 coins; coin and compass; 2 coins and compass; coin and 2 compasses.

Scoring

- Research tokens: the points on their row. Earliest Lost Temple arrival scores most.
- Temple tiles: 2, 6, or 11 points.
- Idols: 3 each, plus the points on any empty idol slots.
- Guardians overcome: 5 each.
- Items and artifacts: the points in their corner.
- Fear cards: minus 1 each.
- Ties: first to the Lost Temple wins. If no one got there, highest research score.

Game end: The game ends after round V. Bring archaeologists home, take any Fear from guardians, then score. Most points wins.

Free course: theludarium.com/academy/lost-ruins-of-arnak/

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