LOST RUINS OF ARNAK: The Search for Professor Kutil

Monkey Cave

This area is swarming with monkeys. We saw a few of them arguing over something; maybe it was left here by the lost expedition? Since the monkeys are fairly friendly, perhaps we could try trading them something for it.

Exile an item from your hand to gain an item with a value up to two coins higher from the card row to your hand. Treat *Funding* and *Exploration* cards as items with cost 0. *Fear* cannot be exiled this way.

OR

However, a bit further, we found red petroglyphs marking the entrance to a small cave. We could explore it a bit, but something about that place makes my skin crawl. Even the monkeys seem to be avoiding it.

Abandoned Campsite

Today was a lucky day! We stumbled upon an old campsite, undoubtedly left here by the first expedition. Looking through the scattered things might give us some clues as to their destination.

OR

But the campsite has been raided by beasts. One set of footprints is particularly unusual. It could be one of the great beasts, and examining its trail might provide vital information in dealing with this particular Guardian.

Mark a revealed guardian on any site with a compass token covering its cost. Overcoming this guardian now costs only 1 .

Old Friend

Today, an old friend contacted me, one of those who joined Antoinette. He seems to be reconsidering now – maybe I could talk him into deciding sooner rather than later? There is no telling when another of my comrades might become swayed by Antoinette's charm.

Swap one of your assistants with one of those available on the supply board. The new assistant is the same level and refreshed.

OR

On the other hand, it may be more productive just to continue my research and to hope my dedication will change the minds of those around me who were wavering. I have been meaning to investigate the sacred hunting grounds nearby for some time now.

Lucky Find

This is incredible! What luck! Natasha just came from a quick scouting trip, and she claims she has discovered gold in a nearby stream! This could give us an edge over Antoinette.

OR

On the other hand, she also mentions having met a friend in the forest, who, despite being part of Antoinette's group, agreed to share some knowledge with us in the name of science. This opportunity might be more valuable than any amount of gold!

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Mysterious Statue

Upon our arrival here, we were pleased to discover a largely intact statue of Ara-Anu. Interestingly, we found that if we place any tablets or arrowheads in front of it, they are replaced by other things overnight. Could animals be responsible?

OR

While this is interesting, I should probably make time to write some letters home. The funding has been dwindling. Also, I found this beautiful shard of pottery with a drawing resembling a map. It has been on my mind to investigate the markings on it.

Ancient Waypoint

We found another statue of a frog-warrior, similar to those we saw in a few locations nearby. We hope that cross-referencing the inscriptions might help us map the pathways between the ancient settlements here.

OR

But to be honest, I think we are all in need of rest. We have been through a lot, walking for days and facing the beasts of this land. Maybe a short walk along the sandy shore under the excuse of scouting the nearby area would lift everyone's spirits?

Ominous Discovery

Well, I have seen many things, but nothing quite like what we discovered today. The chamber was hidden beneath the site we initially found. I wonder what purpose this place served, but it hints at some eerie practices.

OR

The other option is to leave as soon as possible. While this may rob us of some possibilities, I think we could make up for it by using the time to study the materials acquired so far.

Relocate this to a site and activate it.

Welcome Respite

While examining the jungles close to our destination today, we found a little pond – this is such a serene place! I feel like spending just a few moments here would give us enough energy to walk till nightfall!

OR

While that seems such a tempting possibility, André might not let me. He seems dead set on studying this little piece of a rock he discovered, claiming it may be holding information vital to dealing with the Owl Guardian.

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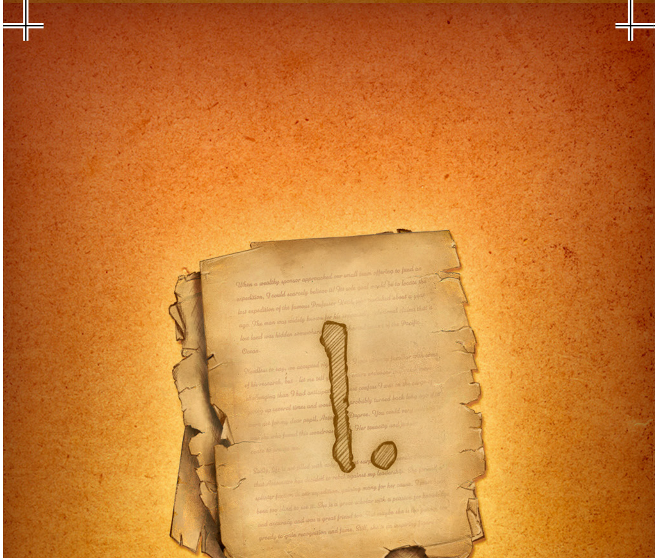

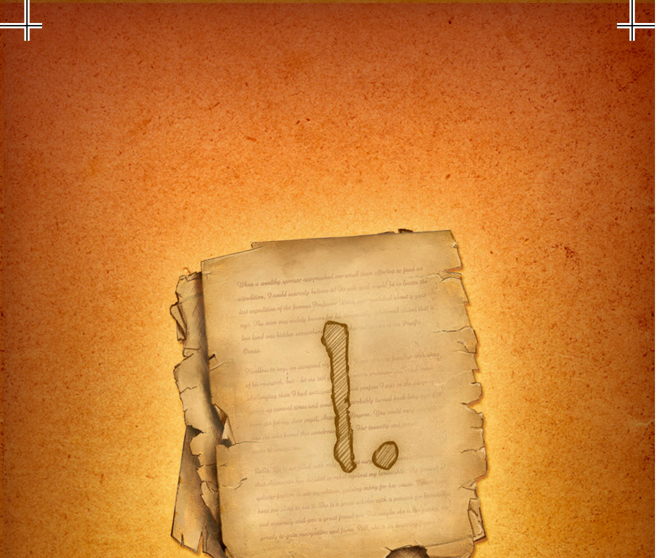

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Unexpected Help

It seems that some of my former comrades are feeling guilty about deserting me. I met Victor today by chance. We talked for a while, and he offered to help us a bit before heading back. It is nice to know he is still such a decent fellow.

Gain an extra ♟ from the rival's reserve. Once you have used it, it immediately becomes your rival's ♟ again. (So you can't overcome a guardian with it on a later turn.)

OR

But it might be a better idea to stop here and take in the sights for a while. This place is nothing short of breathtaking! The intricately decorated columns are surprisingly well preserved. André has already started transcribing and sketching them, and I would also like to take a closer look.

Tame Beast

Today seemed like an especially long day and made me miss some of my former comrades. I even went through some of our old correspondence, and actually, I found a few interesting things that could prove useful to our current research.

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

OR

But we also have other worries – strangely enough, the beast we bribed last time keeps loitering around. Could it be because we fed it some of our leftovers? Maybe we should try offering it some more food?

Gain ● and flip one of your used guardians – you can use its boon again.

Bad Day

We had to take a break today. The atmosphere was growing tense. Natasha and Hans were arguing much more than usual, and even I lashed out at a few people today. Hopefully, this is just fatigue and not something worse.

You may ☒ instead of gaining ● ● from the research row.

Unexpected Friend

Besides the giants that we've begun calling Guardians, many smaller creatures live here that seem to be unafraid of men. Just yesterday a turtle kept nudging our boat in a certain direction. Warily, we let it change our course. To our surprise, she led us to a small bay filled with fish. A sign of friendship indeed!

You may + ● instead of gaining ● ● from the research row.

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LOST RUINS OF ARNAK: The Search for Professor Kutil

🪙🪙 2

Tempting Path

Today we stumbled upon a strangely alluring statue that seems to point to a path through the forest. I wonder whether I should go and explore it or write some letters home. The funding has been dwindling.

You may gain 🂠 🗿 instead of gaining 🪙🪙 from the research row.

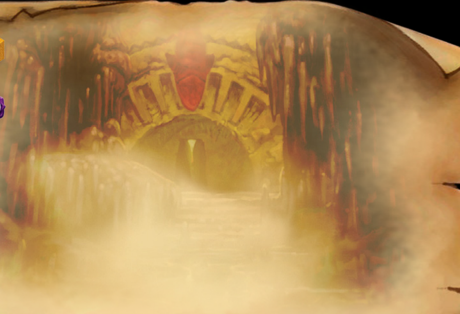
🪙🪙 2

Promising Find

Earlier I walked a bit around the campsite and noticed a suspicious mound just at the edge of the camp. It has bothered me ever since – could it be we are actually camping just above a dig?

You may buy an 🏺 with a discount of 🧭🧭 instead of gaining 🪙🪙 from the research row.

🂠 10



Ominous Mist

When we sat down to eat lunch today, a peculiar mist started to come out of a nearby ruin. It was eerie – I don't think I can scientifically explain it. I told the rest to quickly pack up and retreat from the place, even though it meant leaving some things behind.

You may pay 🪙🪙 to avoid the 🂠 effect of this row.

🂠 10

Dark Thoughts

I do not feel like myself today; maybe the island is starting to get to me? Even our cook noticed and seemed concerned about me. He suggested we talk a bit later. I can't say I am really in the mood, but maybe I should?

You may exhaust an assistant to avoid the 🂠 effect of this row.

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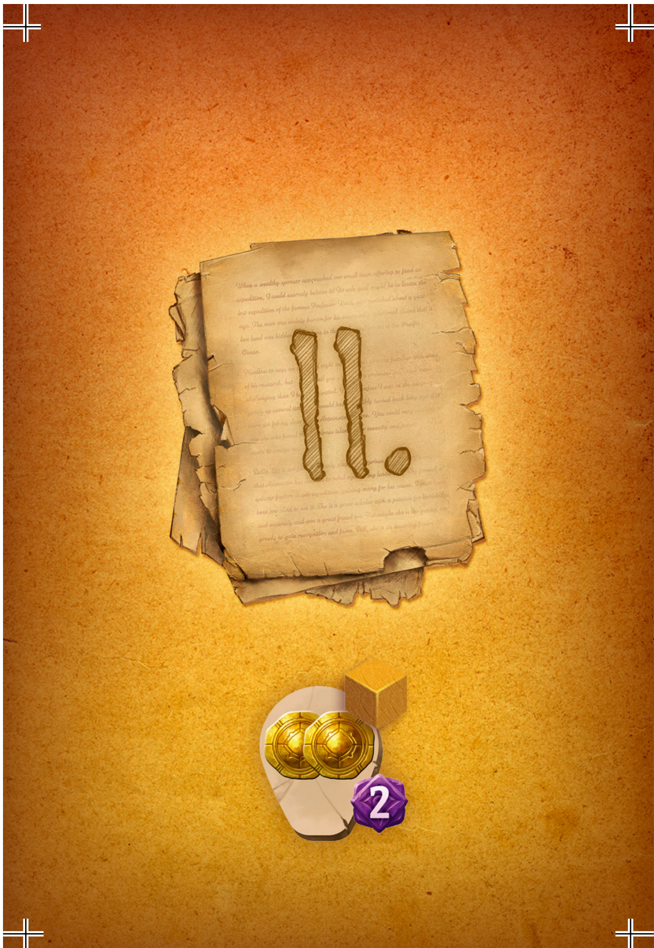

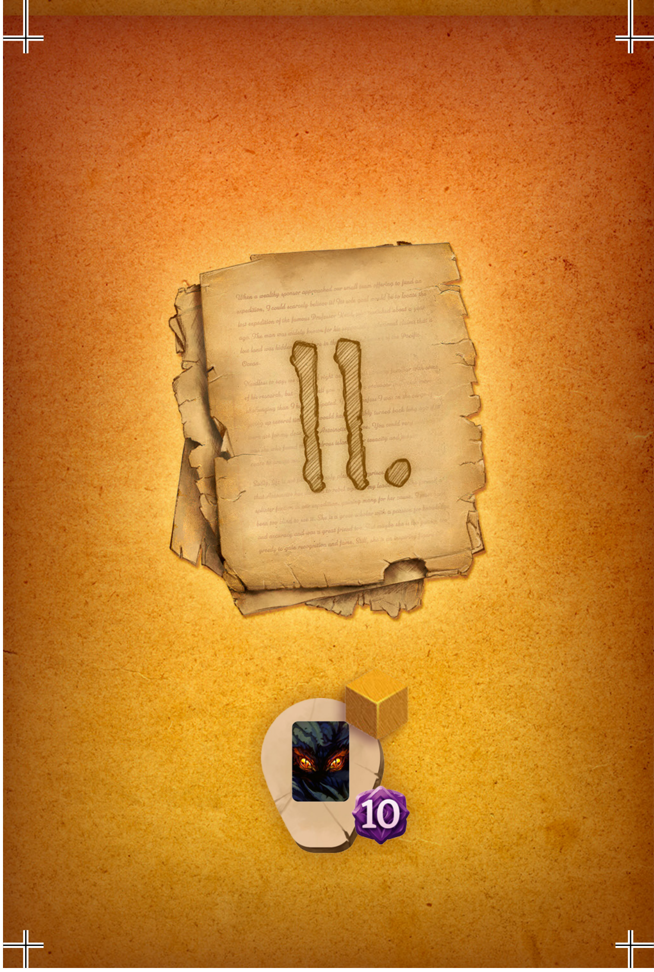

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Lurking Danger

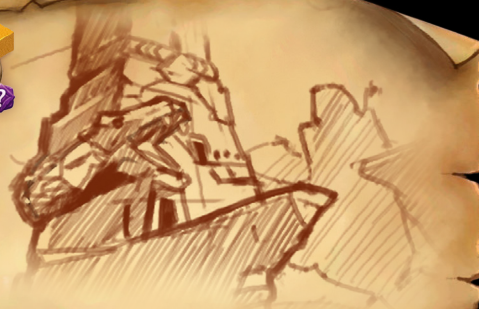
It could be that I am just growing paranoid, but something doesn't feel right today. I must confess I would feel better if one of the beasts we befriended accompanies us this time.

You may use up a guardian's boon (with no effect) to avoid the effect of this row.

Watched

As we near our destination, the landscape becomes stranger and stranger. I often get this inexplicable feeling that someone – or something – is watching us. It may be just me, but we should take precautions.

You may a non-*Fear* card to avoid the effect of this row.



Discovery to Remember

Finally! This is incredible! Such a place – nobody would believe me if I told them. I spent the first hour after our arrival here just sketching everything. I even lost my favorite pen in the process, but never mind that. These ruins and those sketches are the real treasures!

Instead of taking a bonus tile, you may pay to gain .

Sealed Gate

I now understand why Professor Kutil was looking for this place. So magnificent! His tracks lead into the temple, but the door is shut. I might have to call one of my fellows from their previous assignment to come and help me with this. Opening the door might be more complex than I thought.

Instead of taking a bonus tile, you may a non-*Fear* card to return one to your board.

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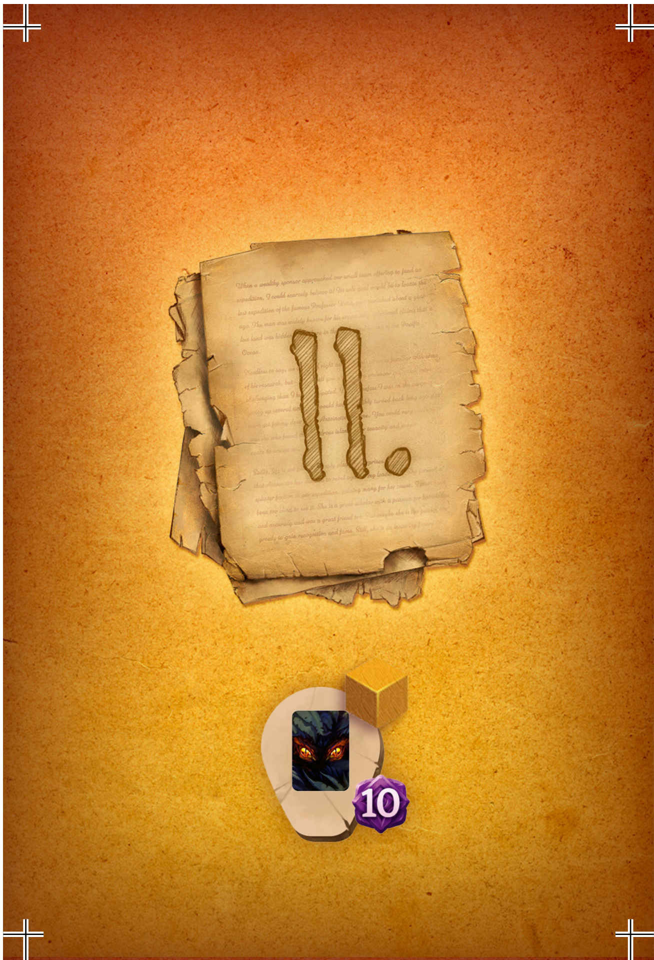

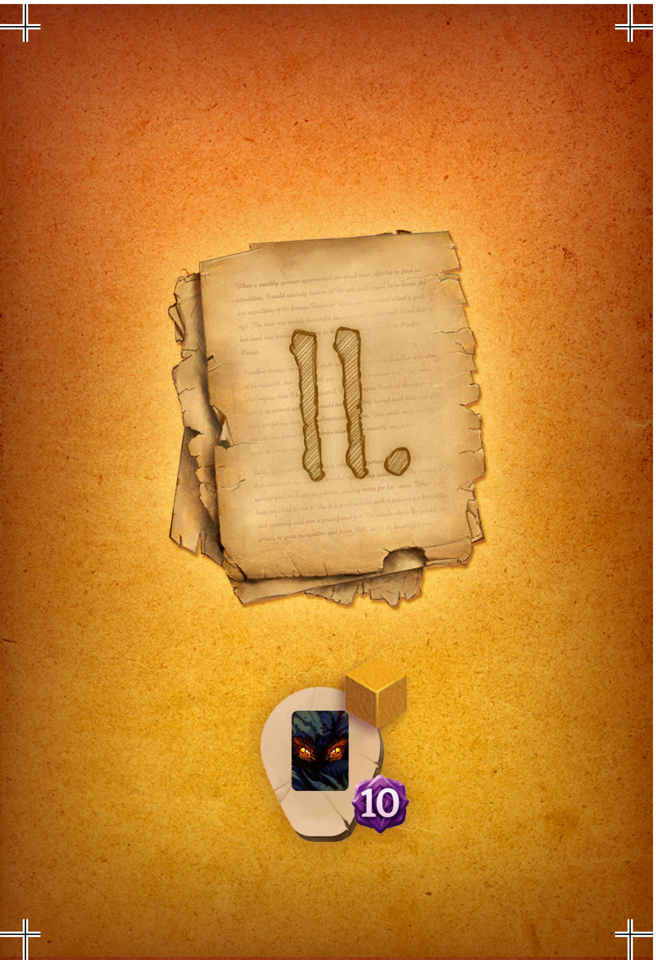

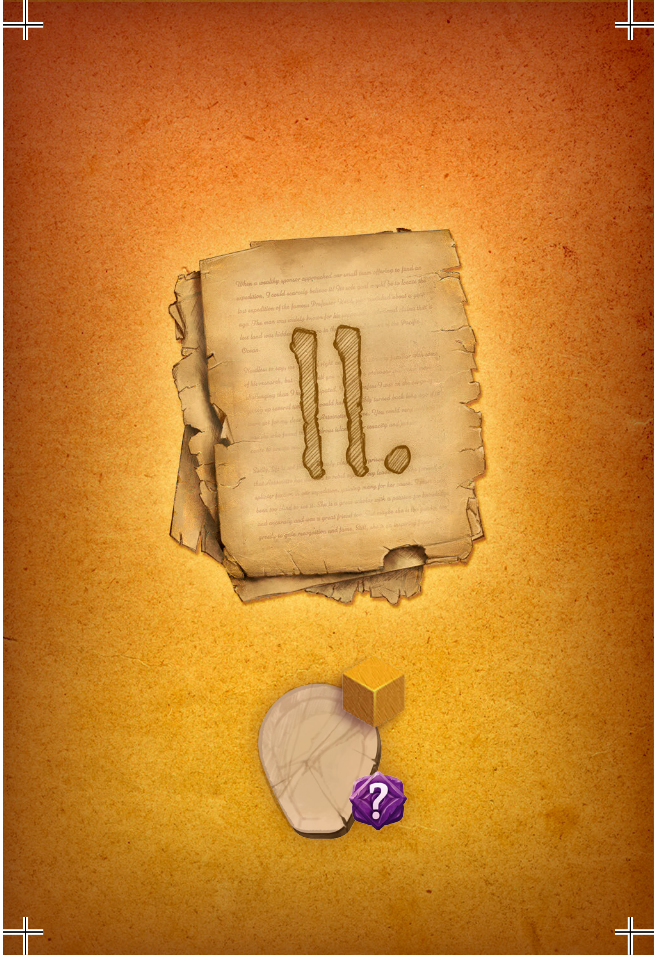

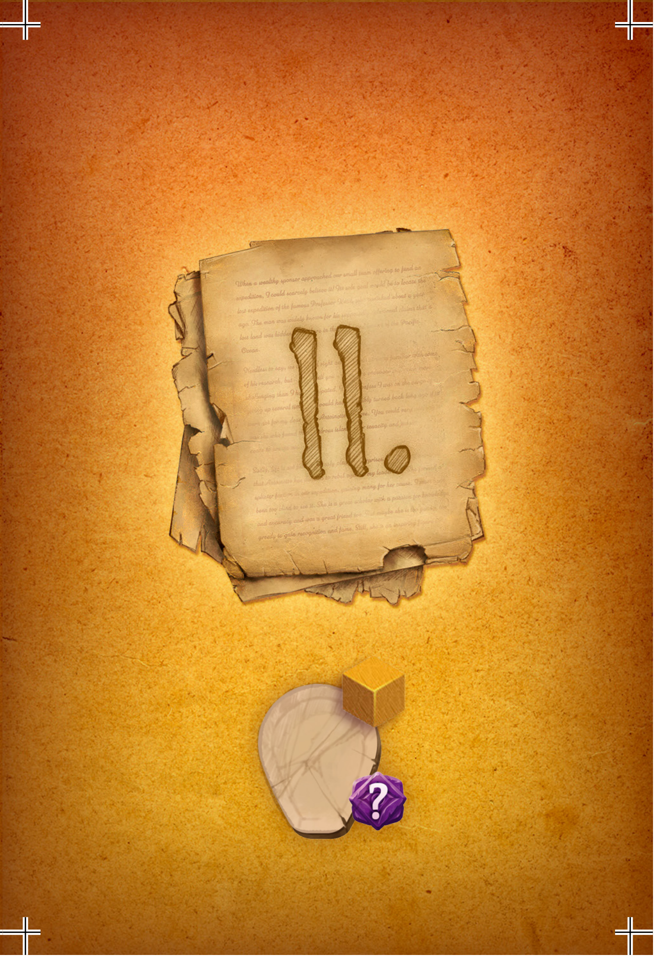

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Guarded Entrance

This is such a marvelous place! But next to the grand gate, we have found a smaller side door guarded by yet another beast. I wonder where this leads and whether we could maybe find a way around the Guardian?

Instead of taking a bonus tile, you may pay 🪙 🧭 to gain 💎.

Friend or Foe?

We found it! I almost ran to the temple entrance, but Natasha tapped my shoulder and pointed to the shadow of a column – a Guardian was watching us from there! But I believe it might be one of those we have met before. If it remembers us, could we win its favor one more time perhaps?

Instead of taking a bonus tile, you may flip over a used guardian to make its boon usable again.

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Secret Stash

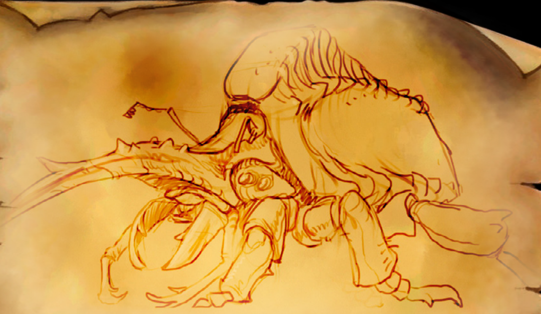
The tunnels twist and turn in all directions. I hope we do not get lost here. Yesterday, we noticed a few recent markings on the cave walls – after looking around, we found a secret stash hidden above them. The expedition must have gone this way!

Ever-Present Darkness

This is starting to get on my nerves. While we cannot see well down here, we can often hear the beasts approaching – but constantly waiting for that familiar yet hated sound to appear can be daunting. Even so, I still enjoy reading the elaborate inscriptions on the walls – the only highlight of being stuck down here.

Constant Danger

I suddenly found myself wishing Antoinette was here, with her uncanny way of laughing anything off. I don't seem to be able to do the same. We have fought off another beast today, and to put it mildly, I cannot say that I am used to this yet. Still, we found some items in its lair.



Close Call

We clashed with a ferocious beast in the tunnels today. I thought we were done for, but Natasha surprised me. She lashed out at the animal with her knife – half hissing, half screeching – obviously copying its sound. I was taken aback, but the beast turned and ran. Hiring her as our tracker might have been my best decision ever.

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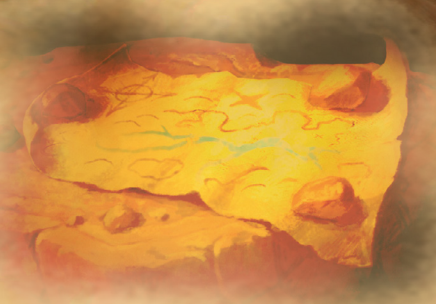

Enthusiastic Companion

Another passage cleared! I can't say I am fond of the dark. Once all this is over, I promise to spend more time in the sunlight! But André seems invigorated and happy about being here. He has taken it upon himself to map these tunnels and is taking it very seriously.

Gain 🧭 and put the ◆ on one of your assistants. You may spend it to refresh the assistant at any time. (Upgrading the assistant does not remove the ◆.)

Ancient Poetry

Deciphering the tunnel walls never tires me. There are always exciting discoveries to be made. Just yesterday, I was able to translate a part of a poem that I believe talks about one of the places we found not long ago. We must revisit the place to confirm my suspicion – it would be an incredible discovery!

Mark a ▲ or ▮ site with the ◆.

The next time you visit it, activate it twice.

Burial Grounds

Occasionally, we find strange places hidden here, deep in the twisting tunnels; this was one of them – a burial ground of sorts. Strangely, we found animal bones lying right next to the human remains and buried with the same level of respect. A weapon was placed next to each of them. This discovery might shed new light on the relationship the ancients had with the guardian beasts.

■ 💎 ↗

Unlikely Guide

Sometimes I wonder whether these creatures are simply animals or something more. Incredibly hostile one moment, then tame and subservient to the point it feels almost surreal. The last one was exceptionally friendly – it has offered us gifts and led us through the maze to a peaceful chamber where we could rest. I cannot get used to this.

☒ ● ●

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Rushing Water

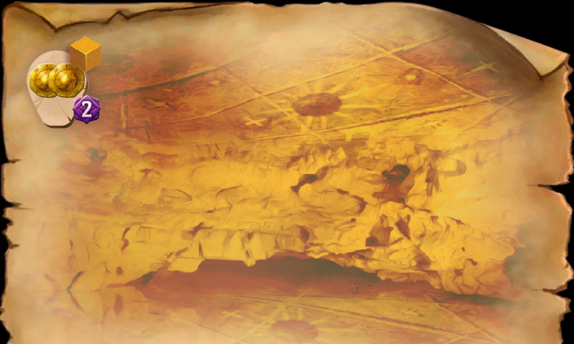
We have managed to open the first two doors of the temple. The water keeps rising – slowly at first, but the current is growing stronger. It is hard to remain calm. We should hurry.

You may 🂠 🧭 instead of gaining 🪙 🪙 from the research row.

Race Against Time

The water indeed started rising. It's hard to even describe the feeling – it makes me want to run, but there is nowhere to run to. To avoid panic, I started examining the rest of the room, before the water hides all its secrets from us. Maybe something useful can be found here.

You may use the effect of a ▲ site that is not flooded instead of gaining 🪙 🪙 from the research row.



Markings Above

This is a strange place indeed. It reminds me of a crypt. The ceiling is covered with markings I have not seen on this island before. I think they could be hints or instructions, maybe even some sort of a map?

You may ⬈ 🧭 instead of gaining 🪙 🪙 from the research row.

Nice Surprise

It is great to have good friends. Just today, I have discovered that one of the companions we have left with Professor Kutil must have packed something unexpected into my bag – it should come in handy!

Reveal cards in the item deck, one by one, until you find the first one costs exactly 1 🪙. Put it in your hand and shuffle the rest of the deck.

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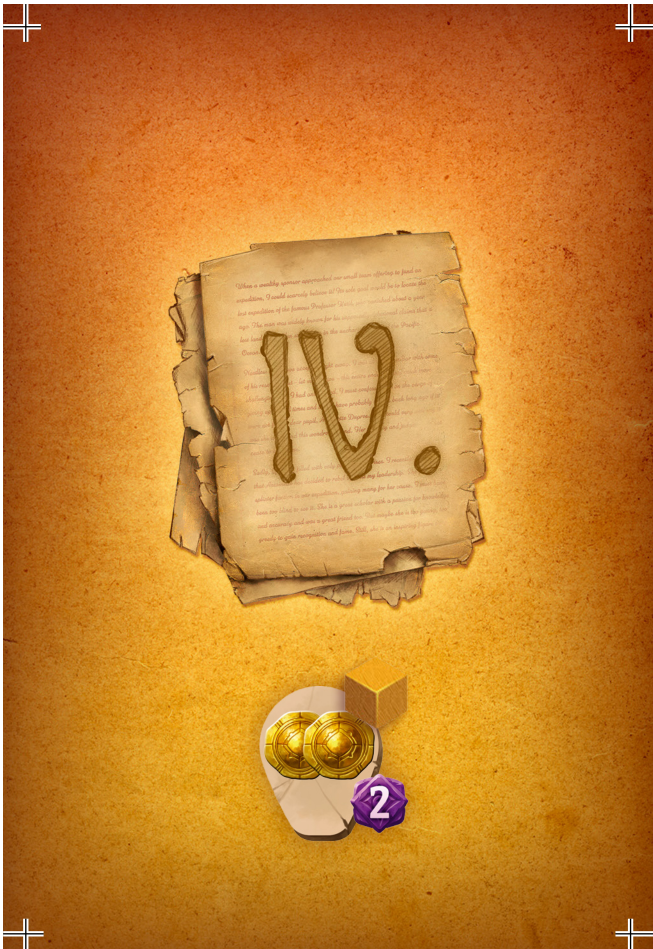

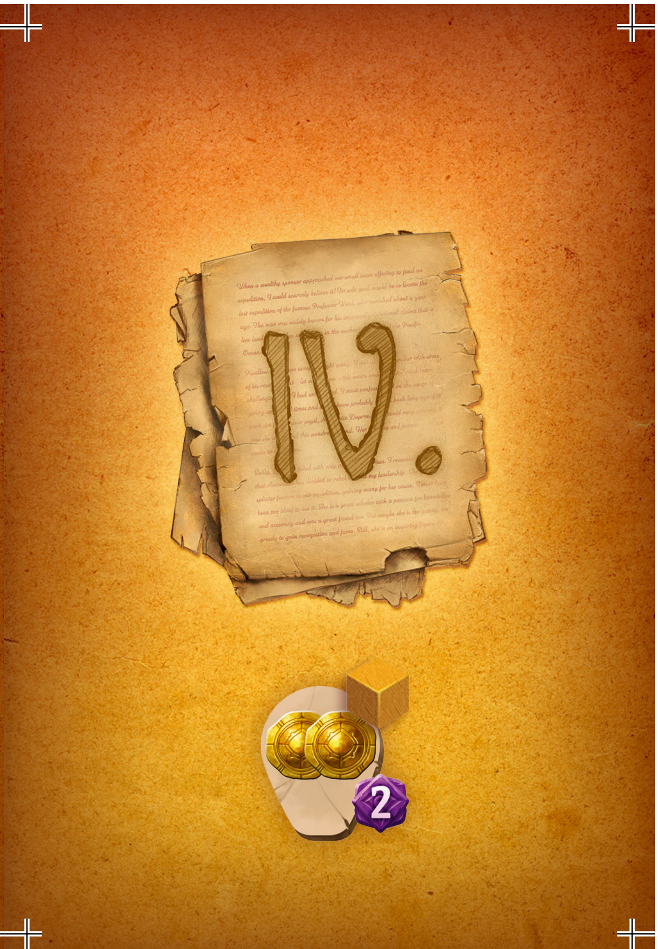

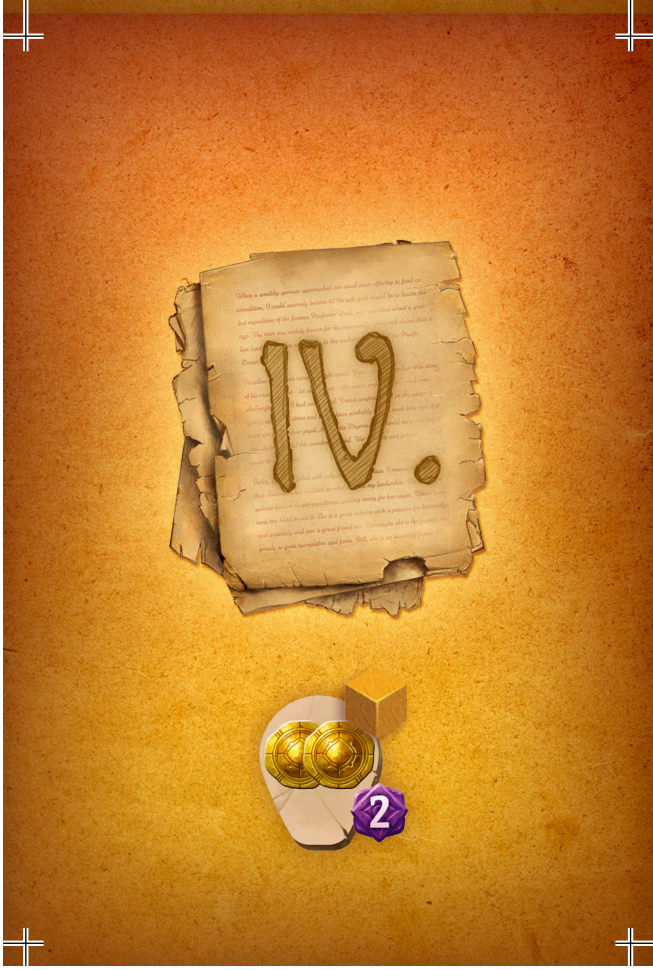

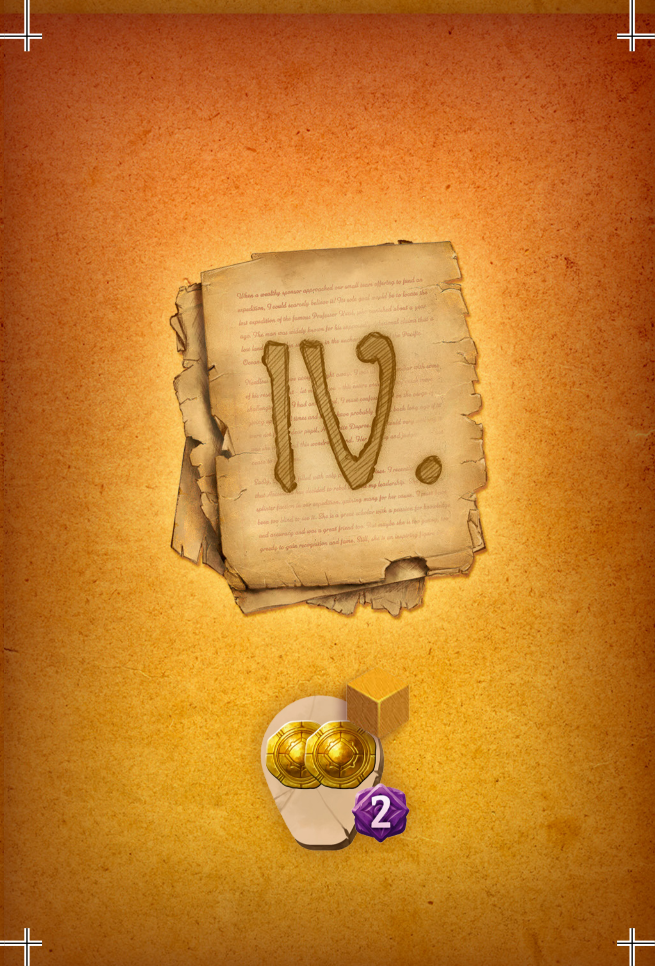

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LOST RUINS OF ARNAK: The Search for Professor Kutil

10

Eagle or Fish?

The path ahead is already partially flooded, and it seems we will have to dive into the water and swim underwater to reach the other side. The riddle in this room seems to suggest there is another way, though: "The fish is afraid when the Eagle soars." I would prefer if we could avoid being the fish.

You may pay
to avoid the effect of this row.

10

Silent Guardians

Occasionally, we find shrines with statues in the side alcoves, some with bizarre shapes as the rushing water has deformed them. I always feel uneasy when we pass them. I wonder whether it was customary to leave offerings in the alcoves? Could it be a part of the puzzle that we are missing?

You may pay
to avoid the effect of this row.

10

Tricky Riddle

I have been wondering what the next trial is about. We have deciphered a brief message so far: "Give up your greed; hold on to your honor." I fear we may be missing something. What could "honor" be referring to?

You may pay to gain
and avoid the effect of this row.

10

Avoiding Traps

The passage ahead looks suspicious. I cannot shake the feeling that something is amiss. I worry there might be traps hidden there, but the only way past them would be to swim around the passage, which would be quite the detour. Maybe it is worth it?

You may pay
to avoid the effect of this row.

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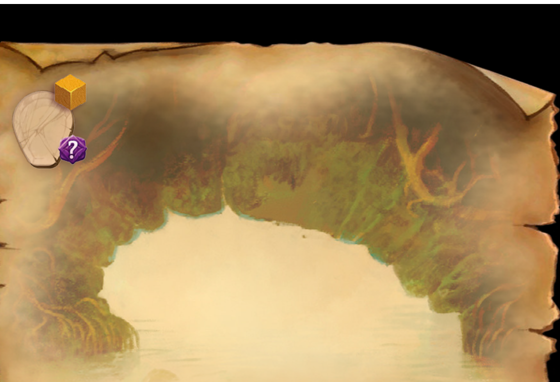

Freedom!

Finally, we see the light of day again. It is amazing to see how relieved my companions appear – the disbelieving glances they exchange, their incredulous laughter. It seemed impossible, but we survived!

Instead of taking a bonus tile, you may use the silver effect of one of your 👤. (The assistant's state – refreshed or exhausted – does not change.)

Lucky Stumble

We passed the test! We live to see the light of day again! As I was focused on getting out of the passages, I stumbled over something. Funnily enough, it was quite valuable – a finding I would have normally spent days looking for. What a strange place this is.

Instead of taking a bonus tile, you may pay 🥾 to gain ◆ instead.

Last Test

As we approached the portal leading out, there was an inscription above it. It could be just a greeting, but it might be a riddle. It is brief: "Soar as the bird; gods gaze upon you." I wonder whether we can figure this out?

Instead of taking a bonus tile, you may pay ✈ to move an idol from a slot to the supply crates.

Silly Bet

While in the depths of the tunnels, we were making jokes with my companions to avoid thinking of the darkness, and I made a bet with one of them: if we were to emerge from the tunnels alive, I will give them my pocket watch and name them "The Master of Predictions." Of course, it was just a joke, but I think it might help everybody's morale if I go through with it now that we have found the exit.

Instead of taking a bonus tile, you may pay ● to refresh an assistant.

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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See Companion App on ***arnak.game***